

POLI 452. CONFLICT SIMULATION.

Credits: 3

Offered by: Political Science (Faculty of Arts)

Terms offered: Winter 2026

View offerings for Winter 2026 in Visual Schedule Builder.

Description

An introduction to the use of serious games for conflict analysis. The course will address the history of wargaming, the professional use of gaming techniques by governments and other organizations, and conflict simulation design.

- Prerequisite: A 200-level course in international relations or comparative politics.
- The field is Comparative Politics; also in the field of International Relations.

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