

SPST485

STUDENT WARNING: This course syllabus is from a previous semester archive and serves only as a preparatory reference. Please use this syllabus as a reference only until the professor opens the classroom and you have access to the updated course syllabus. Please do NOT purchase any books or start any work based on this syllabus; this syllabus may NOT be the one that your individual instructor uses for a course that has not yet started. If you need to verify course textbooks, please refer to the online course description through your student portal. This syllabus is proprietary material of APUS.

Course Summary

Description

Course Description: This course promotes the understanding and effective use of space power while providing insight into the shaping and consequences of strategic decisions made in a space wargame. Students explore critical space issues in-depth and investigate the integration activities of multiple agencies associated with space systems and services. The course includes an overview of wargaming, the reasons why we wargame, and the history of wargaming. It then examines the space environment and why we wargame in space, even though there has never been a conflict in that domain. Next is an overview of Thor's Hammer (the National Reconnaissance Office's wargame) and the Schriever wargame series, followed by lessons learned from each wargame and how wargames affect military strategy. This course allows students to think critically about the importance of space assets and how best to protect them.

Course Scope:

At the end of this course, you will be able to assess the growing importance of wargames within the space community, both for the U.S. and its international partners. Space Wargaming explores critical space issues and investigates the integration activities of multiple agencies associated with space systems and services. You will also be able to think critically about the importance of space assets and how best to protect them.

Objectives

These are the course objectives:

CO-1: Examine the reasons why wargaming is necessary, not only for the military but also for commercial industry.

CO-2: Analyze the histories of military wargaming and space wargaming for patterns and trends.

CO-3: Examine the pros and cons of conducting wargames in general as well as space wargames.

CO-4: Differentiate between the two major space wargames.

CO-5: Analyze the strategies of a space wargame.

CO-6: Prepare a limited space wargame scenario.

CO-7: Attribute lessons learned from previous wargames, to include space wargames.

CO-8: Analyze space wargaming results for correlations to overall military strategy.

Outline

Week 1: An Introduction to Wargaming

Learning Objectives

CO-1: Examine the reasons why wargaming is necessary, not only for the military but also for commercial industry

Readings

Reading:

Wargaming for Leaders: Strategic Decision Making from the Battlefield to the Boardroom, Introduction and Chapter 1

Article:

War Gaming in the Information Age

Article:

The Epistemology of War Gaming

Assignment

Forum#1

Forum #2

Week 2: History of Wargaming

Learning Objectives

CO-2: Analyze the histories of military wargaming and space wargaming for patterns and trends.

Readings

Reading:

Wargaming for Leaders: Strategic Decision Making from the Battlefield to the Boardroom, Chapters 2-5

Article:

What is a Wargame? (All sections except 1d)

Article: *Toward a History-Based Doctrine for Wargaming – The History*

Assignment

Forum #3

Week 3: A Potentially Dangerous Outer Space Environment

Learning Objectives

CO-1: Examine the reasons why wargaming is necessary, not only for the military but also for commercial industry

CO-2: Analyze the histories of military wargaming and space wargaming for patterns and trends.

CO-3: Examine the pros and cons of conducting wargames in general as well as space wargames.

Readings

Reading:

None

Article:

Space Wargaming Prepares U.S. Forces for Battle in the High Frontier

Article:

Outer Space and the Multilateral Treaty-Making Process

Article: *Dangerous Space Incidents*

Assignment

Quiz

Forum #4

Submit your choice of topic for the research paper

Week 4: Space Wargames

Learning Objectives

CO-1: Examine the reasons why wargaming is necessary, not only for the military but also for commercial industry

CO-3: Examine the pros and cons of conducting wargames in general as well as space wargames.

CO-5: Analyze the strategies of a space wargame

Readings

Readings:

None

Power Point: *Wargaming Overview*

Article:

Militarization and Weaponization of Outer Space

Assignment

Short Paper on the Relevance of Space Wargames Due

Week 5: Two Major Space Wargames

Learning Objectives

CO-4: Differentiate between the two major space wargames

CO-5: Analyze the strategies of a space wargame

Readings

Readings:

None

Power Point:

NRO Wargaming Overview

Power Point: *Schriever Wargame 2012 Ops Assessment*

Schriever Wargame 2014 Ops Assessment

Assignment

Forum #5a

Forum #5b

Week 6: Space Wargame Scenario

Learning Objectives

CO-5: Analyze the strategies of a space wargame

CO-6: Prepare a limited space wargame scenario.

Readings

Readings:

Wargaming for Leaders: Strategic Decision Making from the Battlefield to the Boardroom, Chapters 12, 13 and 16

Article:

Good Games: Challenges for the War Gaming Community

Assignment

Wargame Scenario Due

Forum #6

Week 7: Wargame Lessons Learned

Learning Objectives

CO-5: Analyze the strategies of a space wargame

CO-6: Prepare a limited space wargame scenario.

CO-7: Attribute lessons learned from previous wargames, to include space wargames

Readings

Readings:

None

Power Point: *Schriever Wargame Lessons Learned*

Article:

War Gaming and its Role in Examining the Future

Assignment

Research Paper Due

Forum #7

Week 8: Space Wargame's Effect on U.S. Military Strategy

Learning Objectives

CO-7: Attribute lessons learned from previous wargames, to include space wargames

CO-8: Analyze space wargaming results for correlations to overall military strategy.

Readings

Reading:

None

Article:

Toward a History Based Doctrine for Wargaming – Strategy and Value

Assignment

Forum #8

Evaluation

Forums/Participation

There will be 8 Forum topics spread over 8 weeks. Forums make up 30 percent of your grade. One of the most important aspects of a graduate class is conversation. Thus the forum topics are designed for developing ideas, entering into dialogue with the instructor and/or your classmates on a variety of topics related to the course. The topics offer some initial comments or questions to initiate responses. Although original thoughts on every topic are not required, each student should strive to include original thoughts or opinions on a majority of the topics. The idea is engagement and discussion. Your comprehension of assigned readings will be reflected in your ability to discuss key course concepts.

Use proper paragraphs, spelling, grammar, punctuation, etc. You will earn 100 points for multiple, engaged, substantive participation (including a minimum of 250 words for your initial response and a minimum of 100 words for at least two student responses); 85-95 points for multiple, not as substantive or engaged participation, or minimal substantive or mixed participation. Participation that is not active may range from 70-85 points. No participation earns 0 points.

Quiz

This short quiz will consist of 10 multiple choice, short answer, true/false, and fill-in-the-blank questions and cover all materials from weeks 1-3. It will be worth 5% of your overall grade.

Short Paper

Submit an 8-10 page paper on the worth and relevance of space war games and exercises. Given the fact that there has never been a conflict in space, are these war games and exercises a good use of our resources or are they a waste of time and money? Justify your position. The paper is worth 15% of your overall grade.

Although you are welcome to include graphs, photos, charts, etc. they will NOT count toward the minimum requirement of 8 pages of narrative. You must also cite at least 5 references. The paper must be written IAW Turabian guidelines. Details are located in the Assignments Tab.

Wargame Scenario

This is a 2-3 page paper of a draft space wargame scenario, to include the current situation between the U.S./allies and adversaries, capabilities of each side, objectives, participants, and timeframe.

Although you are welcome to include graphs, photos, charts, etc. they will NOT count toward the minimum requirement of 2 pages of narrative.

Research Paper

The research paper will be 12-15 pages of text on any topic we've discussed in the class but must be different than your short paper topic. The research paper is worth 20% of your overall grade.

Although you are welcome to include graphs, photos, charts, etc. they will NOT count toward the minimum requirement of 12 pages of narrative. You must also cite at least 10 references. All sources of information must be footnoted and selected bibliography of all sources used or referenced expected.

Final Exam

The midterm and final exam make up 25% of your overall grade. Questions will be short essay; you will choose 5 questions out of 8 and respond with 1-2 paragraphs each. The exam will require you to have a good comprehension of all materials presented.

Writing Expectations

All written submissions should be submitted in one of the following Fonts: 11 or 12 point Times New Roman or 11 or 12 point Arial. Double space the text and indent paragraphs in accordance with Turabian guidelines. Separate your topics for ease of reading and good organization. Include a Title page with your name, course, topic, and date; and a Table of Contents.

Citation and Reference Style

All assignments for this class should follow the Turabian Style guidelines. You may cite your sources using footnotes OR endnotes but include separate pages for References and the Bibliography. Assignments completed in a narrative essay or composition format should follow Turabian Citation Style guidelines. This will require students to use the citation and reference style established by Kate Turabian in her *A Manual for Writers of Term Papers, Theses, and Dissertations*, 6th or 7th editions. Here is a quick link description how to use Turabian style: http://www.uvu.edu/owl/infor/pdf/style_guides/Turabian.pdf

Late Assignments

I understand there are times in your personal and professional lives that may preclude you from completing assignments on time. I want you to submit quality work and not work that is rushed just to meet a suspense. Try to stay ahead of the assignments so you can stick to the set guidelines. However, if you need more time for any reason, take it. I am typically very flexible with suspenses, but ONLY when there is a good justification. All I ask is that you let me know BEFORE the assignment due date that you require additional time. Don't request additional time two hours before the assignment is due or the day after. Students who submit assignments late without pre-coordination with the instructor will have points deducted from that assignment. Routine submission of late assignments is unacceptable and will result in points deducted from your final course grade.

If you have questions about the course grading, don't hesitate to contact me either by email or through the Sakai message system.

Grading:

Name	Grade %
------	---------

Materials

Book Title: Wargaming for Leaders: Strategic Decision Making from the Battlefield to the Boardroom - the VitalSource e-book is provided via the APUS Bookstore

Author: Herman & Frost

Publication Info: McGraw-Hill

ISBN: 9780071596886

Book Title: You must validate your cart to get access to your VitalSource e-book(s). If needed, instructions are available here - <http://apus.libguides.com/bookstore/undergraduate>

Author: N/A

Publication Info: N/A

ISBN: N/A

Articles:

Bracken, P. and Shubik, M. (2001) War Gaming in the Information Age. *Naval War College Review*, Spring 2001, Vol. LV:2. Accessed at <https://www.usnwc.edu/getattachment/db8161f6-f600-4f49-ac05-efc56f8d0876/War-Gaming-in-the-Information-Age--Theory-and-Purp.aspx>

Caffrey, M., Lt Col (2000). Toward a History Based Doctrine for Wargaming. *Aerospace Power Journal*, Fall 2000. Accessed at <http://www.airpower.maxwell.af.mil/airchronicles/apj/apj00/fal00/caffrey.pdf>

Conrad, Dr. W. (2013). Space Wargaming Prepares U.S. Forces for Battle in the High Frontier. American Public University System. Accessed at <http://www.military1.com/space/article/409528-space-war-gaming-prepares-us-forces-for-battle-in-the-high-frontier>

Danilenko, G. (1989). Outer Space and the Multilateral Treaty-Making Process. Boalt Hall School of Law, University of California at Berkeley, *Space Policy*, 321-329 (1989). Accessed at <http://www.law.berkeley.edu/journals/btj/articles/vol4/Danilenko/HTML/text.html>

Lastowka, G. (1999). What is a Wargame? [University of Virginia School of Law](http://www.virginia.edu). Accessed at <http://faculty.virginia.edu/setear/students/wargames/home.htm>

Rubel, Robert C. (2006). The Epistemology of War Gaming. *Naval War College Review*, Spring 2006, 59:2. Accessed at <https://www.usnwc.edu/getattachment/5fce9410-594b-47bf-af57-4cf5e406e634/Epistemology-of-War-Gaming.-The---Rubel.-Robert-C-.aspx>

Shah, A. (2007). Militarization and Weaponization of Outer Space. *Global issues.org*. Accessed at <http://www.globalissues.org/article/69/militarization-and-weaponization-of-outer-space>.

Starr, S.H. (2001). Good Games: Challenges for the War Gaming Community. *Naval War College Review* Spring 2001, Vol LV:2. Accessed at: <https://www.usnwc.edu/getattachment/4a845b95-8a4b-47d0-919f-f0e38a08785b/-Good-Games---Challenges-for-the-War-Gaming-Commun.aspx>

Watman, K. (2003). War Gaming and its Role in Examining the Future. *Brown Journal of World Affairs*, Summer/Fall 2003, Vol X:1. Accessed at <http://brown.edu/initiatives/journal-world-affairs/10.1/war-gaming-and-its-role-examining-future>

Zenko, M. (2014). Dangerous Space Incidents, Contingency Planning Memorandum No. 21. Publisher Council on Foreign Relations Press (April 2014). Accessed at <http://www.cfr.org/space/dangerous-space-incidents/p32790>

PowerPoint Presentations:

Conrad, Dr. W. (2014) - Wargaming Overview, Derived from Multiple Sources

Conrad, Dr. W. (2014) - NRO Wargame, Derived from Thor's Hammer 14 Wargame Initial Planning Workshop Read Ahead

Conrad, Dr. W. (2014) - Schriever 12 Wargame, Derived from Schriever Wargame 2012 Operational Assessment Report

Conrad, Dr. W. (2014) - Schriever 12 Wargame Lessons Learned, Derived from Schriever Wargame 2012 Operational Assessment Report

Conrad, Dr. W (2014) – Schriever 14 Wargame, Derived from Draft Schriever Wargame 2014 Operational Assessment Report

Course Guidelines

Citation and Reference Style

- Attention Please: Students will follow the APA Format as the sole citation and reference style used in written work submitted as part of coursework to the University. Assignments completed in a narrative essay or composition format must follow the citation style cited in the APA Format.

Tutoring

- [Tutor.com](https://www.tutor.com) offers online homework help and learning resources by connecting students to certified tutors for one-on-one help. AMU and APU students are eligible for 10 free hours* of tutoring provided by APUS. Tutors are available 24/7 unless otherwise noted. Tutor.com also has a SkillCenter Resource Library offering educational resources, worksheets, videos, websites and career help. Accessing these resources does not count against tutoring hours and is also available 24/7. Please visit the APUS Library and search for 'Tutor' to create an account.

Late Assignments

- Students are expected to submit classroom assignments by the posted due date and to complete the course according to the published class schedule. The due date for each assignment is listed under each Assignment.
- Generally speaking, late work may result in a deduction up to 20% of the grade for each day late, not to exceed 5 days.
- As a working adult I know your time is limited and often out of your control. Faculty may be more flexible if they know ahead of time of any potential late assignments.

Turn It In

- Faculty may require assignments be submitted to Turnitin.com. Turnitin.com will analyze a paper and report instances of potential plagiarism for the student to edit before submitting it for a grade. In some cases professors may require students to use Turnitin.com. This is automatically processed through the Assignments area of the course.

Academic Dishonesty

- Academic Dishonesty incorporates more than plagiarism, which is using the work of others without citation. Academic dishonesty includes any use of content purchased or retrieved from web services such as CourseHero.com. Additionally, allowing your work to be placed on such web services is academic dishonesty, as it is enabling the dishonesty of others. The copy and pasting of content from any web page, without citation as a direct quote, is academic dishonesty. When in doubt, do not copy/paste, and always cite.

Submission Guidelines

- Some assignments may have very specific requirements for formatting (such as font, margins, etc) and submission file type (such as .docx, .pdf, etc) See the assignment instructions for details. In general, standard file types such as those associated with Microsoft Office are preferred, unless otherwise specified.

Disclaimer Statement

- Course content may vary from the outline to meet the needs of this particular group.

Communicating on the Forum

- Forums are the heart of the interaction in this course. The more engaged and lively the exchanges, the more interesting and fun the course will be. Only substantive comments will receive credit. Although there is a final posting time after which the instructor will grade comments, it is not sufficient to wait until the last day to contribute your comments/questions on the forum. The purpose of the forums is to actively participate in an on-going discussion about the assigned content.
- "Substantive" means comments that contribute something new and hopefully important to the discussion. Thus a message that simply says "I agree" is not substantive. A substantive comment contributes a new idea or perspective, a good follow-up question to a point made, offers a response to a question, provides an example or

illustration of a key point, points out an inconsistency in an argument, etc.

- As a class, if we run into conflicting view points, we must respect each individual's own opinion. Hateful and hurtful comments towards other individuals, students, groups, peoples, and/or societies will not be tolerated.
-

University Policies

[Student Handbook](#)

- [Drop/Withdrawal policy](#)
- [Extension Requests](#)
- [Academic Probation](#)
- [Appeals](#)
- [Disability Accommodations](#)

The mission of American Public University System is to provide high quality higher education with emphasis on educating the nation's military and public service communities by offering respected, relevant, accessible, affordable, and student-focused online programs that prepare students for service and leadership in a diverse, global society.

STUDENT WARNING: This course syllabus is from a previous semester archive and serves only as a preparatory reference. Please use this syllabus as a reference only until the professor opens the classroom and you have access to the updated course syllabus. Please do NOT purchase any books or start any work based on this syllabus; this syllabus may NOT be the one that your individual instructor uses for a course that has not yet started. If you need to verify course textbooks, please refer to the online course description through your student portal. This syllabus is proprietary material of APUS.