



**PHE5POL**

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## The roots:

1. Political thought
2. Political science
3. The key is choice/conflict
4. ... and a bit of history



# Sun Tsu

## *The Art of War*



*Know the enemy*

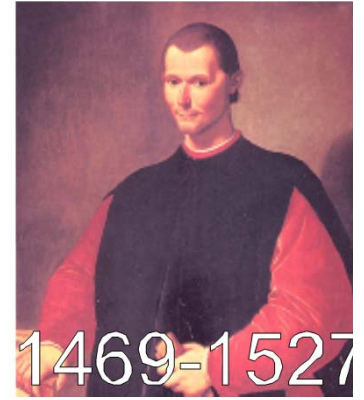
*Know the terrain*

*Strike decisively*



Niccolo Machiavelli

*Il Principe (The Prince)*



*The fox and the lion*

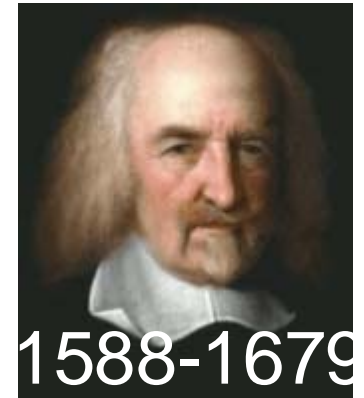
*Maintain objective*

*Strike decisively*



# Thomas Hobbes

## *Leviathan*



*Man is selfish*

*State  $\approx$  Justice*

*Monopoly on violence*



# Harold Laswell

*Who gets what*



*Psychopathology*

*Propaganda*



**CARL PHILIPP GOTTFRIED  
VON CLAUSEWITZ  
(JUNE 1, 1780 -NOVEMBER 16, 1831)**



*War is nothing  
but the continuation of politics  
with different means*

(also attributed to Otto Graf von Bismarck)





So  
it is all about

# Comixart

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AUSTRALIA

# (de)constructing 'health' as conflict: Who gets what, why and when

- **Professionals**  
(nurses, doctors, engineers, lawyers, ....)
- **\$\$\$**  
(insurance, banks, [pharmaceutical] industry, ....)
- **Organised interests**  
(AMA, NAECWO, ANPDA, ...)
- **P(p)olitics**  
(left, right, up, down, ...)
- **'the people'**  
(patients, consumers, residents, individuals, ...)

- **Services**  
(universal health care, hospitals, drugs, ...)
- **Goods**  
(food, housing, drugs, facilities, ....)
- **SDOH**  
(infrastructure, wealth, education, hygiene, ...)
- **People**  
(public health, health promotor, doctor, ...)
- **Values**  
(liberty, equity, participation, sustainability, ...)

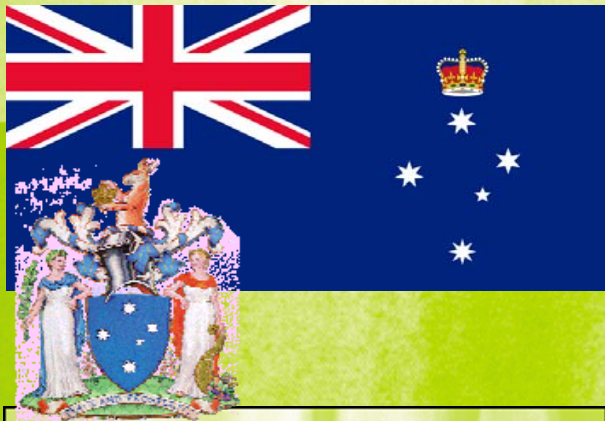
- **'Fair go'**
- **(neo)liberalism**
- **socialism**
- **communitarianism**
- **humanism**

- **now**
- **later**
- **conditionally**
- **inclusive**
- **in need**





# Example: Environments for Health



**E4H is the Victorian local health planning framework**

**It is the 'operational evidence base' for Vic Municipal Public Health Planning**

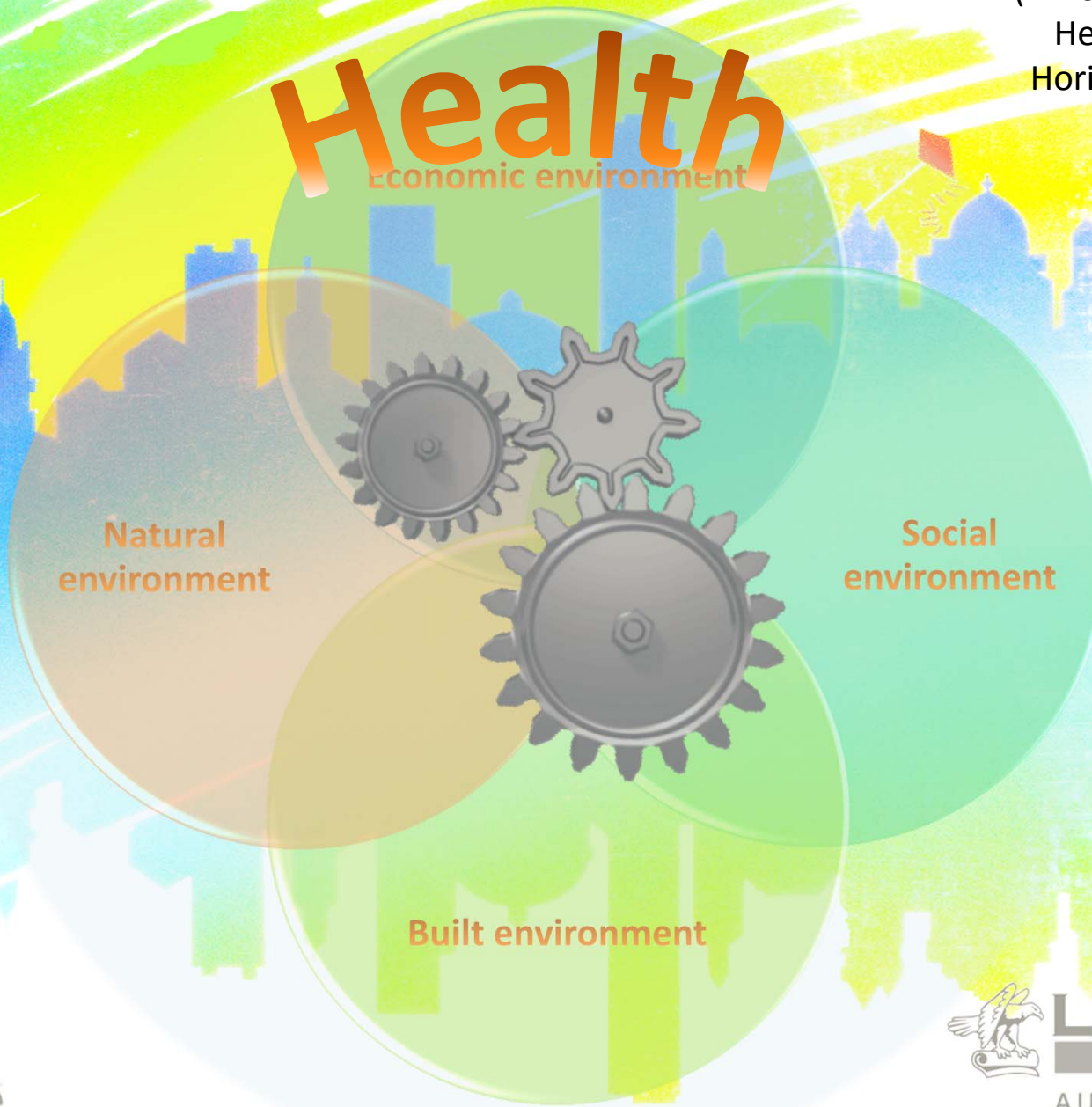
**Established 2001, evaluated 2005/6, redeveloped 2007**



# E4H: supposedly integral, W-O-G

(Whole-Of-Government;  
Health in All Policy;  
Horizontal Policy; etc.)

# Health



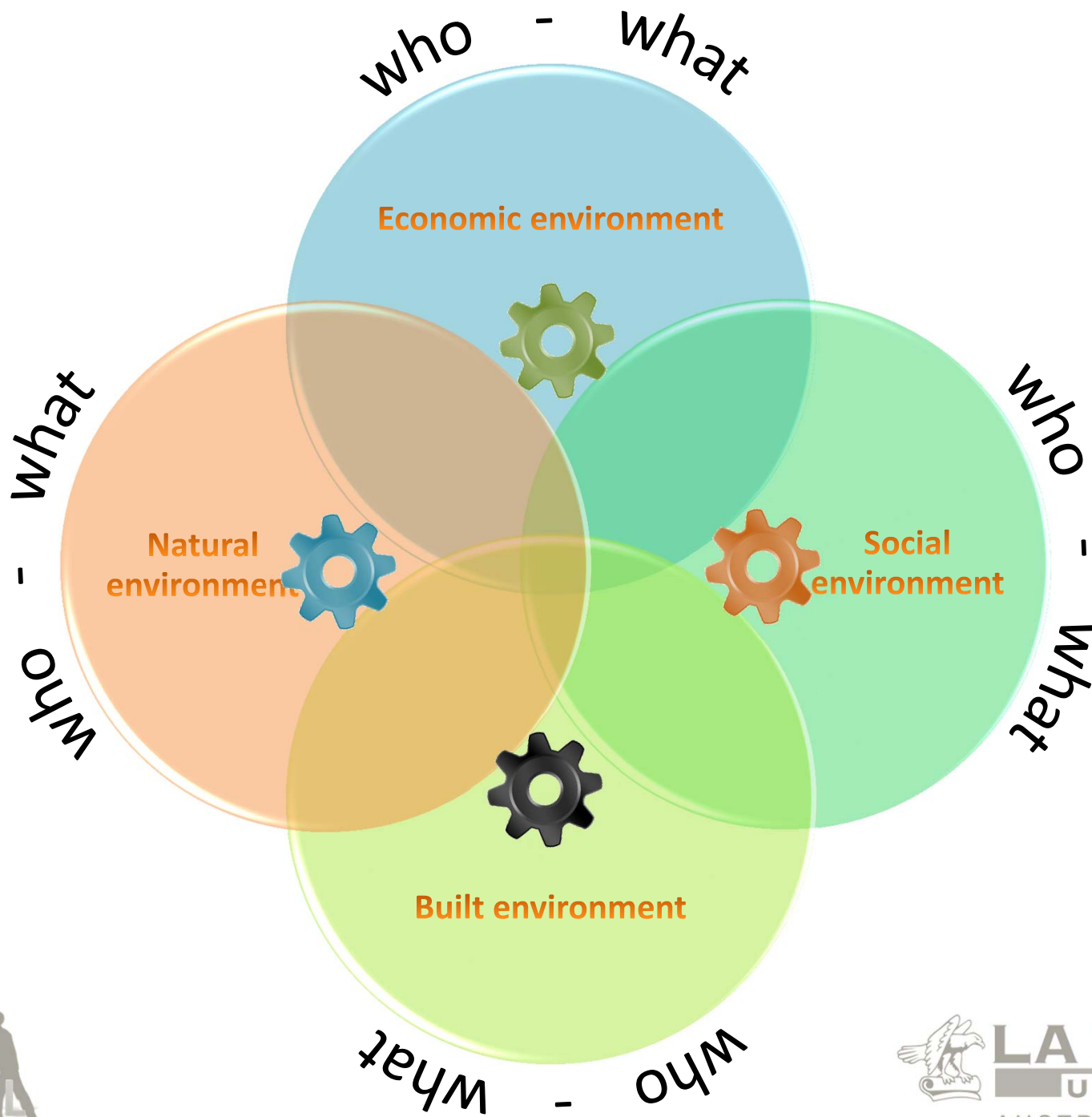


**Figure 5.4: The full obesity system map indicating the strength of the relationships between variables (see main text for discussion).**<sup>17,18</sup> A qualitative scale of 0–5 was used (a rating of 5 meaning that small changes in the tail variable lead to large changes in the head variable). Linkages were assigned a rating where possible or left 'grey' where there was no information (see key). Variables are represented by boxes, positive causal relationships are represented by solid arrows and negative relationships by dotted lines. The central engine is highlighted in orange at the centre of the map.

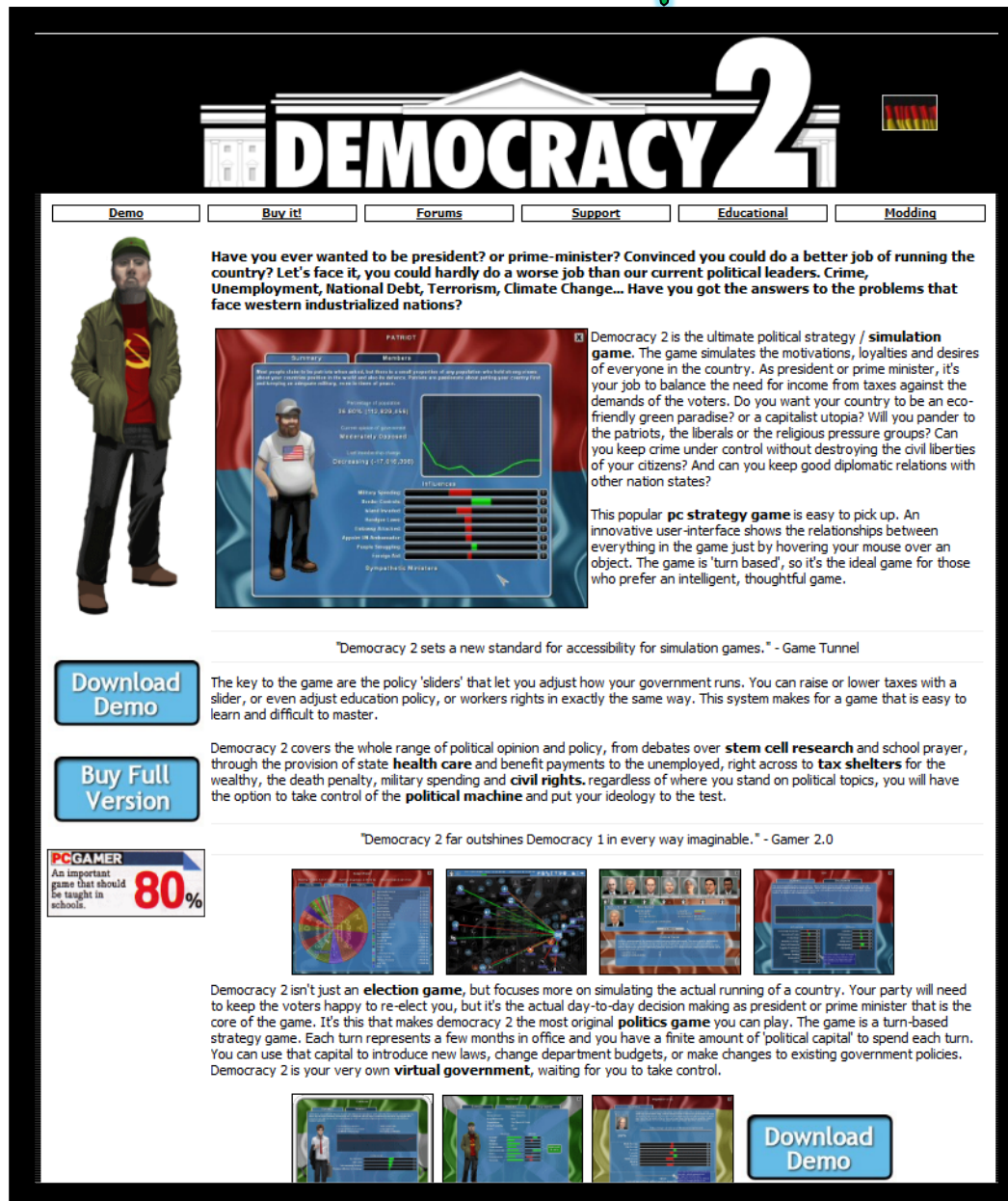
Map 27

Weighted Causal Linkages





# Off to a semester of **political** thought!



**DEMOCRACY 2**

[Demo](#) [Buy it!](#) [Forums](#) [Support](#) [Educational](#) [Modding](#)

Have you ever wanted to be president? or prime-minister? Convinced you could do a better job of running the country? Let's face it, you could hardly do a worse job than our current political leaders. Crime, Unemployment, National Debt, Terrorism, Climate Change... Have you got the answers to the problems that face western industrialized nations?

Democracy 2 is the ultimate political strategy / simulation game. The game simulates the motivations, loyalties and desires of everyone in the country. As president or prime minister, it's your job to balance the need for income from taxes against the demands of the voters. Do you want your country to be an eco-friendly green paradise? or a capitalist utopia? Will you pander to the patriots, the liberals or the religious pressure groups? Can you keep crime under control without destroying the civil liberties of your citizens? And can you keep good diplomatic relations with other nation states?

This popular **pc strategy game** is easy to pick up. An innovative user-interface shows the relationships between everything in the game just by hovering your mouse over an object. The game is 'turn based', so it's the ideal game for those who prefer an intelligent, thoughtful game.

"Democracy 2 sets a new standard for accessibility for simulation games." - Game Tunnel

**Download Demo**

The key to the game are the policy 'sliders' that let you adjust how your government runs. You can raise or lower taxes with a slider, or even adjust education policy, or workers rights in exactly the same way. This system makes for a game that is easy to learn and difficult to master.

**Buy Full Version**

Democracy 2 covers the whole range of political opinion and policy, from debates over **stem cell research** and school prayer, through the provision of state **health care** and benefit payments to the unemployed, right across to **tax shelters** for the wealthy, the death penalty, military spending and **civil rights**, regardless of where you stand on political topics, you will have the option to take control of the **political machine** and put your ideology to the test.

"Democracy 2 far outshines Democracy 1 in every way imaginable." - Gamer 2.0

**PCGAMER**  
An important game that should be taught in schools. **80%**

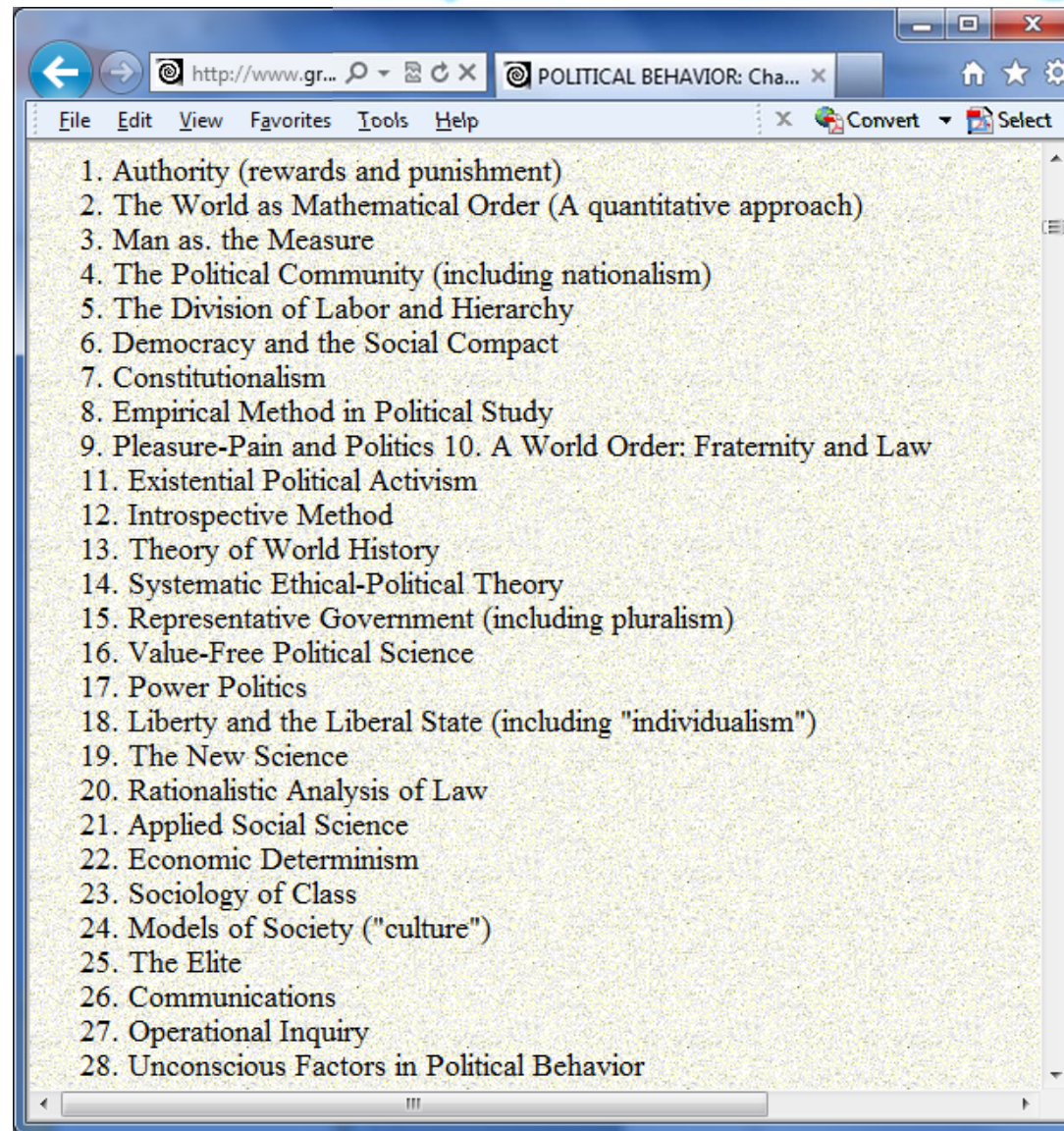
Democracy 2 isn't just an **election game**, but focuses more on simulating the actual running of a country. Your party will need to keep the voters happy to re-elect you, but it's the actual day-to-day decision making as president or prime minister that is the core of the game. It's this that makes democracy 2 the most original **politics game** you can play. The game is a turn-based strategy game. Each turn represents a few months in office and you have a finite amount of 'political capital' to spend each turn. You can use that capital to introduce new laws, change department budgets, or make changes to existing government policies. Democracy 2 is your very own **virtual government**, waiting for you to take control.

**Download Demo**





# Keen for more political thought...?!



[http://www.grazian-archive.com/politics/PolBehavior/C\\_01.html](http://www.grazian-archive.com/politics/PolBehavior/C_01.html)

