

## I. Geography: Its Nature and Perspectives

- Diffusion models – stimulus (contagious, hierarchical) and relocation

## II. Population

- Demographic transition model
- Gravity model
- Lee's model of migration

## III. Cultural Patterns and Processes

- Core-domain-sphere model (D.W. Meinig)

## IV. Political Geography

## V. Agriculture and Rural Landscape

- Von Thunen's model of agriculture

## VI. Industry and Economic Development

- Weber's model (of industrial location)
- Rostow's "modernization" model of development

## VII. Urban Patterns

- Concentric zone, Burgess
- Sector model, Hoyt
- Multiple nuclei, Harris and Ullman
- Model of a typical Latin American City, Griffen and Ford
- Urban realms model
- Central Place Theory (Walter Christaller)
- Rank-size rule

## **And a few "Nice-to-Knows"**

## I. Geography: Its Nature and Perspective

## II. Population

- Ravenstein's "laws" of migration (not a model, but model-like)
- Migration Transition Model

## III. Cultural Patterns and Processes

## IV. Political Geography

- "Halford Mackinder's "Heartland-Rimland" theory

## V. Agriculture and Rural Land Use

- Boserup's model of agricultural development

## VI. Industry and Economic Development

- Hotelling's model (linear market)

## VIII. Urban Patterns

- Models of typical cities in Europe, Africa, South Asia, Southeast Asia, etc.