



Conflict and War

- Conceptualizing Conflict
- Trends in warfare
- Explanations
 - Level I: Individuals
 - Level II: States
 - Level III: Global System





Conflict and War

- Conflict occurs when actors' objectives are
 - Interdependent





Conflict and War

- Conflict occurs when actors' objectives are
 - Interdependent and
 - Coordinated action fails





Conflict and War

- Conflict occurs when actors' objectives are
 - Interdependent and
 - Coordinated action fails
- Conflict over what?
 - Tangible, material things
 - Intangible things and ideas





Conflict and War

- War is
 - Organized military force against an adversary





Conflict and War

- War is
 - Organized military force against an adversary
 - Used to achieve political objectives.





Conflict and War

- War is
 - Organized military force against an adversary
 - Used to achieve political objectives.
- Adversary may be
 - Another state = *interstate war*
 - Within the state = *civil war*





Trends in Warfare

- proportion of countries engaged in wars has declined
- most wars occur in the Global South
- war is no longer fought to gain foreign territory
- war between great powers is becoming obsolete
- terrorism brings a new dimension to military conflict





Explaining War

- Level I: Individuals
- Level II: States' characteristics
- Level III: Global System





Explaining War

- Level I: Individuals
 - Human nature





Explaining War

- Level I: Individuals

- Human nature

- relationship between human nature and aggression
- humans one of few species to practice intraspecific aggression
- realists assume drive for power and aggression is innate





Explaining War

- Level I: Individuals
 - Human nature
 - Pathological trait





Explaining War

- Level I: Individuals
 - Human nature
 - Pathological trait
 - Wars caused by “ madmen”





Explaining War

- Level I: Individuals
 - Human nature
 - Pathological trait
 - Misperceptions





Explaining War

- Level I: Individuals
 - Human nature
 - Pathological trait
 - Misperceptions
 - Limitations of human information processing
 - Natural tendency to overestimate hostility





Explaining War

- Level II: States' characteristics
 - Militarization





Explaining War

- Level II: States' characteristics
 - Militarization
 - Military-Industrial Complex
 - Dispersion of weapons especially in Global South





Explaining War

- Level II: States' characteristics
 - Militarization
 - Nationalism





Explaining War

- Level II: States' characteristics

- Militarization

- Nationalism

- Contributes to “ war fever”
- Nationalism vs. patriotism
- My country, right or wrong”





Explaining War

- Level II: States' characteristics
 - Militarization
 - Nationalism
 - Type of government





Explaining War

- Level II: States' characteristics
 - Militarization
 - Nationalism
 - Type of government
 - **Democratic Peace:** Democracies are unlikely to engage in militarized disputes *with each other* or to let such disputes escalate to war.





Explaining War

- Level III: Global System
 - International anarchy





Explaining War

- Level III: Global System
 - International anarchy
 - global characteristics engender war
 - self-help: relative anarchy of international system
 - security dilemma





Explaining War

- Level III: Global System
 - International anarchy
 - Power transitions





Explaining War

- Level III: Global System
 - International anarchy
 - Power transitions
 - Structural realism
 - War is likely when dominant great power is threatened by rapid growth of a rival's capabilities





Explaining War

- Level III: Global System
 - International anarchy
 - Power transitions
 - Cyclical theories





Explaining War

- Level III: Global System
 - International anarchy
 - Power transitions
 - Cyclical theories
 - Long cycles of global leadership of about 100 years
 - Hegemonic “over reach” creates instability
 - Global war generates new cycle





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