

Course Overview & “First Attempts” at American Democracy

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Agenda

- 1 Course Overview
- 2 What is Political Science?
- 3 Solving Collective Action?

Syllabus & Course Materials



Course Logistics & Structure

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- ▶ GitPage: <https://calgara.github.io/pol1f2017.html>

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- ▶ Participation Question: What do you think political science entails & how does it differ from civics?

What is Political Science?

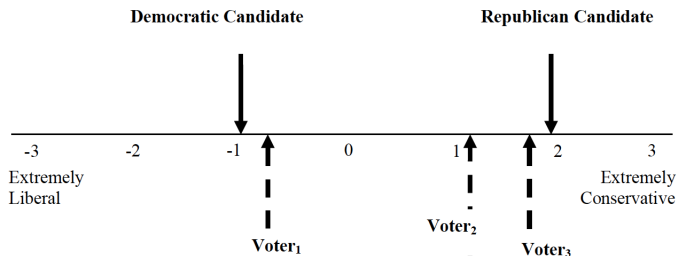
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What is Political Science?

- ▶ Participation Question: What do you think political science entails & how does it differ from civics?
- ▶ Importance of *theoretical models* to explain observed political phenomena
- ▶ Scientific method to evaluate models:
 - ▶ Observables
 - ▶ Formulating hypothesis explaining phenomena: ***IV*** → ***DV***
 - ▶ Gathering *empirical & measurable data* to address hypothesis
 - ▶ Testing hypothesis & revisiting model (alternative explanations?)

Ex: What explains how people vote in American elections?

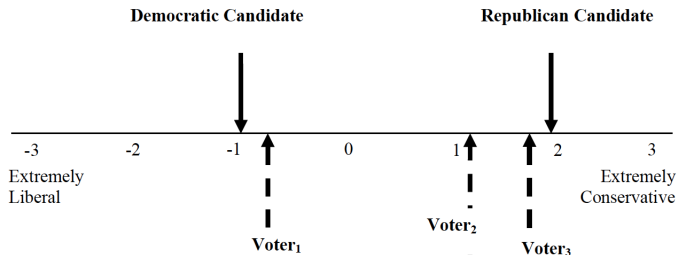
Spatial Model of Voters & Candidates



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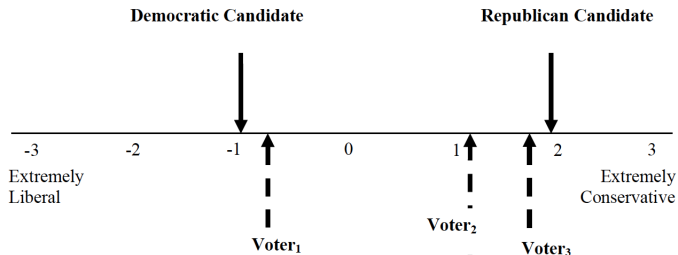
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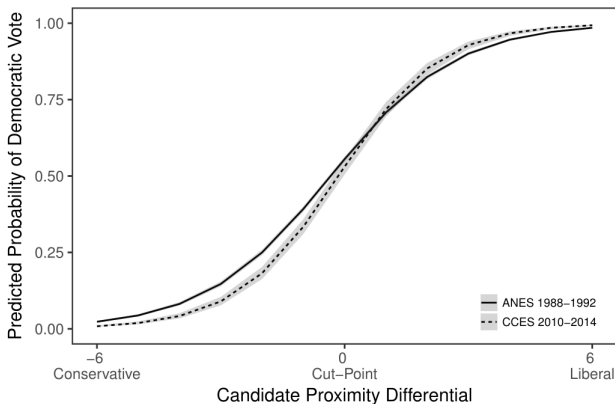
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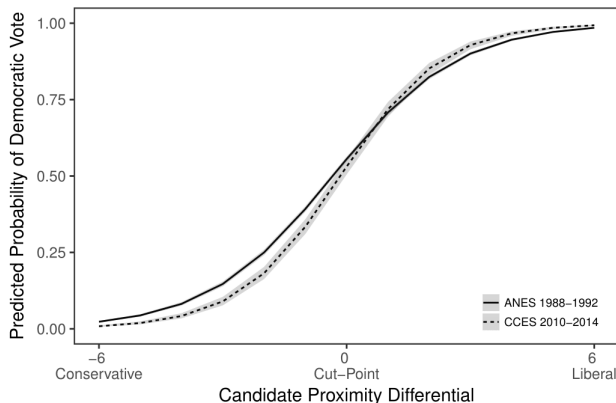
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- ▶ How would we test the hypothesis derived from model?

Proximity Voting in U.S. Senate Elections, 1988-1992 & 2010-2014



- Support for model?

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- ▶ Support for model?
- ▶ Will touch on other models of vote-choice later in the course...think like political scientists!

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Solving Collective Action? Articles of Confederation

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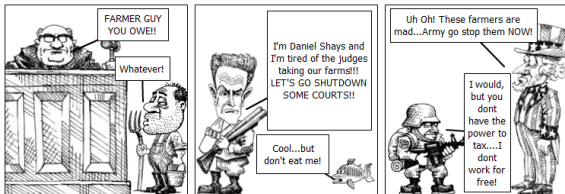
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Shays's Rebellion by Coach Rodriguez



Key Points:

- ▶ Collective action problems shapes all political behavior, both in individuals and collective institutions.
- ▶ Collective action problems provide framework for our *understanding* of political behavior
- ▶ Allows us to make assumptions of rational political behavior by units of interest
- ▶ Institutions help mitigate collective action problems! But design critical to avoid principal-agent problems
- ▶ Institutions help shape *incentives* for responsive agents
- ▶ Institutional choice requires trade-offs between transaction costs & conformity costs