

Topics in International Politics:
Using *Civilization* to Learn Diplomacy & Negotiation

Political Science 394-005; Summer Intersession 2010

M-F 9:00-12:30, FH 213

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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.

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.

Readings

Readings will be linked to your course webpage at www.sallymundo.com/kimberly

Contact Information

If you need to contact me, the best way to reach me is by email. I usually check messages weekdays (and most weekend days).

Course Requirements

- Critical Thought Papers= 60% of overall grade
- 2 Completed Play Logs= 20% of overall grade
- Participation= 20% of overall grade

CRITICAL THOUGHT PAPERS

With the help of class debriefing sessions, critical thought papers will help tie together the IR concepts with your game experience. As you play the game, you should recognize the concepts we have discussed. The critical thought papers are then the means for you to analyze your experiences in connection with international relations concepts and real world events.

PARTICIPATION

This course is centered around debriefings and general gameplay issues. Participation grades are based on the **quality** of your participation, not solely the **quantity** of contributions.

PLAY LOGS

Once you understand the basics of the game, you will need to document at least two full games that reach *at least* 1300 AD. Throughout play, you need to log the activities bulleted below using the provided template (linked to your course schedule). The purpose of documenting game play is for you to be aware of both domestic and international happenings.

Indicate all of the following that you initiate or are initiated with/against you:

- Declarations of war
 - With whom, who declared the war, and what were the circumstances
- Declarations of peace (and with whom)
 - With whom, who called for the end of the conflict, and what were the circumstances
- 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
 - With whom and what were the circumstances
- Treaty alliances
 - With whom and what were the circumstances

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 negotiating, you agreed to give the Celts iron in exchange for 50 gold units (from the Celts). You also 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"> Traded iron for 50 gold units 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

Additional Information

Turning in assignments/ Late assignments: Some assignments (indicated on your course webpage) are to be submitted using BlackBoard's *TurnItIn*. BlackBoard **WILL NOT** accept papers after that time, which means you will not be able to turn in a late paper. I.E., no late assignments will be accepted.

A word of advice: Waiting until 11:55 am to go online to submit your paper is a really bad idea. Technical difficulties, power failures, and the like are unacceptable excuses for late papers, so do not even ask to be spared the point deduction.

Upon submitting an assignment through *TurnItIn*. BlackBoard will send you a receipt. Keep this receipt, as it proof of having submitted your assignment.

Cell Phone & Laptop Policy : Use of laptops or phones is not allowed during class time. The first time I see you with an open laptop or a phone (and I don't care if the phone is on or not - if it's in your hands, it qualifies as 'in-use' to me) I will deduct 2 percent from your final course grade. The second time, I will deduct an additional 3 percent from your final course grade. For each subsequent infraction, the deductions will continue in this way. So, for example, if you're caught with a cell phone three times, 9 percent (2% + 3% + 4%) will be taken off your final course grade.

If your phone rings and you pick it up to answer it or turn it off, the above penalty applies. So be sure you turn off your phone or set it to silent before class.

If you have what you believe to be a legitimate reason for keeping your cell phone on during a class, you must clear it with me before that class. If you don't get my approval, I will apply the cell phone use deduction - even if I agree that your reason was legitimate.

Extra credit projects are not an option.

Regular online access is a course requirement. If you aren't able to regularly access the course schedule, your NKU email account, or the Internet, you need to drop this course.

Grading Scale

A = 93-100	A- = 90-92	
B+ = 87-89	B = 83-86	B- = 80-82
C+ = 77-79	C = 73-76	C- = 70-72
D+ = 67-69	D = 66-60	
F = 59-0		

Contact Information: My primary objective is to help you learn and succeed. Please visit me during my office hours and/or contact me by email with any questions, clarifications, or concerns you have about this course. If you cannot come to office hours, you can arrange to meet me by appointment. If you opt to contact me, you will get a much faster response by emailing me, as I generally check my email at least once a day Monday through Friday.

Occasionally it may be necessary to contact you outside of class. For any correspondence outside of class, I will send messages to your NKU email account. I will post this information as well on your course webpage as soon as possible.

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. This applies to all papers, exams, quizzes, and exercises. 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 and a 20 percent deduction in your final course grade. 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.

Additional problems: You are expected to attend all classes. Work is not an excuse for missing class or assignments. If you encounter any problems throughout the semester regarding this class or your ability to attend and participate, please let me know **ASAP**. It is

not advisable to wait until the end of the semester to inform me of difficulties you are having; that is after the fact.

**Department of Political
Science
and Criminal Justice
Common Course Policies
Approved April 2005**

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/policies.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.

6. Students with Disabilities:

Students with disabilities who require accommodations (academic adjustments, auxiliary aids or services) for this course must register with the Office of Disability Services. Contact the Office of Disability Services immediately in University Center suite 320 or call X-6373 for more information. Verification of your disability is required in the Office of Disability Services for you to receive reasonable academic accommodations. Visit the disability services website at www.nku.edu/~disability.