

# III. Structural (or Neo-) Realism

- Grounded in the structure of the international system
- IR as a 'Prisoners' Dilemma' Game
- KEY: Structure of the situation key in determining outcomes
- Cooperation extremely difficult (relative gains)
- Polarity of power determines stability
  - Hegemonic Stability Theory
- Change occurs via war and change in balance of power

# The Prisoners' Dilemma

**Prisoner B's** Choices  
(Payoffs)



**Prisoner A's**  
Choices  
(Payoffs)



		<b>B</b>	
		Keep Quiet	Squeal
<b>A</b>	Keep Quiet	(1/2, 1/2)	(3, 0)
	Squeal	(0, 3)	(3, 3)

(Prisoner A's Sentence [Years], **Prisoner B's**  
Sentence [Years])

# Problems with Structural (or Neo-) Realism

- Focus on distribution rather than sources of power
- Predicts very little international cooperation
- Cannot explain the end of the Cold War