Source:

#flo #ret #disorganized #incomplete

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1 | **Ope there goes gravity**

prompt:

**

The political scientist Kenneth Waltz argues that the causes of war can be analyzed at three different

Analyze World War 1 according to one (or a blend) of these levels of analysis. Make an argument that co

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resources: GHMW Unit 4.pdf palmer reading https://drive.google.com/drive/folders/1KTggTDz3Yl7fT9MxwG4l25qMPNyiU

levels of analysis:

- individual
- state
- systemic

example: put an egg in a highway, do you blame the car that chrushes it?

how do we think about inevitability?

relative usefullness of each one

how do they intersect? system provides inevitability, but is that emergent out of the qualities of the individual?

potential essay: top down, each one informs the next. simply map to analysis levels

claim: not actully three seperate levels? higher up levels cannot be generated withought the previous?

systems need to account for randomness, which is inevitable. thus, higher level analysis?

the fact that ferdinand dying caused this meant that there was a higher level issue?

systems: random chance events will happen

was it a random chance event? was this the 'natural progression of things'?

or is the aproach, 'random chance events are inevitable (in a system with so many actors), thus the system must be set up for this? or it is part of the system?'

top down:

- because of this system, it was inevitable that a state would act out.
- lets look at this state. because of this state, it was inevitable that a person would act out
- lets look at that person
- discuss merits of different levels of analysis?

bottom up:

- this person did this, and that caused the war.

usefullness of analysis at different levels?

war is a local minima in the system

nukes have allowed us to jump peaks and reach a lower minima

warring state has incentive to bring allies into war

non warring states have incentive to allie with winning side and gain power with them, as well as prevent others from becoming to powerful – BOP dynamic from resan detant

this brings the entire system into war

as more actors join into the war, you MUST join the war. one side of the war will win, and massively gain power. you cannot stay at your old divided power level.

just as peace is an emergent property of raison detant (BOP), global war can be as well? easily "excitable"

prisoners dillema sqaure, when tensions are high, best desition is to attack. also best descition to bring allies, and best desition for allies to join in. tragedy of the commons. war breaks out

OLD: aa => 1,1, da, ad => 0,3 3,0, dd => 2,2 || a NEW: aa, ad, da => 0,0. dd => 2,2 || d

system has changes, MAD has allowed us to jump peaks to a lower minima.