



STUDY PROGRAMME

European Interdisciplinary Studies, Natolin campus (Advanced Academic Master)

YEAR

2023-2024

COURSE TITLE

Drafting a Peace Treaty for the End of the Cold War

SEMESTER

1

COURSE PROFESSOR(S)

MINK Georges & CICHOCKI Marek Aleksander

ACADEMIC ASSISTANT(S)

BOURGOIS Kilian

COURSE TYPE

Simulation Game

MAJOR(S)

Not applicable

ECTS CREDITS

no ECTS

TEACHING HOURS

6

INDIVIDUAL & GROUP STUDY TIME

TUTORIAL(S)

COEFFICIENT

not applicable

LANGUAGE(S)

EN

COURSE OBJECTIVE

The Cold War as the direct consequence of the World War Two was often described as "a peace" without the peace. This led to the opinion that the key leftovers from the Second World War should be resolved through the new peace treaty which will contribute to the end of the Cold War competition. The CSCE with Helsinki Final Act can be viewed as the step heading such direction. However, the Cold War didn't end with any principal peace treaty. In turn, the new post-Cold War order occurred as the effect of different developments, agreements, decisions, and events like Paris Charter, German unification, Maastricht Treaty, enlargement, dissolution of the Soviet Union. Was it so because one principal design of the peace after the end of the Cold War was not possible? Through the simulation game we would like to check different options and alternatives for the end of the Cold War.

COURSE LEARNING OUTCOMES

In the simulation game students take on the roles of the major actors at the end of the Cold War (1989-1991): of great powers US, USSR, China, of the major European victorious countries of the World War Two – Great Britain and France, of divided Germany, countries of the Central and Eastern European region and some key countries of the Non-Aligned Movement. The aim of the simulation game is to design the alternate history peace conference of these parties for the foundation of the new post-Cold War order.

RECOMMENDED PREPARATION

TBD.

TEACHING METHOD(S)

Simulation game.

ASSESSMENT METHOD AND CRITERIA

No formal assessment.

COURSE CONTENTS

In the simulation game students will take on the roles of the major actors at the end of the Cold War, among others those of:

- the "great powers" (the US, USSR, PCR);
- the major European victors of the Second World War (the UK, France);
- the divided Germany (BRD / DDR);
- the CEE countries including USSR satellite states and former SSRs;
- key countries of the Non-Aligned Movement.

The actors will interact with each other during several rounds of negotiation. Based on assigned brief readings, they will form proposals and put them forth during an international conference. The participants will strive to negotiate and draft a final agreement with all the actors, they will also be able to form coalitions and adopt resolutions in sub-groups which will later represent their interests on the higher stage. Should one country decide to opt-out of the final draft, it would be expected to submit a 250-word press release outlining the reasons for taking such position.

COURSE MATERIALS (readings and other learning resources/tools)

TBD.