

Draft Agenda

Time (Eastern)	Day 1	Day 2	Day 3
10:00 AM	Welcome & Introductions	Adjudication of Engineering and Environmental Factors	WMD Response Operations: Defensive Preparation Games
	The Basics of WMD		
11:00 AM			
	Break		
	Weapons Effects Estimates		
	Lunch		
	Lunch		
12:00 PM	Basics of Game Design & How WMD Affects It	Lunch	Lunch
1:00 PM	Break	Advanced Biological Weapons & How They Factor into Game Design	WMD Response Operations: Designing Response Games
2:00 PM	Types of WMD Games	Advanced Biological Weapons & How They Factor into Game Design	WMD Response Operations: Designing Response Games
	Break	Advanced Biological Weapons & How They Factor into Game Design	WMD Response Operations: Designing Response Games
3:00 PM	Adjudication & Calculating WMD Effects	Advanced Biological Weapons & How They Factor into Game Design	WMD Response Operations: Designing Response Games
4:00 PM	Practical Exercise: Designing a Game with WMD	Advanced Biological Weapons & How They Factor into Game Design	WMD Response Operations: Designing Response Games
5:00 PM	Practical Exercise: Designing a Game with WMD	Incorporating WMD into “Normal” Games	Design Exercise
6:00 PM	Practical Exercise: Designing a Game with WMD	Incorporating WMD into “Normal” Games	Design Exercise

Register: <https://www.mors.org/Events/Courses/Gaming-Weapons-of-Mass-Destruction-Course>