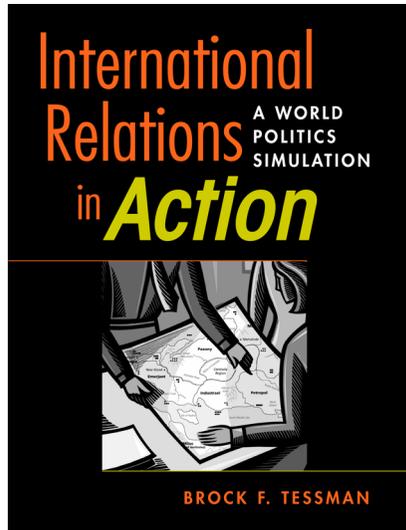


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International Relations in Action

Brock F. Tessman

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LYNNE RIENNER PUBLISHERS

1800 30th Street, Ste. 314

Boulder, CO 80301

USA

telephone 303.444.6684

fax 303.444.0824

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Introduction

Congratulations! As an influential leader of a powerful country in the land of Politica, you have the ability to change the course of history. In the International Relations in Action (IRiA) Simulation, you will work on your own and with teammates to achieve a set of individual and country objectives that you will find in this book. The future of your country is in your hands—will you guide it to greatness or lead it down the path to ruin?

In the IRiA Simulation you will have the chance to gain first hand experience with some of the theories and concepts you have learned about during lecture, while reading, or in the process of classroom discussion. You will also be asked to write short reports that will allow you to apply lessons from the simulation to what you have learned about international relations in the “real” world. Your country will be faced with some of the same challenges confronted by history’s greatest leaders, strategists, and diplomats. Depending on the objectives assigned to your country, you might be tasked with reforming an international organization, promoting a free trade agreement, resolving ethnic conflict, or preventing a global pandemic. Along the way, you and your team will decide which countries are natural allies and which may emerge as potential rivals. You will also have to make tough decisions about how to allocate economic resources and how to trade for the resources your country needs to reach its full potential. Through diplomatic interaction, compromise, and clever negotiating, your country will find its place in Politican politics. The only question is—will that place be at the top of the heap or at the bottom of the pile?

You will be assigned a specific government position on your team. Depending on the size of your class and other variables, your country might include up to five government positions: chief decisionmaker (CDM), diplomat (DIP), economic adviser (ECA), intelligence officer (INT), and opposition leader (OPP). While you will work with your teammates to achieve a set of shared team objectives, you

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might also want to pursue the individual objective associated with your particular position.

The rest of this book follows a rather simple plan. In Part 1, you will be introduced to the individual position that you will occupy in your country's government, and the responsibilities that accompany each position. You will also learn about the tension that exists between individual and team objectives in the simulation. Finally, you will be given a crash course in the geography and history of each country in *Politica*. In Part 2, you will learn about the four basic components of each turn during the IRiA Simulation: allocation of resource factors, diplomacy, trade, and conflict. On every turn, you will have to make important decisions about challenges in the first three areas; occasionally, the fourth area—conflict—will also play an important role in your decisionmaking. Part 3 contains the twelve simulation scenarios that serve as the core of the IRiA Simulation. The scenarios are grouped into three broad categories of international security, international political economy, and international organization. Along with each scenario comes a new objective, but you will find that achieving one objective might require some compromise on another.