

What Makes Civilization

Kardashev scale

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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.

Civilization

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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.

Cradle of civilization

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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

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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 (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.

Indus Valley Civilisation

Robinson, Andrew (2015), *The Indus: Lost Civilizations*, London: Reaktion 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 VI

Sid Meier's Civilization VI is a 2016 4X turn-based strategy video game developed by American company Firaxis Games and published by 2K. The mobile and

Sid Meier's Civilization VI is a 2016 4X turn-based strategy video game developed by American company Firaxis Games and published by 2K. The mobile and Nintendo Switch ports were published by Aspyr Media. It is the sequel to Civilization V (2010), and was released on Windows and macOS in October 2016, with later ports for Linux in February 2017, iOS in December 2017, Nintendo Switch in November 2018, PlayStation 4 and Xbox One in November 2019, and Android in 2020.

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, 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.

The game features several civilizations not featured in previous incarnations of Civilization, while many returning civilizations have new capitals or new leaders. A critical design focus was to avoid having the player follow a pre-set path of improvements towards their civilization which they had observed from earlier games. New to Civilization VI is the use of districts outside the city center to house most of the buildings. For example, a campus district must be built in order to house science-based buildings. Other new features include research on the game's technology tree based on nearby terrain, a similar technology tree for cultural improvements, and a better government civics structure for those playing on a cultural victory path. There are also new artificial intelligence mechanics for computer-controlled opponents, which include secret goals and randomized engagements to disrupt an otherwise stable game.

The game received generally positive reviews upon release, and it was awarded Best Strategy Game at The Game Awards 2016 and Strategy/Simulation Game of the Year at the 20th Annual D.I.C.E. Awards. The game received two major expansions, Rise and Fall (2018) and Gathering Storm (2019), as well as two season passes, the New Frontier Pass (2020-21) and the Leader Pass (2022-23).

The game was succeeded by the next entry in the series, Civilization VII, released in February 2025.

Civilization (series)

Civilization is a series of turn-based strategy video games, first released in 1991. Sid Meier developed the first game in the series and has had creative

Civilization is a series of turn-based strategy video games, first released in 1991. Sid Meier developed the first game in the series and has had creative input for most of the rest, and his name is usually included in the formal title of these games, such as Sid Meier's Civilization VII. There are seven main games in the series, a number of expansion packs and spin-off games, as well as board games inspired by the video game series. The series is considered a formative example of the 4X genre, in which players achieve victory through four routes: "eXplore, eXpand, eXploit, and eXterminate".

All titles in the series share similar gameplay, centered on building a civilization on a macro-scale from prehistory up to the near future. Each turn allows the player to move their units on the map, build or improve new cities and units, and initiate negotiations with the human or computer-controlled players. The player will also choose technologies to research. These reflect the cultural, intellectual, and technical sophistication of the civilization, and usually allow the player to build new units or to improve their cities with new structures. In most games in the series, one may win by military conquest, achieving a certain level of culture, building an interstellar space ship, or achieving the highest score, among other means. Later games have introduced gameplay concepts and victories based on religion, economics, and diplomacy. Meier had adapted an approach for each new title so that it contains a third of existing features, another third that are improvements from the previous game, and the remaining third as introducing new features. Newer games often include extendable downloadable content that adds to that game, and often will become part of the new features in the next main game of the series.

The series was first developed by Meier while at MicroProse, the studio he co-founded. After MicroProse was acquired by Spectrum Holobyte, Meier left with other designers to form Firaxis Games in 1996, which has been the principal developer of the series since. Over the years, some of the crew involved in developing the series became successful in producing their own strategy games, such as Bruce Shelley (Civilization co-designer) of Age of Empires fame, Brian Reynolds (Civilization II lead designer and programmer), who went on to create Rise of Nations, and Soren Johnson (Civilization III co-designer and Civilization IV lead designer and programmer), who worked on Spore and Offworld Trading Company. Some issues associated with the Civilization name, due to the 1980 Civilization board game created by Francis Tresham, arose

during the late 1990s but have been resolved through agreements, settlements, and publishing company acquisitions; presently Take-Two, the parent company of Firaxis, owns full rights to both the name and intellectual property for the series. According to 2K Games, Firaxis' owner, the series has shipped more than 70 million total by June 2024.

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