



STUDY PROGRAMME

European Interdisciplinary Studies, Natolin campus (Advanced Academic Master)

YEAR

2020-2021

COURSE TITLE

EU Foreign Policy-Making in Times of Conflict in the EU's Neighbourhood

SEMESTER

2

COURSE PROFESSOR(S)

SCHUMACHER Tobias

ACADEMIC ASSISTANT(S)

HLEBA Oleksandr

COURSE TYPE

Simulation Game

MAJOR(S)

EUN

ECTS CREDITS

no ECTS

CONTACT HOURS

6

INDIVIDUAL STUDY TIME

TUTORIAL(S)

COEFFICIENT

LANGUAGE(S)

not applicable

EN

COURSE OBJECTIVE

Students who successfully complete this simulation game will be expected to demonstrate:

1. First-hand knowledge of EU foreign policy and conflict-related decision making;
2. Improved understanding of the complexities of diplomacy and international bargaining and negotiation;
3. A developed understanding of the difficulties associated with the study of the EU's role as a conflict resolution actor;
4. Knowledge of the EU's relations with its neighbours and of specific conflicts in the EU's neighbourhood.

COURSE LEARNING OUTCOMES

As such, the course feeds into, and contributes to the more general learning objectives of the EIS, notably:

- Students acquire a sound understanding of the functioning of the institutions of the European Union, its decision-making processes and its principal policies. They are able critically to analyse and evaluate the legitimacy and efficacy of EU institutions and processes.
- Students acquire a sound understanding of the EU's role as an actor in world affairs, its perception by external actors and its relations with key specific countries and regions. They are able to analyze and evaluate the making and effectiveness of EU foreign policy.
- Students develop the ability to construct, present and defend a case clearly and coherently in writing as well as before their peers orally, and constructively to question and critique the cases made by others.
- Students acquire in-depth empirical knowledge of EU and EU Member States' external relations with, and foreign policy towards, the 16 countries in the EU's neighbourhood (East and South) as well as of political, socio-political, socio-economic, legal, security and energy-related developments in the neighbourhood itself.

RECOMMENDED PREPARATION

Apart from an obligatorily formal dress code, there are no prerequisites.

TEACHING METHOD(S)

Simulation game.

ASSESSMENT METHOD AND CRITERIA

This simulation game is not assessed, though critical feedback is given in the aftermath of the course.

COURSE CONTENTS

Students will be exposed to an introduction by the course instructors in what regards one specific conflict in the EU's neighbourhood as well as an overview of the EU's past relations with the neighbourhood country in question. Based on this introduction, they will be given their roles and will then, following a pre-defined role script, engage pro-actively in simulating EU foreign policy making, thereby generating knowledge.

COURSE MATERIALS (readings and other learning resources/tools)

No course material will be handed out prior to the simulation game.