

Source: [KBHistoryMasterIndex](#)

#reading : GHMW Unit 1.pdf ## Watson ~ The Evolution of International Society; a comparative, Historical Analysis

Classification words of civilizations are not descriptive enough. Way to broad.

Empires fall along a spectrum from absolute independence to absolute empire. The absolutes are theoretical and do not occur in practice.

Four Broad Categories:

- Independence
- Hegemony
- Dominion
- Empire

Order -> peace / prosperity, less freedom

Rules *expected to* benefit all members of system

commitments to a collective security

Freedom of action in an independent states is limited by the pressures of interdependence in a system

Hegemony = Being able to exert a *law* above the operations of the system

^ Sometimes thought of as only one person

Broader: Hegemony = Being able to determine the relations between the members of an international society

Suzerainty = One state hold total political power over another

shadowy overlord-ship

hegemony requires tacit acceptance

Dominion = Imperial authority determines the internal government of other communities, but retain their identity as separate states and some control over their own affairs

Empire = direct administration of different communities from an imperial centre

==Continuum!==

Community bound by: - custom - ethnic descent - religion - language

^ the importance of these fluctuates drastically over time

Pendulum Theory Hegemony on one side, dominion on the other, swings between and over corrects.

Examples

- Suzerainty / Dominion?
 - UK's control over India
 - "the thing that happened with Russia a few years ago"

- China with Taiwan?
- China with Hong Kong
- Empire
 - Differentiate from “bloated state” with
 - Core + periphery
 - Provinces with separate rights, but not independent on paper
 - Holy roman empire
 - Weird mix of empire + hegemony. Like feudalism

Are there patterns in world history?

Takeover -> split -> slow reforming

The State What is a state? > a state is a human community that (successfully) claims the monopoly of the legitimate use of physical force within a given territory

Where do states come from?

Social contract theory: > The state rises from the cumulative experience of a populations...

Basically, the need for a leader / social contract arises with size.

Bellicist theory: with Charles Tilly > war makes states and states make war

Four Functions of a state

Think of the state as like the mafia

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- War Making
 - Created taxes
 - Leads to protection
- State Making
- Protection
- Extraction
 - Want rich people to stay and not be dangerous
 - Solution: Legal system

Bellicist theory group work

With your group, brainstorm the following:

What hypotheses might you generate from the bellicist theory of the state? (i.e. "If I change variable X, Y will happen")

Using history as your data, how might you test your hypothesis?

Bonus: Can you think of any specific examples in history (regions, events, states/empires) that might be used to test your hypothesis?