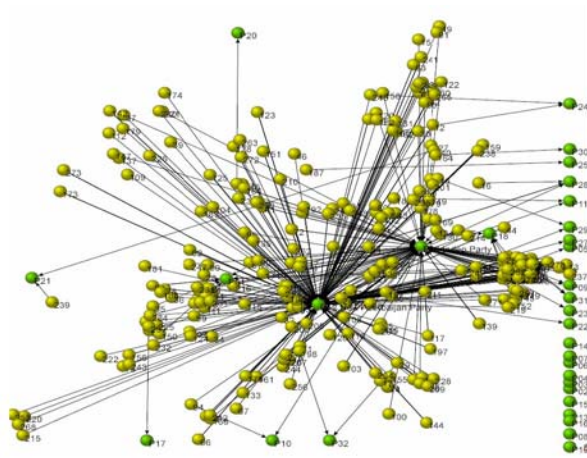


Human Sciences and Complexity

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.