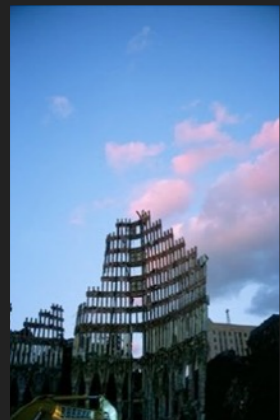


# Three Paradigms

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# Definitions

- Definition of Politics: Authoritative allocation of values, resources or prerogatives -- David Easton
- Definition of the State: Organization with a “monopoly on the legitimate use of physical force within a given territory” -- Max Weber
- Definition of Anarchy: Absence of central authority.

# Dueling “Isms”

- Much of modern international relations has been dominated by 2 (and later 3) “isms”
  - Realism
  - Liberalism
  - Constructivism
- Definition: A **paradigm** is an approach to knowledge, a set of theories with a similar perspective.

# Realism

- Realist assumptions:
  - **States** are dominant actors in world politics
  - Countries are **egoistic**
    - They have preferences, seek to realize them
  - Preferences: states want
    - **Power** (offensive realism)
    - **Security** (defensive realism)

# Realism II

- Realists contrast **hierarchy** (within states) and **anarchy** (between states)
  - Hierarchy: leviathan operates. Peace prevails
  - Anarchy: world is self-help system. Permissive environment for conflict.
- Under anarchy, justice and law are irrelevant
- Might = right. World politics is about power

# Realism III

- Realists argue that world politics is about power
  - States balance against the powerful (defensive)
  - Or with the powerful (offensive realism)
- Depending on one's perspective, stability (not peace, but a check-mate of opposing interests) is achieved by external or internal balancing.
- Famous realists: Machiavelli, Carr, Morgenthau, Waltz (Betts, Jervis, Mearsheimer, Schweller)

# Liberalism

- Where realists are pessimists (the glass is half empty), liberals are optimists (glass half full)
- Liberalist assumptions:
  - Multiple actors in world politics
  - Actors are egoistic
  - Preferences: states want
    - Security and Wealth

# Liberalism II

- Liberals see (or see the potential for) **hierarchy** between states and other actors internationally
  - Justice and law are imperfect, but relevant
  - Might = right. But states must also cooperate
  - Anarchy can be **self-organizing**
    - Treaties/norms are self-enforcing (network)
    - Agreements result from mutual self-interest



# Liberalism III

- Liberalist see world politics as about prosperity
  - States cooperate to obtain mutual benefits
  - Or to produce collective goods
- Peace typically results from live-and-let-live
- Complementary mutual self-interest is the norm
- Famous liberalists: Kant, Wilson, Carnegie (Keohane, Nye, Russett, Moravcsik)

# Constructivism

- Constructivists are usually very optimistic (Wendt: “Why world government is inevitable”)
- Constructivist assumptions:
  - Multiple actors in world politics
  - Actors are social
  - Preferences: states want what the community wants (can evolve over time)
    - Wendt: Hobbesian, Lockean, Kantian

# Constructivism II

- **Hierarchy** evolves naturally from the interaction of states/units
  - Justice and law have independent effect
  - Might not right. States “ought” to cooperate
  - Anarchy can be **self-organizing**
    - Treaties/norms are self-reenforcing (network)
    - Agreements result from social will

# Constructivism III

- Constructivist sees world politics as about society
  - States cooperate if other states cooperate / not
- Peace requires social norm (fragile?)
- Social-interest drives behavior (coop/~coop)
- Famous Constructivists: (Wendt, Lebow, Katzenstein)