What Makes Civilization

Civilization

A civilization (also spelled civilisation in British English) is any complex society characterized by the development of the state, social stratification

A civilization (also spelled civilisation in British English) is any complex society characterized by the development of the state, social stratification, urbanization, and symbolic systems of communication beyond signed or spoken languages (namely, writing systems).

Civilizations are organized around densely populated settlements, divided into more or less rigid hierarchical social classes of division of labour, often with a ruling elite and a subordinate urban and rural populations, which engage in intensive agriculture, mining, small-scale manufacture and trade. Civilization concentrates power, extending human control over the rest of nature, including over other human beings. Civilizations are characterized by elaborate agriculture, architecture, infrastructure, technological advancement, currency, taxation, regulation, and specialization of labour.

Historically, a civilization has often been understood as a larger and "more advanced" culture, in implied contrast to smaller, supposedly less advanced cultures, even societies within civilizations themselves and within their histories. Generally civilization contrasts with non-centralized tribal societies, including the cultures of nomadic pastoralists, Neolithic societies, or hunter-gatherers.

The word civilization relates to the Latin civitas or 'city'. As the National Geographic Society has explained it: "This is why the most basic definition of the word civilization is 'a society made up of cities.'"

The earliest emergence of civilizations is generally connected with the final stages of the Neolithic Revolution in West Asia, culminating in the relatively rapid process of urban revolution and state formation, a political development associated with the appearance of a governing elite.

Kardashev scale

?????????, romanized: shkala Kardashyova) is a method of measuring a civilization's level of technological advancement based on the amount of energy it

The Kardashev scale (Russian: ????? ?????????, romanized: shkala Kardashyova) is a method of measuring a civilization's level of technological advancement based on the amount of energy it is capable of harnessing and using. The measure was proposed by Soviet astronomer Nikolai Kardashev in 1964, and was named after him.

Kardashev first outlined his scale in a paper presented at the 1964 conference that communicated findings on BS-29-76, Byurakan Conference in the Armenian SSR, which he initiated, a scientific meeting that reviewed the Soviet radio astronomy space listening program. The paper was titled "???????? ?????????? ?????????? ?????????????" ("Transmission of Information by Extraterrestrial Civilizations"). Starting from a functional definition of civilization, based on the immutability of physical laws and using human civilization as a model for extrapolation, Kardashev's initial model was developed. He proposed a classification of civilizations into three types, based on the axiom of exponential growth:

A Type I civilization is able to access all the energy available on its planet and store it for consumption.

A Type II civilization can directly consume a star's energy, most likely through the use of a Dyson sphere.

A Type III civilization is able to capture all the energy emitted by its galaxy, and every object within it, such as every star, black hole, etc.

Under this scale, the sum of human civilization does not reach Type I status, though it continues to approach it. Extensions of the scale have since been proposed, including a wider range of power levels (Types 0, IV, and V) and the use of metrics other than pure power, e.g., computational growth or food consumption.

In a second article, entitled "Strategies of Searching for Extraterrestrial Intelligence", published in 1980, Kardashev wonders about the ability of a civilization, which he defines by its ability to access energy, to sustain itself, and to integrate information from its environment. Two more articles followed: "On the Inevitability and the Possible Structure of Super Civilizations" and "Cosmology and Civilizations", published in 1985 and 1997, respectively; the Soviet astronomer proposed ways to detect super civilizations and to direct the SETI (Search for Extra Terrestrial Intelligence) programs. A number of scientists have conducted searches for possible civilizations, but with no conclusive results. However, in part thanks to such searches, unusual objects, now known to be either pulsars or quasars, were identified.

Blue hair

Antrim", The Daily Telegraph, December 2010 David Wengrow (2010), What Makes Civilization?: The Ancient Near East and the Future of the West, Oxford University

Blue hair does not naturally occur in human hair pigmentation, although the hair of some animals (such as dog coats) is described as blue.

Some people (typically of East Asian descent) are born with black hair that is so dark that it appears to have a metallic blue luster. In Japan, the beauty ideal for a woman is to have glossy "blue-black" hair, and Western foreign observers have also held this quality in high regard.

Cradle of civilization

of civilization is a location and a culture where civilization was developed independently of other civilizations in other locations. A civilization is

A cradle of civilization is a location and a culture where civilization was developed independently of other civilizations in other locations. A civilization is any complex society characterized by the development of the state, social stratification, urbanization, and symbolic systems of communication beyond signed or spoken languages (namely, writing systems and graphic arts).

Scholars generally acknowledge six cradles of civilization: Mesopotamia, Ancient Egypt, Ancient India and Ancient China are believed to be the earliest in Afro-Eurasia, while the Caral–Supe civilization of coastal Peru and the Olmec civilization of Mexico are believed to be the earliest in the Americas. All of the cradles of civilization depended upon agriculture for sustenance (except possibly Caral–Supe which may have depended initially on marine resources). All depended upon farmers producing an agricultural surplus to support the centralized government, political leaders, religious leaders, and public works of the urban centers of the early civilizations.

Less formally, the term "cradle of Western civilization" is often used to refer to other historic ancient civilizations, such as Greece or Rome.

Civilization VII

Sid Meier's Civilization VII is a 4X turn-based strategy video game developed by Firaxis Games and published by 2K. The game was released on February 11

Sid Meier's Civilization VII is a 4X turn-based strategy video game developed by Firaxis Games and published by 2K. The game was released on February 11, 2025, for Windows, macOS, Linux, Nintendo Switch, PlayStation 4, PlayStation 5, Xbox One, and Xbox Series X/S. It was also released on June 5, 2025, for Nintendo Switch 2.

Similar to previous installments, the goal for the player is to develop a civilization from an early settlement through many in-game millennia to become a world power and achieve one of several victory conditions, such as through military domination, technological superiority, economic prowess, or cultural influence over the other human and computer-controlled opponents. Players do this by exploring the world, founding new cities, building city improvements, deploying military troops to attack and defend themselves from others, researching new technologies and civics advancements, developing an influential culture, and engaging in trade and negotiations with other world leaders. A significant change from previous iterations of the game was the introduction of an ages system to break up gameplay with different civilizations for each era.

Reception to the game was mixed, with players and critics praising the game's visuals, sounds, and diplomacy system overhaul, but criticizing its user interface and in some cases the ages system.

David Wengrow

Africa, 10,000–2650 BC. Cambridge: Cambridge University Press 2006. What Makes Civilization?: The Ancient Near East and the Future of the West. Oxford & New

David Wengrow FSA (born 25 July 1972) is a British archaeologist and Professor of Comparative Archaeology at the Institute of Archaeology, University College London. He co-authored the international bestseller The Dawn of Everything: A New History of Humanity which was a finalist for the Orwell Prize in 2022. Wengrow has contributed essays on topics such as social inequality and climate change to The Guardian and The New York Times. In 2021 he was ranked No. 10 in ArtReview's Power 100 list of the most influential people in art.

Civilization III

Sid Meier's Civilization III is the third installment of the Sid Meier's Civilization turn-based strategy video game series. It was released in 2001,

Sid Meier's Civilization III is the third installment of the Sid Meier's Civilization turn-based strategy video game series. It was released in 2001, and followed by Civilization IV. Unlike the original game, Civilization III was not designed by Sid Meier, but by Jeff Briggs, a game designer, and Soren Johnson, a game programmer.

Civilization III, like the other Civilization games, entails building an empire, from the ground up, beginning in 4,000 BC and continuing slightly beyond the modern day. The player must construct and improve cities, train military and non-military units, improve terrain, research technologies, build Wonders of the World, make war or peace with neighboring civilizations, and so on. The player must balance a good infrastructure, resources, diplomatic and trading skills, technological advancement, city and empire management, culture, and military power to succeed.

Indus Valley Civilisation

Robinson, Andrew (2015), The Indus: Lost Civilizations, London: Reakton Books, pp. 89–91, ISBN 9781780235417, To what extent such a reed-made river vessel

The Indus Valley Civilisation (IVC), also known as the Indus Civilisation, was a Bronze Age civilisation in the northwestern regions of South Asia, lasting from 3300 BCE to 1300 BCE, and in its mature form from 2600 BCE to 1900 BCE. Together with ancient Egypt and Mesopotamia, it was one of three early

civilisations of the Near East and South Asia. Of the three, it was the most widespread: it spanned much of Pakistan; northwestern India; northeast Afghanistan. The civilisation flourished both in the alluvial plain of the Indus River, which flows through the length of Pakistan, and along a system of perennial monsoon-fed rivers that once coursed in the vicinity of the Ghaggar-Hakra, a seasonal river in northwest India and eastern Pakistan.

The term Harappan is also applied to the Indus Civilisation, after its type site Harappa, the first to be excavated early in the 20th century in what was then the Punjab province of British India and is now Punjab, Pakistan. The discovery of Harappa and soon afterwards Mohenjo-daro was the culmination of work that had begun after the founding of the Archaeological Survey of India in the British Raj in 1861. There were earlier and later cultures called Early Harappan and Late Harappan in the same area. The early Harappan cultures were populated from Neolithic cultures, the earliest and best-known of which is named after Mehrgarh, in Balochistan, Pakistan. Harappan civilisation is sometimes called Mature Harappan to distinguish it from the earlier cultures.

The cities of the ancient Indus were noted for their urban planning, baked brick houses, elaborate drainage systems, water supply systems, clusters of large non-residential buildings, and techniques of handicraft and metallurgy. Mohenjo-daro and Harappa very likely grew to contain between 30,000 and 60,000 individuals, and the civilisation may have contained between one and five million individuals during its florescence. A gradual drying of the region during the 3rd millennium BCE may have been the initial stimulus for its urbanisation. Eventually it also reduced the water supply enough to cause the civilisation's demise and to disperse its population to the east.

Although over a thousand Mature Harappan sites have been reported and nearly a hundred excavated, there are only five major urban centres: Mohenjo-daro in the lower Indus Valley (declared a UNESCO World Heritage Site in 1980 as "Archaeological Ruins at Moenjodaro"), Harappa in the western Punjab region, Ganeriwala in the Cholistan Desert, Dholavira in western Gujarat (declared a UNESCO World Heritage Site in 2021 as "Dholavira: A Harappan City"), and Rakhigarhi in Haryana. The Harappan language is not directly attested, and its affiliations are uncertain, as the Indus script has remained undeciphered. A relationship with the Dravidian or Elamo-Dravidian language family is favoured by a section of scholars.

Civilization (video game)

Sid Meier's Civilization is a 1991 turn-based strategy 4X video game developed and published by MicroProse. The game was originally developed for MS-DOS

Sid Meier's Civilization is a 1991 turn-based strategy 4X video game developed and published by MicroProse. The game was originally developed for MS-DOS running on a PC, and it has undergone numerous revisions for various platforms. The player is tasked with leading an entire human civilization over the course of several millennia by controlling various areas such as urban development, exploration, government, trade, research, and military. The player can control individual units and advance the exploration, conquest and settlement of the game's world. The player can also make such decisions as setting forms of government, tax rates and research priorities. The player's civilization is in competition with other computer-controlled civilizations, with which the player can enter diplomatic relationships that can either end in alliances or lead to war.

Civilization was designed by Sid Meier and Bruce Shelley following the successes of Silent Service, Sid Meier's Pirates! and Railroad Tycoon. Civilization has sold 1.5 million copies since its release and is considered one of the most influential computer games in history due to its establishment of the 4X genre. In addition to its commercial and critical success, the game has been deemed pedagogically valuable due to its presentation of historical relationships, and one of the greatest video games ever made by several publications. A multiplayer remake, Sid Meier's CivNet, was released for the PC in 1995. Civilization was followed by several sequels starting with Civilization II, with similar or modified scenarios.

Clash of Civilizations

The "Clash of Civilizations" is a thesis that people's cultural and religious identities will be the primary source of conflict in the post–Cold War world

The "Clash of Civilizations" is a thesis that people's cultural and religious identities will be the primary source of conflict in the post–Cold War world. The American political scientist Samuel P. Huntington argued that future wars would be fought not between countries, but between cultures. It was proposed in a 1992 lecture at the American Enterprise Institute, which was then developed in a 1993 Foreign Affairs article titled "The Clash of Civilizations?", in response to his former student Francis Fukuyama's 1992 book The End of History and the Last Man. Huntington later expanded his thesis in a 1996 book The Clash of Civilizations and the Remaking of World Order.

The phrase itself was earlier used by Albert Camus in 1946, by Girilal Jain in his analysis of the Ayodhya dispute in 1988, by Bernard Lewis in an article in the September 1990 issue of The Atlantic Monthly titled "The Roots of Muslim Rage" and by Mahdi El Mandjra in his book "La première guerre civilisationnelle" published in 1992. Even earlier, the phrase appears in a 1926 book regarding the Middle East by Basil Mathews: Young Islam on Trek: A Study in the Clash of Civilizations. This expression derives from "clash of cultures", already used during the colonial period and the Belle Époque.

Huntington began his thinking by surveying the diverse theories about the nature of global politics in the post–Cold War period. Some theorists and writers argued that human rights, liberal democracy, and the capitalist free market economy had become the only remaining ideological alternative for nations in the post–Cold War world. Specifically, Francis Fukuyama argued that the world had reached the 'end of history' in a Hegelian sense.

Huntington believed that while the age of ideology had ended, the world had only reverted to a normal state of affairs characterized by cultural conflict. In his thesis, he argued that the primary axis of conflict in the future will be along cultural lines. As an extension, he posits that the concept of different civilizations, as the highest category of cultural identity, will become increasingly useful in analyzing the potential for conflict. At the end of his 1993 Foreign Affairs article, "The Clash of Civilizations?", Huntington writes, "This is not to advocate the desirability of conflicts between civilizations. It is to set forth descriptive hypothesis as to what the future may be like."

In addition, the clash of civilizations, for Huntington, represents a development of history. In the past, world history was mainly about the struggles between monarchs, nations and ideologies, such as that seen within Western civilization. However, after the end of the Cold War, world politics moved into a new phase, in which non-Western civilizations are no longer the exploited recipients of Western civilization but have become additional important actors joining the West to shape and move world history.

https://www.heritagefarmmuseum.com/+20188279/xschedulej/afacilitatep/ianticipatef/1999+suzuki+intruder+1400+
https://www.heritagefarmmuseum.com/+89919229/oguaranteem/torganizeh/ccommissionu/making+android+access
https://www.heritagefarmmuseum.com/@35886779/jregulater/zdescribeg/ucriticisef/bickley+7e+text+eliopoulos+8e
https://www.heritagefarmmuseum.com/=47143976/hguaranteek/iorganizee/zunderlinex/aging+and+the+art+of+livin
https://www.heritagefarmmuseum.com/-74798465/oconvincek/sfacilitateq/bunderlinec/18+trucos+secretos+para+grand+theft+auto+ps4+spanish+edition.pdf
https://www.heritagefarmmuseum.com/-40253207/xregulaten/wperceiveb/vdiscoverq/clep+western+civilization+ii+with+online+practice+exams+clep+test+
https://www.heritagefarmmuseum.com/$44853323/kcompensatev/rcontrasti/jdiscoverw/instrument+procedures+han
https://www.heritagefarmmuseum.com/+89141965/gregulates/dcontrastl/banticipatew/pearson+geometry+common+
https://www.heritagefarmmuseum.com/$91300072/hwithdrawp/chesitatek/xdiscoveri/nakamichi+compact+receiver+
https://www.heritagefarmmuseum.com/@14667395/ycompensateq/pcontinuet/jcommissiona/navigating+the+busines