

Source: [KBHistoryMasterIndex](#)

## 1 | Models of History

### 1.1 | Watson

Watson's Model: scale from...

Independence	..	..	Full Order
Independence States (no control)	Hegemony (some external control)	Dominion (some external, some internal control)	Empire (full control)

See [KBhHIST201Watson](#) Watson's Model of States

### 1.2 | Arrighi

- When people talk about Hegemony, they often mean dominance

In order to achieve hegemony/dominion in a system, a state must transform how a history operates

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A spectrum of governance with two extremes...

#### 1.2.1 | "Territorialist Model"

- Success measured with territory + control
- Wealth and economy as byproduct

#### 1.2.2 | "Capitalist Model"

- Success measured with the control over resources and trade
- Territorial acquisition as byproduct

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Arrighi claims that there are two main modes of power: the Capitalist — controlling trade and resources — and the territorialist — controlling land and people.

To reach **world hegemony** (become the world leader) — change the world order. For instance, Tang China turned the world from no model to a Territorialist model; US turned the world from a Territorialist model to a Capitalist model.

#### 1.2.3 | Coercion vs Consent

- Means of power acquisition

- Either...
  - Coercion — force joining of a system via force (trade war, actual war)
  - Consent — use deals and negotiations to ask to join system

### 1.3 | **Social Contract Theory**

The state arises from the cumulative experience of a populations' self-government as it grows and requires more and more attention

### 1.4 | **Predatory Theory**

"War makes states, and states make war" - Charles Tilly

#### 1.4.1 | **Functions of a State**

1. **War Making:** The act of eliminating rivals or potential external threats outside of its own territories.
2. **State Making:** The act of eliminating internal rival forces and insurgents from within its own territories.
3. **Protection:** The act of eliminating potential threats to its population.
4. **Extraction:** The act of securing the means to execute the previous three activities, such as the collection of taxes or revenue.

#flo #disorganized

Merchantilist Empires => Merchants => Trade

Parchigual