

Topics in International Politics:

Using Civilization III to Learn Diplomacy & Negotiation

Political Science 394-001; Summer Intersession 2007

M-F 9:00-12:00, FH 215 and FH 423 (computer lab)

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Introduction

Civilization (I, II, III, and IV) is a computer simulation game that allows players to build civilizations, either against the computer or by playing other people. Success is contingent upon strategizing through a two-level games approach. As players manage resources to develop their civilizations, develop diplomatic relations with other civilizations, establish trade relations, and engage in military and peace alliances, they are immersed in a simulated international system.

This interactive course provides students with the opportunity to link important, abstract concepts with real world events and situations, facilitated by a computer simulation. The goal of this course is for players to learn about international politics, with a particular focus on diplomacy and negotiation, through simulation experience. Not only does this course offer a unique and interesting way to learn international politics concepts—it also promotes the development of decision-making, critical thinking, and analytical skills in a dynamic environment.

Readings

Readings will be linked to your course webpage at www.nku.edu/~weirk/civ.html

Contact Information

If you need to contact me outside of class, the best way to reach me is by email. I generally check my email at least once a day Monday through Friday.

Course Requirements

- 2 Completed Play Logs= 15% of overall grade
 - Log #1 due by 5/17
 - Log #2 due by 5/25
- Critical Thought Papers= 75% of overall grade
- Class Participation= 10% of overall grade

PLAY LOGS

Throughout play, you will need to keep logs of your activities, encounters, agreements, advances, etc. Only play logs from games that reach *at least* 1300 AD will be accepted. Please use the provided template to keep your play logs (linked to your course page).

First, for each game you play, you need to indicate the following information:

- What civilization you chose and why
- The tendencies your civilization has (scientific, spiritual, belligerent, etc)
- Total game time
- Year the game ended
- The results of the game (won by scientific achievement, lost by military defeat, ran out of time/turns, etc.)

Additionally, you need to log all of the following:

- Declarations of war (and with whom)
- Declarations of peace (and with whom)
- Advances or setbacks for your civilization (Wonders built; Age advancement; change of government; secession or joining of a city to your civilization; civil disorder of a city)
- Trade agreements or goods traded (and with whom)
- Treaty alliances (and with whom)

Use the following format to log your activities:

- (1) **Year** of the event you're logging
- (2) **Event**
- (3) **Details / Comments** -any relevant details/comments of event

Here's an example. Let's say that it's 1800 and you decided to check in on the Celts, French, and Egyptians. After some negotiation, you agreed to give the Celts a world map in exchange for 5 gold units (from the Celts) and enter into an alliance with the French. You couldn't reach a deal with the Egyptians. Here is an example of how you might log your information:

Year	Event	Details / Comments
1800	<ul style="list-style-type: none">• Entered into negotiations with the Celts (cautious), French (gracious), and Egyptians (furious)• Traded with Celts and French, couldn't reach a deal with Egyptians.	<ul style="list-style-type: none">• Made 20-year alliance with French.• The Egyptians have continually been entering in my territory and they're really starting to anger me. I think they might be ready to declare war (though the French alliance should help me balance out their power).
1811	<ul style="list-style-type: none">• Russian city of Minsk seceded to my civilization	<ul style="list-style-type: none">• They were impressed with my cultural advancements, so they joined my civilization

CRITICAL THOUGHT PAPERS

In addition to class discussion, critical thought papers will tie together the IR concepts with your simulation experience. As you play the game, you will recognize most, if not all, of the concepts we discuss in class in the simulated international system. The critical thought papers are then the means for you to analyze your experiences in connection with international relations concepts.

The object of these papers is for you to examine the extent to which your game experiences relate to real world events. For each paper, I will link news articles. Your of the assignment is for you to consider how these real world events relate—or not—to the simulated game you're playing. For instance, I may give you a news account of a trade issue between Russia and Germany. Your job is to consider whether this real world event/situation resembles your trade experiences in the game. As you play the game, you should better be able to appreciate the complex nature of trade relations and how that realistically applies to the Russia/Germany trade situation.

The format of your paper should be as follows:

	Top right hand side: Name Paper Number Date paper is due Word Count
The body of your paper should include the following:	
<ul style="list-style-type: none">• An introduction that should explain what your paper will cover, including the names of the articles and the relevant IR concepts you'll be discussing• A brief overview of the articles• Describe what your experience was during play regarding whatever issues you deem relevant to the articles (security, trade, human rights issues, the environment, international law, just to name a few)• Explain how your game experience helps you better understand the real world situation.• A conclusion that should explain the extent to which you feel the game reflects or doesn't reflect real world situation and dynamics	

Papers may not exceed 1250 words, must be double-spaced using 12 font Times Roman (or something similar), and have page numbers. Proof read your papers before submitting them. Grammatical errors, misspelled words, typos, and failure to follow the prescribed format will reduce your overall grade.

You should not directly quote any of the articles; all information should be in your own words. As such, you do not need to cite the sources of the articles that I have provided for you. I do not expect you to introduce any outside research or information for your papers. If you do, however, it is imperative that you cite any sources you quote or paraphrase. If you're not sure what this means or how to do this, then ask. If you fail

appropriately credit sources, you will be subject to the penalties for plagiarism (see below).

Papers will be collected at 9:05 on the assigned due date. If you are not in class to submit your paper at the time I collect them, your paper will automatically lose 10 points. Late papers will lose 10 points per weekday.

CLASS PARTICIPATION

This class is centered on game play and class discussion. Just because some of our class time will be spent on game play doesn't mean you don't need to show up to class, as we will also be connecting the computer simulation to international politics concepts. You are responsible for coming to class prepared, having completed any readings or assignments. Participation grades are based on the **quality** of your participation, not solely the **quantity**. I keep track of not only how often you participate, but take note of what you contribute. At any time, you can ask me where you stand in terms of your participation grade and I will gladly discuss it with you.

Additional Information

Late assignments: Any assignment handed in after the collection time at the start of class is considered late. Late assignments lose 10 points for additional each weekday they are late. No assignments will be accepted after Friday, May 26. Assignments must be in typed and in hard copy form or they will not be accepted.

Citation information: Where you quote or paraphrase any source, written or electronic, you need to cite the work (author, year, page number) for any source with an author; (web page name) for an electronic source without an author. These citations should then be listed in your bibliography as such:

- **Books:** Inglehart, Ronald. 1997. Modernization and Postmodernization. Princeton, NJ: Princeton University Press.
- **Articles:** Zedillo, Ernesto. 2000. "Against Globophobia." *New Perspectives Quarterly* 17(2):4-7.
- **Web Sites:** World Trade Organization. 1999. "NGOs attending the third WTO Ministerial Conference," (5/10/99) http://www.wto.org/english/forums_e/ngo_e/ngoinseattle_e.htm

Extra credit projects are not an option.

Syllabus amendments: I reserve the right to amend the syllabus or schedule as necessary at any time (see more specific details on Department Common Syllabus Policies).

All University policies apply, including the honor code. The work you will do in this course is subject to the Student Honor Code. The Honor Code is a commitment to the highest degree of ethical integrity in academic conduct, a commitment that, individually and collectively, the students of Northern Kentucky University will not lie, cheat, or plagiarize to gain an academic advantage over fellow students or avoid academic requirements.

Plagiarism is any instance of attempting to pass off the work of others as your own. This is not limited solely to directly quoting the work of others- it also includes paraphrasing the work of others without giving appropriate credit. Put another way, if you take someone else's work and change, add, or delete some words here and there, you are still plagiarizing if the essential meaning remains the same. Plagiarizing from other students, or even from your own previous work, is not acceptable.

You are expected to do your own work, properly cite the contribution of others, and use only expressly authorized materials on exams, quizzes, or assignments. If you aren't sure about when or how to credit the work of others, let me know and I will be happy to help you out.

The penalty for the first instance of lying, cheating, or plagiarizing is an automatic zero for the assignment in question. The penalty for a second instance of lying, cheating, or plagiarizing is a grade of 'F' for the class and dismissal from class. All instances of lying, cheating, or plagiarizing will be brought to the attention of the Dean of Students.

Disabilities services: Students with disabilities who require accommodations (academic adjustments, auxiliary aids or services) for this course must register with the Office of Disability Services. Please contact the Disability Service Office immediately in the University Center, Suite 320, or call (859) 572-6373 for more information. Verification of your disability is required in the Office of Disability Services for you to receive reasonable academic accommodations.

Student Learning Outcomes: In taking this course, you will:

- Learn important international relations concepts and apply them to current problems and relate them your simulation experience.
- Demonstrate an understanding of how international relations' principles and standards apply to the study of individuals and/or groups.
- Examine the ethical issues relevant to research and applications in international relations.
- Examine the impact of diversity issues within international relations.
- Communicate an understanding of the social sciences using formats appropriate to international relations.

Course Schedule

Date	Topic	Assignment
Week 1 M 5/7	Introduction Game installation	
T 5/8	Concepts Game play	
W 5/9	Game play	
TH 5/10	Game play Debriefing Concepts	
F 5/11	Game play	
Week 2 M 5/14	Game play Debriefing	
T 5/15	Game play	Paper #1 due
W 5/16	Game play	
TH 5/17	Game play Debriefing Concepts	Play Log #1 due
F 5/18	Game play	
Week 3 M 5/21	Game play	Paper #2 due
T 5/22	Game play	
W 5/23	Game play Debriefing Concepts	
TH 5/24	Game play Debriefing	
F 5/25	Tying it all together	Paper #3 due Play log #2 due

The following policies apply to all courses taught by faculty in the Department of Political Science and Criminal Justice. Please note that individual faculty may have specific applications of these policies in their syllabi.

1. Classroom and Electronic Participation:

Classroom participation is essential to the educational process. It is vital to your understanding of the course material, and to your overall performance. It is also a student responsibility. Class participation is generally defined as regular class attendance, proper class preparation, completing assignments and activities in a timely manner, completing assignments in the format requested, and participating in discussions both during and outside of class (e.g. Black Board discussions). Participation also refers to regular monitoring of and responding to electronic contact by professors via email, Black Board or other means. Participation may have a specific grade percentage in your class; see your course syllabi for specifics.

2. Class Professionalism:

- A. Out of respect to your fellow learners, **electronic devices should be turned off** during class time unless you are required to be on-call by your employer. In that case, please set your beeper / phone to a non-audible signal. If you are required to leave a beeper or cell phone on during class, inform the professor of this prior to class.
- B. **Disruptive behavior or conduct** (whether in-class or electronic) that demeans fellow class members or the instructor will not be tolerated. Please see the Code of Student Rights and Responsibilities Section 4.3 for "What the Professor May Expect of the Student." Instructors reserve the right to dismiss or remove a disruptive student from a classroom in accordance with the appropriate College of Arts and Science Policy.
http://www.nku.edu/~deanstudents/disruption_guidelines.html
- C. It is important that work with your name attached is, in fact, **solely your work** unless properly referenced or cited. In these days of increased access to information, it is critical that you understand the meaning, seriousness and consequences of plagiarism. If you ever have a question about giving proper credit for academic work, please consult your instructor **well in advance of an assignment due date**.
- D. The work you will do in this course and your behavior in this course are subject to the **Student Honor Code**. The Honor Code is a commitment to the highest degree of ethical integrity in academic conduct. By being a student at NKU you make a commitment that individually and collectively, you will not lie, cheat, or plagiarize to gain an academic advantage over fellow students or avoid academic requirements. You also make a commitment to behavior in a professional manner, especially when involved in academic activities off campus such as travel courses or CCSA Study Abroad. For specifics concerning the honor code, see the Dean of Students website: <http://www.nku.edu/~deanstudents/HonorCode.htm>.

3. **Right to Revise a Syllabus:**

A syllabus is required for every class and will be distributed at the beginning of each semester. Faculty reserve the right to **revise the course syllabus** as needed. Changes in the specific course schedule may happen frequently, so you need to keep abreast of these changes regularly. Should a major change occur in the syllabus (e.g. moving a specified test date, changing the grading percentages, changing the assignment types, etc.) the specific change will be announced at least a week in advance of any activity due date (e.g. paper, test). Major revisions in a course grading scheme or mechanism will also be in writing, which may include paper distribution, email, or posting to Blackboard or an appropriate online forum.

4. **Student Responsibilities to Meet Course Obligations:**

You are responsible for all course assignments including class preparation, class attendance, class activities, tests, papers, labs, projects, group work or other course assignments. By reviewing the syllabus at the beginning of a course, you are responsible for meeting all specific course obligations. Additionally, some faculty may even require that each student initial a document to recognize their course obligations. Failure to attend classes, or meet course obligations is a serious matter and it is your responsibility to communicate with the instructor should you have difficulty with meeting any course obligation. Faculty may, at their discretion, reduce grades or even fail you for not meeting specified course obligations, including but not limited to, class attendance, taking tests at a specified time, turning in papers on time and in the format required and other assignments. It is the faculty's discretion to determine the consequences of not meeting a course obligation, and many times the specific provisions and penalties are specified in the syllabus. Faculty may also require written documentation verifying your inability to meet a course obligation.

5. **Final Examination:**

With rare exception, all classes will meet at the time prescribed, will meet until the last scheduled day of classes, and will **meet during the final exam period** printed in the *Schedule of Classes*. This is an Arts and Science College policy.

Your syllabus should include the date and time of the final exam period scheduled for the course. There is also a final exam schedule posted on the NKU website. Faculty will provide an indication of the final exam's nature (cumulative final, regular test, return of take-home exam, presentation of final project, etc.) well in advance of the final exam.

There may be courses for which a cumulative final exam is not appropriate. However, these courses will still meet as scheduled during their final exam period. The final exam period will used, as appropriate for the course, including, but not limited to, a non-cumulative exam, project presentation, return of take-home exam, or paper presentation.