Week 1

What Makes a City?
- more and more people are moving to cities/urban areas (50% currently?)

What makes a city NOT a city?

- California City = 3rd largest in California, still very low-built, few people or buildings

Cities over time?
- Some have spread, other have disappeared and some stayed the same
- World's largest cities over time: 1200BC (Memphis/Egypt and Thebes/ Greece), 200BC (Patna/India and Alexandria/Egypt) and 100CE (Rome/Italy and Loyang/China) 1000 CE (Cordova/Spain) etc.
- World's largest cities today = Tokyo (35m), Chongqing (29m), Jakarta (28m), Seoul (25m), Manila (22m)
- Melbourne = only 4 million
- Cities came before nations – they predate them by thousands of years

Form and shape of cities
- Form influences size cities grow to, number of people, culture
- Melbourne = 1830s, time of colonial cities all over the world. Melbourne = a grid tilted so southern street can provide access to Yarra River = *working with topography*
- *Topography types*: riverine, natural harbour, defensive site, linear ridge, hilltop town, sloped terrain
- Melbourne = riverine = was vital for our economy (trade, water, sanitation
- **Grid** = cultural and political device. They're about efficiency and surveillance (old rulers could keep an eye on civilians) and commercial expediency. They also allow wind to pass through (helped older cities with a bad smell due to pollution) but would make them easier to attack
- There are many other types of **street patterns**. Used to shape behaviour and isolate particular residents (sometimes just to be about of the way of main traffic e.g. cul-de-sacs)

Transportation on Cities
- Crucial to the way cities develop and grow
- Rome at its ancient peak was 1 million people but no mechanised transport (all walking)
- *Fixed rail transport really promoted the expansion of cities*. Melbourne's underground rail is only 35 years old
- Cars were seen as the solution to public transport crowding. The car was a *symbol of freedom*
  - By 40s and 50s cars were an option for the affluent in most western cities

Common Features of Cities
- Some kind of **central public area**: City Square or similar = central place to congregate and come together as a community and share common experiences   e.g. *Melbourne City Square*= constructed early 1980s   or now *Federation Square* in early 2000s
  - this has connotations to the *Agora in Ancient Athens* = market place, community hub, chat
  - **mentioned by Lewis in *City in History* pg. 149**
- industry and commerce are usually common in most cities. Industrial possibilities are *affected by water supply*
  - e.g. Buffalo, NY (1885) = example of an American city with lots of industry and trade.
  - however this city has fallen into urban decay with most production leaving. Another e.g. = Detroit
- *Melbourne* was a 'shock city' = came up very fast
  - it's a nightlife city, place to spend money and social experiences etc.

ANCIENT CITIES:

Lewis Mumford
'*The city produced a purposeful life that at many points magnificently over-rode the original aims that had brought it into existence.*' Lewis Mumford, *The City in History, 1961 p. 111*

- o Transport has really allowed cities to spread. particularly by fixed rail and private automobile
- o The bigger a city gets with more zones = more need for transport

Danebury: Southern England = a hillfort city, built in 6th century = *city walls surrounding for security*

Roman Empire = gives us a lot of essential ideas about modern civilisation = consolidated in the period of its peak extent   - political and military capitals. Producers of goods and services

Plato's definition of a city: should be limited to a size that can be addressed by a single voice

- the "**Forum**" in Rome – similar to the Agora = public meeting place, surrounded by important gov. buildings

Alexandria
- o Built by the Romans
- o Wall around outside and water supply runs through like tree branches (flows in and out) = extraordinary hydraulic engineering & Cisterns
- o Was a complex technological space, engineering being developed

Athens Agora
- o Community hub – all current areas similar (shopping centres, Fed square etc.) owe something of their existence to the Agora
- o Market place, social gathering, contained a temple, philosophers met to think and discuss
- o Similar to '**The Forum' in Rome**= public square surrounded by government buildings and had markets, stores, temples and was a public meeting place

Described by Mumford: '*Primarily the agora is an open space, publicly held and occupiable for public purposes, but not necessarily enclosed. Often the adjoining buildings are thrown about in irregular order, here a temple, there a statue to a hero, or a fountain; or perhaps, in a row, a group of craftsmen's workshops, open to the passer-by…*' (Mumford, The City in History*)*

Week 2 Lecture 1: The Mediaeval City
Mediaeval era = 5th – 15th century, Industrial era 16thcentrury +

- ❖ "urbane" people = those who live in a city – sophisticated stereotype of city dwellers = from Roman days
- ❖ Suburbs of town/city = traditionally areas outside city walls. The walls expanded every few 100 years ago to encompass these
    - If the city came under attack they would be very vulnerable, but chose to live outside to be different, not pay taxes etc.
- ❖ Western planners got a lot of influence from Chinese urban planning

City of Fez, Morocco:
- ❖ 16th century: Islamic garden divided into grassy quadrants by water channels bordered by spring flowers
- ❖ Important site for learning (early version of university town)
- ❖ Founded in **8th century** as a walled town: became a spectacular city over time
- ❖ Became colonised by Europeans (French) = city is turned in a few cities
- ❖ Original city = *Medina.* This area divided up by TRADE (merchants, carpenters etc.), also dominated by particular ethnicities (e.g. coppersmiths = Jews)
- ❖ Courtyards that buildings face into. Building elements to maximise vegetation retaining water and maximise access ability to enjoy the gardens
- ❖ Laneways: (particularly Medina area) = a primitive aspect as they're only for walking & easy to get lost
- ❖ Access to water in gardens from canals, for e.g. by wall fountains (such as *Jamai Palace)* – river runs through

TODAY: exists in 3 parts: original medina, Fez Jedid and Ville Nouvelle

Foundation Legend of Fez:

Imãm Idrĩs standing on future site of Fez, greeted by 150 year old Christian monk – asks him what he wishes to build between two hills, to which he replies a city for him and family to worship God. Monk says another passed away monk from 1800 years ago told him on this site there was once a city called Zef where he would revive it, live with family and worship God & he commenced building

Moors in Spain = Impressive Moorish architecture

Roman cities = centres of trade and commerce
- ❖ Markets set up in a wider economic spectrum. Products mostly traded within city, only big cities = exports
- ❖ Number of towns dies out without Roman state propping them up
- ❖ Additions made as walls are built further and further out
- ❖ *Florence* built from 1284-1333, built a wall 650 hectares – parts can be isolated from each other –old walls left
- ❖ Some Italian cities were very small and compact e.g. Siena population of 30 000
- ❖ Cities began to develop character through lack of attention to detail

Cities are in a way *states* – not nations (these come much later) = more difficult to form (cities can form allegiances with one another)

Monasteries
- ❖ Mumford discusses they are a new kind of city = brotherhood of closeminded people. Transcends earlier limitations of earlier civilisations
- ❖ Denied property, prestige, power
- ❖ People don't worry where food is coming from = can specialise in other trades and services, become **manufacturers**. Monks don't expect to be paid
- ❖ Withdraw from everyday society, focus on advancing society
- ❖ Cities may have monasteries around them (don't have to pay the taxes)

City Walls
- ❖ May include new space for further expansion, or expanding walls to encase new suburbs outside
- ❖ This practice also encourages development within the walls & accelerated growth
- ❖ Vulnerability to outside attacks came with obligation to join the military or repair and reinforce walls
- ❖ Walls said a lot about a city: able to maintain and protect themselves. Can afford to maintain them

New Towns: 'A 'Bastide': The Flint
- ❖ Created by nobles = start out as small, walled towns there for strategic purposes = '**new towns**'
- ❖ Placed where some minor settlement previously existed
- ❖ Several hundred created in 13th and 14th centuries as empire building strategies
- ❖ Diverted commerce from own to newer smaller towns
- ❖ Usually had regular street plans, rivers were most important for travel and trade
- ❖ The size of cities & detachment from a food source meant danger of famine
- ❖ E.g. Montpazier – Lords claimed the town for their own benefit
- ❖ = how urbanity becomes a key element of expansion and create nations we know today

Guildhalls
- ❖ Civic responsibility to protect your town
- ❖ Guildhalls (12th century) were a key building – particularly England
- ❖ Churches were the main public building until 13th century– mark how prosperous and important a city was
- ❖ Birthplace of democracy – people meeting to make decisions
- ❖ Spread across Europe – city hall, town hall etc. Public squares became more important in 13th & 14th C

No distinct end to the mediaeval area, technology improved (easier mobility, building techniques etc.)
- ⎯ Walls became redundant, metropolis becomes the dictator of the world's needs – other functions oriented around cities: agriculture, outer lying suburbs, trade etc.