

Urban Models

Concentric Zone Model (1923)

City grows outward from central area, via rings

Starting from core as follows:

1. businesses, high land value
2. deteriorated housing, factories
3. small single family homes
4. larger homes
5. suburbs

Key Concepts

- CBD is focal point, highest accessibility → land value.
- Intensive land use → vertical building.
- bid-rent theory: proximity to CBD → increase in price

Borchert's Epochs of Urbanization

1. Sail and Wagon (1790-1830):
 - NYC, Boston and Philadelphia
 - at most 60 miles inland
2. Steamboat-Iron Horse (1830-1860):
 - Pittsburgh, Detroit, Chicago
 - regional rails
 - steamboats still bourgeoisie
3. Steel-Rail (1870-1920):
 - Chicago, Atlanta, Dallas
 - lighter steel rail used
 - trains faster than steamboats → more popular
4. Automobile-Air (1920-1970):
 - Sunbelt and Suburbs, hubs become even more central
 - air conditioner was invented in the same period
 - most people have cars
 - air travel is accessible towards end
5. High Tech (1970-present):
 - cars still exist, new tech though
 - high speed rail
 - internet can be used to procure services, general ridesharing

Urban Problems

Terms

- underclass: lowest social class, reasons include
- urban sprawl: spreading out over more land than otherwise needed.
- brownfields: abandoned areas where industry used to be

Example is the Ford Plan in St. Paul.

- filtering: the process of splittings single family homes
- redlining: refusing to provide loans based on address or race

Sometimes referred to as Jim Crow of the North.

- urban heat island: human activity makes everything warmer
- greenbelts: reserved green areas, no developing
- urban infill: using unused land in cities
- smart growth: any policies that limit development and sprawl
significant in NJ, RI, WA, TN and OR. Portland is most well known.
- exurbanism: leaving urban areas, same idea as counter-urbanism

Poverty

- $\frac{1}{6}$ live in urban poverty, most in developing countries.
- in LDCs squatters and favelas are generally on the edge of cities, inner city in MDCs.
- Generally takes about 20 years without unexpected costs to escape poverty.

Factors preventing people from leaving poverty: - expensive housing - underfunded schools → worse outcomes - low-pay low-skill jobs - hard to get credit

Filtering happens when less-wealthy renters are available and the additional upkeep can lead to buildings being abandoned.

Urban Decay

- New technology decreases need for workers
- Zoning and lack of space prevents companies from making central factories → companies build factories in suburbs

Social and Cultural Problems

Housing:

- lack of affordable housing
- structural decay

Homelessness:

- cities don't want to admit conditions
- St. Paul got in trouble for sending homeless people away

Services:

- availability

Food deserts:

- not having access to grocery stores
- function of transportation as well

Gender, race and ethnicity:

- cities have ethnic enclaves
- conflict

Gentrification:

- developing leads to higher prices

Political Issues

Public transportation:

- funding, can't all be covered by fares or people stop using it. Some funding from gas tax

Infrastructure:

- all forms of utility
- come from taxes

Informal Economy:

- ex- Uber, Lyft, AirBnB
- government has a hard time taxing
- often things start in informal, become formal with growth

Crime:

- somewhat inevitable with population density
- external also included, terrorism. Larger city → larger target

Environmental Issues

Urban canyons:

- buildings form wind tunnels where wind is channeled
- buildings can also block the sun

Wildlife:

- only certain pests take advantage of urban life
- cockroaches
- raccoons exploiting trash

Pollution:

- especially for suburbs, taking lots of space
- still significant in cities, not compact enough
- human existence in general

Sustainable Development

Smart growth is utilized to prevent urban sprawl and other detriment from human expansion. All about optimizing use of land while also making communities interesting.