

# Political Games

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**Game Theory for Political Scientists** - James D. Morrow 2020-05-05  
Game theory is the mathematical analysis of strategic interaction. In the fifty years since the appearance of von Neumann and Morgenstern's classic *Theory of Games and Economic Behavior* (Princeton, 1944), game theory has been widely applied to problems in economics. Until recently, however, its usefulness in political science has been underappreciated, in part because of the technical difficulty of the methods developed by economists. James Morrow's book is the first to provide a standard text adapting contemporary game theory to political analysis. It uses a minimum of mathematics to teach the essentials of game theory and contains problems and their solutions suitable for advanced undergraduate and graduate students in all branches of political science. Morrow begins with classical utility and game theory and ends with current research on repeated games and games of incomplete information. The book focuses on noncooperative game theory and its application to international relations, political economy, and American and comparative politics. Special attention is given to models of four topics: bargaining, legislative voting rules, voting in mass elections, and deterrence. An appendix reviews relevant mathematical techniques. Brief bibliographic essays at the end of each chapter suggest further readings, graded according to difficulty. This rigorous but accessible introduction to game theory will be of use not only to political scientists but also to psychologists, sociologists, and others in the social sciences.  
*Proposed Constitutional Amendments to Balance the Federal Budget* - 1994

**More Than a Game** - Martin Barry Vinokur 1988  
Despite the increasing importance and politicization of sport, Western scholars have only recently begun to consider it as a subject worthy of serious study and research. Martin Vinokur contends that sport has become an increasingly pervasive and visibly central element in Western culture and that its function as a political tool is likely to grow still more in the 1990s, as governments realize the full value of sports to the political socialization process. He shows how the German Democratic Republic and Romania in particular have used sports to help achieve their political goals. This national emphasis on sports is then contrasted to the Western governments' approach. Finally, Vinokur focuses on the 1980 and 1984 Olympic boycotts and the 1988 summer games in Seoul.

**Global Expats** - Madilyn Elliott 2018-02-08  
Madilyn Elliott is a typical American stay-at-home mother. Before the invasion of Iraq, Madilyn's husband accepts a top secret expatriate mission in Rome, Italy. ZAP, a multibilliondollar civilian defense contractor and the USA State Department require Madilyn to sign a contract not to work, not to start a business, and not to buy a home. At the start of the Iraq war, Madilyn defends her son against almost getting kidnapped amidst the War on Terror in a NATO Country. Madilyn perseveres and falls in love with Bella Italia. She starts to discover roots of history, theology, and art. Dario, a beautiful Italian architect, swoons Madilyn over Italy's best bottles of wine. Madilyn's father was meeting with VIP foreign generals from around the world. When Madilyn's romantic love affair is discovered, she is locked up in mental asylums to protect the secrets of global business and foreign generals.

**The Politics of the Male Body in Global Sport** - Hans Bonde 2013-10-18  
Danish sport has been associated with Europe and the World; not least through I.P. Muller and Niels Bukh and the Danish Gymnastics revolution with its emphasis on male aesthetics and hygiene in the first half of the twentieth century. At the same time, Denmark has stood apart from Europe in the early moments of its history of sport with the rural revolution of the farming communities as a statement of political independence and assertion. However, during the German occupation of Denmark, Danish sport was part of a European collaboration which characterized a number of the occupied countries not least in the Nordic area. After the Second World War, Denmark embraced international body cultures with other European nations in particular Eastern martial

arts. Denmark too, as part of trends in the European region and the world, became caught up in sport as a powerful contemporary political statement. This book was previously published as a special issue of the *International Journal of the History of Sport*.

**Polycentric Games and Institutions** - Michael Dean McGinnis 2000  
Uses game theory to model institutions  
*Policy Controversies and Political Blame Games* - Markus Hinterleitner 2020-11-12

In modern, policy-heavy democracies, blame games about policy controversies are commonplace. Despite their ubiquity, blame games are notoriously difficult to study. This book elevates them to the place they deserve in the study of politics and public policy. Blame games are microcosms of conflictual politics that yield unique insights into democracies under pressure. Based on an original framework and the comparison of fifteen blame games in the UK, Germany, Switzerland, and the US, it exposes the institutionalized forms of conflict management that democracies have developed to manage policy controversies. Whether failed infrastructure projects, food scandals, security issues, or flawed policy reforms, democracies manage policy controversies in an idiosyncratic manner. This book is addressed not only to researchers and students interested in political conflict in the fields of political science, public policy, public administration, and political communication, but to everyone concerned about the functioning of democracy in more conflictual times. This title is also available as Open Access on Cambridge Core.

**Persuasive Games in Political and Professional Dialogue** - Răzvan Săftoiu 2015-08-15

"*Persuasive Games in Political and Professional Dialogue*" is about the rediscovery of humans as proficient users of language in the sense that while involved in a dialogue they listen, observe, discuss, reason, evaluate and conclude; in other words, speakers are no longer interested in defeating the other and proving him wrong, but in "learning" from the other. The volume comprises 12 articles, distributed in two sections "Persuasion in Political Dialogue" and "Persuasive Strategies in Professional Dialogue" which approach the topic of persuasion as it unfolds from political and professional communication. The articles in the proposed volume depict relevant theoretical and practical issues related to persuasion in two communication sites: politics and workplace, and they are results of consistent research conducted by the contributors in various settings. The contributions provide critical, valuable insights into the dynamic process of creating and maintaining relationships at an individual and at a professional level."

*Propaganda, Politics and Violence in Cambodia: Democratic Transition Under United Nations Peace-Keeping* - Steve Heder 2016-09-16

Describes and analyses the propaganda and violence of the four Cambodian parties to the 1991 Paris peace agreements. This volume explores Cambodia during the UNTAC period and sets the events within the larger context of Khmer politics, history and culture.

**Tabloid Journalism in Africa** - Brian Chama 2017-04-12

This book provides a timely and important summary of tabloid journalism in Africa, which clearly shows how tabloids in the African context play a unique role in the democratization process. Prior to this book, very little was known about how tabloid journalists operate in Africa. The book first explores the global practice of journalism and then focuses on tabloid journalism - finally situating the discussion within the African context. As well as concentrating on how tabloid journalism can be seen as part of the broader neo-liberal thinking in Africa, in which democracy and freedom of expression is promoted, it also looks at how tabloid journalism practice has been met with resistance from the alliance of forces. Chama draws on examples from across the continent looking at success stories and struggles within the sometime infotainment genre. *Tabloid Journalism in Africa* concludes that even though challenges exist, there is a strong case to suggest that the practice of tabloid journalism is being readily accepted by many people as part of the unique voices of

democracy - even those which might be shocking yet true.

**Micropolitics in the Multinational Corporation** - Florian A. A.

Becker-Ritterspach 2016-05-26

This book offers the first comprehensive discussion of the foundations, applications and new directions of politics perspectives in MNCs.

**Embodied Metaphors in Film, Television, and Video Games** - Kathrin

Fahlenbrach 2015-10-05

In cognitive research, metaphors have been shown to help us imagine complex, abstract, or invisible ideas, concepts, or emotions. Contributors to this book argue that metaphors occur not only in language, but in audio visual media well. This is all the more evident in entertainment media, which strategically "sell" their products by addressing their viewers' immediate, reflexive understanding through pictures, sounds, and language. This volume applies cognitive metaphor theory (CMT) to film, television, and video games in order to analyze the embodied aesthetics and meanings of those moving images.

**Library of Congress Subject Headings** - Library of Congress 2007

**Democratic Governance and Political Participation in Nigeria**

**1999 - 2014** - 'Femi Omotoso 2016

Democratic Governance and Political Participation in Nigeria 1999-2014 seeks to critically analyse Nigeria's democratic experience since 1999 when the current Republic was instituted. Given the chequered democratic antecedents of the country, the book examines the factors responsible for the resilience of the present democratic dispensation, in spite of forces inhibiting democratic consolidation. It also examines these inhibiting forces and makes recommendations for overcoming them. Finally, the book seeks to stimulate intellectual discourse on Nigeria's democracy and arouse greater research interests in the subject.

**Games At Work** - Mauricio Goldstein 2009-04-20

AS LONG AS PEOPLE HAVE WORKED together, they have engaged in political games. Motivated by short-term gains—promotions, funding for a project, budget increases, status with the boss—people misuse their time and energy. Today, when many organizations are fighting for their lives and scarce resources there is increased stress and anxiety, and employees are engaging in games more intensely than ever before. Organizational experts Mauricio Goldstein and Philip Read argue that office games—those manipulative behaviors that distract employees from achieving their mission—are both conscious and unconscious. They can and should be effectively minimized. In *Games at Work*, the authors offer tools to diagnose the most common games that people play and outline a three-step process to effectively deal with them. Some of the games they explore include: GOTCHA: identifying and communicating others' mistakes in an effort to win points from higher-ups GOSSIP: engaging in the classic rumor mill to gain political advantage SANDBAGGING: purposely low-balling sales forecasts as a negotiating ploy GRAY ZONE: deliberately fostering ambiguity or lack of clarity about who should do what to avoid accountability Filled with real-world, entertaining examples of games in action, *Games at Work* is an invaluable resource for managers and all professionals who want to substitute straight talk for games in their organizations and boost productivity, commitment, innovation, and—ultimately—the bottom line.

**Policy Controversies and Political Blame Games** - Markus

Hinterleitner 2020-11-12

Analyses and compares political blame games in Western democracies to show how democratic political systems manage policy controversies.

*Time, Politics, and Policies* - Burdett A. Loomis 1994

Loomis observed the politics of policymaking in Kansas from May 1988 through May 1989. Using specific examples, he shows how deadlines occur in regular, predictable patterns in the development of issues in subsequent policy decisions and explains how they ultimately narrow the choices presented to any legislative body.

**Power Games** - Jules Boykoff 2016-05-17

A timely, no-holds barred, critical political history of the modern Olympic Games The Olympics have a checkered, sometimes scandalous, political history. Jules Boykoff, a former US Olympic team member, takes readers from the event's nineteenth-century origins, through the Games' flirtation with Fascism, and into the contemporary era of corporate control. Along the way he recounts vibrant alt-Olympic movements, such as the Workers' Games and Women's Games of the 1920s and 1930s as well as athlete-activists and political movements that stood up to challenge the Olympic machine.

**Comparing Post-Soviet Legislatures** - Joel M. Ostrow 2000

One dilemma facing new or newly independent states, such as those of the former Soviet Union, is how to design effective legislatures when

political parties are weak and fragmented or even nonexistent. In this book, Joel M. Ostrow develops a comparative institutional framework to explain marked differences in behavior across three post-Soviet legislatures: the Russian Supreme Soviet, the Russian State Duma, and the Estonian legislature. He argues that these differences in ability to manage political conflict can be explained in large measure by the design of the legislatures. Most significant is the choice of whether and how to include parties or partisan factors. Legislatures are an omnipresent component of modern democracy. Ostrow's comparative institutional design confirms the presumption of many political scientists that parties are essential for legislative consensus building. However it also reveals that parties may have paradoxical effects on a legislature's performance. In following the budget process in Russia and Estonia, Ostrow explores the consequences that different institutional designs have had on post-Soviet legislatures. He has found that how parties are included may determine how capable a legislature is at managing political conflict, both internally and with the executive branch of the government. The author was present at many of the committee hearings and legislative sessions he describes, and his firsthand observations and interviews with committee members enhance his analysis.

**Shakespeare and Politics** - Catherine M. S. Alexander 2004-09-02

This important collection of essays from Shakespeare Survey, the first published in 1975, shows a full range of writing on Shakespeare and politics with shifts of focus as diverse as biography, text and contexts, language and film, and from perspectives that are literary, historical, religious, theoretical and cultural. A new introductory article by John J. Joughin provides a commentary on the essays, relates them to other work in the field and gives an over-view of the subject. The comprehensive collection is a stimulating and provocative introduction to a subject that is complex but never dull.

**Signalling Games in Political Science** - J. Banks 2013-10-15

First Published in 2001. Routledge is an imprint of Taylor & Francis, an informa company.

**Sport and Politics** - Bill Shaikin 1988

Sport and Politics examines the inter-relationship between politics and the Olympic Games, with a focus on the 1984 Los Angeles Games and a preview of the 1988 Seoul Games. Author Bill Shaiken contends that the perception of the Olympics as a celebration of world peace is hopelessly unrealistic. According to Shaiken, understanding the links between sports and politics allows for a more realistic appraisal of the games and their role in society. In conclusion the book evaluates—and generally rejects—various proposals for Olympic reform, contending that attempts to minimize the political nature of the Olympics are futile because politics are so entrenched in the games at present. Indeed, Shaikin concludes that the Olympics are valuable not in spite of their political nature, but because of it.

**State Power, Autarchy, and Political Conquest in Nigerian**

**Federalism** - Kalu N. Kalu 2009-07-15

This book offers a comprehensive analysis of the evolutionary path of Nigeria's political development. Drawing from the historical themes that existed before and after independence, Kalu N. Kalu elucidates the challenging role of an oil-dependent economy in the struggle for control of state power in the face of political corruption, clientelism, and market failures.

**Security Theology, Surveillance and the Politics of Fear** - Nadera

Shalhoub-Kevorkian 2015-05-28

Examines security theology, surveillance and the industry of fear from the intimate spaces of everyday life in settler colonial contexts.

**Political Games** - Gabriele Gratton 2020-03-10

Political actors navigate a world of incomplete and noisy information. Voters make decisions about turnout and voting amidst campaign promises, credit claiming, and fake news. Policymakers experiment with reforms amidst uncertain predictions from experts and biased interest groups. Parties form coalitions and sign agreements amidst cheap talk and strategic communication. Beyond democracies, autocrats and dictators rule under uncertain threats to their regimes. In all of these environments, some political actors have incentives to learn and gather information, while others have incentives to influence and manipulate this information. This Special Issue addresses the question of how information structures, information transmission, and communication technologies influence political environments and affect the incentives faced by political actors. This is a collection of articles, combining game-theoretical and experimental work. The articles promote novel ideas and address understudied questions, which range from salience determination to microtargeting, ambiguous voting and information

naivety. The findings complement the existing literature and suggest rationales for inefficiencies that arise in political environments with incomplete and noisy information.

**Gamification for Human Factors Integration: Social, Education, and Psychological Issues** - Bishop, Jonathan 2014-01-31

With the popularity and ease-of-access to internet technologies, especially social networking, a number of human-centered issues has developed including internet addiction and cyber bullying. In an effort to encourage positive behavior, it is believed that applying gaming principles to non-gaming environments through gamification can assist in improving human interaction online. Gamification for Human Factors Integration: Social, Educational, and Psychological Issues presents information and best practices for promoting positive behavior online through gamification applications in social, educational, and psychological contexts. Through up-to-date research and practical applications, educators, academicians, information technology professionals, and psychologists will gain valuable insight into human-internet interaction and a possible solution for improving the relationship between society and technology.

*Simulations in the Political Science Classroom* - Mark Harvey 2022

"This book is premised on the assumption that games and simulations provide welcome alternatives and supplements to traditional lectures and class discussions, especially in political science classrooms where real world circumstances provide ideal applications of theory and policy prescriptions. Implementing such an active learning program, however, is sometimes daunting to overburdened professors and teaching assistants. This book addresses the challenges of using games and simulations in the political science classroom, both online and in person. Each chapter offers a game or simulation that politics teachers can use to teach course concepts and explains ways to execute it effectively. In addition, the authors in this volume make a proactive case for games and simulations. Each chapter offers research to evaluate the effectiveness of the activity and pedagogical design best practices. Thus, the book not only serves as a game design resource, but also offers demonstrable support for using games and simulations in the political science classroom. Aimed at teachers at all levels from high school through college, the book may be especially appealing to graduate students entering teaching for the first time and open to new teaching and learning approaches"--

**The Politics of the Olympics** - Alan Bairner 2010-03-09

With the ever increasing global significance of the Olympic Games, it has never been more topical to address the political issues that surround, influence and emanate from this quadrennial sporting mega event. In terms of the most recent evidence of the politics of the Olympics, the 2008 Beijing Games were riddled with political messages and content from the outset, and provided a global stage for protesters with numerous agendas. These included, to name but a few, proposed boycotts, potential terrorist attacks, the question of open media access, protests against China's political practices and attempts to interrupt the 'traditional' torch rally. Essays in this collection focus on numerous political aspects of the Olympics from a variety of different perspectives, with a Glossary that contains a range of politically relevant entries relating to famous and infamous Olympic athletes, Olympic movement personnel and events and broader political issues and developments which have affected the modern Games. The purpose of this anthology is not to perpetuate hatred towards the concept and practices of Olympism or to regurgitate a 'celebratory party line'. Instead, in addition to being informative, the book offers critical engagement with the Olympics by raising awareness of the movement's political significance.

Consequently, the essays in this anthology illustrate the strong but changing links between the modern Olympic Games and politics, in general, and address and discuss the key political aspects and issues with regard to the Games themselves, to national and international sport organisations and to specific countries' attitudes to (ab)using the idea/ideal of the Olympics for their own political ends.

*Making Democracy Fun* - Josh A. Lerner 2014-02-21

Drawing on the tools of game design to fix democracy. Anyone who has ever been to a public hearing or community meeting would agree that participatory democracy can be boring. Hours of repetitive presentations, alternately alarmist or complacent, for or against, accompanied by constant heckling, often with no clear outcome or decision. Is this the best democracy can offer? In *Making Democracy Fun*, Josh Lerner offers a novel solution for the sad state of our deliberative democracy: the power of good game design. What if public meetings featured competition and collaboration (such as team

challenges), clear rules (presented and modeled in multiple ways), measurable progress (such as scores and levels), and engaging sounds and visuals? These game mechanics would make meetings more effective and more enjoyable—even fun. Lerner reports that institutions as diverse as the United Nations, the U.S. Army, and grassroots community groups are already using games and game-like processes to encourage participation. Drawing on more than a decade of practical experience and extensive research, he explains how games have been integrated into a variety of public programs in North and South America. He offers rich stories of game techniques in action, in children's councils, social service programs, and participatory budgeting and planning. With these real-world examples in mind, Lerner describes five kinds of games and twenty-six game mechanics that are especially relevant for democracy. He finds that when governments and organizations use games and design their programs to be more like games, public participation becomes more attractive, effective, and transparent. Game design can make democracy fun—and make it work.

**Power, Politics, and Organizational Change** - David Buchanan 2008-03-06

Most managers view organization politics as a routine part of their job, and as an important contributor to career success, as well as to personal and organizational performance. This eagerly anticipated Second Edition has been updated to reflect new research and current perspectives on this integral part of organizational life. *Power, Politics, and Organizational Change* focuses on the manager acting as internal change agent. The authors emphasize the context in which managers initiate change, how this is achieved, and how actions are accounted for.

**Signaling Games in Political Science** - Banks 2013-01-11

First Published in 1991. This monograph surveys the current literature on game theoretic models of strategic information transmission in politics. Such work generalises earlier models by allowing relevant information to be asymmetrically held by agents, and subsequently studying the willingness and ability of these agents to transmit information through their actions. The monograph includes models of agenda control in legislatures and elections, veto threats and debate, electoral competition, regulation building, bargaining in the shadow of war and sophisticated voting. Within each topic the principal focus is on how the presence of asymmetric information enriches the strategic environment of the participants as well as how it rationalises certain types of political behavior and political institutions as equilibrium phenomena in an 'incomplete information' world.

**Political Parties, Games and Redistribution** - Rosa Mulé 2001-01-08

This book explores the impact of political parties on income redistribution policy in liberal democracies. Rosa Mulé illustrates how public policy on inequality is influenced by strategic interactions among party leaders, rather than responses to social constituencies. Using game theory in detailed case studies of intraparty conflicts, Mulé evaluates her findings against a broad range of theories - political business cycle, median convergence, 'shrinking middle class' and demographic movements. She analyses trends in income inequality in selected OECD countries since the 1970s and provides in-depth examinations of Canada, Australia, Britain and the United States. Her methodology effectively blends sophisticated quantitative techniques with qualitative, analytic narratives. In evaluating both the impact of intraparty cohesion and ideology on redistributive policy, and trends in income inequality, this book brings a unique perspective to those interested in the study of public policy and political parties.

**Sovereignty Games** - Rebecca Adler-Nissen 2008-11-15

This book offers an in-depth examination of the strategic use of State sovereignty in contemporary European and international affairs and the consequences of this for authority relations in Europe and beyond. It suggests a new approach to the study of State sovereignty, proposing to understand the use of sovereignty as games where States are becoming more instrumental in their claims to sovereignty and skilled in adapting it to the challenges that they face.

*Gaming the Iron Curtain* - Jaroslav Svelch 2018-12-25

How amateur programmers in 1980s Czechoslovakia discovered games as a medium, using them not only for entertainment but also as a means of self-expression. Aside from the exceptional history of Tetris, very little is known about gaming culture behind the Iron Curtain. But despite the scarcity of home computers and the absence of hardware and software markets, Czechoslovakia hosted a remarkably active DIY microcomputer scene in the 1980s, producing more than two hundred games that were by turns creative, inventive, and politically subversive. In *Gaming the Iron Curtain*, Jaroslav Švelch offers the first social history of gaming and

game design in 1980s Czechoslovakia, and the first book-length treatment of computer gaming in any country of the Soviet bloc. Švelch describes how amateur programmers in 1980s Czechoslovakia discovered games as a medium, using them not only for entertainment but also as a means of self-expression. Sheltered in state-supported computer clubs, local programmers fashioned games into a medium of expression that, unlike television or the press, was neither regulated nor censored. In the final years of Communist rule, Czechoslovak programmers were among the first in the world to make activist games about current political events, anticipating trends observed decades later in independent or experimental titles. Drawing from extensive interviews as well as political, economic, and social history, *Gaming the Iron Curtain* tells a compelling tale of gaming the system, introducing us to individuals who used their ingenuity to be active, be creative, and be heard.

**Playing with Information : how Political Games Encourage the Player to Cross the Magic Circle** - Niklas Schraper 2008

**Video Games** - Kevin Hile 2009-10-26

The evolution of the video game is incredible; from a two-colored screen with paddle and pong to fully immersive alternate playing worlds, it is one technology that seems to be constantly evolving. This volume explains the history of video games, the considerations of their impact on players and society, and how they can be used as educational tools. Readers will learn about the future of video games as well.

**At-Risk Youth** - Robert F. Kronick 2013-04-11

First Published in 1997. Routledge is an imprint of Taylor & Francis, an informa company.

**Institutional Design and Voting Power in the European Union** -

Assoc Prof Karol Zyczkowski 2013-03-28

Leading global experts in the field of politics and mathematics bring forth key insights on how voting power should be allocated between EU member states, and what the policy consequences are of any given institutional design. Close attention is paid to the practical implications of decision-making rules, the nature and distribution of power, and the most equitable ways to represent the preoccupations of European citizens both in the Council and European Parliament. Highly theoretical and methodologically advanced, this volume is set to enrich the debate

on the future of the EU's institutional design. A valuable source of information to scholars of political science, European studies and law, as well as to people working on game theory, theory of voting and, in general, applications of mathematics to social science.

**The Dynamics of Political Communication** - Richard M. Perloff 2017-10-19

What impact do news and political advertising have on us? How do candidates use media to persuade us as voters? Are we informed adequately about political issues? Do twenty-first-century political communications measure up to democratic ideals? *The Dynamics of Political Communication: Media and Politics in a Digital Age*, Second Edition explores these issues and guides us through current political communication theories and beliefs by detailing the fluid landscape of political communication and offering us an engaging introduction to the field and a thorough tour of the discipline. Author Richard Perloff examines essential concepts in this arena, such as agenda-setting, agenda-building, framing, political socialization, and issues of bias that are part of campaign news. Designed to provide an understanding and appreciation of the principles involved in political communication along with methods of research and hypothesis-testing, each chapter includes materials that challenge us by encouraging reflection on controversial matters. Inside this Second Edition you'll find: Expanded discussion of conceptual problems, communication complexities, and key issues in the field. New examples, concepts, and studies reflecting current political communication scholarship. The integration of technology throughout the text, reflecting its pervasive role in the political spectrum. Accompanied by an updated companion website with resources for students and instructors, *The Dynamics of Political Communication* prepares you to survey the political landscape with a more critical eye, and encourages a greater understanding of the challenges and occurrences presented in this constantly evolving field.

**The Oxford Companion to Comparative Politics** - Craig N. Murphy 2012-10-25

Fills a gap in scholarship on an increasingly important field within Political Science. Comparative Politics, the discipline devoted to the politics of other countries or peoples, has been steadily gaining prominence as a field of study, allowing politics to be viewed from a wider foundation than a concentration on domestic affairs would permit.