Human Sciences and Complexity
Four-Campus (Video-) and Conference Series

March 23: Friday, 10-1:00 quarterly end-of-quarter conference at UCI
followed by lunch at Chakra

UCI Room 3030 Anteater Instruction and Research Building (off E
Peltason Drive, turn opposite to Los Trancos street; next to the new parking
structure and behind Cal(IT)^2, Faculty Club and Engineering Gateway).

On-site data at: http://tinyurl.com/2b2x7e

Martin Doyle, UCR Political Science, "The state of clan politics in State
building" (talk accompanied with interactive IT tutorials)

State governance based on a clan system lacks adequate definition in the early days of the
twenty-first century. This paper seeks to explore the structures and functions of the clan
system in the Republic of Azerbaijan. This requires examination of the formal and informal
institutions using a cross-disciplinary mixed methods approach to capture the complexities
present. Particular emphasis focuses on the local level clan ties to the Milli Mejlis (National
Assembly) as expression of citizens' voice in the political decision-making process. Field
interviews reveal a bottom-up system with horizontal rather than vertical structures resulting
in a dynamic parochial political culture.

Martin Doyle is proposing a Ph.D. dissertation based on extensive field study in Azerbaijan,
"The state of Clan Politics in State Politics: Case Study of the Republic of Azerbaijan." To
document the existence and workings of clan politics, his data on party ties are embedded in
a Google Earth GIS database, with overlay maps for the historical khanates, contemporary
administrative districts, and data regarding clans, political party evolution, representation,
and interlocking networks. The first part of the talk presents the framing of the dissertation
and the Google Earth, GIS spreadsheet and network data. The last half of the conference
becomes a tutorial in how to obtain Google Earth freeware to construct complex GIS and
linked spreadsheet databases, how they can be shared and posted, and how to use and overlap
complex network graphics.