

## Content

Course Code	Course Name	Semester	Theory	Practice	Lab	Credit	ECTS
RI-518	Conflict Resolution	2	3	0	0	3	8

Prerequisites	
Admission Requirements	

Language of Instruction	Turkish
Course Type	Compulsory
Course Level	Masters Degree
Objective	The aim of this course is to analyze conflict situations in the IR, according to symmetrical and asymmetrical positions of actors and to study the conditions of cooperation. Within this framework, conflict factors, their interaction are also analyzed through non-cooperative game theory. Moreover, concepts like balance of power, hegemonic stability are explored as complementary tools.
Content	See "Subject Headings"
References	<ul style="list-style-type: none"><li>- Pierre Allan and Christian Schmidt, Game Theory and International Relations: Preferences, Information and Empirical Evidence, E. Elgar Publishing, 1994</li><li>- Tayyar Arı, Uluslararası İlişkiler Teorileri, Alfa, 2002</li><li>- Robert Axelrod (ed.), Donnant donnant. Une théorie du comportement coopératif, Editions Odile Jacob, Paris, 1992</li><li>- Robert Axelrod (ed.), The Complexity of Cooperation. Agent-Based Models of Competition and Collaboration, Princeton University Press, Princeton, New Jersey, 1997</li><li>- Güliden Ayman, "Uluslararası İlişkilerde Problem Çözümü Yaklaşımı", Faruk Sönmezoğlu (Der.), Uluslararası Politikada Yeni Alanlar, Yeni Bakışlar, Der Yayınları, İstanbul, 1998</li><li>- John W. Burton, Conflict Resolution. Its Language and Processes, Rowman &amp; Littlefield Publishers Inc., 1996</li><li>- Bernard Guerrien, La Théorie des jeux, Economica, Paris, 1995</li><li>- Stathis N. Kalyvas, The Logic of Violence in Civil War, Cambridge University Press, Cambridge, 2006</li><li>- Ho-Won Jeong (ed.), Conflict Resolution: Dynamics, Process and Structure, Ashgate Publishing, Aldershot, 1999</li><li>- Ho-Won Jeong (ed.), The New Agenda for Peace Research, Ashgate Publishing, Aldershot, 1999</li><li>- Mary Kaldor (ed.), Global Insecurity, Pinter, London, 2000</li><li>- David M. Kreps, Game Theory and Economic Modelling, Clarendon Press, Oxford, 1990</li><li>- Graham Romp, Game Theory. Introduction and Applications, Oxford University Press, 1997</li><li>- Nicholas Sambanis, "What is Civil War? Conceptual and Empirical Complexities of an Operational Definition", The Journal of Conflict Resolution, December 2004 vol. 48 no. 6, pp. 814-858</li></ul>

## Theory Topics

Week	Weekly Contents
1	What is conflict? Definition in the IR
2	Conflict categories and determinants
3	Conflict-based IR theories Realism-Neorealism (power and interest)
4	Geopolitics (strategic dimensions) Globalism (economic and social dimensions, center-periphery dichotomy)
5	Game theory 1 : Basics and non-cooperative game types
6	Game theory 2: Game configuring in conflict analysis
7	Game theory 3: Case study
8	Conflict resolution: Cooperation analysis based on game theory
9	Theoretical approach to the conflict resolution – problem solving
10	Implementation of conflict resolution : Diplomacy, political and jurisdictional instruments; UN interventions (peace-making, peace-building, peace-keeping....)
11	Student presentations
12	Student presentations
13	Student presentations
14	Student presentations