Emily Jones
Red 2

Origin & Evolution of Cities

When & Why Did People Start Living in Cities?

- **City** - A conglomeration of people & buildings clustered together to serve as a center of politics, culture, & economics
- Globally, more people live in cities & towns as opposed to living in rural areas. This makes the world population predominately **urban.** Urban describes the buildup of a central city & suburban areas
- When cities were just coming about, they took thous&s of years to develop, this development process occurs much quicker today
- Areas populated by clusters of people have been around for 100,000 years, but it took 90,000 years before people began to form towns
- Archeological results have shown that the first cities were formed about 8,000 years ago - only 200 years ago, however, have cities resembled their current size & structure
- The switch from hunting & gathering to agriculture was necessary in order for people to live in cities

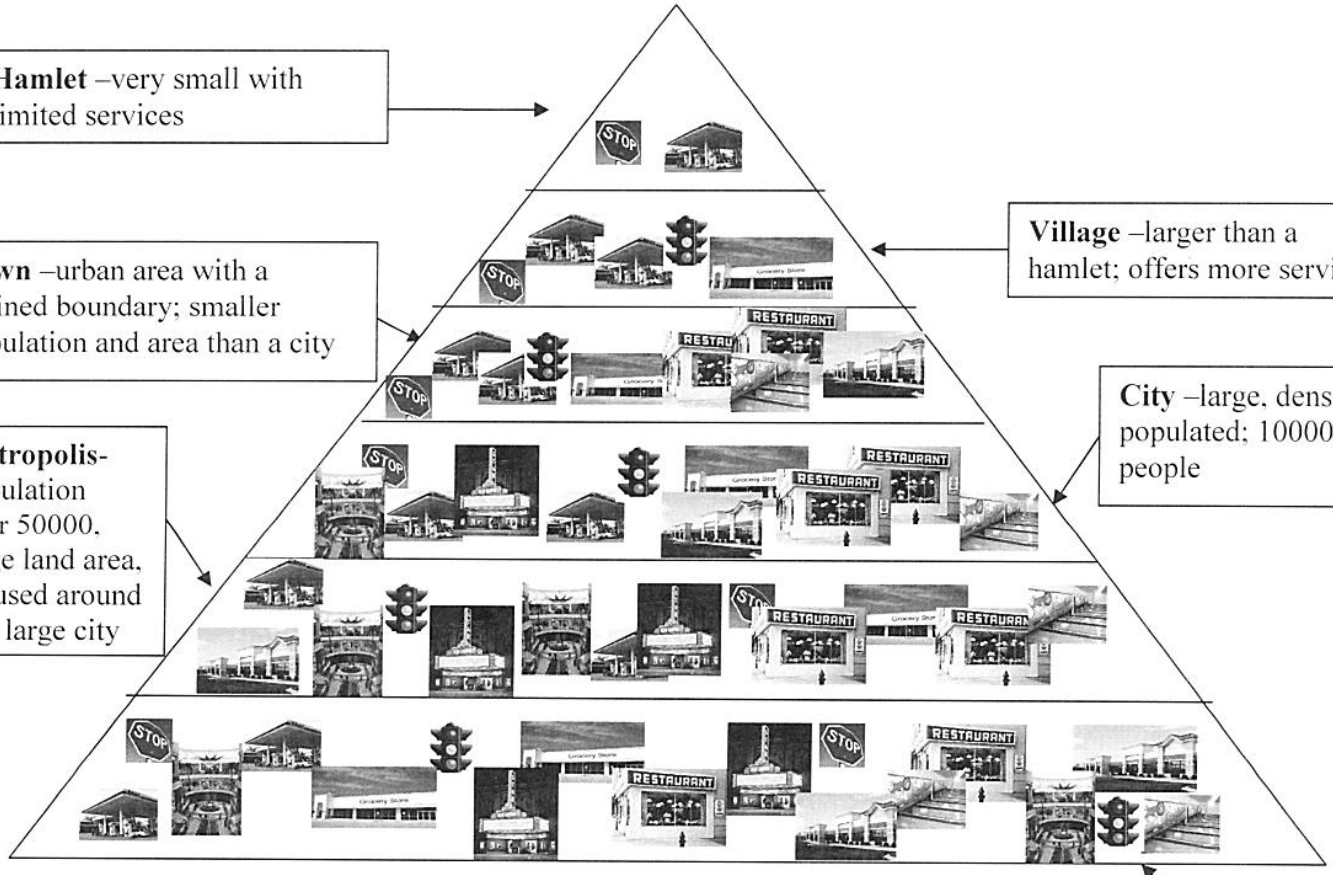
The Hearths of Urbanization

- Between about 10,000 & 12,000 years ago, after agriculture began, people tended to stay in one place so they could care for their fields & crops - from there people formed small agricultural towns or **agricultural villages** where multiple farm owners resided
- These agricultural villages came about in the first agricultural hearth, which was located in the Fertile Crescent (located in southwest Asia). Later hearths were the Indus River Valley and Mesoamerica.
- **Agricultural Surplus**, agricultural production in excess for which the leftover product is sold, and **Social Stratification**, the division of society into classes based on wealth, power, production and prestige, both enable the formation of cities
- The **leadership class** or urban elite was a group of decision makers who controlled recourses and helped generate the surplus of product & guided it's distribution
- The **First Urban Revolution** was the innovation of the city and it came about in 5 hearths, these hearths are related greatly to the hearths of agriculture
- 1. **Mesopotamia** - 3500 BCE. In the region of the cities of Ur and Babylon. Temples dominated the area that was surrounded by mud walls. The leadership class owned slaves and the citizens lived in poor conditions with no waste management. Due to the unsanitary lifestyle, disease spread
- 2. **Nile River Valley** - 3200 BCE. The area contained no walls, which shows the singular control over the region. The importance of irrigation differentiated it from other hearths. Architecture included the pyramids and tombs built by the slaves
- 3. **Indus River Valley** - 2200 BCE. Houses in this region were all in equal size, with no palaces or monuments. There were wastewater drains and thick walls surrounding the city.
- **4. Huang He & Wei River Valleys** - 1500 BCE. Areas that were present-day China. Large, elaborate structures were built for the leadership class. Emperor Qin Xi Huang ordered the building of the Great Wall of China in 200 BCE, along with other structure built for himself by thousands of slaves
- **5. Mesoamerica** - 200 BCE. The cities of this region were centers of religion. The rulers were seen as god-kings. Great structures were built for these kings. Ex: Chichen-Itza, built by Mayan Indians
- Greek cities became some of the most urbanized by 500 BCE. They were connected by trade routes throughout the Mediterranean. Architecture had the help of natural mounds and the **acropolis** or high point of the city held the most impressive structure. Ex: The Parthenon in Athens. The citizens were advanced in theater and often went to the **agora** (market place).
- Roman cities grew after the succession of the Greeks. This region was much larger then in Greece. Sea routes for transportation and trade routes were well-developed. The Greeks greatly influenced the Roman cities. The cities were planned in a grid pattern. In Rome, held the **Forum**, which the focal point of the city and held the famous Colosseum.

For more Info: Barron's Book Pgs. 263-266 & APHG Textbook Pgs. 257-270

Ellie Baker

The Urban Hierarchy: From Hamlet to Megalopolis



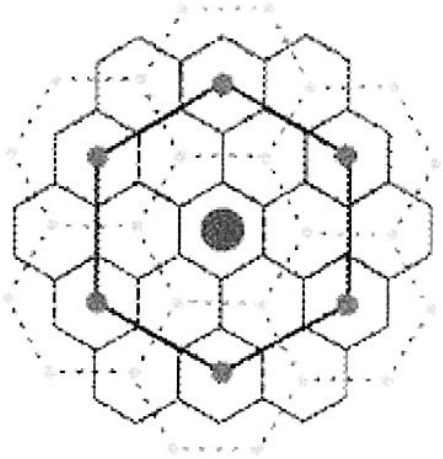
- some countries have one city that is much larger than the others - this is called a PRIMATE CITY ex Paris, France

- other countries follow RANK-SIZE RULE which is when the 2nd largest city is 1/2 the size of the 1st, the 3rd largest city is 1/3 the size of the 1st, etc..

Central Place Theory— Unit VII

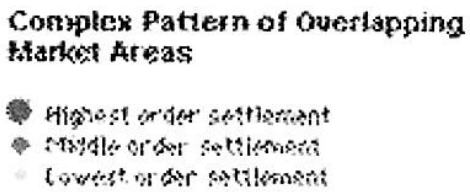
- Developed by Walter Christaller, 1933
- **Urban Hierarchy** =cities >towns >villages >hamlets
- Attempts to predict how and where central places in the urban hierarchy would be functionally and spatially distributed
- *ASSUMPTIONS:*
    1. Surface of region= flat & no physical barriers
    2. Soil fertility= same everywhere
    3. Population & Purchasing Power= evenly distributed
    4. Uniform transportation network w/ direct transportation from one settlement to another
    5. From any place, a good/service can be sold in all directions

- **Sphere of Influence/Range/Trade Area** =the area of under influence of the Central Place
- **Central Place** =a settlement which provides one or more services for the population living around it
- **Threshold Population** =the minimum population size required to profitably maintain a service
- **Breaking Point** =where a consumer is equidistant from two/more services
- Factors affecting a fall in threshold population:
    1. A decrease in population
    2. Change in tastes/fashion
    3. Introduction of substitutes



Conclusions

1. The larger the settlements, the fewer in number
2. The larger a settlement, the farther away a similar size settlement is
3. The Range increases as the population increases
4. The larger the settlement, the higher the order of its services. Deviations to this rule are:
    - Tourist resorts that have a small population but large number of functions
    - Dormitory towns that have a large population but small a number of functions



Hexagonal Hinterland

Hexagons are the best shape to illustrate this theory because circles overlap. **Hexagons** represent the *spheres of influence.*
Settlements are located at the corners of **Hexagons.**

Jack Keyes W3

Central Place Theory

-Created by Walter Christaller in 1933 (based on Southern Germany, where Christaller was studying).
-The purpose of his theory was to explain spatial distribution of urbanization.
-When Christaller was studying Southern Germany, the area had a relatively evenly distributed population, flat land, and the same types of transportation and similar costs for transportation throughout.
-When using the Central Place Theory, one has to assume that people will travel the least distance possible for a service, the land of the area is similar throughout, and the transportation is similar throughout.

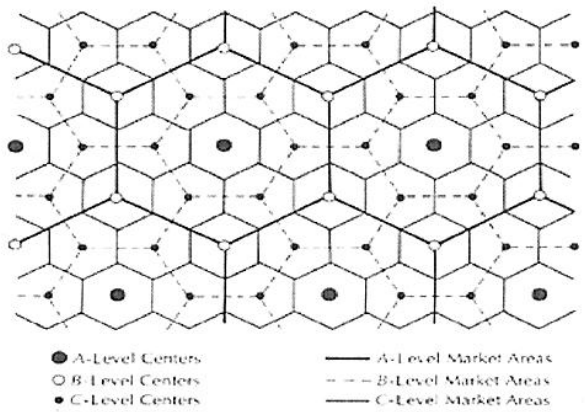
Terms to Know

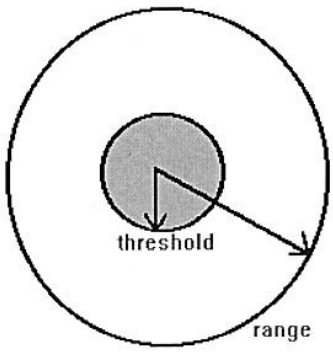
Range: Range is the distance people will go in order to get to a product or to get a service completed. For some products/services, the range is small because the product or service is ordinary and low-cost (milk, gas, etc.). For other products/services, people will drive hours to reach because the product or service is not commonly available and is more expensive (luxury car, sporting event, etc.).

Threshold: Threshold is the amount of customers needed for the product to succeed. For lower range products, the threshold will be much higher than a higher range product. For example, a potato chip company (low range product) would need more buyers than a luxury car dealership (high range product) to succeed.

Hinterland: Also known as the market area of a product, the hinterland is the hexagonal shape of the model (which can be found below). It is the area where the product, urban area, or commercial outlet influences people. The dot in the center of the hinterland is where the product or urban area is located. All edges are equidistant of the center, and although the middle point is where the strongest influence is, many people within the hinterland will still travel the distance needed to reach the center.

The large dots in the middle are towns, the smaller dots surrounding it are hamlets, and villages are the white dots at the points of the hexagon.



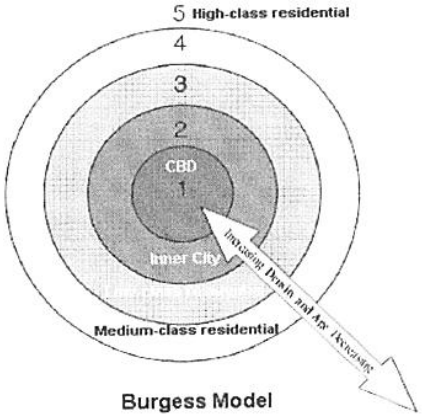


***Also know census tracts. Census tracts are geographic areas with around 5000 people (can vary from 2500-8000) that help owners find the best location for their business.

6 | B

Models of Urban Systems, Models in the Real World

- **Concentric Zone Model**
  - Created by urban geographers Ernest Burgess (some sources say Robert Park and Roderick McKenzie as well) in the early 1920s.
  - Based on the class, cost of transportation/commuting, and distance from the CBD.
  - States that the lower class lives closer to the central business district while the upper class lives father out in the suburbs.
  - CBD is the main area of the city and has the **peak land value intersection.**
  - Five zones: **central business district, zone of transition, zone of independent workers' homes, zone of better residences, and commuter's zone.**



Burgess Model

Figure 1: The Concentric Zone Model showing the class of each zone. Double-sided arrow says "Increasing Density and Age Decreasing."

- **Sector Model**
  - Created by Homer Hoyt in 1939.
  - Model is based on Chicago.
  - Based on the class and the transportation systems available.
  - States that the location of the zones depend on the transportation routes.
  - Five zones: **central business district, transportation and industry, low-class residential, middle-class residential, high-class residential.**

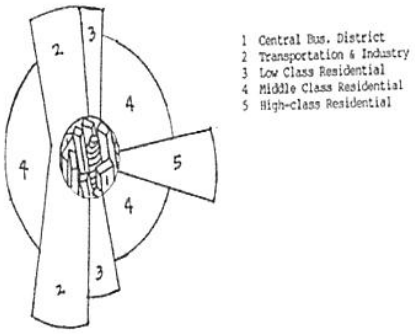


Figure 2: Sector Model showing each zone. 1-CBD. 2-Transporation & industry. 3-Low Class Residential. 4-Middle Class Residential. 5. High class residential.

- **Multiple Nuclei Model**
  - Created by Chauncey Harris and Edward Ullman in 1945.
  - States that urban growth can happen anywhere (it is not dependent on the CBD).
  - Growth happens wherever there is an opportunity for it.
  - Edge cities are sometimes a result of this independent growth.
  - Nine zones: **central business district; wholesale, light manufacturing; low-class residential; medium-class residential; high-class residential; heavy manufacturing; outlying business district, residential suburb; and industrial suburb.**

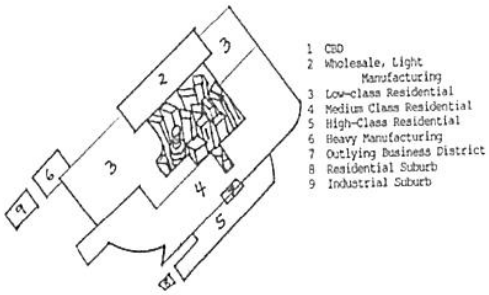
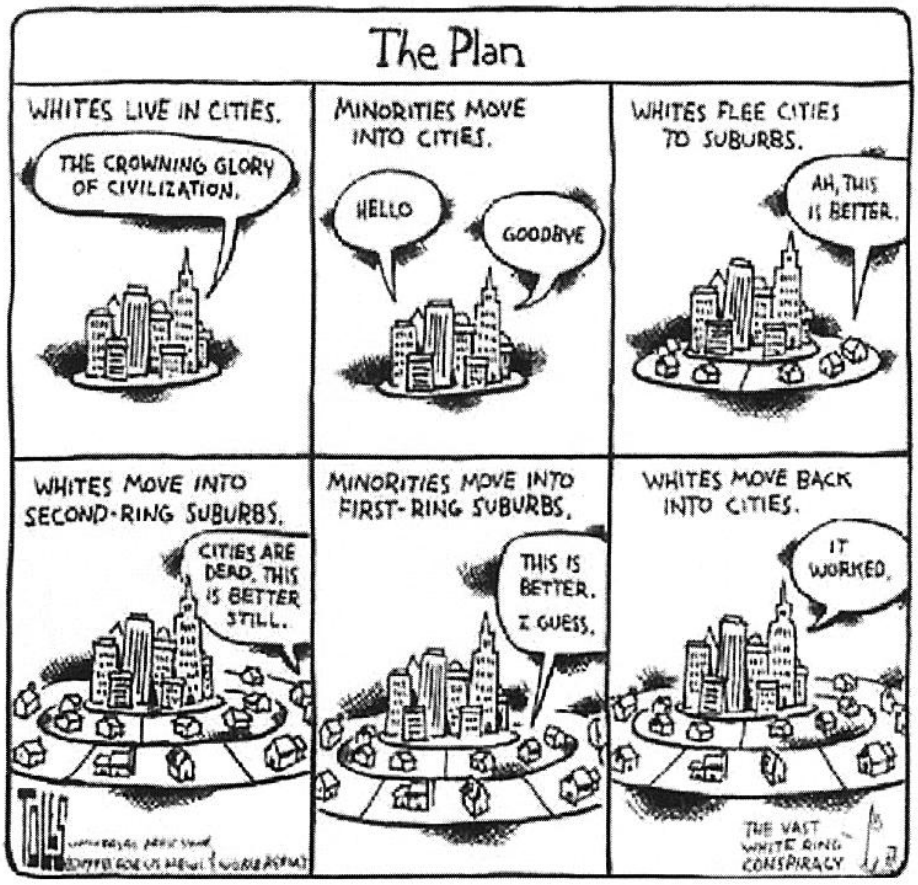


Figure 3: Multiple Nuclei Model. 1-CBD. 2-Light manufacturing. 3-Low class residential. 4-Medium class. 5-High class. 6-Heavy manufacturing. 7-Outlying business district. 8-Residential Suburb. 9-Industrial Suburb.

- Urban Realms Model —

WHITE FLIGHT, URBAN REVITALIZATION, GENTRIFICATION, AGGLOMERATION



http://urbanplacesandspaces.blogspot.com/2008/07/tom-toles-on-gentrification-1998.html

WHITE FLIGHT-

The movement of white people out to the suburbs

Causes-

- Post- WW2 housing shortages
- Highway system creation
- **Redlining-** denying people of certain races or ethnicities loans within particular areas
- **Blockbusting-** when realtors sell property to minorities thereby encouraging white people to sell their homes under the assumption that the neighborhood is "going downhill"

Results-

- Residential segregation
- Urban decay
- **Sprawl**

URBAN REVITALIZATION/GENTRIFICATION

Urban revitalization- return of people to the city resulting in the renewal of the city; often accompanied by **gentrification-** the middle class and upper class return to the inner city
Ex- Old Louisville homes were abandoned and converted into apartments, but in recent years many of the homes have been restored to grand single family homes

Impacts:

- Homes rise in value
- Previous inhabitants are priced out of the neighborhood
- Property taxes increase (thus city revenue increases)
- Parks are built, sidewalks are repaired, and additional amenities are added

AGGLOMERATION

Can be used to refer to **conurbation** (the merging together of multiple urban places)
Also used to refer to the **clustering of businesses**

EDGE CITIES, SUBURBANIZATION, AND DECENTRALIZATION

EDGE CITIES

- An **Edge City** is a center of business, shopping, and entertainment that is located outside of a traditional urban center. The term was invented by Joel Garreau, who also set five rules for a place to be considered an edge city.
    1. It must have more than five million square feet (465,000 m^2) of office space. Such an area can accommodate between 20,000 and 50,000 office workers - as many as some traditional downtowns.
    2. It must have more than 600,000 square feet (56,000 m^2) of retail space, the size of a medium shopping mall. This ensures that the edge city is a center of recreation and commerce as well as of office work.
    3. It must be characterized by more jobs than bedrooms.
    4. It must be perceived by the population as one place.
    5. It must have had no urban characteristics 30 years earlier.

SUBURBANIZATION

- **Suburbanization** is the growth of areas on the outskirts of an urban area. These areas are called **Suburbs**. Many people choose to live in the suburbs and make a commute to the urban center for work.
    - Advantages: In suburbs, homes are typically cheaper, congestion is less common, and there is a large reduction in many factors, including: pollution, crime, and transportation cost.
    - Disadvantages: Developments are more segregated, due to white flight to the suburbs. Infrastructure can cost millions to create. Industry businesses leave the city to move to where people of suburbs can commute more easily.

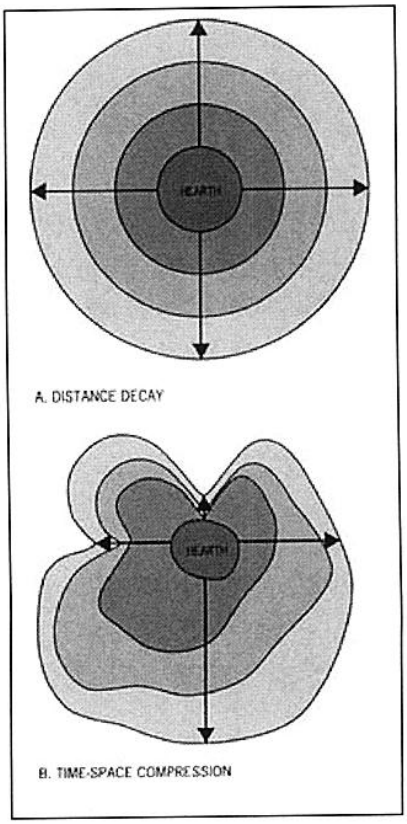
DECENTRALIZATION

- **Decentralization** is the process of taking the power held by state or regional governments and distributing it to local governments. There are three main forms of decentralization: deconcentration, delegation, and devolution.
    - **Deconcentration** is a form that simply redistributes decision making authority to different levels of national government.
    - **Delegation** is a method where a government transfers responsibilities to organizations not entirely associated with the government.
    - **Devolution** is the transference of responsibilities for services to local governments and their own decision making.

David Kim
R2

Cultural Ecology

- **Culture**-a group of belief systems, norms, and values practiced by a group of people. A group of people are recognized as a culture by two ways: (1) they call themselves a culture or (2) other people, including academics, recognize them as a culture.
- Traditionally, academics group cultures as popular or folk culture. **Folk culture** is small, incorporates homogeneous population, is usually rural, and is cohesive in cultural traits. **Popular culture** is a large, incorporates heterogeneous populations, is typically urban, and experiences quickly changing cultural traits.
- Local culture—A group of people in a particular place who see themselves as a collective or a community, who share experiences, customs, and traits, and who work to preserve those traits and customs in order to claim uniqueness and to distinguish themselves from others.
- Usually popular culture fashion spreads in **hierarchical diffusion** and has **hearths (the origin)** as Paris and New York.
- During the 1800s into the1900s the US had a policy of **assimilation**, which is a process where another culture tries to change another society's culture into the same one they have. For local cultures to sustain staying local, they were sustained by **customs**. A **custom** is a practice that a group of people routinely follows.
- Local cultures according to researcher Harrison have two goals, keeping other cultures out and theirs in. They also work to avoid **cultural appropriation**, the process by other cultures adopt customs and knowledge and use them for their own benefit.
- Rural local cultures are less frequent, but easier to be isolated since they are in a rural area. The daily life for rural local cultures is defined by shared economic activity. Ex: The Anabaptist groups, such as the Hutterites, the Amish, and the Mennonites, living in rural areas of South Dakota.
- **Neolocalism**—Seeking out the regional culture and reinvigorating it into the area. Ex: Swedish America.
- Urban local cultures can create **ethnic neighborhoods** in cities, so that they could have a place to practice their customs. Urban local culture can cluster businesses, houses of worship, and schools to support local culture. Migration of members of popular culture and/or local culture into ethnic neighborhoods can quickly change an ethnic neighborhood.
- Since we live in such advanced world, transportation and communication technologies have advanced and have altered **distance decay**. Distance decay is the effects of distance on interaction, generally the greater the distance the less interaction. David Harvey calls **time-space compression** explains how quickly the innovations diffuse and refers to how interlinked two places are through transportation and communication technologies.
- **Cultural landscape**—the visible imprint of human activity on the landscape.
- **Global-local continuum**—The notion that what happens at the global scale has a direct effect on what happens at the local scale, and vice versa.
- **Glocalizaton**—The process by which people in a local place mediate and alter regional, national, and global processes.



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Environmental Issues Today

- Fossil fuels that are burned into energy cause air pollution. Many places in the world such as **Mexico City, Shanghai, and Beijing** have a lot of air pollution but not many governments have enforced laws to reduce air pollution.
- Air pollution can cause health problems possibly leading to citizens moving.
- The Environmental Protection Agency (EPA) and environmental agencies in Europe have created standards on burning fossil fuel to clean the air in cities and urban areas.
- Much of the fossil fuel comes from coal that is burned. Because the environment is getting worse, the EPA works with coal industries and the industries have reduced the amount of pollution they release into the air.
- The United States and Europe has some of the cleanest cities in the world.
- Acid rain is a result of air pollution. High amounts of acid rain are found in the **Great Plains, Rocky Mountains, and the Pacific Northwest.** It destroys buildings, landmarks, homes, and forests.
- Acid levels have risen in lakes and soils in forests. This causes difficult conditions for trees and fishes to thrive in and may upset the businesses that depend on the fish.
- Global warming. The Earth is warming up at a faster rate than it had in the past. This is causing severe weather changes and ruining businesses and homes in that area. This causes people to move farther away from that area.

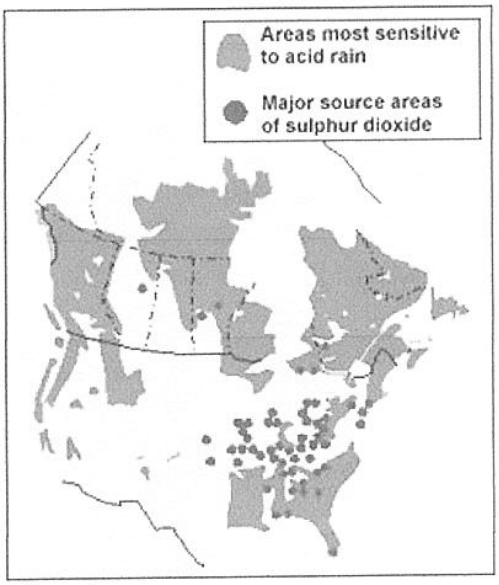

Figure 1: Map showing areas most sensitive to acid rain and major source areas of sulphur dioxide.

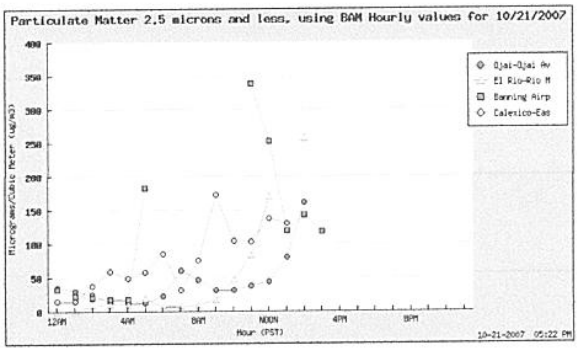

Figure 2: Graph depicting the air quality in southern California, affected by smoke and fires.

- The warming of the Earth also causes more wildfires. The smoke that comes from these fires lets out CO_2 into the air, making the air quality unhealthy and possibly harmful.
- There has been ozone depletion in the atmosphere, due to pollution, which causes the atmosphere ozone layer to grow thinner. This lets the ultraviolet waves from the sun to reach Earth's surface causing skin cancer.
- Though it is harmful, many people live in cities that have more pollution. Areas with more pollution are often because there is more people (cars, electricity, etc.) and there are lots of people in these areas because there are job opportunities, industries included.

Lydia

I. **Globalization**

A. Definition

1. The expansion of economic, political, and cultural processes to the point that they become global in scale and impact.
    a. Transcend state boundaries and have outcomes that vary across places and scales

B. Easy definition

1. The idea that the world is gradually becoming more connected so that smaller scales of political and economic life are fading away

C. History of Globalization

1. Started with the Renaissance because of long distance trade in between Asia, Europe, and Africa. European explorers also integrated North and South America into the global system
2. Industrial Revolution in the 19th century increased global economic integration, was later interrupted by economic crisis in the 1880s and 1890s
3. In the 20th century globalization increased again, but was interrupted by the World Wars, the Great Depression, and the Cold War
4. The new period of globalization is current and is the most recent manifestation

D. Current Globalization

1. Is more interconnected then past phases because of instantaneous connections caused by increased telecommunications technology that has changed the international connections and the interaction spaces
    a. Internet
2. Technology enables connection between the world economy, but may make geographic national boundaries more permeable

E. General Info

1. uses scale to understand the effects of globalization and what shapes globalization
2. globalizing processes occur at the world scale
    a. disregard country borders and includes global financial markets
        i. disregard and processes at the local, regional, and national scales are changing human geography

F. Cities in Globalization

1. **World Cites** – Examples - Tokyo, New York, London
    a. Definition
        i. Dominant city in the terms of its role in the global and political economy. No the biggest city in terms of population or industrial output, but the center of control of the world economy
        ii. become magnets for economic and political activity within the state, then the globe
    b. A node of globalization
        i. It's connected to other cities through networks
        ii. Processes of globalization are always connected in these networks and through the cities
    c. Linkages
        i. Linkages among global cities give an outline of networks of interactions in globalization and its processes
        ii. Financial actions and flows among other globalized processes occur across the network of global cities which reflects the flow of advertising and marketing which shows the flow of ideas through media across the globe

see also- Gravity Model