



College of Europe
Collège d'Europe



Natolin

ECTS CARD

STUDY PROGRAMME(S) / STUDY TRACK(S)

Master of Arts in European Interdisciplinary Studies (Study Track: European Security and Strategy)
Master of Arts in Transatlantic Affairs (Study Track: European Interdisciplinary Studies - European Security and Strategy)

YEAR

2026-2027

COURSE TITLE

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

SEMESTER

1

PROFESSOR(S)

SCHUMACHER Tobias

ACADEMIC ASSISTANT(S)

DAMIANI Giulio

COURSE TYPE

Simulation Game

MAJOR(S)

Not applicable

ECTS CREDITS

0

TEACHING HOURS

10

INDIVIDUAL & GROUP STUDY TIME

10

TUTORIAL(S)

0

COEFFICIENT

0

LANGUAGE(S)

EN

COURSE OBJECTIVES

This simulation game is designed to actively engage students with the intricacies of EU foreign policy making vis-à-vis the neighbourhood in times of crises and conflicts. It gives students the opportunity to better understand the nexus between domestic and EU and EU Member States' foreign policies and to familiarize themselves with regional dynamics in the EU's neighbourhood. Finally, it permits students to change their perspectives from being knowledge recipients to proactive "decision makers" and "agenda setters", by making them aware of the limits and potentials of role-playing.

LEARNING OUTCOMES

At the end of this course, the students will be able to:

- 1) Acquire knowledge of EU foreign policy and conflict-related decision making (A3);
- 2) Develop an improved understanding of the complexities of diplomacy and international bargaining and negotiation, as well as the difficulties associated with the study of the EU's role as a conflict resolution actor (A6);
- 3) Acquire knowledge of the EU's relations with its neighbours and of specific conflicts in the EU's neighbourhood (A7);
- 4) 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 (B4);
- 5) Analyse developments within Europe and/or the US that impact their relative geopolitical standing, thereby influencing EU and/or US interests relevant to transatlantic affairs (MATA1.6).

RECOMMENDED PREPARATION

Apart from an obligatory formal dress code, there are no prerequisites. This is deliberate as students are expected to assume individual roles and learn “on the spot”.

TEACHING METHOD(S)

Simulation game.

ASSESSMENT METHOD(S)

None.

COURSE CONTENTS

Students will be exposed to an introduction by the course instructor 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 obtaining knowledge.

COURSE MATERIALS (readings and other learning resources/tools)

No course material will be handed out prior to the simulation game as students are expected to learn by engaging in spontaneous role play.