'Together We’re Stranger': Strange and Familiar in International Relations

Call for Papers: "Global Governance in the Digital Age"

Workshop Convenors:
Corneliu Bjola, University of Oxford (corneliu.bjola@qeh.ox.ac.uk)
Matthias Ecker-Ehrhardt, University of Leipzig (matthias.ecker-ehrhardt@web.de)

Why, how and to what effect do actors embrace digital technologies in global governance? While extensive research suggests that digital platforms are increasingly used as powerful tools of "digital diplomacy" by many governments, international organizations (IO), agencies and nonstate actors (i.e., global governance actors) we still know little about their objectives, strategies and impact from a governance perspective. Actors burgeoning presence on social media seems to suggest an impulse to raise public awareness for global problems, teach norms and knowledge, better inform citizens about international negotiations and conferences or for building supportive coalitions for addressing critical collective problems. Emergent technologies such as 3D printing, cloud technologies, artificial intelligence, and mixed reality are also increasingly used for managing complex issues of global governance.

In this way, digital technologies may facilitate the articulation of complaints and grievances bottom-up, thus, enhancing public accountability at the output-side of the policy process. In a more ambitious reading, digital technologies even suggest new possibilities for policy design, decision-making and implementation across levels of governance in an emerging global polity. At the same time, however, the use of digital technologies may also concern critical scholars to the extent that it may enable actors to more effectively manage and manipulate societal perceptions of what global governance is about. Thus, they seem to allow a broadening range of actors to more effectively intervene in processes of social mobilization, either by effectively supporting orchestrating transnational action or by deflecting it.

We invite contributors to submit proposals addressing, inter alia, one or several of the following sets of questions:

- How digital technologies help address global governance challenges?
- How and for what reasons do actors use digital technologies in global governance?
- What new global governance issues, policies and actions are being facilitated by the process of digital transformation?
- Who are the ‘winners’ and who is left behind by the use of digital technologies for addressing global governance problems?
- What challenges global governance actors face during the process of digital transformation of their organizations?
- To what extent the “dark side” of the digital medium (disinformation, fake news, propaganda) affects the capacity of actors to design and deliver global governance solutions?
- What norms and values underpinning global governance process are being challenged by the use of digital technologies and how severely?