STATES AND THE STATE SYSTEM

I. States, Nations, and Nation-States
II. State Power
III. The State System
IV. Historical Development of the State System
I. States, Nations and Nation–States

- **STATE**: A political actor with four traits
  
  (1) territory        (2) population
  (3) government      (4) sovereignty

- **Nation**: A group of people who feel a common bond because of shared history, language, culture, religion, ethnicity or race, etc.

- **Nationalism**: General sentiment or political ideology linking nation to state

- **Nation–State**: Idea that geographic area of state and nation should correspond.
Nation-States

- Think of as a continuum between ‘Pure Nation-States’ and ‘Multinational States’
Nation-States

Examples of ‘Pure’ and Multinational Nation-States

“Pure” Nation-States

Japan

Sweden

MULTI-NATIONAL STATES

United Kingdom

United States?

Russia

UNITED STATES?
II. State Power

POWER: the ability of an actor to get another actor to do what they want, even against their will

A function of:

- **Capabilities or ‘Hard Power’** (population, military, economy, resources, geography, etc)
  - NOTE: Nau’s definition of power limited to this.

- **Influence or ‘Soft Power’** (values, reputation, credibility, trust)

- **Relational and Situational**
III. The State System

- System = (1) interrelated units (actors in IR) and (2) patterns of interaction (or how IR works)

- STRUCTURE and PROCESS

- Sovereignty implies ANARCHY
  - lack of a higher authority (no ‘world 911’)
  - Anarchy increases importance of power
  - Hence interaction in anarchic international system largely determined by BALANCE OF POWER
III. The State System

- Melian Dialogue (Thucydides’ *History of the Peloponnesian War*): ‘The strong do what they can, the weak suffer what they must’

- ‘International State System’ = ANARCHIC system of STATES (Structure) that is largely guided by the BALANCE OF POWER (Process)
IV. Historical Development of the State System

FEUDAL ERA:

- Catholic Church and Holy Roman Empire
- Two Revolutions and a Reformation
  - Commercial Revolution
  - Gunpowder Revolution
  - Protestant Reformation
- Thirty Years War (1618–48) and Peace of Westphalia (1648)
- The Strength of Weak States
IV. Historical Development of the State System

ERA OF MONARCHS (1700s)

- Absolutist Monarchies
- Wars among Kings
  - *Ultima Ratio Regnum* (“The final argument of Kings”)
- Wars of Limited Scope and Goals
- Professional, Mercenary Armies
- Era of European Expansion
- PROBLEMS: Challenge of Democracy & Rise of Nationalism/Popular Sovereignty
IV. Historical Development of the State System

ERA OF NATIONALISM (1800s)

- Napoleonic Wars
  - HEGEMONY: The primacy of one state over all others either globally, within a particular region, or within a particular area of activity (i.e., economic hegemony; cultural hegemony)

- Wars of Nation against Nation
  - Napoleonic France’s *levee en masse* (draft)

- Congress of Vienna (1814–15) and ‘Concert of Europe’

- Problems: Nationalism, Democracy, Industrialization and Unification of Germany
IV. Historical Development of the State System

- IDEOLOGY AND SUPERPOWERS (1900s)
- World War I and ‘Total War’
  - Treaty of Versailles (1919)
- World War II – ‘Total War Continued’
- Cold War
  - Bipolar (US and USSR)
- Problems: Internal Weakness of USSR
IV. Historical Development of the State System

TRAITS OF THE CURRENT SYSTEM

- STILL State-Centered and Anarchic
- ‘Unipolar’ System trending toward Multipolar with New Actors (China, India, Brazil)
- Vast Increase in the Number of Actors (States, IGOs, NGO’s)
- Decreased Salience of Ideology/Increased Salience of Culture
- Norms Transcending Sovereignty (i.e., Ethnic Cleansing)