### Turn of Century Cultural Evolutionism: Ethnocentric and Racist

<table>
<thead>
<tr>
<th>Social Classification</th>
<th>Civilized</th>
<th>Savage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Social Practices</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Marriage</td>
<td>Monogamy</td>
<td>Polygny</td>
</tr>
<tr>
<td>Family</td>
<td>Nuclear</td>
<td>Extended</td>
</tr>
<tr>
<td>Kinship</td>
<td>Descriptive</td>
<td>Classificatory</td>
</tr>
<tr>
<td>Religion</td>
<td>Monotheistic</td>
<td>Polytheistic</td>
</tr>
<tr>
<td>Legal system</td>
<td>Law</td>
<td>Custom</td>
</tr>
</tbody>
</table>
What do we mean by complexity?
Components of complexity

- More parts
- Specialization of parts
- Integration of parts
- Limited purpose
Characteristics of Bands

- **Leadership**
  - headman
  - ephemeral (non-hereditary)
  - charismatic
  - demonstrated competence

- **Status**
  - age & sex
  - accomplishments
  - shaman

- **Religion**
  - ethnic
  - shamanic

- **Economics**
  - sex division of labor
  - reciprocity
  - generalization
Characteristics of Tribes

- Leadership
  - headman or bigman

- Status
  - based on accumulation of wealth

- Sodality
  - organizations such as age grades or secret societies that cross-cut territorial boundaries
Characteristics of Headmen & Big Men

Qualities and Benefits of Being a Leader

- Qualities & Costs
  - Generosity
  - Oratorical abilities
  - Dispute settlement
  - Consensus forming

- Benefits
  - Polygyny (in some cases)
Dealing with Aggrandizing Headmen or Bigmen

Mechanisms used by the rank-and-file to prevent dominance by their leader:

➤ criticism, gossip, and ridicule
➤ disobedience
➤ public opinion (usually by a council of men)
➤ desertion
➤ exile
➤ execution

Big Man in New Guinea

The Bigman is an informal leader in many Melanesian cultures. Much of his influence is based on his ability to distribute resources, among which pigs are most important.
The Great Transformation

Hereditary

Inequality
Characteristics of Chiefdoms

- **Leadership**
  - chief
  - hereditary position
  - coercion

- **Religion**
  - theocratic & ethnic
  - ancestor worship

- **Status**
  - age & sex
  - birth
  - priest (=chief)
  - conical or ranked clans

- **Economics**
  - redistribution
  - craft specialization
### Characteristics of States

**Leadership & Politics**
- ✓ a ruler who has the monopoly of the use of physical coercion in a geographic area
- ✓ concept of a crime & rule of law

**Economics**
- ✓ increased specialization often in hereditary guilds or castes

**Religion**
- ✓ imperial or universalistic
- ✓ overlay of local ethnic religions

**Status**
- ✓ continues to be based on birth (ascriptive)
- ✓ power of kinship groups begins to decline except among high status
Modes of Social Control in States

- **Direct Repression**
  - use of police,
  - jails, courts, and informers

- **Ideological Manipulation**
  - magico-religious institutions
  - education system
  - monumental architecture
  - state propaganda

- **Provision of Benefits**
  - military protection
  - police
  - infrastructure
  - social insurance
States obliterate lineages because they:

- have the exclusive right to wage war
- enact and administer laws
- control productivity and redistribute wealth
- lay claim to right of eminent domain and administer tenure
- exact tribute, and the like

General Trends in Cultural Evolution

Band
✓ Leader: headman
✓ Status: age, sex, & accomplishments
✓ Division of labor: general
✓ Exchange: reciprocity
✓ Politics: local sovereignty
✓ Religion: ethnic, shaman

Tribe
✓ Leader: bigman
✓ Politics: sodality

Chiefdom
✓ Leader: chief
✓ Status: hereditary inequality
✓ Division of labor: some specialization
✓ Exchange: redistribution
✓ Politics: multiple settlements, conical clan
✓ Religion: theocracy, priest, ancestor worship

State
✓ Leader: king, president, etc.
✓ Division of labor: specialized
✓ Exchange: money
✓ Politics: monopoly of physical coercion, concept of crime
✓ Religion: universalistic

Increasing social complexity
Overall Evolutionary Trends

- decrease in number of independent political units
- increase in size of independent political units
- reduction in family power relations (especially parents over children and husbands over wives)
- greater bureaucratic control
- greater specialization in all areas of life
Unilineal Descent & Social Complexity

bands tribes chiefdoms states

unilineal

non-unilineal
Family Form and Social Complexity

extended

nuclear

bands tribes chiefdoms states
### General categories of ancient human societies

(Modified from Renfrew and Bahn, 2000.)

<table>
<thead>
<tr>
<th>Prestate</th>
<th>Band</th>
<th>Tribe</th>
<th>Chiefdom</th>
<th>State-Organized Societies</th>
</tr>
</thead>
<tbody>
<tr>
<td>Total Numbers</td>
<td>Less than 100</td>
<td>Up to a few thousand</td>
<td>5,000 - 20,000+</td>
<td>Generally 20,000+</td>
</tr>
<tr>
<td>Social Organization</td>
<td>Egalitarian</td>
<td>Segments</td>
<td>Kinship-based ranking under hereditary leader</td>
<td>Class-based hierarchy under king or emperor</td>
</tr>
<tr>
<td>Economic Organization</td>
<td>Informal leadership</td>
<td>Pastoralist herders</td>
<td>High-ranking warriors</td>
<td>Armies</td>
</tr>
<tr>
<td>Settlement Pattern</td>
<td>Mobile hunter-gatherers</td>
<td>Permanently settled</td>
<td>Central accumulation and redistribution</td>
<td>Centralized bureaucracy</td>
</tr>
<tr>
<td>Religious Organization</td>
<td>Temporary camps</td>
<td>Permanent villages</td>
<td>Some craft specialization</td>
<td>Tribute-based</td>
</tr>
<tr>
<td></td>
<td>Shamans</td>
<td>Religious elders</td>
<td>Hereditary chief with religious duties</td>
<td>Taxation</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Calendrical rituals</td>
<td>Priestly class</td>
<td>Laws</td>
</tr>
<tr>
<td>Architecture</td>
<td>Temporary shelters</td>
<td>Permanent huts</td>
<td>Large-scale monuments</td>
<td>Palaces, temples, and other public buildings</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Burial mounds</td>
<td></td>
<td>Pyramids at Giza</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Shelters</td>
<td></td>
<td>Castillo Chichén Itzá, Mexico</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>All ancient civilizations, e.g., in Mesoamerica, Peru, Near East, Southwest Asia, India and China, Greece and Rome</td>
</tr>
<tr>
<td>Archaeological Examples</td>
<td>All Paleolithic societies, including Paleo-Indians</td>
<td>All early farmers (Neolithic/Archaic)</td>
<td>Many early metalworking and Formative societies</td>
<td>All modern states</td>
</tr>
<tr>
<td>Modern Examples</td>
<td>Eskimos</td>
<td></td>
<td></td>
<td>Northwest Coast Indians, USA</td>
</tr>
<tr>
<td></td>
<td>Kung San</td>
<td></td>
<td></td>
<td>18th-century Polynesian chiefdoms in Tonga, Tahiti, Hawaii</td>
</tr>
<tr>
<td></td>
<td>Australian Aborigines</td>
<td></td>
<td></td>
<td>All ancient civilizations, e.g., in Mesoamerica, Peru, Near East, Southwest Asia, India and China, Greece and Rome</td>
</tr>
</tbody>
</table>

Caste System in India

- **Brahmins**: priests and teachers
- **Ksatriyas**: warriors and rulers
- **Vaisyas**: merchants, farmers, artisans
- **Sudras**: laborers

---

Outcastes and untouchables: polluted workers