

Quadrant II – Transcript and Related Materials

Programme: Bachelor of Arts/Science (Second Year)

Subject: Geography

Paper Code: GEC103/SGC103

Paper Title: Geography of Natural Resource Development

Unit: I

Module Name: Medieval Feudal Economy

Module No: 10

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Glossary of terms/words:

Feudalism: the dominant social system in medieval Europe, in which the nobility held lands from the Crown in exchange for military service, and vassals were in turn tenants of the nobles, while the peasants (villeins or serfs) were obliged to live on their lord's land and give him homage, labour, and a share of the produce, notionally in exchange for military protection.

Manor: a landed estate or territorial unit, originally of the nature of a feudal lordship, consisting of a lord's demesne and of lands within which he has the right to exercise certain privileges, exact certain fees, etc. any similar territorial unit in medieval Europe, as a feudal estate.

Fief: An estate of land, especially one held on condition of feudal service; a fee.

Serfs: An agricultural labourer bound by the feudal system who was tied to working on his lord's estate.

Tithe: One tenth of annual produce or earnings, formerly taken as a tax for the support of the Church and clergy.

Guild: A guild is an association of artisans and merchants who oversee the practice of their craft/trade in a particular area.