```java
package randomcivmvc;

public class Model {

    public String civ() {
        String[] civilizations
                = {"", "Egypt", "India", "China", "Greece", "Rome",
                    "Persia", "Japan", "Germany", "Mongols", "France",
                    "Arabia", "Spain", "England", "Russia", "Mali",
                    "Turks", "Zulu", "Poland", "Carthage", "Korea",
                    "Aztecs", "Scandinavia", "Incas", "Etiopia",
                    "Armenia", "South-China", "Austronesia"};

        int civilizationIndex = 1 + (int) (Math.random() * 27);
        civilizationIndex = (civilizationIndex == 28) ?
                            civilizationIndex -= 1 : civilizationIndex;

        return civilization(civilizations, civilizationIndex);
    }

    private String civilization(String[] stringArr, int index) {
        return stringArr[index];
    }
}
```