

Lectures
Week 2 - Paradigms

International Security in the 21st C - Week 2 Lecture

1. The idea of paradigm and its place in research and decision making
2. The realist paradigm: assumptions, concepts, consequences, prescriptions
3. The liberal paradigm: assumptions, concepts, consequences, prescriptions
4. A comparison of Realism and Liberalism

Realism [1 st hour]	
<ul style="list-style-type: none">• Conflict is immanent• Studies are inductive• Recurring phenomena - war• Classical realism - in human nature, we are motivated by 3 core motivations: fear, greed, fame (selfish)• Some of the nations state reflects us - an extension of the individual• Most important - the state [state centric]• Modern state - creation of 15th-16th c, were city states previously• Territorial integrity and political integrity• Self help - rely only on ourselves• Selfish in pursuit of national interest• National interest can only be achieved w power - ultimate arbiter of international rels (war, peace, bargaining, volition)• Relative power - don't care how much they have, but how much they have vis a vis other states• Security is sparse• Zero sum gain - what someone else gains, someone else loses• Offensive realism - motivated by greed not fear.• Systemic realism looks at causation differently, does not come from individual, but the system• 1. Main causation from the order [anarchy]• 2. Units are shaped by anarchy (general ordering principal of	

<p>anarchy)</p> <ul style="list-style-type: none">• Balance of power changes (only dynamic variable) due to systemic features• Security dilemma- nobody governs the world• If I arm myself - neighbours become concerned• Moment security increased, security of neighbours reduced, will try to arm themselves• If don't respond - risk own survival, political autonomy, territorial integrity• Play the game <p>REALIST SUBSCHOOLS</p> <ul style="list-style-type: none">• Classical and systemic• Further schools defensive and offensive [motivation- fear, greed, fame]• Defensive - fear, threat, maintain BOP, deterrence• Offensive - main powers motivated by greed, what can take from others, offensive army/weapons, opportunistic• Systemic realism - looks @ causation differently - comes from the system• 3 claims- 1. Causation comes from ordering principle of IR- anarchy (world w.out anarchy) tendency to go to war• 2. Units shaped by anarchy• 3. BOP only dynamic variable due to features created by other domains• Classic- causation emanates from humans <p>Prescriptions</p> <ul style="list-style-type: none">• State to pursue national interest• Know rules of game- be selfish, relative power• Trust nobody - spy on others• Don't trust collective security - each state pursues its own	
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<p>interests</p> <ul style="list-style-type: none">• Reflect interest of strongest actor - UN• Don't think about morality in realist world	
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