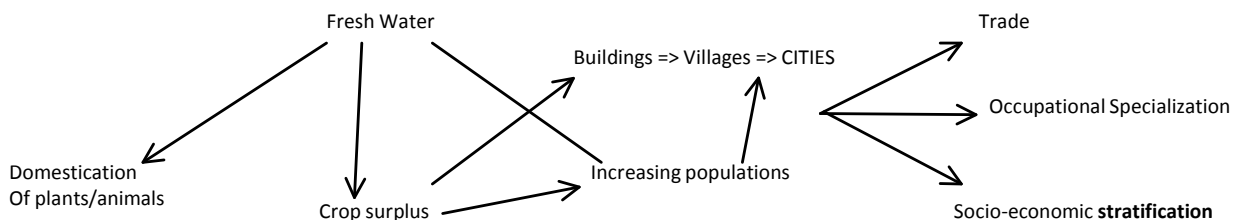


Lecture 2

September-19-12
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- New developments were mainly located around water
- ★ ➤ **POET**
 - *Population*: size influences how they behave, their social organization,
 - *Organization*: more people more rules, complicated social structure
 - *Environment*: physical enviro, eg. Fresh water, plants, animals, etc.
 - *Technology*: irrigation, controlling enviro, domesticating animals, transportation
- Early societies were **nomadic** in nature
 - Mostly time spent finding food and eating
 - Carried mainly things that helps with attaining food (eg. Hunting tools)
 - Carried little bit of clothing, something to carry water
 - **Minimal material possession**
 - People didn't live very long, life expectancies of 35yrs, 80% infant mortality, birthing was difficult
- **Emergence of Agri**: nice place to plant crops, and would go seasonally to live. Animals were also domesticated and used
 - Use of irrigation to water the field
 - ★ ○ *Subsistence agri*: grow enough to feed themselves, but not enough for significant growth in population
- Communities started off as very small, 13-15 people. Any more people could not be supported in those areas
- 9000-5000BCE: domestication of animals
- Took 6000-7000 years for them to get really big
- ★ ➤ **Gordon Childe Characteristics of Cities**
 - *Permanency*: year-round settlements, and for several years. Long-lasting, but NOT forever.
 - *Non-Agri specialists*: people didn't have to spend all their time getting food, part of it was having soldiers to fight of enemies and un-wanted residents.
 - Would need *social hierarchy* and *rules of behaviour* (regulate interaction patters, etc.)
 - At first started with strength = power, then become more knowledge (religious leaders)
 - *Taxation and Capital Accumulation*: ppl are settled down, so they start to accumulate material possessions (surplus food => save food/seed), pay part of your crop to soldier/priest to protect your crop for you (they take their "commission" for stories it, ie. Taxation).
 - *Public Buildings*: required to store crop surplus, dwellings for priest/religious figures, where elite live, building stadiums/amphitheatres, game courts,
 - *Ruling Class*: required to set the rules...?
 - *Writing and numbers*: needed for accounting, record-keeping (accounting grains), write down stuff for predictive sciences
 - *Predictive 'sciences'*: using geometry, how to build things, how to plant crops, knowing about stars, etc.
 - *Art*: buildings don't just function, but have to look nice, aesthetics to show power, prestige, and wealth, eg. swords as decoration, look impressive, made of gold and precious stones
 - *Trade*: get the precious materials through trade, use barter system (one food for another)
 - *Residential basis for citizenship*: if you live in the community you're a citizen, you get stuff other people don't get (right to vote, excess food, protection)
 - **Above characteristics used to define first cities, compared to societies that existed before them**
 - 5000-10,000BCE = pre-historic = before writing
- ★ ➤ **Stratification**: some people had more than others, one piece of land keeps getting divided into more pieces, **problem arises when land isn't enough to live of or maintain social economic status**
- ★ ➤ **Primogeniture**: protects family and status, **the first born inherits**
 - Was done for economic viability, not favoritism
 - Was used to protect descendants from problem of stratification
- **Multi-Generational families**: everyone from grandparents, to grandchildren living together.
 - *Hetrolinear*: follow line of father's
 - People started had more children survived => need more change in rules of inheritance and more complicated rules of social organization
- People in rural prefer status quo, people in cities were innovators (tech change, etc.)
- Could determine # of children by pelvis distortion in bones
- Looked at buildings and graves to estimate population
- Looked for artifacts to determine what they ate, etc.



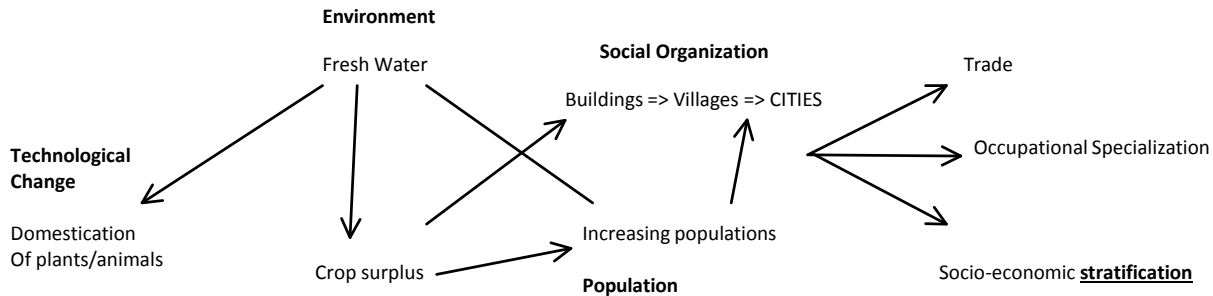
*All these things happened simultaneously

- Different civilizations from all around world, they advanced independently, took several thousands of years
- **Urban**: 5000+ people as defined by UN, urban explosion really occurred in 1800s (*industrial revolution*)
 - People live separate from where they work
- ★ ➤ Urban growth wasn't a continuous process
 - Eg. Jericho had point where no one lived there

- More like a wave going upwards, some cities and societies decline (come and go)
- Civilizations always under attack of environment and enemies

Lecture 3

September-26-12
3:25 PM



*All these things happened simultaneously

- **Urban Ecology:**
 - Technological Change
 - Environment
 - Population
 - Social Organization
- **Crop surplus** allows for bigger population, trade, and stability of food supply
 - Allows for specialization, not everyone needed to make food
- **Urban Revolution:** a social revolution, how people interact changed, gender roles, etc.
 - Cities most expand where there were more rules and organization, crop surpluses
 - China, Mesoamerica, Andes, also had rise of cities, but followed little bit after Egypt, Mesopotamia, and Indus
 - Societies became more complicated closer to 3000-4000yrs ago
- **Industrial revolution:** separation home and work, "sold their work" rather than goods
- **Ancient Athens** video on youtube, 'Rome Reborn' <http://vimeo.com/32038695>
- **POET**
 - Social Revolution had rules and regulations to control people, elite would control
- **Malthusian Stage:**
 - 1000BCE: "Greece"
 - There were many different cities, they were warring
 - Athens was big city at the time,
 - had knowledge, change in behavior patterns
 - Revolved around **citizenship**
 - Believed they were linked to the Gods, deities,
 - **rights that nobody else had**
 - Rights of voting
 - **"polis":** means city
 - Living within in city made superior to living outside, making them special
 - Very stratified
 - Lots of slaves, elite at top, and some in middle
 - People lived in apartment buildings and boarding houses
 - Cities became bigger *after* decline of Greece
 - Rome, rose after Athens
 - 1 mill people
 - Theatres, temples, public buildings, large buildings
 - Large roads
 - People stratified, whether they were Roman citizens, slaves, free men
 - Most urbanized up until that time period (1/4 lived in city at the time)
 - People around city had to pay tax (tribute), they did hard work and shipped goods into the city everyday
 - Unemployment high in Rome,
 - lots of people in 'dough line' to get food
 - Others went to 'the games', gladiator, something to entertain the masses
 - Left people with lots of leisure time
 - **5th Century (476CE) Roman Empire collapsed**
 - Dark Ages
 - End to art, science, knowledge, society atrophied
 - Followed after collapse of Roman Empire
 - Time period of Feudal system, where people sell their lives, and their children's lives for protection
 - Outside walls, no rules, barbaric
 - No trade, isolated entities
 - Small populations, 1/10 of what they were at time of Roman Empire
 - **Control of Catholic Church dominated society**
 - No reward for innovation
 - Switched back to subsistent agriculture (enough to feed yourself, or the town)
 - "village lifestyle in the physical space of a city"
 - 1000yrs ago, Catholic Church starts Crusades
 - Crusades-1000 yrs ago
 - Battle for "Holy Land"
 - Popes promised forgiveness, and protection for life, etc
 - This allowed for increase in trade routes, exchange of ideas and goods
 - Art, innovation started coming back
 - Start of seasonal fairs
 - Changes in crop rotation, plough designs, etc. (technological change)

- Expansion of cities
- Crusaders brought back plague/black death, from India or Middle East
- Plague/Fleas/Black Death
 - (1345-1350) 1/4 of population of Europe wiped out, (by 1400) 1/3 of Europe wiped out
 - Cities hit the hardest, basically where the catholic church had most control
 - **Wiped out control of catholic church, and feudal system** (popes and kings are dead)
 - Most cities lost 50% of population
 - European/Christian way of life destroyed
 - **People started seeing holy people were dying, so people stopped caring about religion and started doing whatever they want => lawlessness increased dramatically**
- Renaissance = Rebirth, around 500yrs ago
 - Italians decided they wanted their cities to be beautiful
 - Hired planners and people to plan/build cities, eg. Leonardo DaVinci hired
 - wanted to show how powerful their cities are (eg. Venice, Florence, Milan)
 - Nations didn't exist at this time period, cities were nation
 - Cities' peoples didn't trust people outside of their cities, **needed standardization**
 - **Monetary unit required for standardization** (eg. Italy's lira)
 - This way people now know how much stuff is worth
 - **Unified law, standardized weights and measures, currency**
 - Increased growth in business class, *more trade less isolation*
 - Growth of urban populations during this time period
 - City area intensified
 - Garbage, sewage in the streets
 - Taller buildings not allowing rain or sun to reach on street
 - **Taxes were paid on ground cover, NOT airspace (building upward, encourage taller building)**
 - Cities got very dirty, people started to get sick, and lots of death
 - **Cities kept growing through immigration**
- **Transitional Phase:** (1700-1850)- lasted 200yrs
 - Death rate dropping due to **nutritional advances**
 - Eg. Tomato from deadly nightshade family, so people didn't used to eat them. BUT later on they realized it was good for you, and **started feed animals better** (ie. Better meat)
 - People started realizing **sanitation** rose, **stopped sharing ladle at well**
 - Eg. People using ladle for from the well, shared with travellers, therefore exposure to communicable diseases!
 - Eg. Started periodically **washing the street**
 - Fertility rate stayed high, with dropping mortality rate = **population explosion**
 - Before needed more kids cause infant mortality high and you needed some to survive to take care of them later
 - important because they were helpful, by age of 3-4yrs they brought in more than they consumed
 - **Religion said to have many children**, also traditional reason (my great grandmother had 12 kids so will I)
 - Medicine wasn't as effective at this time, more likely to kill, until 1900s
 - Utter lack of antiseptics
 - Field hospitals were mostly in barns until WW1
 - Cities growing due to immigration (**Net Migration Gains**)
 - **John Grant (1690) -Bills of Mortality**
 - Count of ppl living of London, deaths, births, etc.
 - Found their were more deaths than births every single month for 20yrs, but STILL increase in population
 - Rural areas almost fully occupied, so ppl pushed off the land => partly cause of land regulation/ownership
 - Changes in city that attracted ppl: industrialization needed workers, tech advances (eg. Flying shuttle- significant improvement in textile industry, compared to old loom => more jobs),
 - **Fogelstrom (City of my Dream) - Daily life in Stockholm**
 - At the time, average lifetime in city was 10yrs
 - People sleeping on straw beds (infested with fleas, mice, etc.), everyone slept on one shared mattress => increase death rate
 - Injuries at work cause unemployment => death
 - (1500s&1600) problem of dumping sewage in river that they draw drinking water from, ie. E-coli
 - 1700 5.135mill people => 1750 6mill => 1800 9.3mill (very rapid population growth in Europe) => **POET allowed for this increase in population**
 - Technological change (1750-1800s)
 - Eg. 1750 Steerable wagons invented, allowed for *food to travel greater distances, more quickly, and arrive in better condition*
 - Eg. Windmill came into popular use, coupled with printing press, spread of knowledge farming techniques etc.
 - London biggest city at time, first time a city reach 1mill people since Rome
 - *Aging style meat, hung up meat, still good to eat*
- **Industrial Age**
 - Pre-Industrial:
 - Demographic: High mortality, high fertility
 - Behavioural: Particularistic, Prescribed, Multi-roles per individual, traditional mores (ppl do things as they have been done, your dad was blacksmith so then you will be too), no innovations
 - Political: Religious authority (religion tells you what's good), interpersonal communication (face to face communication), education of the elite (only elite got educated), societal control (ppl can get kicked out of communities)
 - Spatial: Parochial (narrow scope), close ties to surroundings (don't go far from where you were born), life = neighbourhood, decentralization (everything is close by, like general store)
 - Societal: Extended family, ethnic cohesion, no middle class, small elite, disadvantaged masses
 - Economic: Non-monetary exchange, little specialization, hereditary roles, home = workplace, non-standardized workplace (work wherever you happen to be)
 - Urban-Industrial
 - Demographic: low mortality, low fertility
 - Behavioral: Universalistic, functionalistic, specific roles, (ppl rewarded for doing things their way, and being specialized)

- Political: Secular polity (govt tell you what's good), Elected authority, mass media, rational bureaucracy, secondary control (police, judicial system), mass education
- Regional/nation interdependence (depend on other cities, countries, etc) , specialized roles (for ppl, neighbourhoods, and cities), geographic mobility (moving from place to place throughout society), Central Business District (CBD)[where you can buy products you think you need]
- Societal: atomized(nuclear family), ethnic cleavages, destruction of family, functions to agencies (if you need help you contact companies, like police or insurance companies), middle class majority
- Economic: Pecuniary based (actions based on money, we value things on \$\$\$), interdependence, capital intensive, division of labour, Socio-economic mobility, standardization (everything regulated and stadardized by government)

Lecture 4

October-03-12

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- Ppl **pushed** off land in rural, and **pulled** into cities
 - Tech advances in agri (push off rural)
 - Industrialization (pull into cities)
- *Increase in population*
 - Increase complexity in city
 - Occupational specialization
 - More complex social structure, growing middle class
- During 1800...
 - 2km city radius (people had to walk)
- 1700s-1800s (**transportation gains**)
 - Cities got larger because ppl could travel more
 - ★ ○ Rich and poor lived beside each other, divisions on religion, Linguistically, ethnicity
 - **Change in transport:** Stage coaches, horse-drawn carts
 - ★ ○ Paved roads
 - Land in center became more desirable for commerce due to transportation gains
 - Warehouses, manufacturing moving out from center
 - *Age stratification:* older ppl stayed in center of city, younger ppl moved further out (better housing and could afford to commute)
 - Functions of family changed, used to do everything
 - Functions transferred to specialized organizations (eg. School system)
 - **Family less important**
 - Role of woman change, less male dominated family structure => become nuclear family
- Mid-1800s
 - People started thinking about cities
 - ! ○ **Ferdinand Toennies (father of urban psychology)**
 - Urbanization is negative
 - ★ ▪ **Gemeinschaft und Gesellschaft (1887)**
 - *Gemeinschaft*
 - ◆ In Gemeinschaft ppl worked together for common good
 - ◆ "Community": a place where ppl are like one another (eg. Look same, share values, beliefs, ideas, rules of behaviour etc.)
 - ◆ People connected through familial ties, through history, and tradition
 - ◆ You know about ppl around you very well
 - ◆ Toennies said this is the *natural way*, the way it always was, BUT was coming to an end...
 - *Gesellschaft*
 - ◆ "Association": a society of different people
 - ◆ Interdependence: you rely on people around you, don't know them, but they do something for you and you for them
 - ◆ Disunity, emotionally cut-off from one another
 - ◆ Everyone is selfish and rational
 - ◆ Family not as important, everyone is a selfish individual
 - ◆ "Artificial": not how humans are meant to live, but how they've come to live
 - ◇ Ppl pushed into the cities, cause that's only where the opportunities are
 - ◆ Toennies liked Gemeinschaft, not Gesellschaft.
 - ! ○ **Emile Durkheim**
 - French sociologist, at University of Paris
 - Urbanization is positive, normal, natural, and beneficial because allows to reach full potential
 - ★ ▪ (1893) **The Division of Labour in Society**
 - Society is evolving, more and more specialization to minimize conflict w/ people around you
 - Urbanization and industrialization occurring at the same time
 - ★ □ Rural towns being held together by **Mechanical Solidarity**
 - ◆ You're like the people around you
 - ◆ Social bonds are built around likeness
 - ◆ Called it mechanical because ppl acted as if they're *programmed* to be a certain way (eg. You go do religious services at certain time of week, just because that's what everybody does)
 - ◆ If you violate the social norms, the entire community chastises you
 - ◆ Entire community takes part in keeping people in line, but also help them etc. => EVERYTHING DONE FOR THE GROUP
 - ◆ Very little specialization
 - ◆ Collective conscious (everybody knows what's right and what's wrong)
 - ★ □ People are now living by **Organic solidarity**
 - ◆ Way of life of the big city, of the human body (each part does its own function)
 - ◆ Specialization and division of labour
 - ◆ People have to rely on others to do things
 - Felt that organic city and mechanical solidarity were equally natural, and if you had to choose select the *organic solidified* lifestyle
 - ◆ Because organic you can do what you want, exercising **free will** and rewarded for it (allows for innovation)
 - ◆ In mechanical doesn't allow for individuality, can't advance to full human potential, innovation can't occur because you have to do what you're supposed to do
- **Urban Psychology**
 - ! ○ **Georg Simmel**

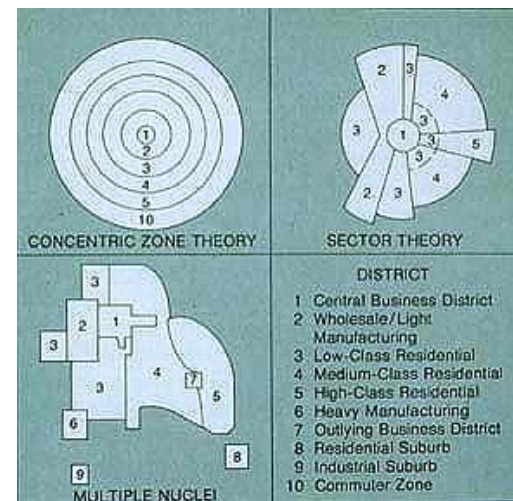
- Talks about how peoples' minds work in cities and small towns
- "The Metropolis and Mental Life" (1905)
 - Small town life
 - ◆ Easy-going, slow, same people, face-to-face interaction
 - ◆ Repetitive, the same thing everyday => can learn everything
 - City life
 - ◆ Filter out the unimportant from the important
 - ◆ **Social Reserve:** bombarded w/ so much stimuli, so we *filter out the unimportant stuff*
 - ◆ **Selective Perception (what current psychologists call it):** only look at certain things, things we want to look at
 - ◆ Ppl in cities have to be rational and calculating
 - ◆ **Apathy:** ppl stop caring about ppl around them
 - ◇ Have to rationally choose if you are going to help someone
 - ★◇ Apathy is a result of social reserve => do what's in your best interest
- ! ○ **Max Weber**
 - "The City" (1921)
 - Instead of abstract theorizing, **went out and collect data**
 - Did cross-cultural analysis of cities, compared cities from all over the world
 - **Full urban community:** utopian ideal city
 - ◆ Based on trade and commerce
 - ◆ Well-defined marketplace and market functions (place where goods and ideas are exchanged)
 - ◆ Degree of autonomy
 - ◆ Has its own military => *history is not progressive* => we're going towards something worse, not better
 - ◆ Renaissance cities were the best cities or full urban community, and now going downwards
 - ◆ Cities were worthwhile to observe, as they were different in different parts of world => *Methodological concerns*
 - ★□ Cities were valid topics of investigation, life was different at different parts of times (similarity of all the thinkers)
- **Chicago**
 - At the time of WW1, European thinking came to halt cause war stalled function of universities
 - 1850-1890: 30,000 => 1.1 mill, mostly due to international migration from Europe
 - Heterogeneous population, high levels of urbanization
 - City life as mentioned from above 4 thinkers, follow rules of Chicago not family and tradition
 - 1910-1930: Prohibition => spurred black market, **social disorganization was a way of life**
 - 1880s-1890s: University of Chicago established
 - Dept of sociology established => focus on cities
- ! ○ **Robert E. Park**
 - Reporter in Chicago
 - Interest in *Social disorganization*
 - Did PHD with Georg Simmel as his advisor after
 - ★▪ Emphasis on how you study cities, *you study them through experience* => **Field Research**
 - Started seeing how city is a social organism, all the parts bound together by social processes
 - **Created urban ecology**
 - Freedom and tolerance within city
 - *Less sentimental and more rational* people
 - *Formal social structures* (eg. Police depts, large-scale bureaucracies)
 - Erosion of family, increased division of labour

Lecture 5

October-10-12
1:46 PM

GET NOTES FROM ABDO

- >
- ! > **L. Wirth "Urbanism as a way of Life" (1938)**
 - o **City** = large, dense, permanent settlement with social and cultural heterogeneity
 - o **Size:**
 - 1) Diversity of characteristics
 - 2) Occupational specialization
 - 3) Increase in impersonal relations (what not who)
 - 4) "loosening of morals" (individuality replaces tradition)
 - o **Density:** intensifies the above 4
 - 1) Ecological specialization
 - 2) Loss of sensitivity to surroundings
 - 3) Increased tolerance
 - 4) Increasing social distance
 - o **Heterogeneity:** Intensifies ALL of the above
 - 1) Increased social mobility (ppl moving up and down in classes poor => rich, don't stay in one class)
 - Strive for education because get into higher class
 - 2) Insecurity & instability (apathy & anomie)
 - *Anomie*: left without norms to follow
 - See house as a temp dwelling (instability)
 - 3) Standardization; increasing importance of money
 - mass production => need standardization
 - Don't trust ppl => need standardization
 - Causes social disorganization, reduction family,
 - Social planning required for things to function well (eg. Police, land-use planning, etc.)
 - o Ppl argue that ppl's behaviour aren't determined by size, density, and heterogeneity
- > **Claude Fischer and Subcultural Theory**
 - o Wirth's size, density, and heterogeneity generate momentum to develop subcultures
 - o Confines of cities cause subcultures to influence each other
 - o Subculture become characteristic of urban dwellers (eg. Hip hop of urban black community becoming part of mainstream culture)
 - o *Critical mass*: level needed for self-sustaining momentum
 - o Subculture develop in city => grows => more people come to city for subculture => grows => and so on...
 - o Cities bring more ppl/diversity in contact w/ different subcultures than towns can
- ! > **Concentric growth of city**
 - o *Loop*: zone of transition
 - o *Zone of Transition*:
 - Ppl living close to factories
 - Rich, poor ppl
 - o First attempt at looking at human behaviour and activity
 - o Simplistic, but not realistic
 - o **Criticisms:**
 - No real perfect circle, half of the circle underwater (in Chicago example)
- ! > **Homer (1930s) Sector theory**
 - o Have to look at multiple cities
 - o Look at human interaction and environment
 - o Collected data of 142 different cities (block by block)
 - ★ Way cities grow isn't always from the center, but *radial* (pie shaped wedges)
 - Eg. Rich ppl kept moving further out
 - o Growth w/ transportation routes/infrastructure
- ! > **Multiple Nuclei Theory (Harris and Ullman)**
 - o Every city is slightly different
 - o Irregular shaped => geophysical factors, transportation factors makes each unique
 - Eg. Rivers and transport lines bind shape of city
 - 1. Wholesale light manufacturing: away from the rich ppl ("wrong side of the tracks")
 - Low-class residential: also "wrong side of tracks", live close to work
 - 2. Middle class: bit further off, based on geopolitical, geophysical, and transport
 - 3. High-class: on the much nicer try
 - 4. Heavy Manufacturing: "wrong side", close to transport and blue collar workers
 - 5. Outlying Business districts: shopping malls, attract certain type of ppl (by rich and middle class)
 - 6. Residential suburbs: outside of city, more space
 - 7. Industrial suburb: outside of city
 - 8. Commuters' Zone: richer ppl
- > Integrated social space model
 - o *Factorial ecology*: use computers
 - o Highly mathematical, artificial
 - o Take concentral zone, sector, and multinuclei and combine into one
- ! > **Schwirian and Matre**
 - o Looked at the big cities in Canada => social status = sectorial
 - o Degree of *familism* (how imp family to ppl) => zonal distribution
 - Closer to center and CBD less care for family, as move out more family-oriented
- ! > **Michael J. White -American neighbourhoods (1987)**
 - o Focus on north American cities
 - o Contemporary cities comprised of ONLY 7 elements
 - 1) CORE
 - 2) ZONE OF STAGNATION (dead area around downtown)
 - What ppl called zone of transition, he said is dead



- 3) POCKETS OF POVERTY AND VISIBLE MINORITIES
 - Ppl that are poor and stuck in city, no money to go anywhere else
- 4) ELITE ENCLAVES
 - Ie. Gated communities
- 5) DIFFUSED MIDDLE CLASS
 - Spread out to different areas of city
 - Homes that meet their needs
- 6) INSTITUTIONAL ANCHROES (eg. Uni, hospitals, city halls, etc.)
- 7) EPICENTERS AND CORRIDORS
 - Epicenter: things that have specialized functions, or pre-existing cities swallowed up by big city
 - Corridors: areas of travel

! > **Rob McKenzie- Ecological Processes (1925)**

- Cities are not static
- 1) CONCENTRATION
 - Not inside city
 - Regional concept, ppl locate in a particular region (eg. Car manu locate in ON and Michigan, easier to get parts => economies of scale)
 - 2) CENTRALIZATION
 - Within city
 - Activities want to be *located near the center* of the city to meet specific need
 - 3) DISPERSION
 - Things moving away from center (eg. Ppl can't pay to live there, and have t live further away)
 - Works with centralization, to shape the city
 - 4) SEGREGATION
 - Activities segregate themselves from other
 - Forced: zoning by-laws, eg. Old apartheid regulation in South Africa
 - Voluntary
 - 5) INVASION
 - One group/activity invades the land of another group/activity
 - Eg. Rich buying out poor ppl housing in downtown core
 - *Minimal intrusion*: don't mind a certain type of ppl
 - *Resistance*: don't allow certain ppl/activity in area
 - *Abandonment*: ppl/activity leave before invasion, eg. Middle-class moving out as lower-class coming in
 - 6) SUCCESSION
 - The new equilibrium
 - *New natural areas* (come about w/o any conscious decision by government)

Lecture 6

October-17-12

3:26 PM

- Before European settlements in North America wasn't considered to have cities cause didn't meet criteria of Childe
 - Not much occupation specialization
 - Aboriginal settlements were just temporary settlements
- **Post-European Settlement**
 - Europeans came and settled cities
 - Euros knew what cities were like and brought urban mentality
- **Evolution of Canadian Cities (P.McGahan)**
 - ! ○ Not all cities go through these phases
 - I) Colonial towns (~1600-1750)
 - a. Quebec city (1608) was first established cities
 - b. First towns weren't considered cities, but settled by urbanites
 - c. Euros travelled via water
 - d. Small forts, trading centers => grew slowly => French king didn't care to develop "New France" => didn't encourage migration
 - 1698- New France population of 15,000 => still didn't meet all Childe's characteristics, but had tech and all from France
 - e. Communities isolated => except when Europeans came
 - f. Towns grew because Euros wanted to protect their investment
 - g. Interest in exporting stuff
 - h. King or queen would give ppl the land
 - II) *Commercial Centres* (~1760-1850) = occupational specialization
 - a. the settlements meet Childe's criteria of a city
 - 1763- BNA Act, kicked the French out
 - a. British encouraged trade, commerce
 - b. *Mercantilism*: have strong empire by encouraging migration, trade and commerce, "British people like to buy British stuff"
 - 1776- US fought British and declared independence
 - Lot of Brits that didn't go back migrated north to Canada (Torries) => supported the crown => migrated to ON and Maritimes
 - c. Land became imp to feed local population
 - Increased migration of agriculturalists and increased division of labour
 - d. People started buying and selling land => **occupational specialization** (all the people involved w/ land transfer, finance, documentation, etc)
 - e. Time of major **occupational specialization**
 - f. Increased demand in govt services
 - III) Commercial-Industrial Cities (~1860-1900)
 - a. Textile industry experienced innovations
 - b. British very protective of innovations (ie. Patents, plans kept in mainland Britain)
 - Some of the immigrants had innovative ideas and brought them
 - c. Mid-1800s: first factories came to be set-up
 - d. Mines, pulp and paper mills established
 - e. Rail, ports, etc established
 - f. Most of urbanization and industrialization occurred in Ontario
 - ★ g. Need human labour, water (power source, spinning mills), capital (investment)
 - h. Around 1880s, arable land in ON and Quebec was already fully developed
 - only opportunities in West but needed rail to get there
 - Rural population peaked => dropping due to **mechanization**
 - i. High fertility, low mortality => natural increase population
 - Immigrants from Euro migrating west to settle land and maintain traditional lifestyle
 - ★ j. Railroads replace stage coaches
 - killed off towns that don't lie on the track or couldn't afford to get rail to come there
 - k. bigger cities => more ppl => cheaper labour => max profit
 - l. Maritimes didn't grow as much (no industrialization, or transportation innovation)
 - IV) Metropolitan Communities (post1900)
 - a. Two biggest cities 1900: 1. **Montreal** 2. **Toronto**
 - Montreal: access to water, industrialization, grew rapidly (5 fold increase)
 - Toronto: 10 fold increase in pop.
 - b. Greater proportion of economy went to serving *local population*
 - c. *Urbanism* becomes dominant
- Census Metropolitan Area (CMA)
 - Population grow beyond city limits
 - Population at least 100,000 in urban core

Mercantilism: an early modern European economic theory and system that actively supported the establishment of colonies that would supply materials and markets and relieve home nations of dependence on other nations

- Adjacent municipalities included with city
- Cities need water to grow large
- Cities limited by geophysical aspects, other cities, time (eg. Commuting to city core to work)
- Megalopolis/Megacities
 - Greatest variety of products, people, specialization, educated people, etc in this area
 - Currently 20 Megalopoli in world
 - Hard to regulate activities in Megalopoli, over-lapping jurisdictions and laws that contrast
 - Noise pollution, regular pollution, cause serious health problems
 - Growth is in surrounding area, population in core declining
 - Size of a city by city limits and geopolitical/metropolitan area are different
- ! ➤ Conurbation (Patrick Geddes)
 - little green space between cities
 - interconnected
- ? ➤ French sociologist...(Megalopolis)
 - Bos-ne-wash: megalopolis of New York, Boston, and Washington
 - Great Lakes extension: Montreal-Ottawa-Toronto-Chicago
- ! ➤ Doxiadis (Ecumenopolis = World City)
 - Cities connected w/ cities on different part of the world
 - Social elite understand world city concept
 - Low education ppl, blue collar focus more on neighbourhood level
 - ! ○ S. Millgram (small world project, 1969)
 - Gave a person letter to a person addressed to someone far away and have to give it someone you know personally
 - ★ ▪ 6 degrees of separation between people , most taken was 10, least was 3
 - **LesKovis (2004)**
 - Newer version, can use e-mail, still only connect to people you know personally => still took 6
 - (2007)Added instant messaging => took 6 connections
 - **PEOPLE ARE INTERCONNECTED AROUND THE WORLD**
- Post-Urban World
 - Traditional forms of govt may not always work, replace by regional or maybe multi-national?
 - Cities getting too big? Limit growth? => for optimal living conditions

Suburbs

Wednesday, October 31, 2012

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- Area bwn CMA boundary and City limits
- Suburbs = below city
- **Ancient suburbs**, (eg. Ur had suburbs 6km from center of the city)
 - Ppl who wanted to get away from city for some reason
 - Norm: 6km distance from center for suburbs
 - Rich ppl lived in suburb (had to have own transport, security, etc.)
 - During black death was safer to live outside city
 - Periodic exoduses of cities, wanted to get away from disease, etc.
 - Seasonal residences in suburbs
 - Very small minority of population lived in suburbia
- **Industrial Revolution-Post WWII**
 - Transportation , railway => suburbs surrounding rail
 - 6-10km from city (rail couldn't stop often so lived far)
 - *Streetcar*: stop frequently so erratic development around the lines
 - *Automobile (1940+)*: allows development away from streetcar line, suburban rings more **diverse and dense**
 - Upper-class ppl living out there
 - Spike in suburb population => post WWII => Baby boom => more \$\$\$ => more affluent ppl and middle class
 - ★ ○ *VLA: Veteran Land Act, Canada* => allowed veterans to get really low interest loans on homes, put need to have house on half-acre land => not enough space inside city => encouraged move to suburb
 - Shortage of homes, during WWII cause no construction during depression and during war
 - *Immigrant boom*: coming from Europe, etc. => live in zone of transition => displace ppl that are there => more ppl to suburbs
 - Manufacturing industry boom => infrastructure available in periphery => outlying business districts, ppl move out there
 - *Telecommunications* allow for suburbs
 - *Construction*: cookie-cutter construction, *tract development* => quick way to make homes
- **City vs Suburb**
 - Levitt Town (*Building the American Dream*)
 - Levitt faced problem of zoning, that required basements (but that wasn't a part of their plan)
 - Levitt and houses equivalent of Henry Ford and cars
 - Levitt home first for rent, then for sale => payments for mortgage was cheaper than renting => more ownership => **growth of middle class**
 - Elites opposed the Levitt homes, felt they would be future slums
 - ★ - *Robert Roses*: built roads as routes to recreation (beach, parks, etc.) not for commuting => ended up increasing feasibility of suburbs
 - Union problems => use sub contractors instead (paid on piece basis)
 - Levitt applied vertical integration so they had material always ready
 - Diverse ethnic population in levitt town, except blacks....
 - *Vietnam*: high enlistment => men were some of GI's so motivated traditionally
 - ★ - Sense of Gemienschaft (community)
 - Led heterogeneity in suburbs

	City	Suburb
Transport	Walk/mass transit	Car
Density	High	Low-Moderate

Settlement Pattern	Centralized	Decentralized
Land use	Mixed	Homogenous
Location of Activities	Outdoor/street	Indoor/private spaces
Control of Space	Public	Private

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Single-Industry Towns

Wednesday, November 7, 2012
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- **Doxiadis Hierarchy**
 - Size of cities...
 - Ecumenopolis: strips of continuous Megalopoli forming a worldwide city <http://en.wikipedia.org/wiki/Ecumenopolis>
 - Megalopolis
 - Conurbation (Geddes): region comprising of cities, large towns, and other urban areas; merged to form one urban area; polycentric urban agglomeration
 - Metropolis
 - Large city
 - City
 - Large Town
 - Town
 - Village
 - Hamlet
 - Isolated dwelling
- **World Population Facts**
 - 2008, 50% urban
 - >14mill settlements
 - But only 150,000 w/populations over 2000 (less than 1%)
 - 99% of all settlements have less than 2000
- **Canada**
 - 1961 pop = 18,238,000
 - Rural/small town = 6,000,000 (about 33%)
 - 1991 pop= 27, 300, 000
 - Rural = 6mill (22%)
 - 2001 = 20%
 - 2006 = 31,600,000 = 19%
 - 2010 = 2010 6mill/34.1 mill = 17.5%
 - ★ ○ Rural pop stagnating
 - StatsCan says urban = 1000+ppl, but most sociologists say they're not cause small size, lack density and heterogeneity
- **Single Industry**
 - ★ ○ **Resource extraction community** (most common)
 - Male dominated
 - Constructed by one enterprise
 - Isolated from mainstream urban society
 - Away from US border, located in rural areas
 - Existence based on international demand, and national factors
 - Lives of locals effected by elites around the world
 - Short-term residences
 - >800 in Canada, less than 10,000ppl => **still classified as urban**
 - Ppl depend on ppl *outside* the community to survive
 - 15-20% of all communities
 - 25% of Canada's non-metropolitan population
 - Most common new type of towns being constructed
 - 25% of Canada's rural workers
 - ! ▪ **Peter Mcgahan**
 - 1) Construction - BOOM Phase
 - a. Build place for workers to work
 - b. Temp workers to build the towns
 - c. Male:female ratio = 10:1
 - d. Work 7 days a week => nothing else to do than work
 - e. Fighting, public intoxication & drugs, social problems, gambling are common
 - f. *High population turnover* => need particular skill sets at different times
 - 2) "Recruitment"
 - a. Recruiting professionals to work in resource extraction process
 - b. Need to get investors
 - c. Get some ppl from other resource towns in decline, some from local community, universities
 - d. Male:Female = 4:1, 5:1
 - e. *High population turnover* => especially for spouses that have nothing to do
 - 3) "Transition" (company starting to make money)
 - a. Phase 1&2 take ~10yrs
 - b. Ppl living for the whole time have become accustomed to live there
 - c. More community participation => town hall meetings
 - d. Until this phase ppl couldn't buy home, had to rent from company
 - e. **Transfer from resource extraction community to individuals**
 - 4) "Maturity" (takes 3-4yrs)
 - a. **Establish local government**
 - b. Voting becomes common
 - c. More specialized roles (eg. Policing, garbage collection etc.)
 - d. Mayor usually person from high level position in company, or a professional in the town (eg. Lawyer, doctor, etc.) NOT NORMAL RESIDENT
 - e. Little geographic, social mobility (keep same job, same place)
 - f. Place where workers want to retire => look at it like a *permanent home*
 - g. **Occupational inheritance**: parents have particular job w/ community, so you take over that job
 - i) Not everyone wants to continue working there (eg. children of elite)

- ii) Not enough jobs at the company
 - h. *Outmigration (emigration)*=> *young people looking for different jobs, etc.*
 - i. Young marriage, still imbalance of more males
 - ★ j. Never know when resource going to run out, always risk of extraction cost > selling price (feeling of resignation)
- 5) "Decline"
 - a. **Doesn't always happens, but always on ppl mind**
 - b. Demand decline, property worthless
 - c. Feeling of bitterness and desperation
 - d. Try to sell themselves as something else => if fail community disappears
 - Rigid social structure based on the level of job you hold in company, higher-ups = elite
 - Community knows what everyone is earning and status => can't mislead others about your socio-economic status
 - Institutional framework very clear (regulated by province)
 - Teachers well-paid, but don't stay around very long
 - Education is okay till g.11, not every course offered in g.12
 - Not everyone goes to university => certain groups put different values on education (British value most, Aboriginal value least => gonna get same job at company even if don't finish high school ie. Occupational inheritance)
 - Activities highly regulated
 - Have to do within designated hours, and through associations
 - Male-directed activities (eg. Hockey available, figure skating not available)
 - If not into any of their activities, then have nothing to do
 - Doctors not regularly available, part-time basis
 - Treat the symptoms not the cause => increased dependence on prescription drugs
 - All professionals not around year-round, high-turnover of health professionals
 - Inter-personal relationships
 - Everyone knows everyone well
 - Society ostracizes unusual activities, so you hide it within home
 - *Social control*, ppl isolate themselves in their personal spheres
 - *Prejudice* rampant, but **minimal discrimination** => more imp to have outside enemies not inside community
 -
- Agricultural towns
 - Older, more established individuals
- Military towns (not very common in Canada)
 - Younger, male demographic
 - Not very high level education
- Manufacturing
- Mill towns
 - Forestry industry
- Fishing and out-port communities
- Resorts
- Railtowns (waypoints along the route)
 - Set-up as constructing tracks
 - Required to maintain the tracks year-round
- Academic Community
 - University towns, eg. Uni of northern Ontario

World Urbanization ch.9,13

Wednesday, November 14, 2012

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- World population 51% urban
- Western World
 - Considerably more urban, 80%
- 3rd World
 - 30-40% urban, many variations
 - Earliest cities in 3rd world
 - ★ ○ Before, civilization = modernization, now cities don't mean civilization and modernization
 - **Pre-colonization and Colonized cities**
 - I) Regional centres: serve some trade functions or other political functions eg where king live
 - II) Religious Centres: eg. Makkah in Saudia Arabia, not really day-to-day function
 - III) Colonial outposts: Colonizers wanted to trade w/ the locals, extract wealth eg. Mumbai, India
 - None impacted the local populations, had very specialized functions
 - **Post WWII**
 - Euros didn't have time to focus on colonial outposts, media started infiltrating 3rd world countries and changing behaviour (eg. Speech pattern like national, regional lang, eating and dressing differently)
 - ! ▪ Westernization => modernized => more urbanized
 - **Demographic transition:** more rapid drop in mortality rates than was in Europe(advance in sanitation, medical advances)
 - Drop in maternal and infant mortality, fertility goes up a bit because medical advances
 - **Transfer of technologies:** 1st world nations want to help 3rd world, give them medicine and training etc.
 - Takes lots of time for reduction in fertility
 - **Population Explosion:** people having more kids thinking that kids still won't survive,
 - kids = economic resources,
 - religion says to have more kids
 - Lack of knowledge and power among woman who HAVE to provide children => no fertility control
 - ★ • Takes long time to change fertility habits
 - Many people work/live on farm (avg farm = < 1acre)
- Accommodations in Cities for surplus population
 - Most ppl end up in cities
 - Slum grow(>1/7 ppl live in slums) => high density, low socio-economic status
 - No jobs => underground economy, sell yourself
 - ★ ○ Illegal housing developments: "squatter settlements" places where no one wants to live, and no one occupies (probably because it's dangerous and difficult to develop)
 - Nothing there, build house for yourself (out of trash, corrugated metal sheets, cardboard, plastic)
 - Water from some body of water close-by => have to go several times a day
 - Create own job, set-up own business
 - Rural-urban migrant usually 15-30yrs, reproducing a lot
 - Gecekondus (Turkish): translates = built overnight
 - Populations increasing because ppl moving into city, (min. 40% pop born somewhere else)
 - Growing 10% per year
 - *Favelas (Brazil), Colonias Proletarias, Bidonville (s. Africa, tin can town), Bustees*

(Calcutta)

- Ppl get displaced when governments/private investors want some of the land => increases density in another part
- Foreign investors can't build houses because of lack of funding and lack of expertise
- ★ ▪ Want to reduce mortality gap (ie. Lower fertility)
 - 1) Stop providing international aid (increase mortality)
 - ! 2) Educate woman (decrease fertility) => just basic literacy and numeracy, so they learn themselves to control fertility, **most significant impact**
 - 3) *Microcredit*: small loans for ppl to make their own jobs
 - ◆ Woman more likely to pay them back
 - ◆ Allow ppl to accumulate wealth and get busy => reproduce less
- Return migration: going back and forth from city and rural, keep losing out, more likely to do (*general pattern*)
- ! ○ NOT industrialized, no real economic opportunity (except ONE city per country)
- ★ ○ Those that immigrate to North America have to be educated or have \$\$\$
- MEXICO CITY VIDEO (Migration Push and Pull)
 - Ppl keeping coming thinking they'll be better off => Migration only option
 - Rural communities harvest staple foods
 - Young families dominate slums
 - Small workshops and little industry, travelling out to look for work is part daily routine
 - Families only survive if everyone works
 - Children work over getting education (ie. Low levels education, low amount ppl finish high school)
 - Lack of health education and high birth rate
 - Residents setup self-help program to make homes for themselves => ppl want to work, just need help in promoting development
 - Heavy air pollution, due to congestion => high lead in blood levels=> impaired mental and physical growth
 - Mountains prevent city to sprawl more
 - Heavy inequality
 - Planners trying to push for modernization in CBD
 -

World Urbanization Continued...

Wednesday, November 21, 2012
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Get missing notes

- Big cities will continue to grow, mainly in 3rd world
- **Latin America**
 - Most urbanized area of 3rd world, **77% urban** (5000+ ppl in settlements)
 - Covers from Mexico and south
 - Most large urban areas founded by Euros
 - ★ ○ Extensive urban development before Euros
 - Urb dev. 4000yrs
 - Chichen Itza (pop. 30,000)
 - ◆ Cities set up based on stars (eg. Street lined up w/ sun, and north star)
 - Teotihuacan (yr 400)
 - ◆ Capital of Mayan empire
 - ◆ Extensive urban network met criteria of Childe
 - ◆ Pop. 75,000
 - ◆ Controlled several 1000-10,000s sq. km
 - ◆ Near Mexico
 - Tenochtitlan (yr 1300, end of dark ages)
 - ◆ 50km SW of Mexico city
 - ★ ◆ Defining characteristic Several 100,000 ppl
 - ◇ Possibly largest city of the world at its time, because euro cities in decline dark ages
 - ◆ Aztec empire
 - ◆ Commercial, administrative, religious centre
 - ◆ Daily ppl bringing food, manu goods, and tributes
 - ◆ Imposed taxes on ppl in surrounding areas
 - ◆ Large public buildings and palaces
 - ! ◆ 1519 (Cortez): loves Tenochtitlan, wants to take wealth for Spanish crown, subjugated local pop, cut of water supply, etc.
 - ◇ **Viewed as great cities, had stuff euro didn't have**
 - ◇ Wiped out indigenous ppl
 - ◇ Built port cities for extraction of wealth, trade unidirectional (L.A. to Euro)
 - ◇ Brought African slaves (70% of slaves from Africa were sold into Latin America)
 - ◇ Forts to control indigenous population
 - Early 1500s-1600s
 - Euros destroyed 75-90% of indigenous pop
 - Before they arrived roughly 20mill in all the region, went down to 1mill after euros
 - ★ Disease biggest killer, aboriginals no immunity (small pox and measles the worst)
 - Ancient cities disappeared, Latin American city form lost => replace by euro architecture, language, culture
 - Euro model: square, w/ church one side, commercial on another, etc
 - ★ ▪ Cities stayed small, Latin American ppl didn't want to be in city => cities were isolated
 - Buenos Aires (established 1580)
 - 1782 Catholic church census: population <25,000 => very slow growth rate, most ppl euro descent
 - ! ▪ Complicated bureaucracy
 - Had to get king's permission to get anything done => takes 5-10yrs (eg. Buying land, marriage, etc.)
 - Took forever for petition to get there, to get reviewed, get approval, and decree sent back
 - Pope decided the boundaries of Latin America, East (Portuguese) West (Spanish) => no one really cared
 - Didn't regard for indigenous population, different tribes, types of ppl, etc forced into same boundaries
 - Divided ppl within counties
 - Euro class boundaries
 - Euros on top and locals on bottom
 - ★ • Oaxaca, Mexico
 - I) Top- "Peninsulares": ppl from the peninsula, elite, ppl born in Euro
 - II) Upper Middle Class- "Criollos": ppl of European descent, born in Latin America to euro parents
 - III) Middle- *mixed*: ppl of euro blood and local or black (slave)
 - IV) Lower- Blacks: 'imported goods of Latin America', slaves to meet L. America needs
 - V) Lower Lower class- "Indios": aboriginal pop.
 - 1800s Mexico made caste system illegal => but still exists to some extent today
 - Late 1800s
 - Too expensive for Portuguese to maintain their colonies
 - ★ L.A. countries gained independence => cities started to grow
 - Migration from rural or urban, euros from all over Europe migrated to L.A. (mostly same ppl that were going N.A. except Brits)
 - European immigrants replaced old euros at top of socio-economic hierarchy, because of their higher education and their status back home
 - End up controlling the wealth
 - Cities export oriented, no industrial base
 - Demographic transition: ppl moving into cities, promise of better life
 - Modern L.A.
 - Usually immigrants don't think they will become elite, but think future generations will be better off
 - ★ No housing in DT for immigrants, forced to live in *squatter settlements* and shanty towns
 - Squatter settlements insecure, but still better than the slums of inner city
 - Ppl highly organized, have political action groups, lawyers, etc. working for their own interests

- Low crime rate, little prostitution etc
- Ppl create jobs for themselves, salaries are high even though cost of living is high
- Quality of life in city isn't improving, but the *individual* gets better
 - Cities can't absorb all the ppl coming in and can't keep up the demand for jobs, housing, services
- Pollution continually getting worse=> causes brain damage => problem of mental capacity

➤ Africa

- Extensive urban development before euros got there
 - Sudan: Kush empire (6000-7000yrs ago)
 - Egypt, Sudan, don't know because desert
- Many ancient cultures, but didn't built cities
- Most urbanized areas in southern regions of Africa
- Least urbanized area Burundi (10% urban)
- ★ Cities along coast setup by colonial powers
 - Far north, colonization by Rome (eg. Alexandria, Tunis)
 - Slavery wasn't made by Euros, big slave trade as Arab nation colonized
 - Most African cities walled cities (protection)
 - Land owned by the state or ruler of the locale
 - No occupational specialization, like gameinshaft lifestyle, everyone equal
 - Design: walled cities, thatch houses
 - Land owned by tribes, people are integrated, no segregation of class
 - *Euro settlement*
 - Weren't successful because didn't wipe out indigenous population
 - Didn't like African cities, how no social segregation etc.
 - Belief: Euro > African
 - ★ *Indirect rule (British)*: as long as you admit you're subservant to British crown you can survive and rule, otherwise killed or removed
 - *Assimilation (French)*: got rid of any old ways, replaced everything w/ French way (lang, schooling, ways of doing things, etc.)
 - Built own cities beside African cities, built only for Euro population
 - Built of stone, highly segregated, centered around CBD
 - Controlled Africans different ways...
 - Apartheid in S. Africa
 - ★ Eg. Policies to control => homes in certain areas have built out of expensive material, if not move somewhere else => segregated the Africans
 - ! Taxes forced Africans that couldn't pay to go work in the city
 - ◆ Accumulation of wealth foreign concept to Africans => start buying tools to be more productive and make money => standardized currency become common after time
 - ◆ Manufactured goods started changing African society => migrating to increase wealth became normal
 - *Post WWII (African Independence)*
 - Ghana first country to gain independence...
 - Been preparing for independence, British have been teaching them how to sustain their country
 - 1960s 32 cities gained independence
 - Some countries wanted independence really fast => infrastructure not established => uneducated ppl running country => leading to many social and economic problems
 - Cities started to grow large after Euros left
 - 10% per year growth rate => most occurring in squatter settlements
 - 1) *Indigenous City*: the African city, before Euros, traditional cities
 - 2) *Islamic City*: North Africa, center city was mosque
 - 3) *Colonial city*: big ones along coast, by Euros, ports of extracting wealth, more westernized (segregation by colonial model)
 - 4) *Euro City*: by and for Euros,
 - 5) *Dual City*: combination of two or more of the above types
 - 6) *Hybrid City*: indigenous and alien elements, integrate Euro w/ African (eg. Lagos)
 - i. Doesn't work so well, Africans don't live the same as Euros => Euro buildings don't fit African lifestyle as well
 - 7) *Apartheid city*: strict segregation
 - *All above city types exist in unstable African countries of today
 - Money paid to individuals to solve problems, doesn't go into community
 - ★ There isn't one urban lifestyle in Africa (like Writh says)
 - Most Africa still tribal society
 - Tradition and religion still imp

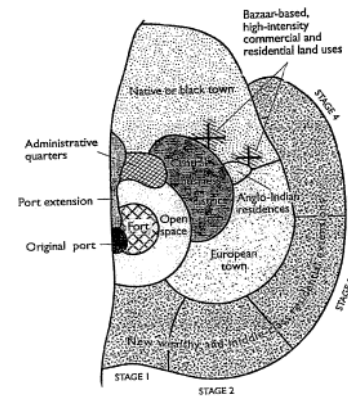
➤ Middle East

- Cities around for 10,000 yrs, first place that met Childe's condition of city
- None of the ancient cities inhabited anymore
 - ★ Climate shifts changed water supply => can't support population anymore
- Islamization, establishment of Islamic cities after Prophet (S) death
- Booming during Euro Dark ages
- Surviving cities built in Islamic model
 - Wall => protection from elements (mainly) & enemies
 - Mosque at center
 - Marketplace (souk) along main thoroughfares (central area)=> used to be located outside of wall (like a fair)
 - Neighbourhoods (hourma) only there as residential, dead-end streets, walled off, unknown ppl watched carefully (been around several 1000s yrs)
 - Intense family life, gameinshaft-like, regulated by religion
 - Develop because of spontaneous growth, naturally grown
 - Narrow streets
 - Segregation of status, religion, etc
 - Normally minorities out in periphery (not always the case eg. Jews in Aleppo live beside central mosque cause they deal in money changing)

- Euro didn't stay around a lot, didn't see any real wealth there along with harsh climate => didn't have time to destroy indigenous culture
 - Oil found after euros left
 - Euro invented the word "arab"
 - Designed port cities, to export wealth

➤ Asia

- 1/4 world land area, >60% population (China most populous country world)
- India will pass China in population,
- 1600s British started urban development
 - Eg. Madras and Calcutta built to subjugate indigenous population
 - New Dehli (for Brits) and Dehli (for Indians) => didn't like congestion and irregular streets of Indian cities
- Indian City; bazaar center (Chowk the crossroads in center)
 - Rich control transactions at center
 - Highly segregated
 - Civil lines: civilian population not working for Brits, non-military, live at periphery
- Colonial Based -S. Asia
 - Port city, fort to protect trade
 - open space around fort => military reasons, protect attack from inland
- Squatter settlements are much worse off than those in city
- ★ Famine has not been a problem, in some areas
- Electricity more widely available, but not enough power can be supplied during peak times
 - Brown-outs: schedules power outages
 - Larger cities problems, power out scheduled for 6hrs at a time
- Political instability, poverty, overpopulation => problems going to intensify
 - Any area that has had long periods of colonization there have been severe problems



Future of Cities

Reading: pp.408-415

Wednesday, November 28, 2012

4:15 PM

- Pop growth, billion/12 yrs
- 2/3 world pop living in city (2035,2050)
- 1/3 pop living in cities of multi-million ppl
- Inequality of distribution of wealth => to solve need new social/economic order
- *Carrying capacity*:
 - Greater than 10 billion
 - Ppl say it will stagnate, others say will continue growing => won't be able to sustain in that case
- Macroprojections => what's going to happen to the world (easier to say)
 - Bigger 3rd world cities, major problems of political stability
 - Over-urbanization
 - *Rural revival (2000s)*:
 - Incentives to move their
 - Diffusion of pop into rural areas
 - Govt attempts to get ppl to move into rural, unsuccessful
- *Microprojections* (not as easy to predict city to city basis)
 - 1) Super City:
 - i. Highly concentrated ppl, living in very small apartments
 - ii. High rise, dirty
 - iii. Less resources, super structures put strain on resources
 - ★ iv. **Paolo Soleri**: Arcopolis (city of architecture)
 - a. Building his own megastructure in Arizona desert
 - 2) Post-City Age:
 - i. Technology is going to replace the need for cities
 - ii. Telecommuting => don't need to go to work physically
 - iii. Electronic gameinschaft: don't have to get together
 - iv. Why get together if you don't have to?
 - 3) Most ppl say it will be someone in bwn, not either or
 - 4) CBD dies, while periphery is where there is growth [1st world]
 - 5) Core city, and periphery breaks into satellite cities
 - i. Each satellite has it's own specialization, and small communities [1st world]
 - ii. Core of 1/2 a mill, w/ each satellite w/ quarter mill
 - 6) Small cities few 100,000s will be best place to live [3rd world]
 - i. Less urban problems