REMINDERS

- Part III required essays are due no later than May 13.
- ✓ Late penalty now applies (better than a zero!) for missing Part I and Part II essays.
- ✓ Must submit any missing essays by May 17, 2021 to avoid a ZERO for missing required work.

EXAM II was April 16-19. If you missed it, please contact me.

- Extra Credit: "Think Geographically" Essays from any five of textbook chapters
  - OR -
- One additional topic from the required essay list plus TG chapter essays (max. 5 total).
  - Last day to submit is May 12 but it is best to do them as you finish reading a chapter.
  - Deadline to submit a proposal for any other form of extra credit has passed.

✓ Don't wait for the night before to write them.

GEOG 101
PART III

23
Urban Geography
Parts 1 and 2
Chapter 10

Prof. Anthony Grande
Hunter College Geography

Lecture Topics for Part III

- ✓ I Intro. to Human Geography
  - ✓ A. Environmental Perception
  - ✓ B. Cultural Landscape
  - ✓ C. Cultural Realms and Diversity
  - ✓ D. Toponomy: Place names
  - ✓ E. Geog. in World Affairs/Current Events
- ✓ II Living on the Earth
  - ✓ A. Habitat
  - ✓ B. Demography
  - ✓ C. Medical geography
  - ✓ D. Dealing with population growth
  - ✓ E. Biogeography/Ecology
- ✓ III Economic Geography
  - ✓ A. Sectors of the Economy
  - ✓ B. Food, Agriculture and Fisheries
  - ✓ C. Globalization
  - ✓ D. Economic Development
  - ✓ E. Location Theory, Time-Distance and Economic Activity
- ➢ IV Urban Geography
  - A. Settlement
  - B. Worldwide Trends
  - C. Geographic City
  - D. Urban Landscape Development
  - E. Patterns within the City
- V Political Geography
  - A. Control/Demarcation/Use of Space
  - B. Nation Building
  - C. Geoeconomics
  - D. Geopolitics/World Affairs

Read chapter 11; look over extra credit III

EXAM III
Final Exam on BlackBoard
Covers only Part III topics of this course.

SETTLEMENT

❖ **Settlement: a place where a person or a group of people decides to live.**

Settlements are differentiated on the basis of

- **Size** = number of people present
- **Spacing** = distance from each other
- **Function** = reason for people grouping there

4

HIERARCHY of SETTLEMENT

❖ **Rural:** an area with an overall lower population density that has a **dispersed settlement pattern** and in some cases, evolved into an area with small nucleated settlements.

➢ As the number of settlers (people) increase from the isolated, individual dwelling, **a hierarchy of form and function is created,** each with a greater variety of services and a stronger pull than the smaller one.

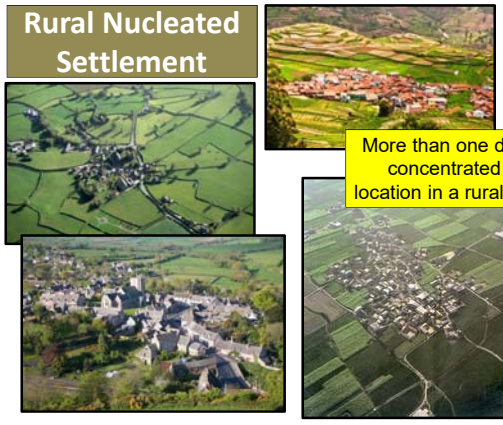
- **Isolated dwelling>>> hamlet**
- **hamlet>>> village>>>**
- **village>>> town>>>**
- **town>>> city>>>**
- **city>>> metropolitan area>>>**
- **metropolitan area>>> megalopolis or conurbation.**

5

RURAL ISOLATED SETTLEMENT

One dwelling standing alone, far from other dwellings.

Rural Nucleated Settlement



More than one dwelling concentrated at a location in a rural setting.

URBAN GEOGRAPHY

❖ **Urban Geography: The study of the location of large concentrations of people in a non-rural setting.**

- **Urban:** an area with a **nucleated** (non-agricultural) settlement pattern that has a specific function bringing people together.
- **Suburbia:** a **transition zone** ("less than urban") between urban and rural areas, associated with the expansion of cities into the countryside.
- **Exurbia:** an area beyond the suburbs where people **live in a rural setting** (farm/ranch/cabin in the woods) **BUT work and play in the city;** requires a long-distance travel commitment over a dependable network.

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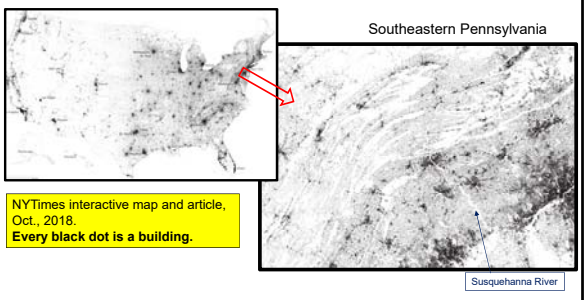
URBAN SETTLEMENT

Urban areas range in size from a small town to a large city to a metropolitan area (more than one city) **to a megalopolis** (more than one metropolitan area).

Mapping Every Building: America's Pattern of Settlement

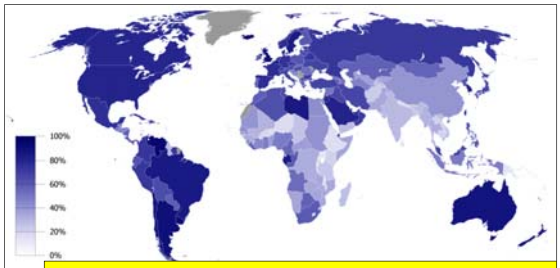


NYTimes interactive map and article, Oct., 2018.
Every black dot is a building.

https://www.nytimes.com/interactive/2018/10/12/us/map-of-every-building-in-the-united-states.html?searchResultPosition=1

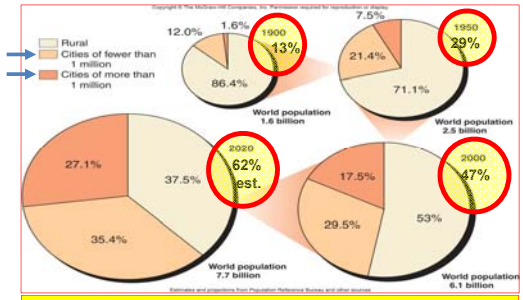
10

WORLD URBANIZATION



❖ **Areas with a non-agricultural economy and areas with harsh climates tend to have the highest percent of their population living in cities.**

INCREASING URBANIZATION



In 2007, about 50% of world's people lived in cities.

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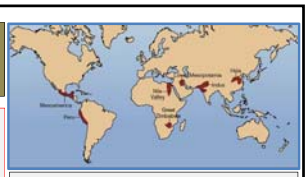
World's Largest Metro Areas

For the final exam, know the location of the largest urban areas. See the Study Guide for names and map.

URBANIZATION



Urbanization is tied to the rise of civilization which in turn led to changes in economic activities.

Urbanization is a result of freeing people from the land (there was a food surplus).

- It allowed people to develop a specialized social order with a division of labor.

The earliest settlements (concentrations of people) **were in agriculturally-productive areas**.

Cultural change stages in a society that allowed cities to grow:

1. Agricultural innovation
2. Diversification of labor
3. Emergence of central government
4. Social stratification

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Modern Legal City vs. Geographic City

- The **LEGAL CITY** is an area enclosed by a formal political boundary (incorporated) within which certain rules and regulations apply.
- The **GEOGRAPHIC CITY** is an area that exhibits **unique "urban"** characteristics, many of which are not tied to a legal or political entity.

NOTE:

- ✓ *A **geographic city** may include more than one legal entity.*
- ✓ *A **legal city** may have areas that do not have urban characteristics.*

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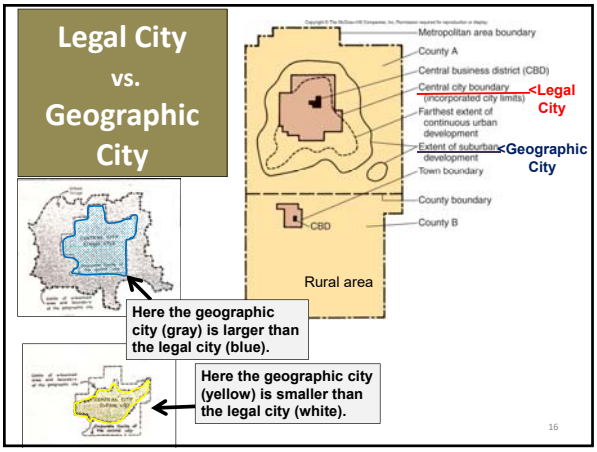
Legal City vs. Geographic City



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What is the Geographic City?

The **geographic city** is an area with four distinguishing characteristics:

1. **Unique function (reason for being)**
2. **Site and situation (related to function)**
3. **Economic base (income earner)**
4. **Shape (encloses the functional area)**

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Geographic City 1: Unique Function

- **Urban function** is something that draws people together (**a purpose**).

It differentiates a densely populated rural area from an urban area.

- ✓ **Defense** (fort)
- ✓ **Government** (administration)
- ✓ **Transportation conveniences** (ford, crossroads, fork)
- ✓ **Commerce and trade** (market)
- ✓ **Manufacturing** (raw materials to finished product)
- ✓ **Recreation** (resorts)
- ✓ **Culture** (education/religion/the arts)
- ✓ **Special activity** (mining/forestry/fishing)

Geographic City 2: Site & Situation

Location aspects (site and situation) **are related to both function** (reason for being; why there?) **and growth pattern**.

Original siting influences may include:

- **Waterways**
- **Islands**
- **Terrain** (as hilltops)
- **Relationship to other areas** (strategic location)
- **Mineral deposits**

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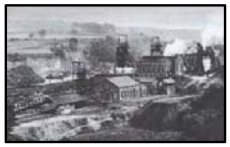
Cities and Coal Deposits



Source: Beers, *World History: Patterns of Civilization*, 1983 (adapted)

Geographic City 2: Site & Situation

HOWEVER:

****Quality of location changes with time.****

The rise and fall of urban units can be documented by the changing *quality of their location*.

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Geographic City 3: Economic Base

❖ **Economic base** of a city is defined as: a mix of manufacturing and service activities that satisfy both the **needs** of the city and to **earn income** for the city.

The economic base consists of a **basic sector** and a **non-basic sector**.

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Economic Base (cont'd)

❖ **Basic sector earns money** from outside the city by selling products.

❖ **Non-basic sector services the needs of the residents** with grocery stores, retail shops, repair shops, schools, local transit, health care, etc.

➢ **Multiplier Effect:** On average, **2 non-basic workers** are needed for **every 1 basic worker**.

Additional non-basic workers are needed to support other non-basic workers.

(But the reverse happens, too.)

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Geographic City 4: Shape

The shape of a city will be influenced by:

a. **its physical location** (terrain and relief)
b. **the land use patterns established by people** (political, cultural, zoning)
c. **orientation to other areas** (cities grow toward each other or toward physical features)
d. **transportation pattern** (cities grow along lines of transportation).

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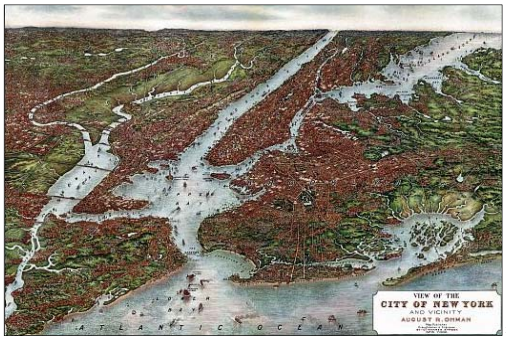
4a: Shape by Terrain: New York



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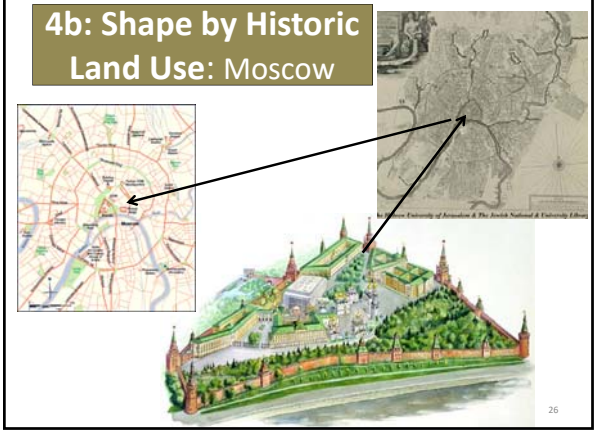
4b: Shape by Historic Land Use: Moscow



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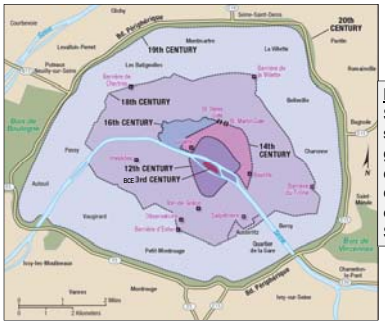
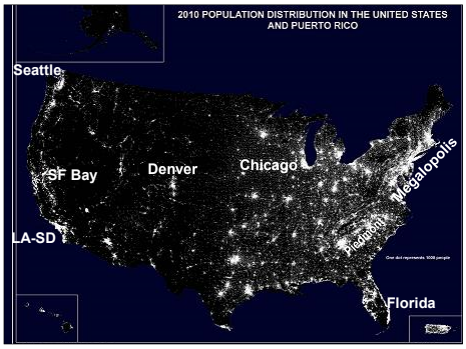
Concentric Rings of Growth: Paris



Paris. Shaped by symmetrical growth from its core (original site), **c.2250 years ago on an island in the Seine River.**

4c: Shape by Orientation: Cities grow toward each other



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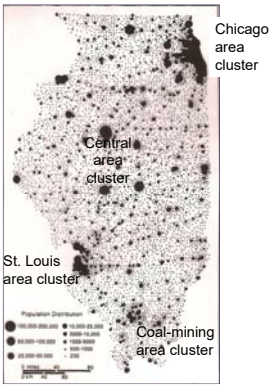
4d: Location along Lines of Transportation

Illinois towns were spaced 5-6 miles apart because of the need of the railroads to establish depots for refueling, the collection of products for shipment and as the distribution center for the local area.



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4d: Location along Lines of Transportation

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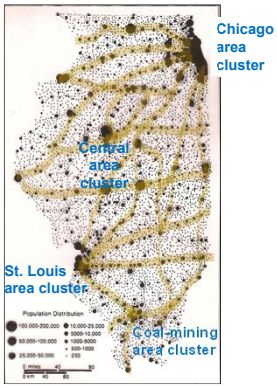

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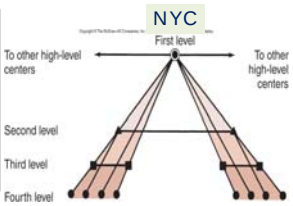
URBAN HIERARCHY

Different groupings (levels) **of urban functions results in the creation of a hierarchy.**

Step-like series of urban places in classes differentiated by both size of population and variety of function.

Each lower rank has less people and less functions with less specialization.

New York City is at the top of the hierarchy.



As levels get lower on the ladder, they become more numerous, but have less to offer.

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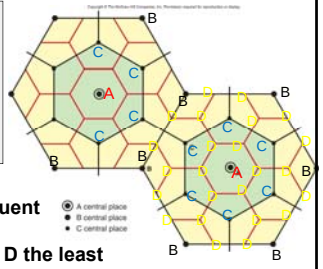
URBAN HIERARCHY

Central places: are nodes (focus) for the distribution of goods and services to the surrounding area.



A = largest and fewest
D = smallest and most frequent

A offers the most services, D the least

New York City is an "A" central place.

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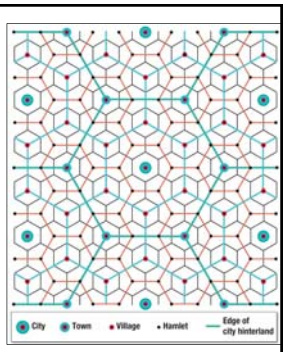
Christaller's Central Place Theory

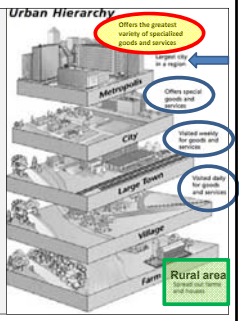
- Based on a city's relationship with its **hinterland** (the area serviced by a city).
  - Assumes a flat area with no impediments to travel; the same type of transportation everywhere
- **Market area:** each city, town, village, or hamlet serves its hinterland as the **"central place or focus"** to do business.
- **Urban hierarchy:** more specialized the service, the larger the hinterland (i.e., the **more people** will be in contact with it and will come from a **greater distance**.)



Urban Hierarchies

❖ **Threshold population:** number of people needed to sustain certain services/activities.
- Smaller population for everyday or inexpensive goods
- Larger population for expensive, rarely used goods

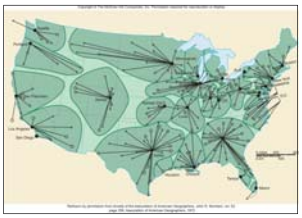
- Improved transportation may eliminate the need for the smallest central places. **Why?**
  - ➢ ***Faster travel times gets you there quicker. More interaction.***



URBAN HIERARCHY

❖ **Spheres of influence** are areas **outside** of the urban area that are affected by what goes on in the city.

➢ These spheres are also **tributary areas** that focus on the city, providing the city with such necessities as labor, income, and products.



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Zones of Urbanization

All around the world cities have grown toward each other to create continuous urbanized zones called "metropolitan areas". When these metropolitan areas merge, it is call a "conurbation."

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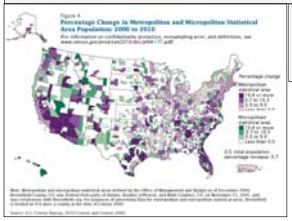
Urban Areas Grow and Decline

Because of the quality of location changes with time, along with other aspects of modernization, preferences and focus, **the population of urban areas both grow and decline over time.**



As cities add or lose functions (reason for being), **their populations change in number** (headcount) **and socio-economic make-up.**

URBAN LANDSCAPE CYCLE

The development of an urbanized area takes on a life cycle.

1. **Creation**
2. **Growth**
3. **Stagnation**
4. **Demise**
5. **Resurgence**

➢ **The cycle will then repeat itself one or more times.**

SEQUENCE

1. Waterfall on river draws people.
2. A water-powered mill is built.
3. More people settle in the water-mill area.
4. Town grows.
5. Modern factory replaces watermill.
6. Factory is abandoned as times change.
7. Town shrinks in population (no jobs).
8. Watermill area becomes focus of a historic district.
9. Tourism draws people; area thrives for a new reason.

URBAN LANDSCAPE

1. CREATION:

- Initial reason for settlement (**function**: fort, mill, river crossing, market, mine, etc.)
- Development begins.
- Additional functions appear.
- People are drawn to the site (**pull factor**).

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URBAN LANDSCAPE

2. GROWTH:

- ✓Various "pull factors" draw **more** people to the site.
- ✓The place increases in size and diversity.
- ✓More functions appear, especially the services, and hire people *(source of employment = major pull factor).*
- ✓Tax base increases; infrastructure is kept up-to-date.

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URBAN LANDSCAPE

3. STAGNATION:

- ✓**Growth slows** (both population and economic).
- ✓Manufacturing/industrial presence begins to lag behind up-to-date trends.
- ✓Infrastructure ages.
- ✓**Area is passed over** by those seeking a <u>new location.</u>

WHY?

"Quality of location changes with time."

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URBAN LANDSCAPE

4. DEMISE:

- ✓Local **population/opportunities decrease**.
- ✓People (esp. younger people) **leave** for places that are "more modern" or have jobs (react to an outside pull factor)
- ✓Urban **functions disappear** (also a <u>push</u> factor).
  - Few jobs; stores lack customers, buildings are vacant; property values drop; tax base shrinks and infrastructure deteriorates (<u>push</u> factors).
  - Low income people remain; elderly and those who cannot move remain (negative <u>stay</u> factor).

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URBAN LANDSCAPE

5. RESURGENCE:

- ✓ **The area is re-created** (modernized or historically restored) and given new functions.
- ✓ **Rehabilitation is done** by middle and high income groups **for middle/high income groups.**
- ✓ **Lower income groups are displaced**.
- ✓ This **new creation stimulates a new growth spurt**; jobs are created; tax base increases (new pull factor); modernized area attracts new ideas.

❖**Gentrification** (when outsiders buy and fix up a run-down area).

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URBAN LANDSCAPE CYCLE

The cycle begins anew.

1. Creation
2. Growth
3. Stagnation
4. Demise
5. Resurgence

The cycle will then repeat itself one or more times as conditions change, needs arise and stimuli are added.

Providence, RI

1. Site: a harbor location fed by several rivers.
2. Fishing port.
3. Cotton port.
4. Textile manufacturing center.
5. Outdated textile factory buildings are abandoned.
6. Outlet malls occupy the vacant spaces.
7. Revitalized industrial buildings find new uses, as for technology.
8. Condo housing with a harbor view gentrifies the area.

PATTERNS within a CITY

The two types of spatial patterns found within a city are:

1. Physical Patterns
2. Social Patterns

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PATTERNS within a CITY

1. Physical Patterns

a. Microclimate development

- concrete and asphalt (warmer temperatures)
- tall, closely spaced buildings (more wind)
- paved-over surfaces (less humidity)

b. Altered hydrology from landscaping

- surface streams, lakes and wetlands changed
- ground water removal (pumping)
- reduced recharge zones (paved over areas)

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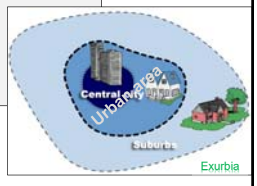
The Urban Form

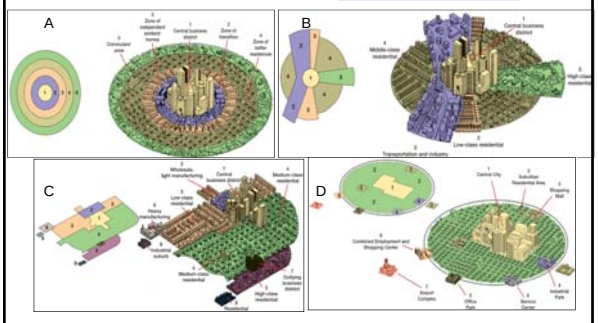
2. SOCIAL PATTERNS

a. Models of pattern development
b. Functional land use patterns and population density
c. Social factors
d. Governmental influence
e. Environmental concerns



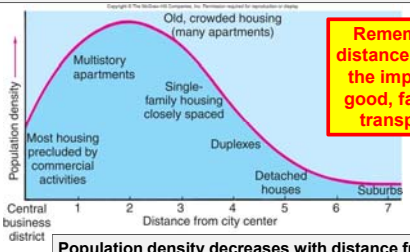
Urban Models: Divisions with a City

A. Concentric zone
B. Sector
C. Multiple-nuclei
D. Peripheral



PATTERNS within a CITY

Social Patterns: Population density varies with activities, amenities and distance from city center.



Remember time-distance factors and the importance of good, fast, reliable transportation!

Population density decreases with distance from city center but may be altered by higher speed transportation.

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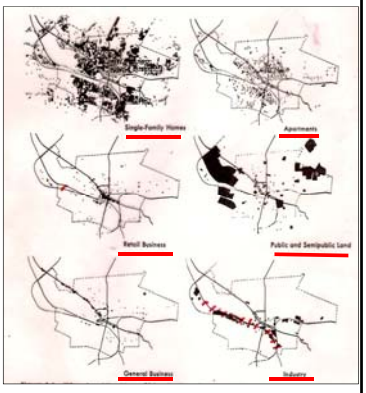
PATTERNS within a CITY

The component parts of an urban area – functional land uses as social, retail and industrial - **can be individually mapped to reveal patterns.**



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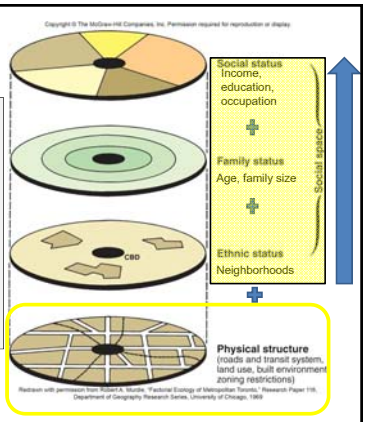
PATTERNS within a CITY

Social Patterns = social geographies.

Individual social geographies can be mapped.

Together they provide a view of a city's neighborhoods and districts.



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Social Factors in Residential Clustering

- **Social considerations play a role in urban residential clustering.**
  - May lead to development of ethnic neighborhoods (local cultural realms)
  - ✓ **Congregation:** people choosing to live with others like themselves (positive connotation).
  - ✓ **Segregation:** people live together because discrimination forces them to do so (negative connotation).

Government's Role

- **Zoning:** decreeing what can or cannot be built in an area and/or the types of activities that are allowed or not allowed
- **Eminent domain:** the right of government to take over private land for the good of the general public.
- **Urban and regional planning:** a means of preparing for the future based on past and present circumstances and an "educated" assumption of what will happen in the years ahead.

➢ *All include decisions by government to locate and build government-sponsored facilities/activities.*

Urban Problems

Congestion Issues: large numbers of people, accessibility, local transportation; housing

Health Issues: food, water supply, sanitation, controlling disease, dealing with dead people

Quality of Life Issues: crowding, crime, poverty, health care, waste management

Environmental Quality Issues: pollution - air, water, land, noise and odor

Hazard Issues: natural and man-made hazards as storms, earthquakes, urban flooding, fire, terrorism

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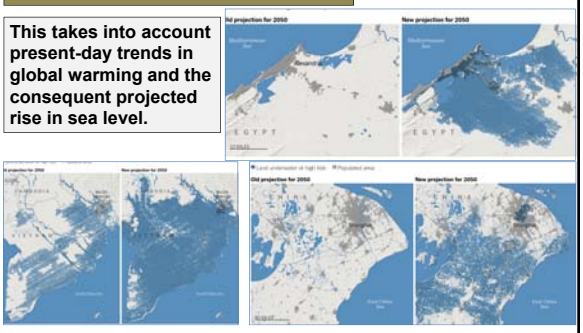
Flooding at High Tide
New Projection for 2050

This takes into account present-day trends in global warming and the consequent projected rise in sea level.



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COURSE HOME PAGE

- **Description of the two undergraduate major programs that the department offers is found behind the separate tab on the Home Page.**

Major in Geography

Major in Environmental Science

http://www.geo.hunter.cuny.edu/courses/geog101_grande/ges_majors.html

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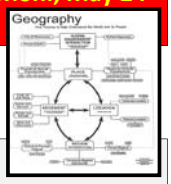
THE END – Except for the final exam: available from Fri., May 21 – Mon., May 24 on BlackBoard

So, is the field of geography just the study of place names and the location of countries and their products?



No. NO!

It is the study of location analysis: a spot on earth and all the contributing factors that give it character – both physical and human.

- Always remember the **Five Fundamental Themes of Geography**: *location, place, movement, region and human-environment interaction.*