

Great Power Competition Drivers of Global Insecurity

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Outline

- Great power competition redux
- Geostrategic competition
- Demography
- Technology
- Fragmenting Institutions
- Hybridization of warfare



Great Power Competition

- 2017 National Security Strategy
- 2018 National Defense Strategy
- Two “near-peer competitors” (Russia aims to revise the post-Cold War order; China seeks to replace it)
- Resource constraints (two decades of low-intensity warfare, deficits, COVID-19, social cohesion)
- Strains within the transatlantic alliance



Geostrategic Competition

- Asia - China (Indo-Pacific; South Korea; Japan; Australia)
- Europe - Russia & China (Baltic & Black Sea; Mediterranean)
- MENA (Iran; Shia-Sunni; Islamic Jihad)
- The Arctic (multiple players)
- Eurasia/Central Asia (BRI; 17+1; "grand inversion")
- Potential great power alignments
- Europe in flux (EU)



Demography

- Generational fault line (8.5 billion total 2030; 11 billion by 2100) – plus youth bulge
- Migrants (250 million living/working outside their place of birth; 60 million currently on the move)
- Europe the largest flow since WWII: 2 million went through Germany in a year; about a million stayed.
- For the first time since WWII the majority of the migrants are from outside of Europe



Technology

- Four decades of “internationalized manufacturing” (globalization)
- Recent study by Citigroup: automated banking could replace 30% of bank jobs in 10 yrs
- “Big data” will get bigger (MIT & Ford read cellphone location data in Boston producing instantaneous traffic/transportation patterns that take years to build; 5G; drone technology (comm/mil apps)
- “Internet of Everything” (comm/mil apps)
- Mobility (a global mobile work force)
- Renewed competition in space (comm/mil)



Institutions under stress

- UN continues on the trajectory of “glorious irrelevance”
- EU in flux (two speed or multispeed; or “Europe of clusters”)
- NATO (under-resourced; regionalization of security optics; CT mission less important; the imperative of rebuilding the military)
- OSCE – marginal



Hybridization of war (Cross-Domain)

- Information & Cyber
- Crime & Corruption
- StratCom, Propaganda
- Financial flows
- Group and ethnic identity politics
- Leveraging conventional military power in discrete theaters
- Multi-domain and cross-domain conflict
- A2AD and “overmatch” issues
- Networked battlefield; automated systems



QUESTIONS PLEASE?



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