

Tamkang University Academic Year 110, 1st Semester Course Syllabus

Course Title	THEORY & EXERCISE ON POL-MIL WARGAME	Instructor	HUANG,ALEXANDER C.
Course Class	TRTXM1A MASTER'S PROGRAM, GRADUATE INSTITUTE OF INTERNATIONAL AFFAIRS AND STRATEGIC STUDIES, 1A	Details	<ul style="list-style-type: none"> ◆ General Course ◆ Selective ◆ One Semester
Relevance to SDGs	SDG17 Partnerships for the goals		
Departmental Aim of Education			
<ul style="list-style-type: none"> I. Understanding of the theory and practice of International Relations. II. Understanding of the major western strategic idea and practice. III. Understanding of the development of the current international and cross-strait situation. IV. Writing and presentation of basic academic and policy analysis. 			
Subject Departmental core competences			
<ul style="list-style-type: none"> A. The ability of analysis and evaluating of international situation.(ratio:30.00) B. The ability of analysis and evaluating of international strategic situation.(ratio:30.00) C. The ability of analysis of major states' defense policy and military strategy.(ratio:20.00) F. The ability of analysis and practice of strategic theory.(ratio:20.00) 			
Subject Schoolwide essential virtues			
<ul style="list-style-type: none"> 1. A global perspective. (ratio:30.00) 3. A vision for the future. (ratio:30.00) 5. Independent thinking. (ratio:40.00) 			

Course Introduction	Contemporary wargaming, developed by Prussian Army in the mid-19th century, has in fact similar to ancient Chinese military thought more than 2000 years ago. It served not only as useful tools in military planning, policy deliberation as well as understanding of power games in international affairs. The course is design to lead students into the world of wargaming, including methodology, scenario planning, and gaming practice.
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The correspondences between the course's instructional objectives and the cognitive, affective, and psychomotor objectives.

Differentiate the various objective methods among the cognitive, affective and psychomotor domains of the course's instructional objectives.

- I. Cognitive : Emphasis upon the study of various kinds of knowledge in the cognition of the course's veracity, conception, procedures, outcomes, etc.
- II. Affective : Emphasis upon the study of various kinds of knowledge in the course's appeal, morals, attitude, conviction, values, etc.
- III. Psychomotor: Emphasis upon the study of the course's physical activity and technical manipulation.

No.	Teaching Objectives	objective methods
1	1. Understanding of the origins and history of political-military wargaming, its origin, evolution, objectives, and methodology.	Cognitive
2	2. Understanding scenario planning in political-military wargaming.	Cognitive
3	3. Understanding the application of political-military wargaming through scenario planning.	Cognitive
4	4. Gaming practice.	Cognitive

The correspondences of teaching objectives : core competences, essential virtues, teaching methods, and assessment

No.	Core Competences	Essential Virtues	Teaching Methods	Assessment
1	ABCF	135	Lecture, Discussion, Practicum	Study Assignments, Discussion(including classroom and online), Practicum, Report(including oral and written)
2	ABCF	135	Lecture, Discussion, Practicum	Study Assignments, Discussion(including classroom and online), Practicum, Report(including oral and written)

3	ABCF	135	Lecture, Discussion, Practicum	Study Assignments, Discussion(including classroom and online), Practicum, Report(including oral and written)
4	ABCF	135	Lecture, Discussion, Practicum	Study Assignments, Discussion(including classroom and online), Practicum, Report(including oral and written)

Course Schedule

Week	Date	Course Contents	Note
1	110/09/22 ~ 110/09/28	課程介紹 Introduction	
2	110/09/29 ~ 110/10/05	兵棋推演的歷史源起與演進 Origins & Evolution of Wargame	
3	110/10/06 ~ 110/10/12	兵棋推演的基本要件 Key Elements of Wargame	
4	110/10/13 ~ 110/10/19	兵棋推演的型態 (一) Types of Wargame I	
5	110/10/20 ~ 110/10/26	兵棋推演的型態 (二) Types of Wargame II	
6	110/10/27 ~ 110/11/02	兵棋推演的應用 Wargame Applications	
7	110/11/03 ~ 110/11/09	兵棋推演的想定概念 Wargame Scenarios	
8	110/11/10 ~ 110/11/16	兵棋推演的想定設計 Wargame Scenario Design	
9	110/11/17 ~ 110/11/23	期中考試週 Mid-term Exam Week	
10	110/11/24 ~ 110/11/30	兵棋推演的想定設計習作 (一) Scenario Design 1	校外教學/國防大學
11	110/12/01 ~ 110/12/07	兵棋推演的想定設計習作 (二) Scenario Design 2	
12	110/12/08 ~ 110/12/14	兵棋推演的想定設計習作 (三) Scenario Design 3	
13	110/12/15 ~ 110/12/21	兵棋推演的實際演練 (一) Wargame Exercise 1	
14	110/12/22 ~ 110/12/28	兵棋推演的實際演練 (二) Wargame Exercise 2	
15	110/12/29 ~ 111/01/04	兵棋推演的實際演練 (三) Wargame Exercise 3	
16	111/01/05 ~ 111/01/11	兵棋推演的實際演練 (四) Wargame Exercise 4	
17	111/01/12 ~ 111/01/18	綜合歸納 Wrap up Session	
18	111/01/19 ~ 111/01/25	期末考試週 Final Exam Week	

Requirement	所有選修學生必須具備個人臉書(Facebook)。 授課時，學生需攜帶個人筆電。
Teaching Facility	Computer, Projector
Textbooks and Teaching Materials	Peter P. Perla, The Art of Wargaming: A Guide for Professionals and Hobbyists, Annapolis, MD: Naval Institute Press, 1990.
References	授課期間透過雲端網路，隨時發給/提供學生。Other required readings and class materials are distributed the week before the class in hard copy or through email network.
Number of Assignment(s)	(Filled in by assignment instructor only)
Grading Policy	◆ Attendance : 10.0 % ◆ Mark of Usual : 20.0 % ◆ Midterm Exam : 20.0 % ◆ Final Exam : % ◆ Other 〈兵推實作〉 : 50.0 %
Note	This syllabus may be uploaded at the website of Course Syllabus Management System at http://info.ais.tku.edu.tw/csp or through the link of Course Syllabus Upload posted on the home page of TKU Office of Academic Affairs at http://www.acad.tku.edu.tw/CS/main.php . ※ Unauthorized photocopying is illegal. Using original textbooks is advised. It is a crime to improperly photocopy others' publications.