

Minnesota State University Moorhead

POL 140: Political Statecraft

A. COURSE DESCRIPTION

Credits: 3

Lecture Hours/Week: 3

Lab Hours/Week: *.*

OJT Hours/Week: *.*

Prerequisites: None

Corequisites: None

MnTC Goals: Goal 02 - Critical Thinking

Statecraft is the art of crafting governmental affairs. This class will explore the use of problem solving simulations to expose students to how democracies, constitutional monarchies, dictatorships, and governments in a state of revolution work to approach and solve public problems such as funding social programs, confronting natural disasters, and addressing military crises. MnTC Goal 2.

B. COURSE EFFECTIVE DATES: 10/07/2013 - Present

C. OUTLINE OF MAJOR CONTENT AREAS

D. LEARNING OUTCOMES (General)

1. Evaluate and implement a chosen solution and appreciate its effect.
2. Identify potential solutions to public policy problems under a variety of governmental organizational structures.
3. Research and refine proposals that appropriately reflect the context of the problem.
4. Understand the values and assumptions that underlie the proposals.

E. Minnesota Transfer Curriculum Goal Area(s) and Competencies

Goal 02 - Critical Thinking

1. Gather factual information and apply it to a given problem in a manner that is relevant, clear, comprehensive, and conscious of possible bias in the information selected.
2. Imagine and seek out a variety of possible goals, assumptions, interpretations, or perspectives which can give alternative meanings or solutions to given situations or problems.
3. Analyze the logical connections among the facts, goals, and implicit assumptions relevant to a problem or claim; generate and evaluate implications that follow from them.
4. Recognize and articulate the value assumptions which underlie and affect decisions, interpretations, analyses, and evaluations made by ourselves and others.

F. LEARNER OUTCOMES ASSESSMENT

As noted on course syllabus

G. SPECIAL INFORMATION

None noted