Information Environment
Advanced Analysis Course

Course Description: This course prepares students to apply IEAA concepts to enable intelligence and operational communities to characterize, forecast, target, wargame and assess the information environment in support of a commander’s decision-making process. Students are immersed in concepts, techniques and operational constructs and linked to the Joint Intelligence Preparation of the Operational Environment (JIPOE), Operational Design, and the Joint Planning Process (JPP).

Measurement: Participate and complete the practical exercise (PE) and oral evaluation

Course Length: 7-18 June 2021
110 hours (80 academic hours + 30 hours reading time)

Location: Residence Inn Conference Room
Potomac Mills Woodbridge
14301 Crossing Pl, Woodbridge, VA 22192

To Register: Provide your name, email address and division to HQMC_DCI_TalentDevDCI@usmc.mil

Introduction to the Information Environment – Provides students with an overview of the complex information environment, and concepts, techniques, constructs, lexicon and relationships to doctrine that will be used throughout the course.

Critical Thinking – Students learn techniques to adaptively apply when analyzing and challenging conventional wisdom, understand how adversaries think, and comprehend how critical thinking supports mission analysis – across the information environment and in numerous other domains.

Information Environment Decomposition – Students learn systems theory, approaches and analytic techniques with which to decompose systems, subsystems and attributes comprising an information environment.

Decision Makers – Students learn analytic and holistic concepts to understand the decision-making calculus within the information environment as related to decision makers; includes will, human factors, group dynamics, prospect theory, and social identity theory.

Information Environment Characterization – Students learn to create a textual and visual understanding of the information environment. This is used to explain systems, subsystems and attributes and to apply link, culture, semiotic, pattern, trend and anomaly analyses. Students also apply systems theory concepts and interrelationships, aggregation analysis and systems emergence.

Wargaming – Analytic Wargaming & Deception (Two Parts)
Students learn to manage risk, think like the adversary and other actors, and discern nth-order effects by applying wargaming, red-teaming and deception methods and techniques.

Capstone Practical Exercise (PE) – The capstone PE is delivered in two phases providing students with a realistic scenario within which they can apply all concepts, techniques and constructs learned throughout the course. Phase I consists of a 2.5-hour oral examination to ensure students have grasped of IEAA concepts and contexts; phase II is 8 hours of concept and technique application culminating with each small group delivering a thorough 45-minute IE recommendation to a senior leader panel.