

# PA International Relations Part

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# Minilecture Borders

- In today's lecture, we will problematize borders
- Start: borders as obvious, physical spaces
- End: borders are in your head, rules of a game we play
- We will talk about:
  - 1 Borders as research puzzles
  - 2 Are borders good? Bad?
  - 3 Why care?

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For a start, let's play a game of associations!

- Border,

type in 3 to 5 words that first come to mind



[www.menti.com](http://www.menti.com) and enter code **8349 9501**

Game in Sweden

territory

security limitations exchange migration state cross  
divisão walls control controlo  
fiume meeting travel necessary  
division immigration  
ceremony border nation map  
workers ventimiglia  
crossing war hopping  
citizenship separação population

## Figure: Territory

- We will come back to what the game means
- Let's define border
  - ...the line separating one country from another  
(Oxford dictionary)

## Theme I Maps



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# Roman Imperial Borders

- Why there?
- That is a research question
- Location offers clues on what borders do
- What countries does Rome border?
  - QUID??
  - dictionary  $\not\equiv$  correct
  - The answer has to do with *culture* or  $\Gamma\alpha\mu\epsilon$
- Were Roman borders real or imagined?

# Where is Tom Hanks?



Figure: lost in translation

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Let's see:

- The airport is *in* the United States
  - But Tom cannot enter
  - He cannot leave either
- Your imagination is triggered:
  - It is just like you are in the theater, you are told someone is a Danish prince talking to a skull, you go along
- Tom is nowhere!
  - and you can end up there!

## Where is Guantanamo?



Figure: you are human, you are not...

## Theme II Habeas Corpus? No Corpus!

- The enemy combatants at Guantanamo:
  - ...are not in the United States
  - ...are not in Cuba
- It dawns on you:
  - Borders control who you are
  - A puzzle worthy of the U.S. Supreme Court
- So: bases – not the map, embassies in Stockholm – not in Sweden, the UN building – out of NYC
  - A game of high stakes is played

## Friedrichstrasse: Up and Down is different country



# Friedrichstraße Station: The “Palace of Tears”

- **A station in East Berlin:**

- West Berliners could transfer between all lines
- East Berliners – only within East Berlin (“tears”)

- **Physical separation:**

- Steel walls and maze-like hallways
- Tracks with derailers against escape attempts

- **Espionage:**

- Intelligence agents met and exchanged information between East and West.

## Theme III Freedom

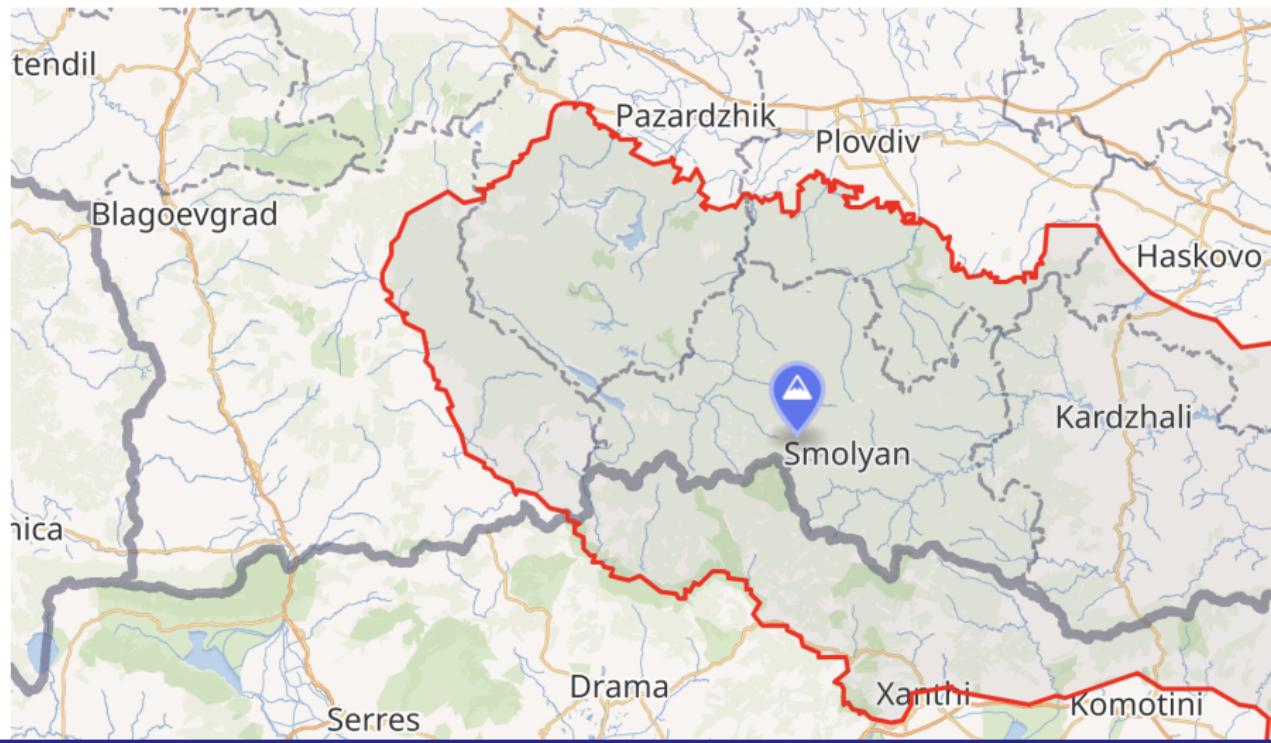
- The cultural significance of borders:
- At this point it dawns on you:
  - Borders are anywhere
  - Walls, imprison or protect?  
Is an escapee a Freedom Fighter or Illegal Immigrant?
  - It is all in the eye of the beholder!

## Why is Bovino in Chicago?



Figure: A border runs through the Midwest

# L Is it okay to cross in the mountains? Schengen-Bulgaria 0:1



## Theme IV Memories

- Bulgarians would not cross in the mountain:
  - communists taught them, you die there
- The Roman province of Macedonia is dead
  - but in their heads, Balkan people fight over it
- 'Ukraine' means borderlands, memory is murder

# Borders Recapped

- **Borders are not physical**
  - They are rules in your head
  - Economics, law, politics research borders
- **Borders are tricky and are culturally significant**
  - They are different games in different places
- **I will leave you with these thoughts**
  - What would it take, mean to abolish borders?
  - As a traveller through JFK, what is the one thing you would pack?

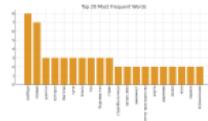
## Game in Bulgaria



Figure: Freedom - Fence

Borders: file Border in colab and end of useful file in code...supermarinovs

## Figure: First photo



## Figure: Second photo



Figure: Third photo



Figure: 4th photo

