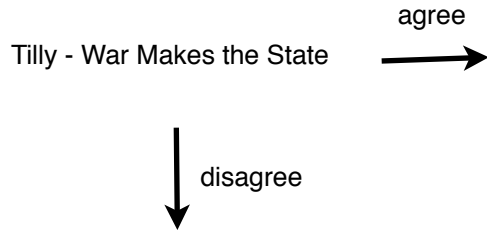


# Concept Map



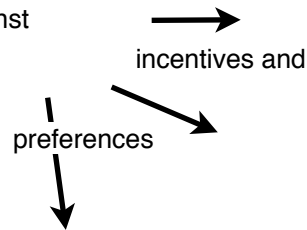
Bates (P & V) - war made the state in Europe, but today's African leaders don't need to bargain with their own people to raise revenues

Herbst - war made the state, and the state made war because leaders in Europe sought to expand and defend their territory. In Africa, low population densities meant that there was little motive for a drive for territory, so no European-like state development. Furthermore, automatic recognition by international community means that African leaders still have no incentive to defend their states' territory

Ertman - war made the state, but let's talk about different types of W. Euro regimes and administrative styles

Centeno - war does not make states unless the appropriate institutions are already in place

Geddes - the "state" is no monolith, but rather a group of actors, often with competing interests; policy is the result of institutional incentives for politicians, who seek to stay in power; this explains why policies that seem to go against "state interests" are made



GB - when rotation of power (between parties) is a credible outcome - this could be seen as Gedde's "institutional incentives" - the interests of those in power lead them to virtuous behavior - restraining themselves, so as to restrain the opposition when it takes power; and refraining from abuse of power so as to increase the likelihood of staying popular (and thus staying in office)

Slater - mass mobilization creates incentives for good governance and construction of infrastructure; in the process of mass mobilization, states will expand their presence and capacity throughout the territory

Bates (WTFA) - the state is run by a leader, and so the state in Africa is a monolith; the ruler seeks to maximize his wealth (rather than stay in office), which leads him to loot the country's resources when that is more profitable than constructing order