

Machiavelli

Approach	Realist	Neglecting to consider what is done because one is concentrating on what ought to be done is more likely to lead to ruin than to preservation
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Form of Government	Principality	Other than these advisors, the prince should listen to no one; rather, he should pursue what he resolves on doing
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Type of Ruler	Prince
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Character	Any Necessary	It is necessary for a prince to understand how to avail himself of the beast and the man
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Appearance Matter	It is necessary for him to be prudent enough to know how to avoid scandal because of vices which would result in his losing his state
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It is not necessary for a prince to have all the good qualities... but it is necessary for him to appear to have them

Virtue is Limiting	A man who wishes to act on the basis of morality will soon meet destruction among those with no such scruples
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Machiavelli (cont)

Education	Pursuits of War	A prince ought to have no other aim or thought than war and its organization and discipline. Nor should he study anything else; for this is the sole art that pertains to a ruler
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Geography	First, he comes to know his country, and is better able to defend it. Second, by means of the knowledge and observation of his own local area, it will be easy for him to understand any other area
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History	The prince should read histories, and study there the actions of illustrious men, to see how they have borne themselves in war
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Combat	Experience has shown that only princes and armed republics make great progress
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Motivation	Power	It is much safer to be feared than to be loved
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Glory

Expansion

Conquer

Machiavelli (cont)

Actions	Any Necessary	Cruel measures are properly used - if one might speak well of evil - when they are applied a single time, are necessary to one's security, and are not persisted in afterwards unless they can be turned to the advantage of the subjects
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Results Matter	Nothing makes a prince most esteemed than great undertakings which demonstrate how extraordinary he is
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Plato

Approach	Idealist Utopian
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Form of Government	Aristocracy	Rulers must be the best among the guardians
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Type of Ruler	Philosopher Kings	Cities will have no respite from evil... unless philosophers rule as kings in the cities... that is, political power and philosophy coalesce
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Compelled to Rule	If they are to be willing to rule, some compulsion or punishment must be brought to bear on them
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Character	Physically Fit	Swift... and also strong if it is necessary to catch up with the enemy and fight
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Plato (cont)

High-Spirited	A high spirit is invincible and unbeatable
Gentle	Gentle to their own people, but hard for the enemy to deal with

Lover of Wisdom	Like a pedigree dog; he judges anything he sees as being friendly or hostile by no other criterion than that he knows the former and does not know the latter
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Education	Physical Training	Physical training for the body
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Non-Physical Training	Training in the arts for the soul
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Motivation	Subjects' Best Interests	Every kind of rule, as far as it truly rules, does not seek what is best for anything else than the subject of its rule and care
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Justice	Injustice, wherever it occurs, be it in a city, a family, an army, or anything else results in making it incapable of achieving anything as a unit because of the dissensions and differences it creates, and further, it makes that unit hostile to itself, to its every enemy, and to the just
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Plato (cont)

Happiness	We are not aiming to make any one group outstandingly happy, but to make the whole city so, as far as possible
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Actions	Justice	It is never just to harm anyone because men who are harmed become worse
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Expansion	We must then again enlarge our city... The land which was adequate to feed the earlier population will become small and inadequate instead... We must therefore annex a portion of our neighbours' land
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War	The task of the guardian is most important, so he should have the most freedom from all other pursuits, for he requires technical knowledge and the greatest diligence
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Criticism

Principality	Tyranny
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Education on War	Insufficiently Educated
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War is the Ruler's Art	Justice is the Ruler's Art
	War is the Craft of Soldiers

Virtue is Useless	Virtue is Essential
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Power is Valuable	Power Should Not Be Sought
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Injustice is Sometimes Necessary	Justice is Always Most Profitable
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Criticism (cont)

War is Necessary for Growth	War is a Result of Greed
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Growth is Power	Unity is Power
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Appearances are Most Important	Rulers Cannot Simply Appear to Rule
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