SYKE Urban Zone project

Urban zones - pathways for the future

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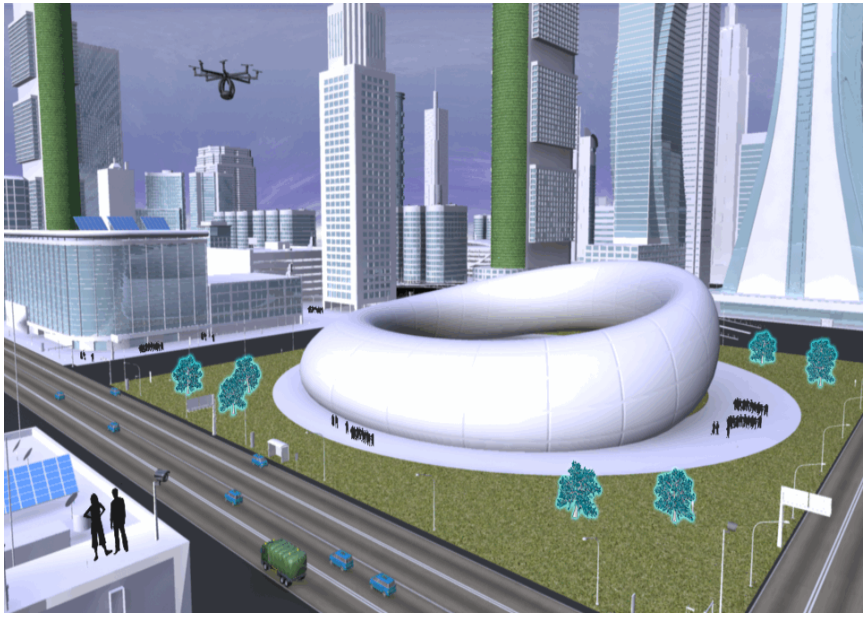
CONTENTS

1. Behind the Urban Zone idea – cities for humans…
2. Taking Urban Zone thinking into the future
3. Putting it together: Urban 3.0 applications, multi-level, multi-sector
4. Toolkit: practical ways to explore & create the urban future

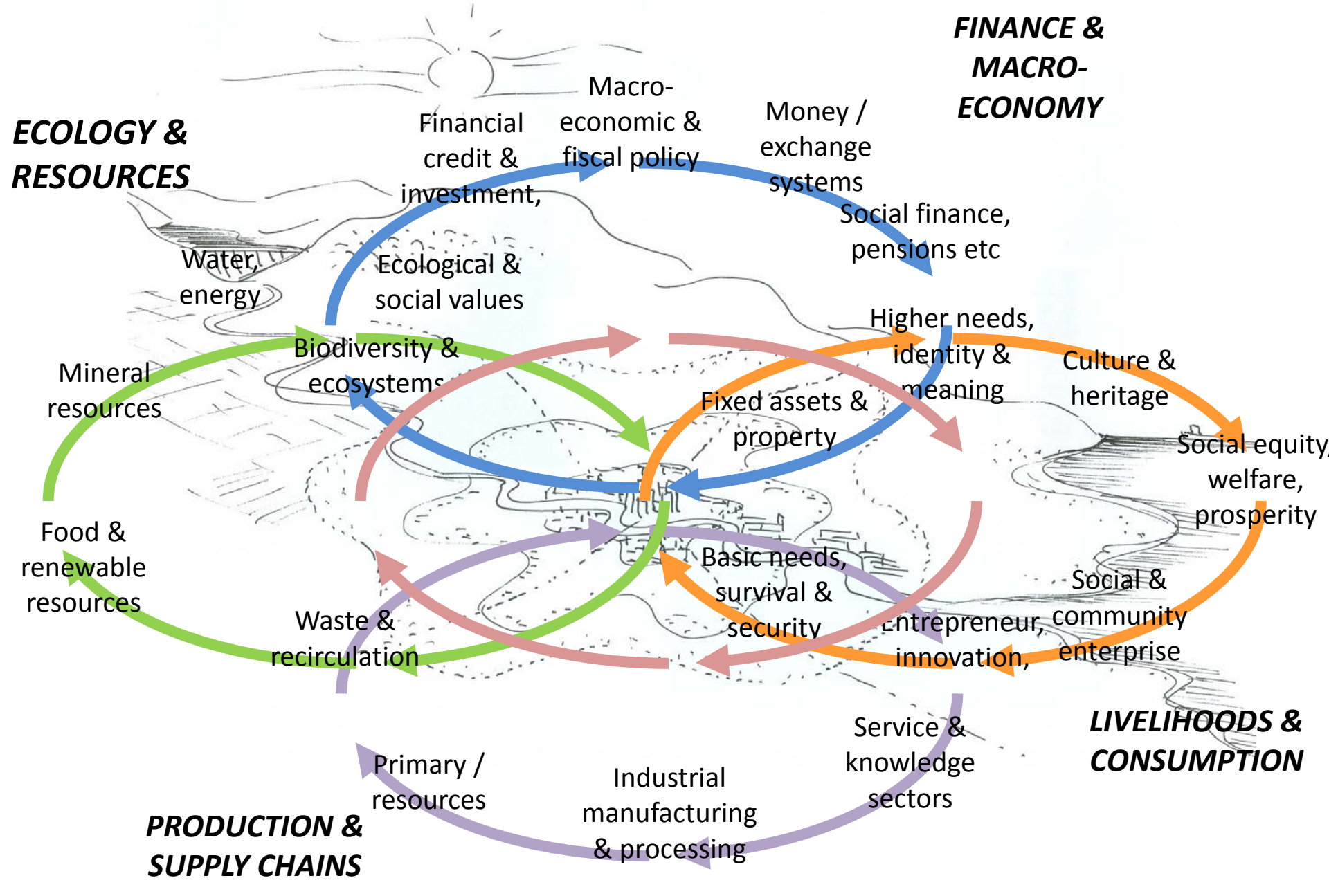
The past

The future



Behind the Urban Zone idea – cities for humans…

Mapping the inter-connected city-region

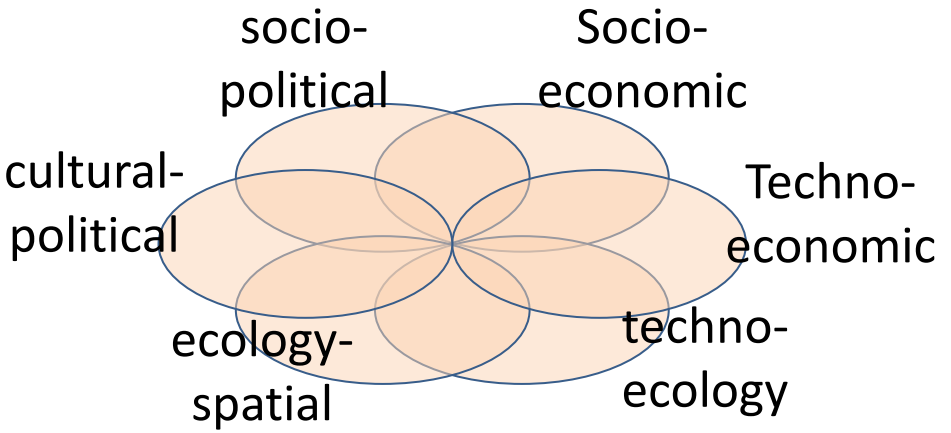


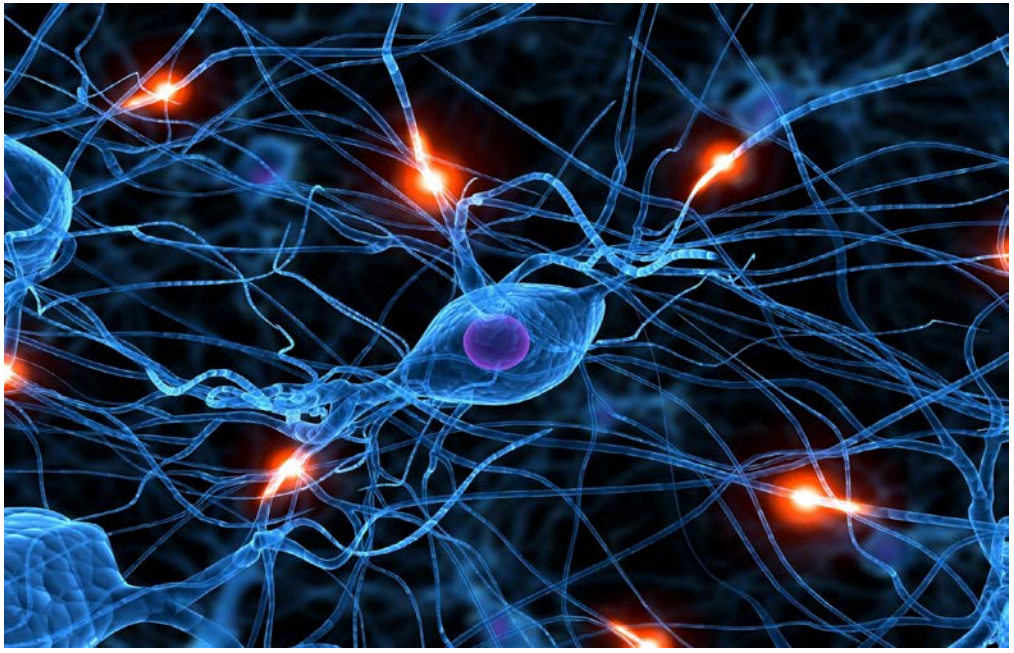
Creative synergy & urban intelligence

- Most urban problems are complex & inter-connected
- But most policy is simple and not well connected.
- Enterprise / business / finance drives urban activities & its problems: but is responsible only for profit.
- We are not well skilled in bringing together ecological, social, cultural values
- We have to find ways for our environment-resource systems (energy, water, waste etc) to learn & think

Creative synergy & urban intelligence

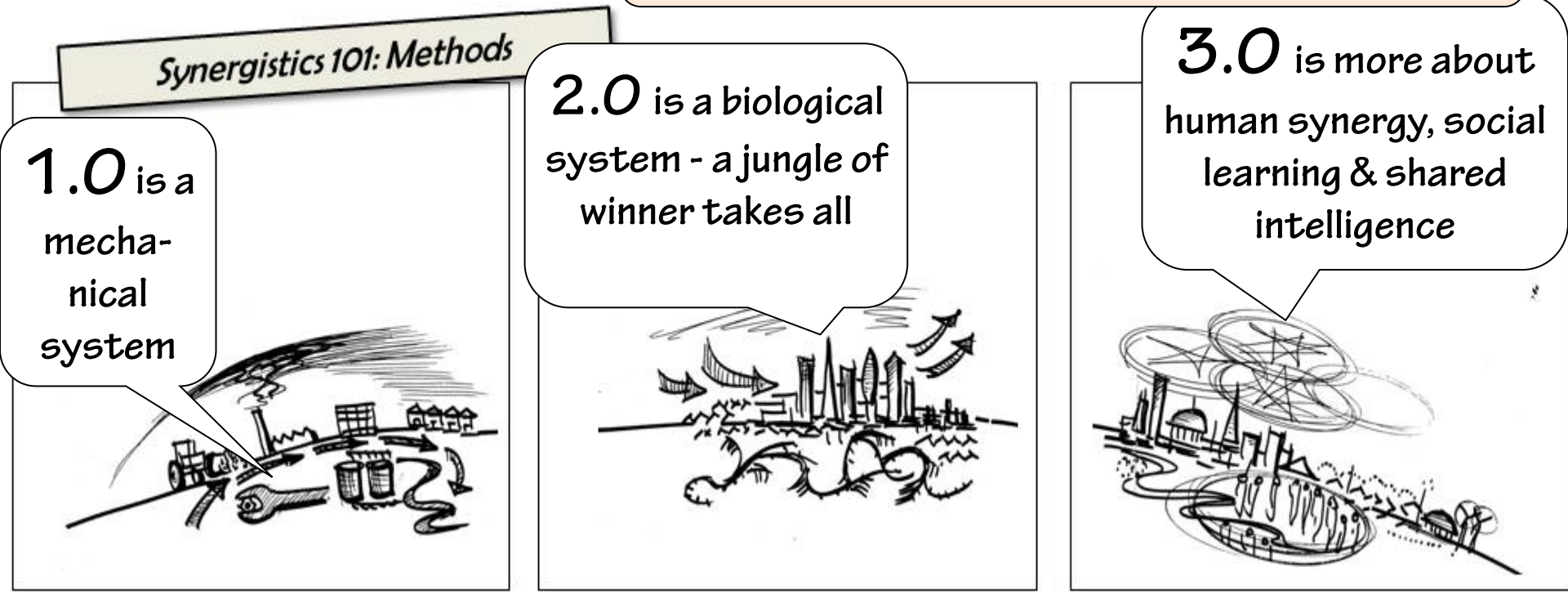
- We call this learning & thinking, “policy intelligence”.
- It puts together the economic, social, cultural, political, technology, ecological etc
- The best way is to look for the inter-connections & synergies between…. So we call it **<u>synergistic</u>**
- There are methods & tools which can help...
- Synergistic mapping & design
- Synergy foresight
- Synergy planning….etc





Co-evolution of cities

At the core is the idea of "synergistic co-evolution": it's as easy as "1-2-3"



'Clever city':
Clever like the engineering of a car, with one main objective

'Smart City':
Smart like a road network which adapts to change

'Wise City':
Wise like someone who can think, learn, collaborate, create ideas & strategies

INTERNATIONAL COMPARISONS

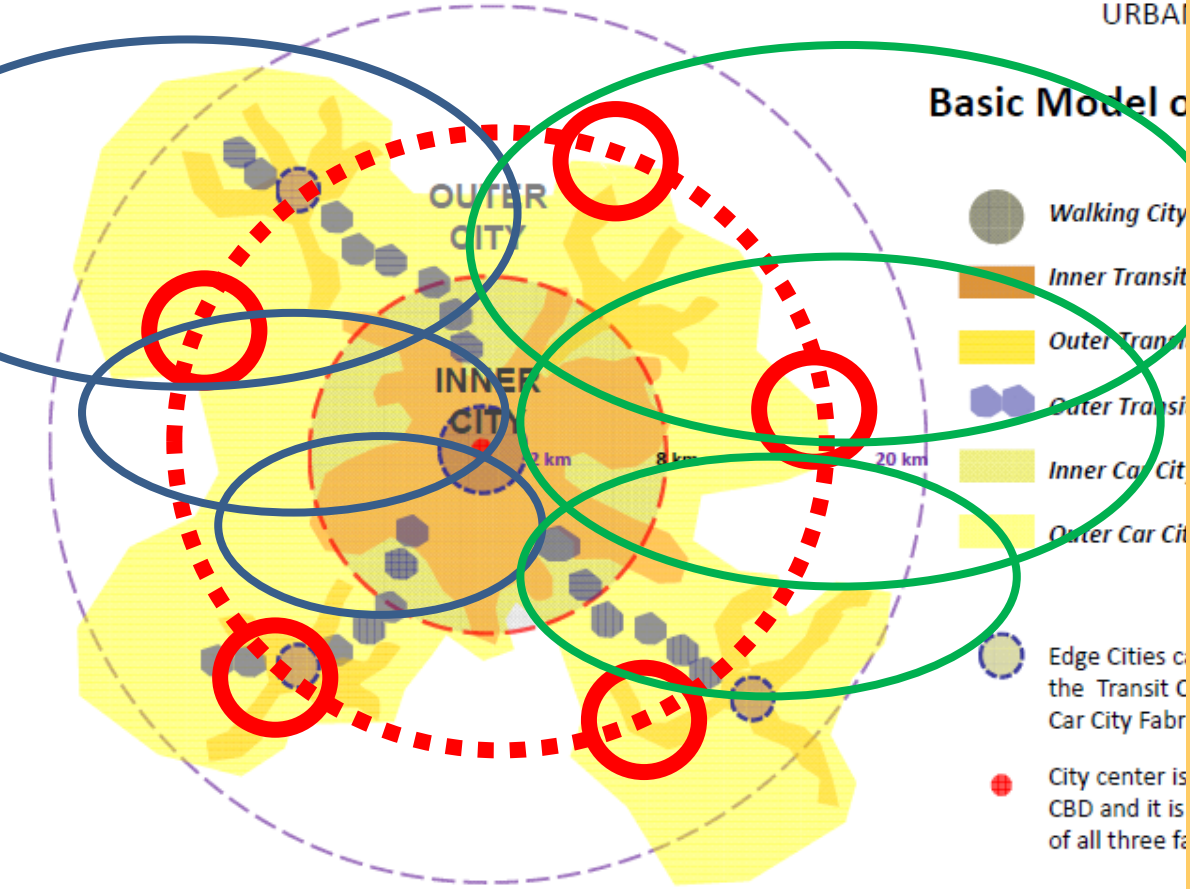
- Norway: Cities of the Future
- China: National New-type Urbanisation Plan
- Poland: Legislating for a New Urban Landscape
- Uganda: Managing urban growth to 2025
- Brazil: An evolving national approach to cities
- Australia : Our Cities, Our Future—A National Urban Policy
- *European Union: Cities of Tomorrow*
- *Committee of Regions: Urban governance program*
- *UK future of cities programme*

- London Infrastructure Plan 2050
- Strategic Metropolitan Plan for Barcelona – Vision 2020
- Sydney 2054
- New York City Region: 'Fragile Success'
- Metro Vancouver 2040
- The Singapore Concept Plan
- Fiber City: Tokyo 2050
- Greater Manchester 2040

2) Taking Urban Zone thinking into the future

URBAN ZONES – SOCIAL / ECONOMIC ZONES

First explore the inter-connections between the spatial urban form 'types / models', and social & economic types / models.

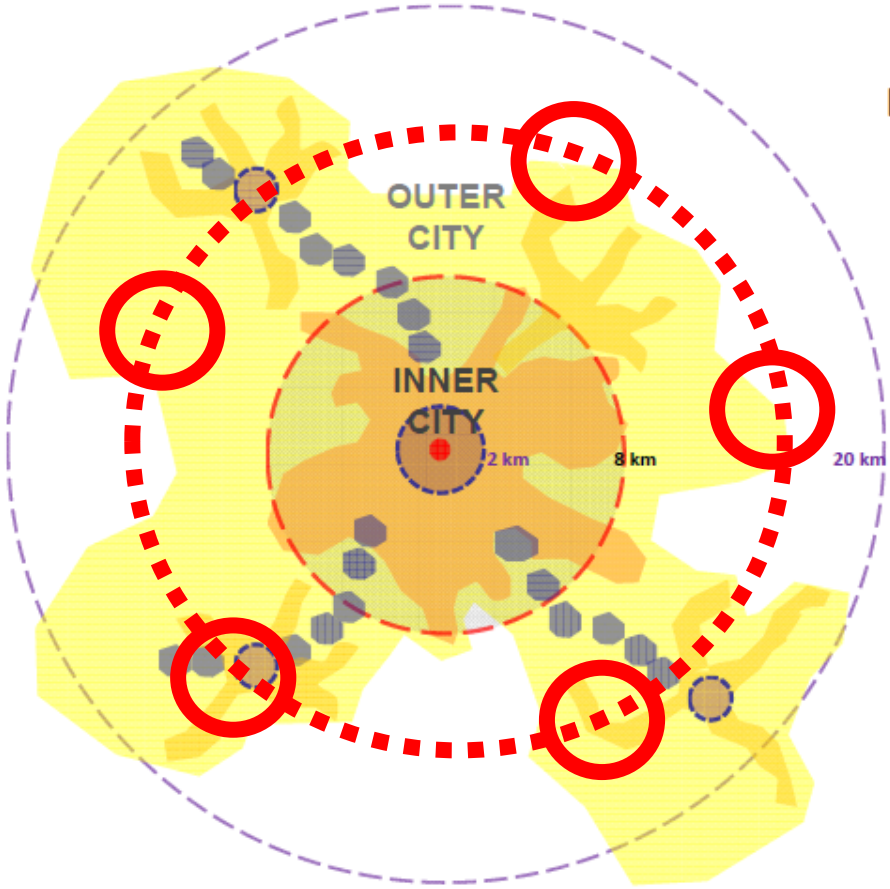


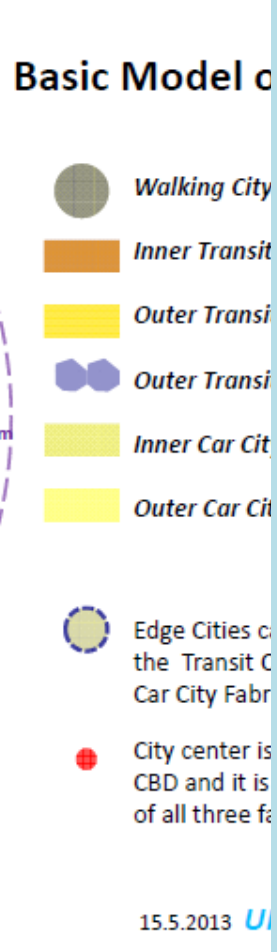
PERI URBAN AND RURAL AREAS, OTHER CITIES
(REGION OR METROPOLITAN AREA)

- Social / lifestyle types: 'slow' localized lifestyles & socialities: 'medium' urban centred lifestyles & socialities: 'fast' globalized high mobility lifestyles & socialities
- Economic / employment types: 'slow' localized activity cycles: 'medium' urban centred activities: 'fast' globalized high mobility activity cycles.
- These are inter-connected: we find that 'fast' people need slow experiences, that 'medium' activities depend on global 'fast' systems, etc.

URBAN ZONES – NATURE OF CHANGE – GROWTH OR WHAT??

Second, we look at the underlying dynamics or 'spatial development logic', drawing on the synergistic model:





- Linear model: simple growth in all directions, with available technology
- **Adaptive model**: de-regulated, sprawl-enterprise model: walking areas are isolated enclaves: public trans is under-funded & uncoordinated: auto systems dominate
- **Synergistic model**: positive inter-connections & value generation between slow/medium/fast urban structures:

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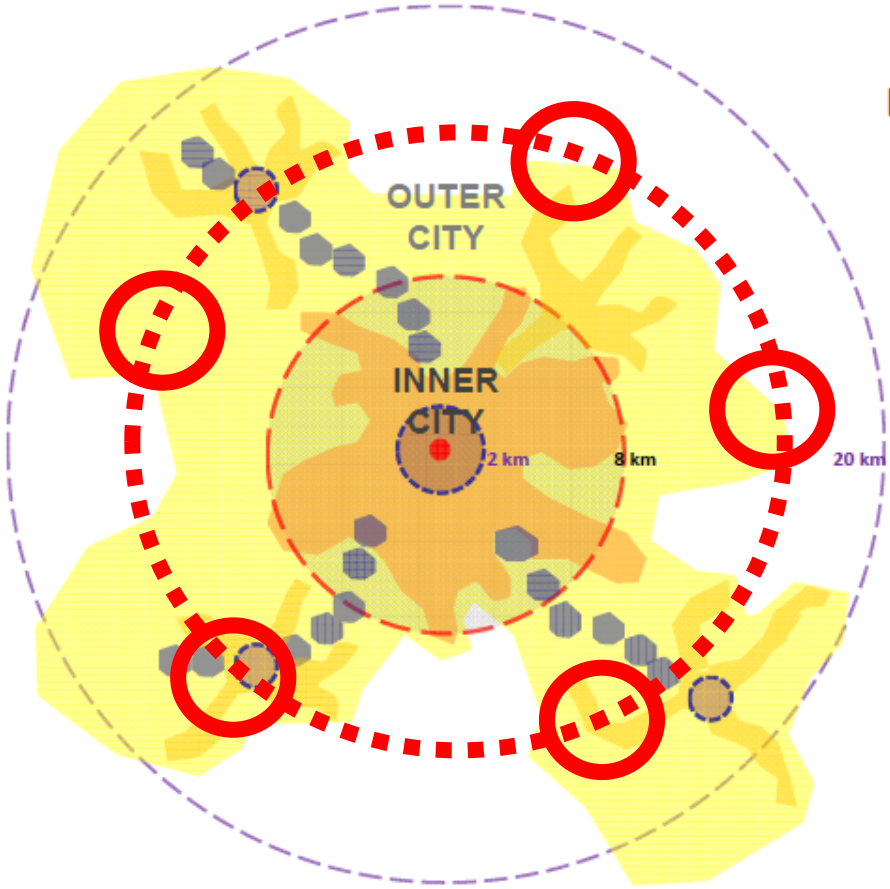

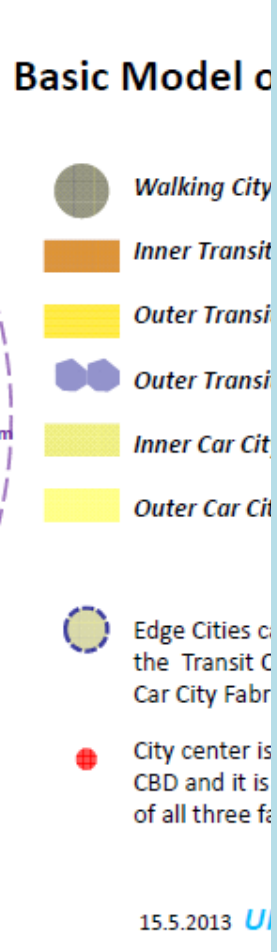

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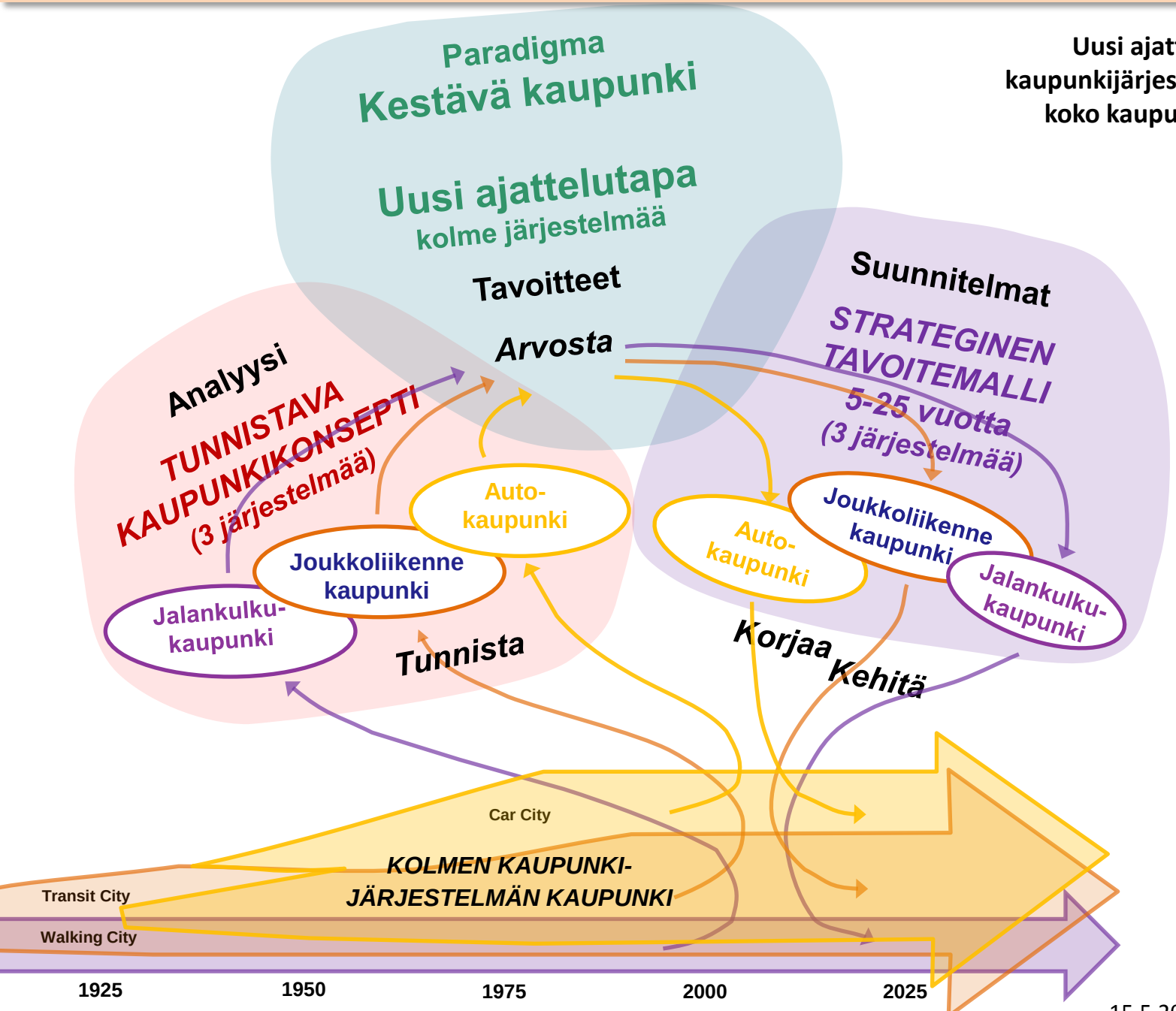
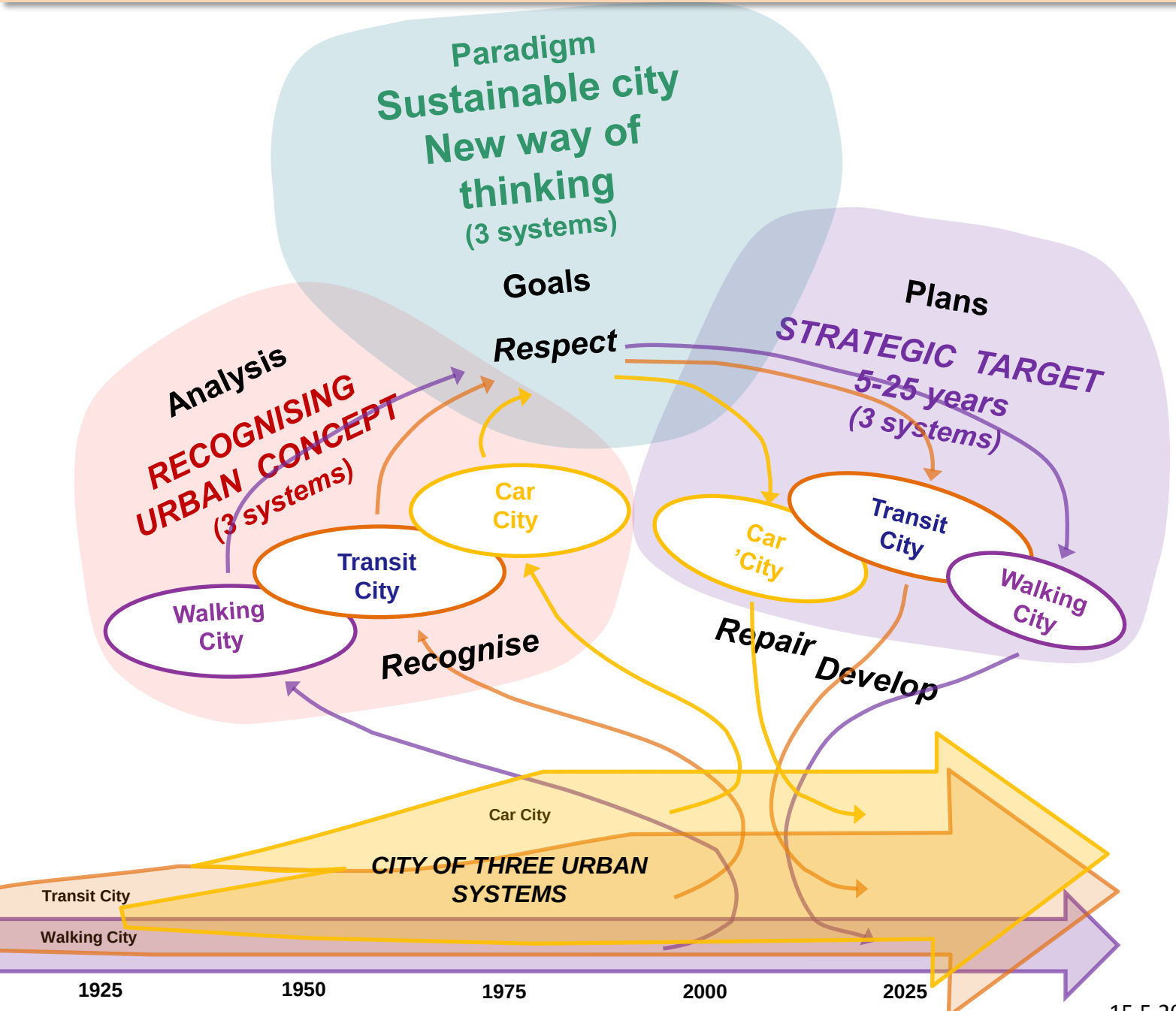
URBAN ZONES – SOCIAL / ECONOMIC ZONES: ANALYSIS

Uusi ajattelutapa tunnistaa kaupunkijärjestelmät ja tehostaa koko kaupungin kehittämistä.



URBAN ZONES – SOCIAL / ECONOMIC ZONES: PATHWAYS



Prospects for the Urban Zone concept

- Third, we explore the potential of each type for inter-connections with the others in terms of physical urban structures: with social / economic linkages
- City scale: car-transit park & ride
- Neighbourhood scale: green / bus / shopping street locations
- Street scale: integration of cars & people

	Slow speed	Medium speed	High speed	Global
Direct speed	Walking / cycling	public transport	Auto	Aero
Urban mobility effect	Auto	Cycle	Public transport	
Urban Accessibility	Public transport	Car	Cycle	Skype

Prospects for the Urban Zone concept

- Finally the question of process - how to plan & achieve a city-region with optimum balance of types 1,2, 3?

- Here we look for value added synergies between different actors:
- capacity for learning & collaboration, and the building of shared intelligence:
- the combined ‘pathways’, strategic directions and enabling actions for each of these.

URBAN-ENVIRONMENT ZONE: PRIORITY MAPPING

Figure 1.1: Multiple Deprivation within the Northwest (IMD Data Source ODPM, 2004)

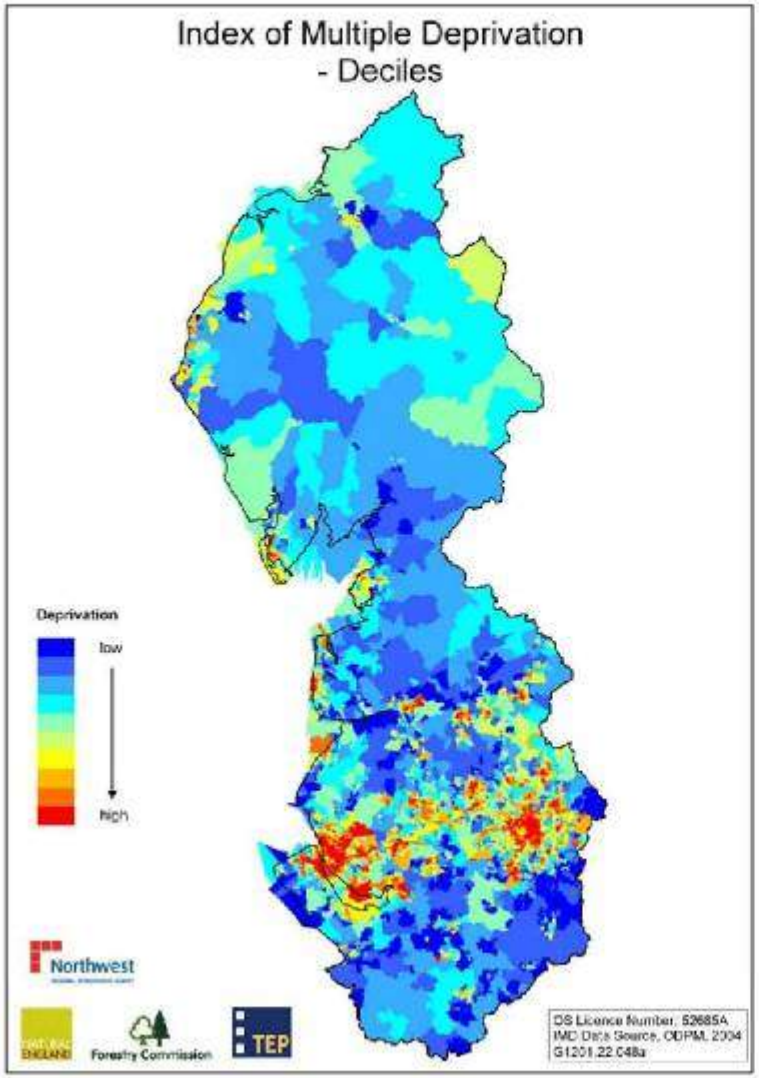
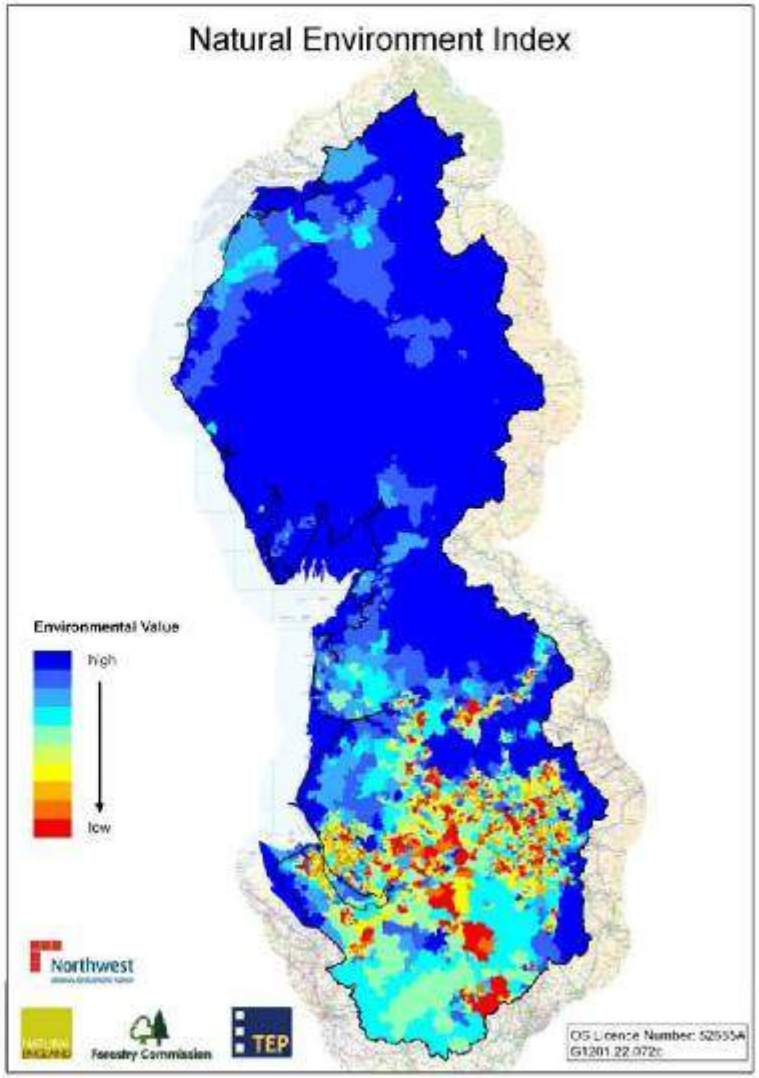


Figure 1.2: The Natural Environment Index



URBAN-ENVIRONMENT ZONE: INVESTMENT PRIORITY

High

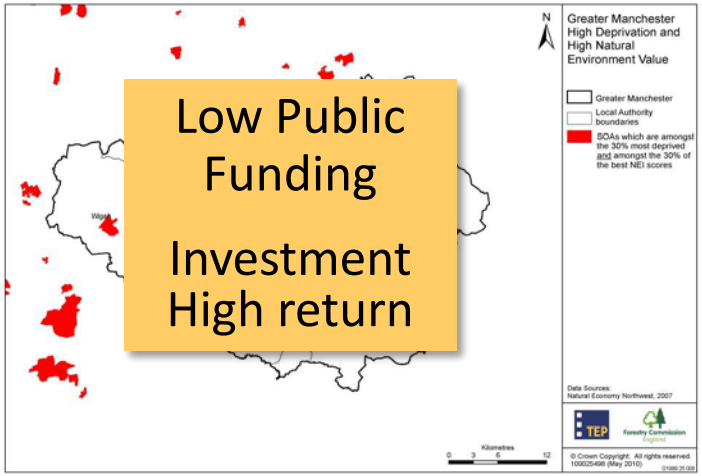
Poverty index

Low

Good

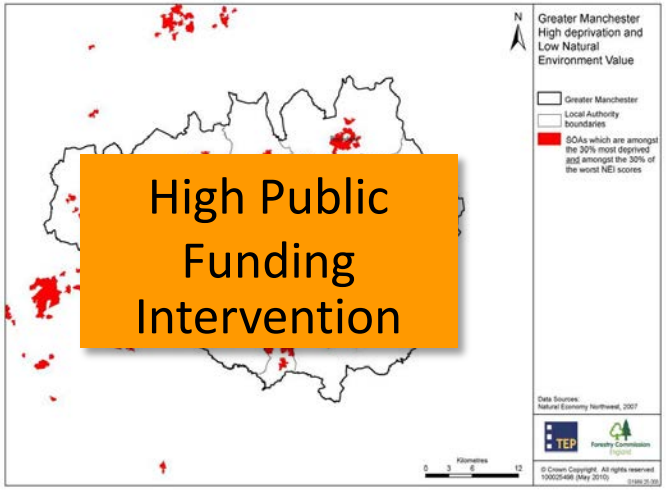
Environment

Bad

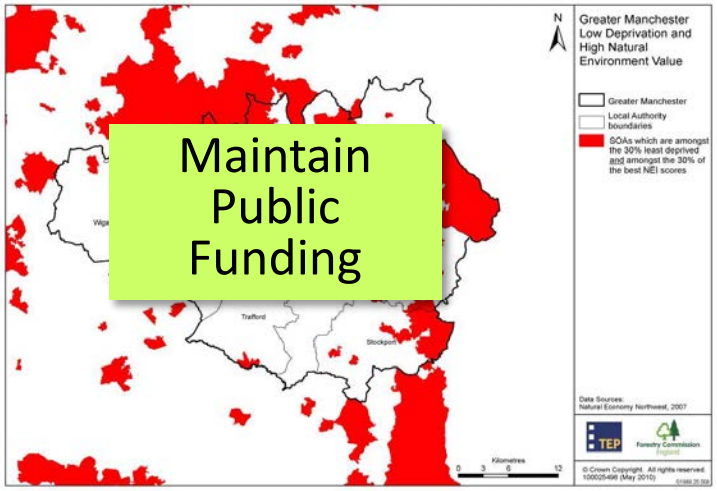


Low Public Funding

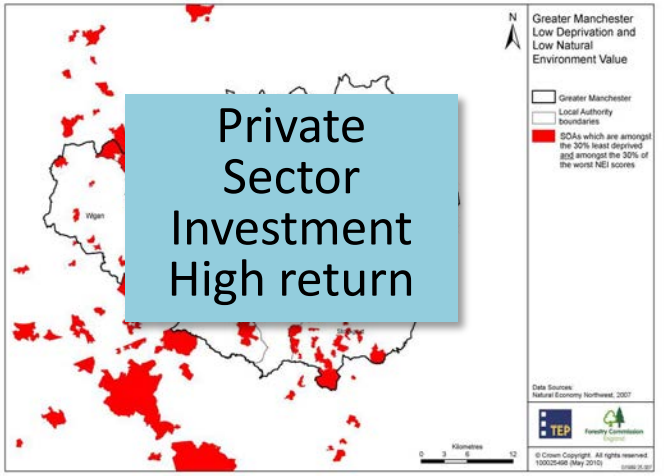
Investment High return



High Public Funding Intervention



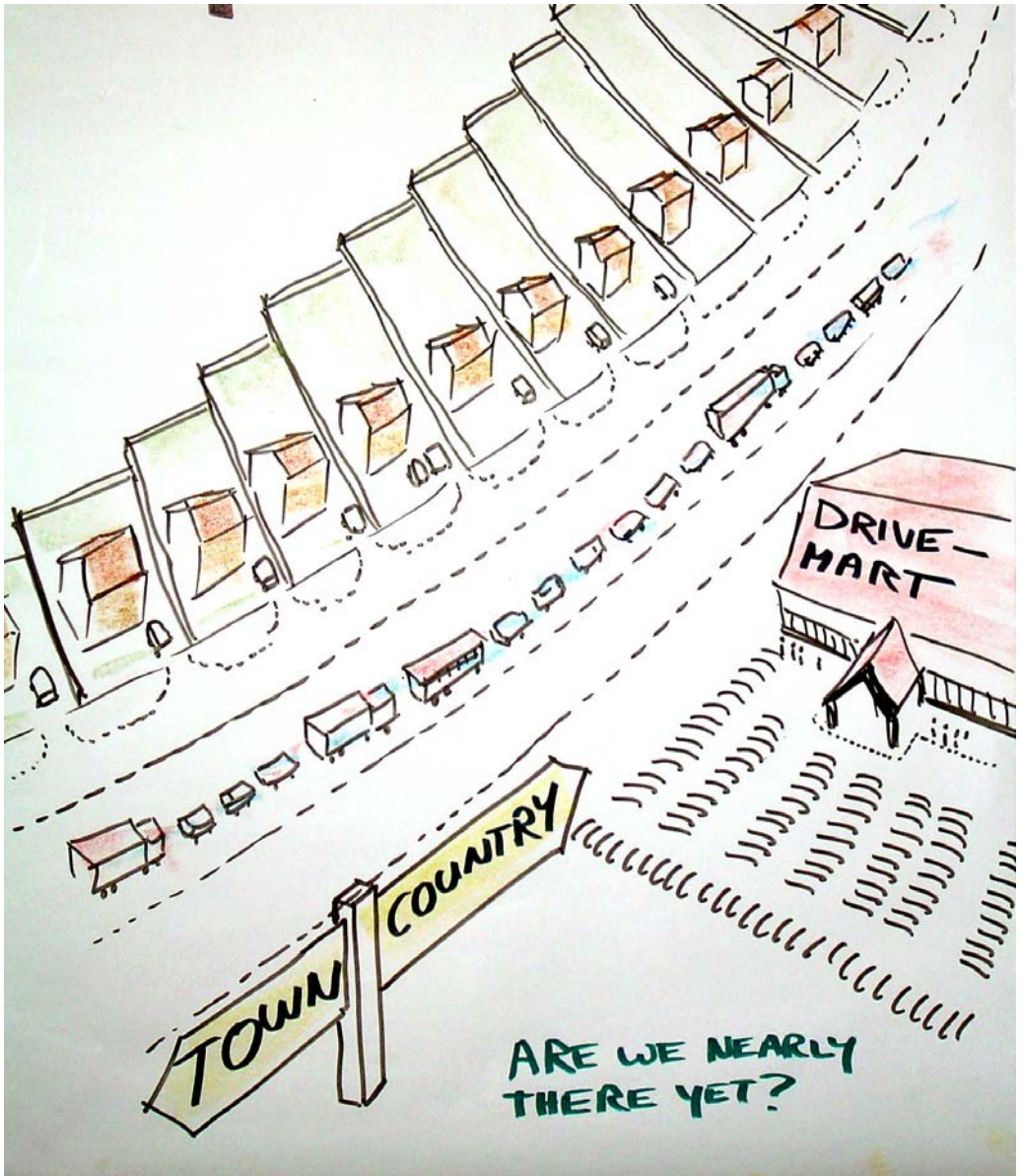
Maintain Public Funding



Private Sector Investment High return

A1 – high growth scenario (‘hyper-tech’)

- rapid economic growth, global population peaks in mid-century,new efficient technologies. Energy prices decline, new renewable energy & nuclear.
- rapid acceleration of digital / social technology which transforms home and work.
- Urban / peri-urban issues - small ‘polycentric’ towns and cities - new transport technologies, expansion of commuting distances, peri-urbanisation and ‘metropolitan-isation’ of rural areas on a massive scale.



Rural-urban-region

AREA TYPES

Protected natural areas, combined with sustainable resource management

Outer peri-urban areas, with diversified land-based activities

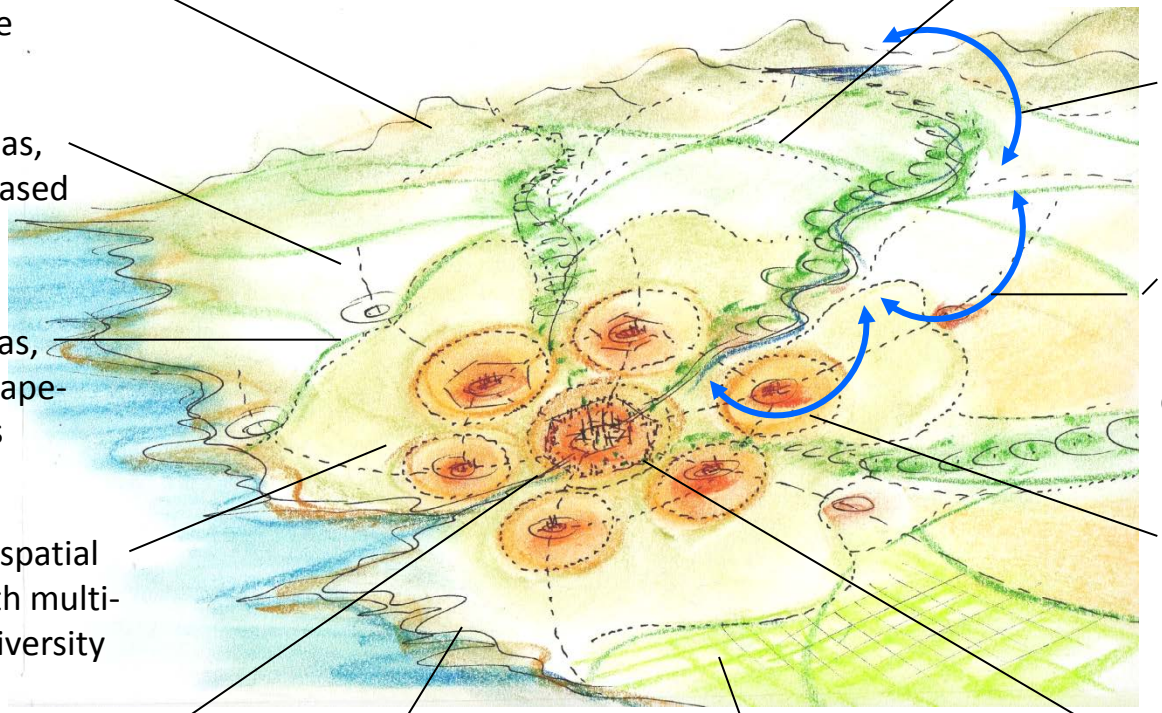
Inner peri-urban areas, with diversified landscape-based settlements

‘Green belt’ or similar spatial development policy, with multi-functional landscape diversity

‘green city belt’ - areas of diversified open space with local food & natural habitats

‘Coastal belt’, wetlands / floodplains, estuaries, climatic buffer zones

‘Farm belt’ - areas of intensive agriculture with access to local markets



LINKAGES

Governance structures which link & coordinate municipalities in the Rural Urban Region

Ecosystems services linkages, for water, soil, climate, food, forest, visitors etc

Economic & investment linkages to sustain & enhance the ecosystem services

Strategic scale green infrastructure which connects urban & rural along natural features

Social urban-rural linkages to enable low impact access between country & city

CITY-REGION: TYPE (A)

Globalized development dynamic, with sub-optimal city-region governance & planning:

Result – 'urban sprawl'

'Aerotropolis' with distributed low-density peri-urban development

'Archipelago' of globalized business parks / science parks / logistics / retail parks / health & education campuses

Outward push & sprawl of mono-functional landuses: displacement of local diversity & resilience

Widening social & economic divisions & exclusion zones

Car dependency, traffic congestion, vulnerability to climate change & fossil fuel shortage

CITY-REGION: TYPE (B)

Balanced development dynamic with strategic city-region governance & planning:

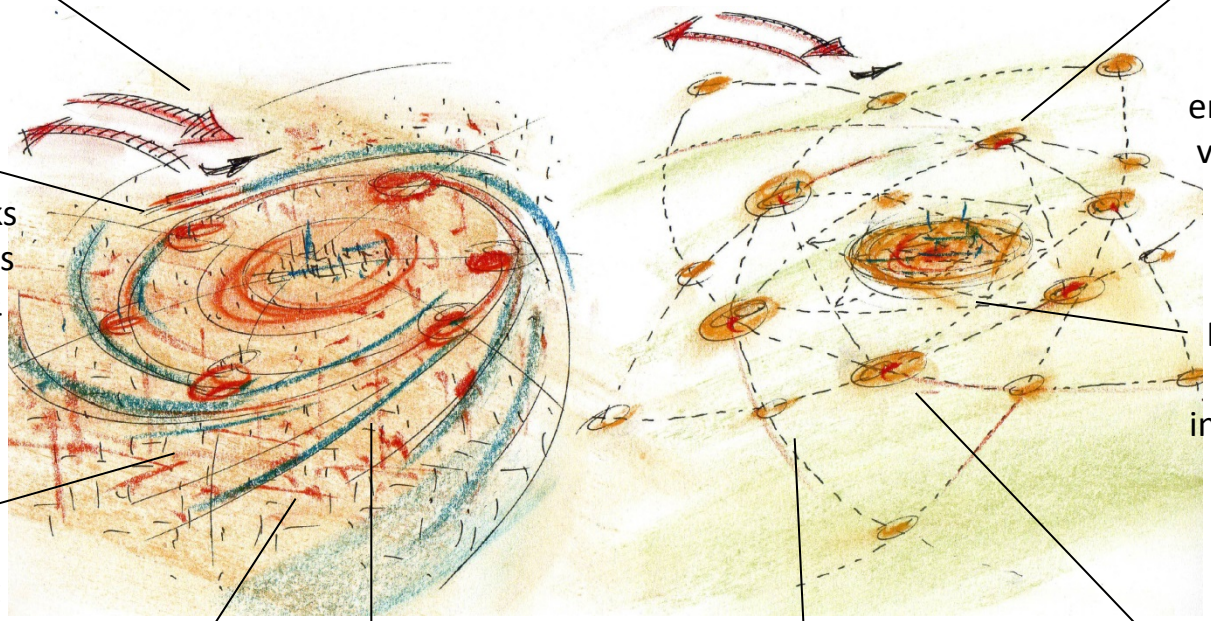
Result – 'social city-region'

Spatial organization with clusters & families of settlement forms, to enable higher densities, values & quality of life

Integration of green / grey / gold types of infrastructure to enable sustainable urban metabolism for the whole city-region

Linking global to local economic capital & investment flows, to enhance ecosystem services & rural-urban links

Regeneration of diversity & resilience in local economies & communities, to enhance social inclusion



Enterprise, leisure, retail parks

Phased masterplanning for land-intensive uses, to increase land-use efficiency & long term value.

Spatial organization in layers, to enable transition from ‘fast’ global spaces to ‘slow’ local spaces.

Metro-scape hub with high quality place design, arranged for easy access by all modes

Building forms & services design for low impact, low energy, zero-waste operations

Landscape layering & structure planting to contain & mitigate artificial surfaces & technologies, e.g. car parks

Low-impact transport routes alongside through roads, to enable access by multiple modes

New multi-modal transport concepts: ‘express-metro’ on centre of high speed roads, with interchanges at hubs & nodes

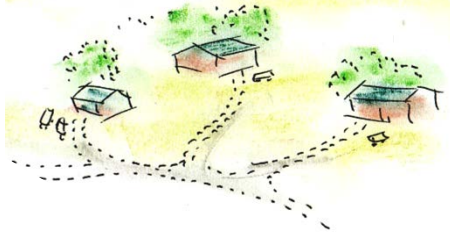
Ecological corridors & green infrastructure links to enhance biodiversity & climate change resilience

Housing & settlement retro-fit

SCATTERED HOUSING

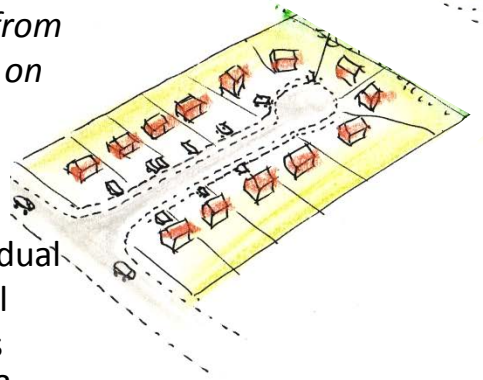
Integrated model - adjust policy & local taxes to encourage links with local community & economy: green infrastructure & low impact environmental systems

Typical problems - large land take, high footprint per capita, dependent on car travel, socially exclusive



COMMUTER SETTLEMENT

Typical problems - mono-functional housing sub-divisions, transient population, isolated from services, dependent on car travel



Integrated model - gradual re-building of social economy networks between residents & service providers:

MARKET TOWN

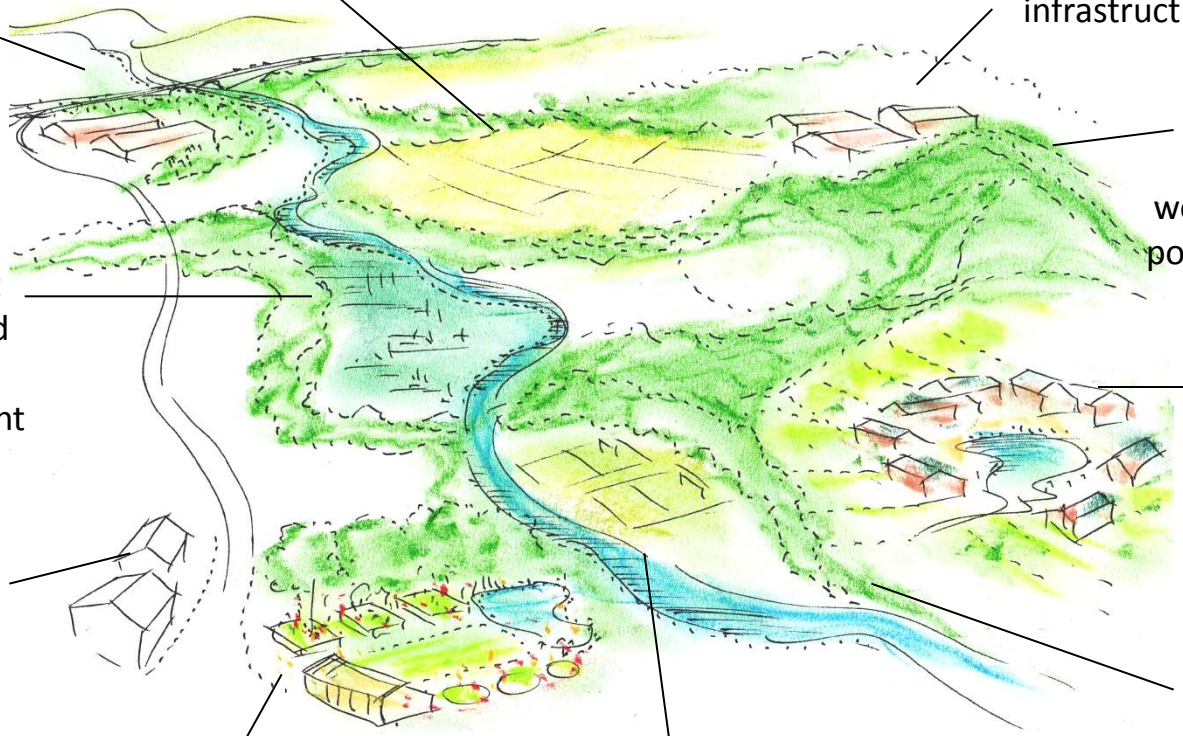
Typical problems - declining industries: distance from employment: rapid social change: car dependency: environmental degradation

Integrated model – regenerate self-organizing local social economy & community enterprise: market place as hub

Integrated responsive transport: open access green infrastructure & biodiversity: local food cultivation: mutual aid for children & elderly etc.

Promote knowledge based industries, environmental & visitor economy, local & niche food cultivation.

Urban fringe & green infrastructure



Strategic open space with diversified farming, in cultural landscapes, field patterns etc

Larger campuses for health & education, integrated to green infrastructure mosaic

Landscape matrix to contain large scale infrastructure, business parks etc

Remains of former industry & mineral working, integrated into post-industrial landscape forms

Landscape & habitat diversity with layered access & protection: wetlands, bogs, ancient woodlands etc

Local settlements with access to allotments / small-holdings / food cultivation space

Local town & village centres integrated with green belt ecosystem services & products

Multi-functional community woodland, in diversified 'social landscape', to enhance social, economic & environmental values

Local community food & outdoor activity hubs & social markets, with links to health & education

Sports & leisure facilities integrated to social landscape: floodplains: structure planting etc

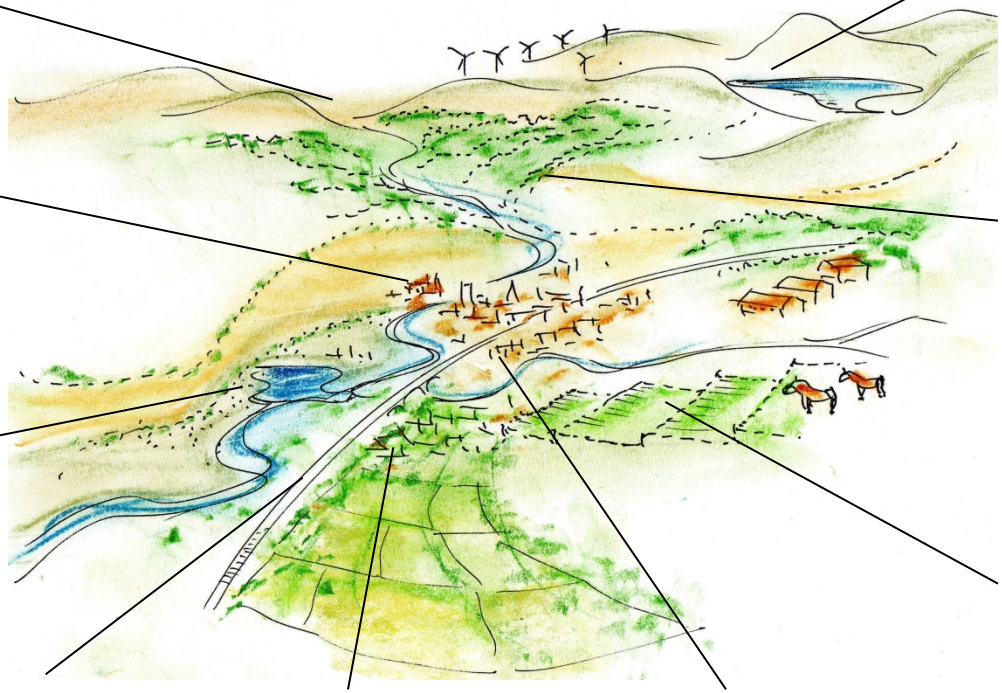
Rural settlements & ecosystems

Development policy balanced between the needs of a globalizing city-region, and the local community

Natural resource management, coordinated with city-region environmental systems, in energy, water, waste etc

Social linkages between urban / peri-urban / rural, with exchanges of workers, visitors, students, residents & special groups.

Eco-system services exchange & reciprocal links: e.g. water & flood protection: carbon & bio-mass: energy & minerals:



Variegated landscape forms & habitats, building resilience to climate change, flood protection etc

Diversified community-based farming, with local & organic food systems, farmer's markets etc.

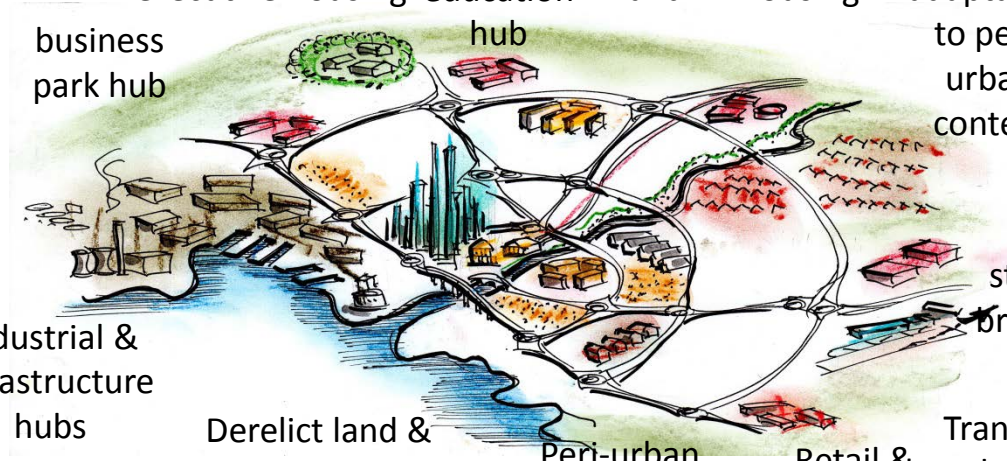
Low-impact transport systems, with integrated rail & / responsive bus / taxi systems.

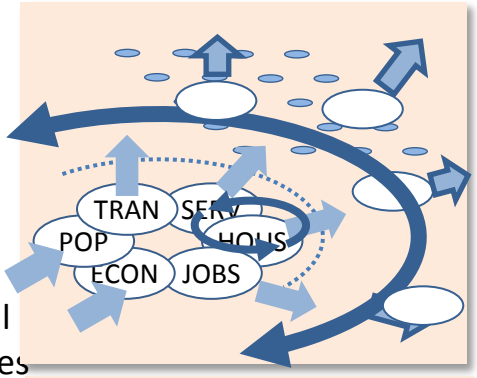
New economic development combines visitor / leisure: farm & forestry: ecosystem services: knowledge based industries

Economic investment & exchange structures, to maintain & enhance the ecosystem services linking urban & rural

3) Putting it together: Urban 3.0 applications, multi-level, multi-sector

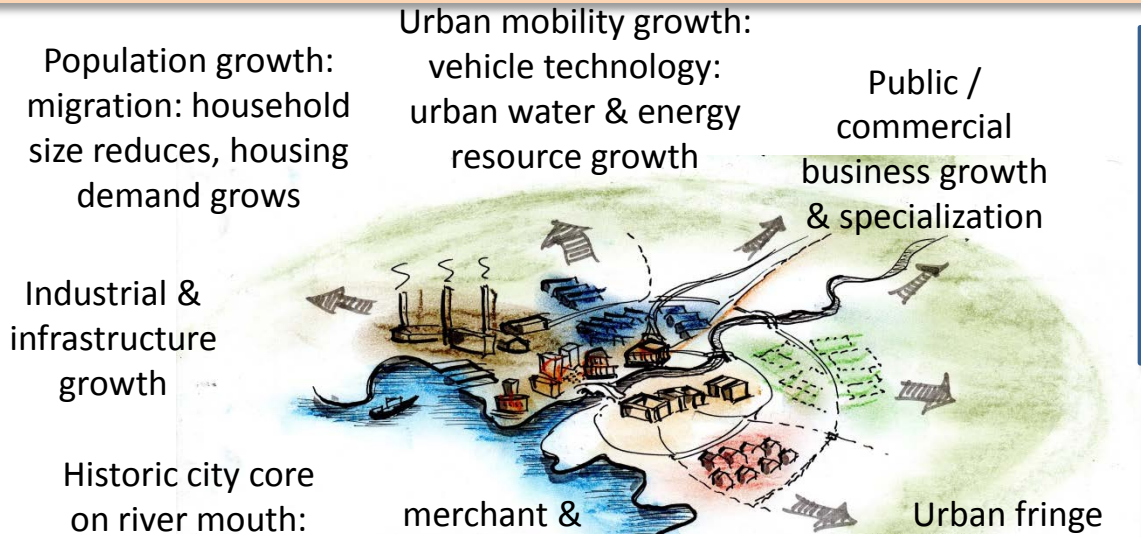
ADAPTIVE DEVELOPMENT: 'POST-INDUSTRIAL CITY '(2.0)

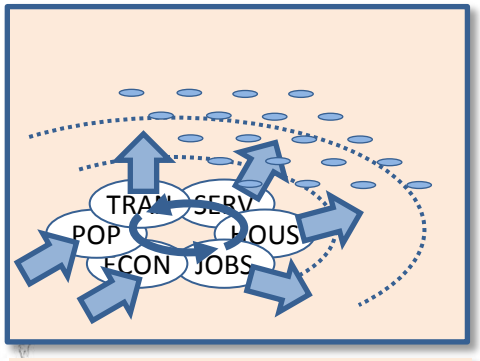




STRUCTURAL FORCES:
spatial structure grows:
extractive power grows:
sprawl, pollution,
obsolescence grow

LINEAR DEVELOPMENT: 'INDUSTRIAL CITY' (1.0)





STRUCTURAL FORCES:
Direct population growth
& economic growth >>
rapid expansion of industry,
housing, water / energy,
services, transport etc

SPATIAL DEVELOPMENT 3.0

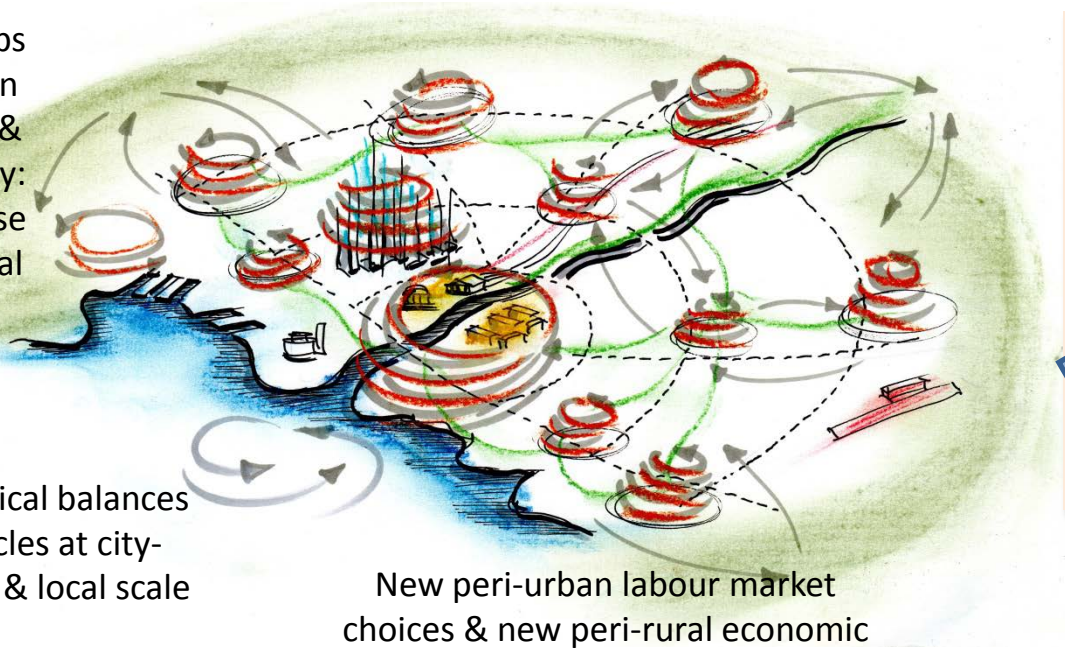
Peri-urban hubs start to build a diverse economic & social base

Green Belt / Eco-belt land-use & resource management policy

Collaborative links & exchanges between area types & settlements

Networked rural economic development policy

New urban hubs based on green infrastructure & human mobility: each has diverse multi-functional & multi-community livelihood



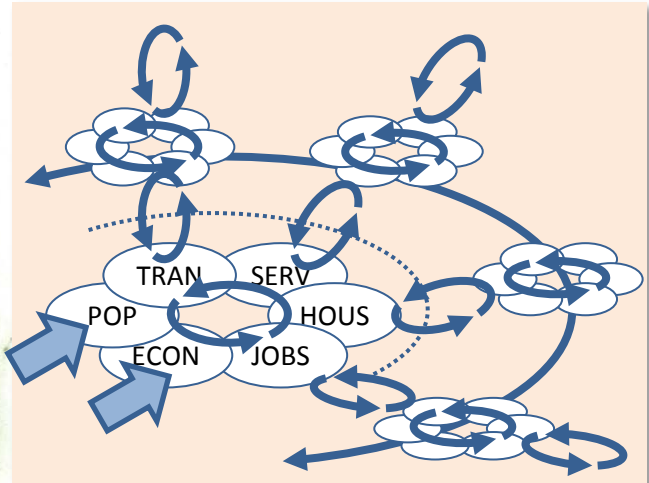
Ecological balances & cycles at city-region & local scale

New peri-urban labour market choices & new peri-rural economic systems

STRUCTURAL FORCES & PATTERNS:

Satellite centres & settlements are multi-functional, diverse, dynamic:

Spatial linkages & balancing loops between growth & decline



PRINCIPLES of SYNERGISTIC SPATIAL DEVELOPMENT:

Multi-functional land-use & urban-rural linkages:

Multi-level spatial structures & forms

Multi-sector diversity of enterprise for economic, social, ecological value added

Multi-actor learning & intelligence in governance

RURAL-URBAN REGION 3.0

AREA TYPES

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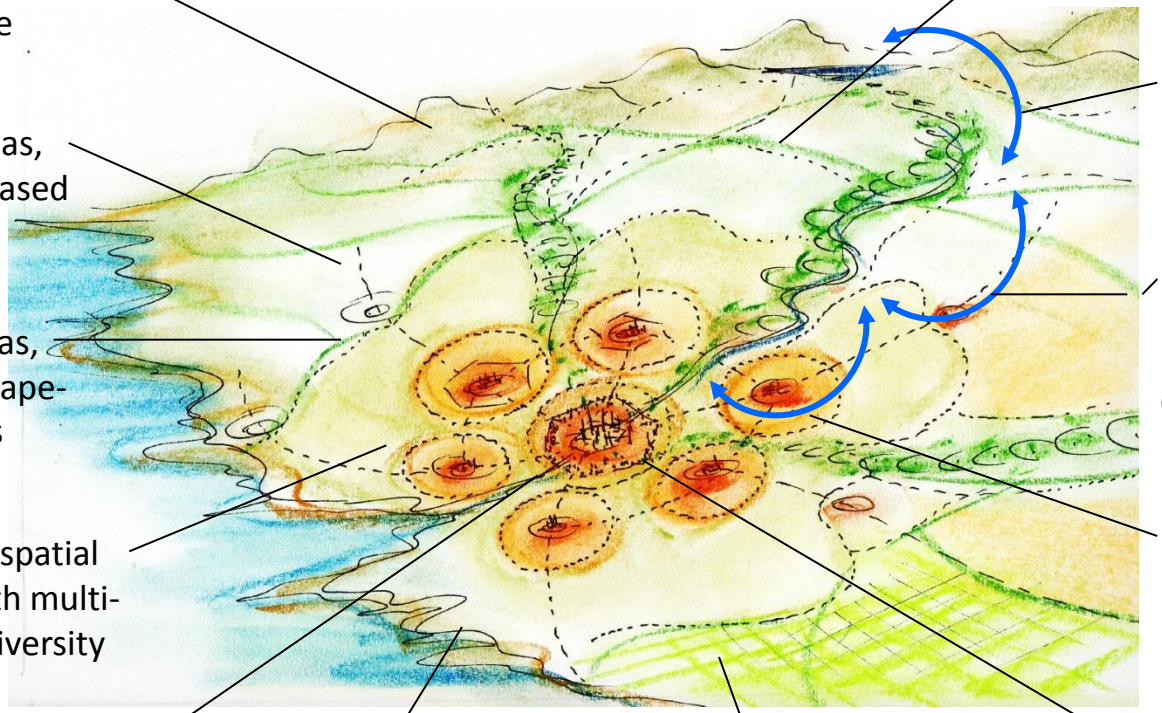

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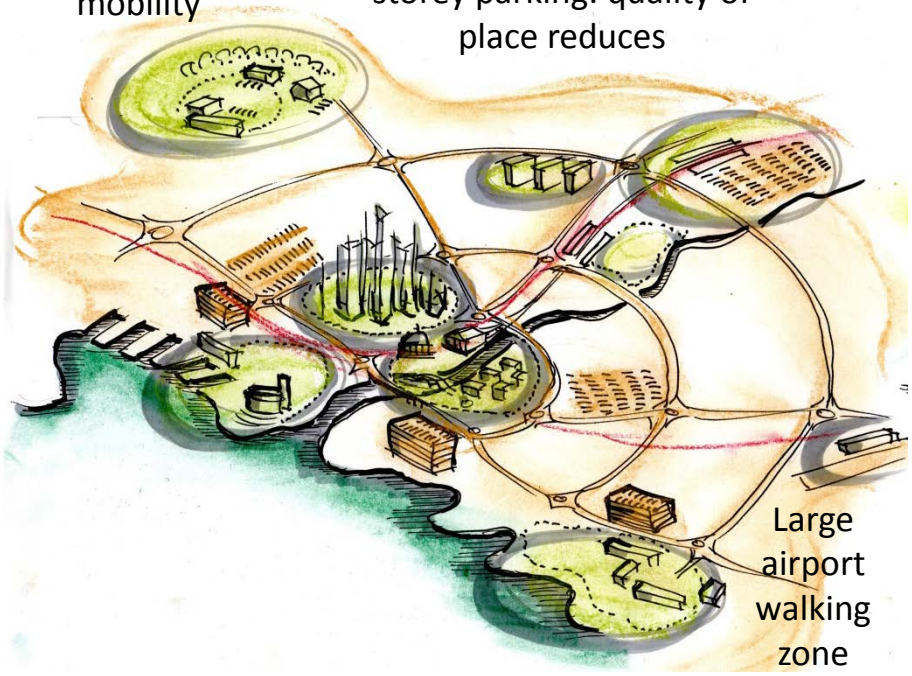
URBAN STRUCTURE & MOBILITY 3.0

ADAPTIVE '2.0' AUTOMOTIVE CITY

Urban space expands to mono-functional sprawl: 'fast logic' is the dominant system of auto-areo-mobility

Mono functional nodes expand at interchanges : road network & parking space grow with multi-storey parking: quality of place reduces



Large airport walking zone

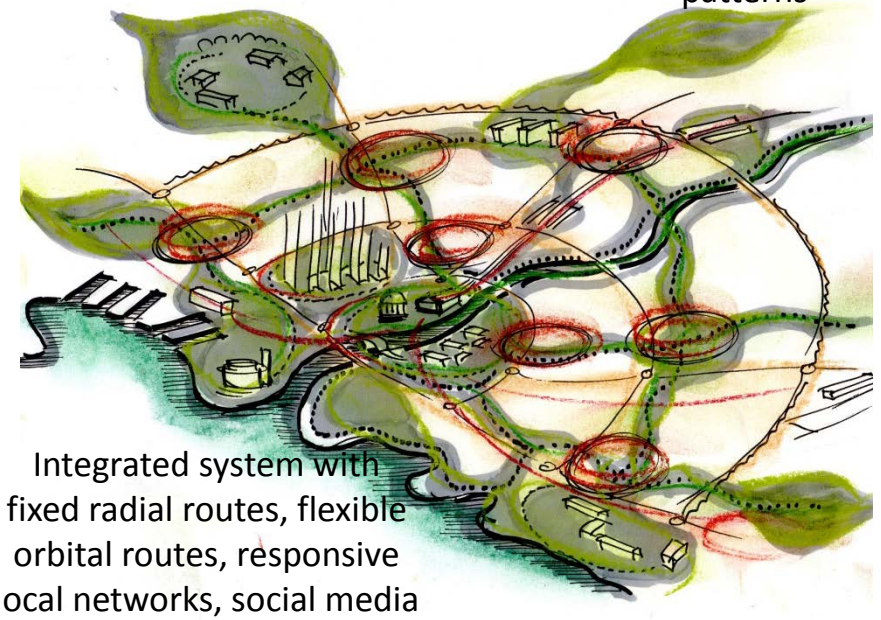
Adaptive-extractive model: space extensive, de-regulated enterprise: walking areas are isolated enclaves: transit systems are under-funded & uncoordinated: auto systems generate most wealth, power, cultural value.

SYNERGISTIC '3.0' MULTI-MODAL CITY

Connected walking / cycling networks generate local level multi-functional activity mesh

Transit nodes generate multi-functional activity & hubs for new urban growth centres

Urban activity & spatial structure matures, enriches & diversifies, to multi-function multi-value patterns



Integrated system with fixed radial routes, flexible orbital routes, responsive local networks, social media intermediation

Synergistic model: positive inter-connections & value generation between slow/medium/fast urban structures: inter-connection of slow areas via continuous GBI infrastructure

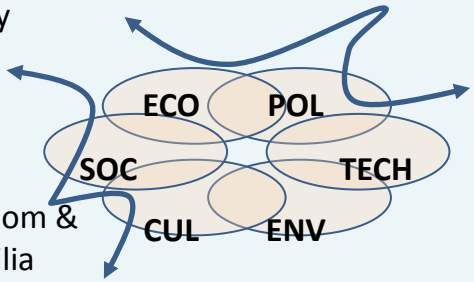
EXTRACTIVE '2.0' AUTOMOTIVE CITY

UPSTREAM: SYNDROMES

Finance lock-in to car-ownership & investment

Govt. capture by automotive / fossil lobby

Social hierarchy / exclusion of non-drivers

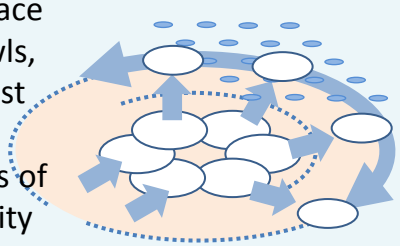


dominant techno-economic systems

Myth of freedom & techno-philia

URBAN STRUCTURE

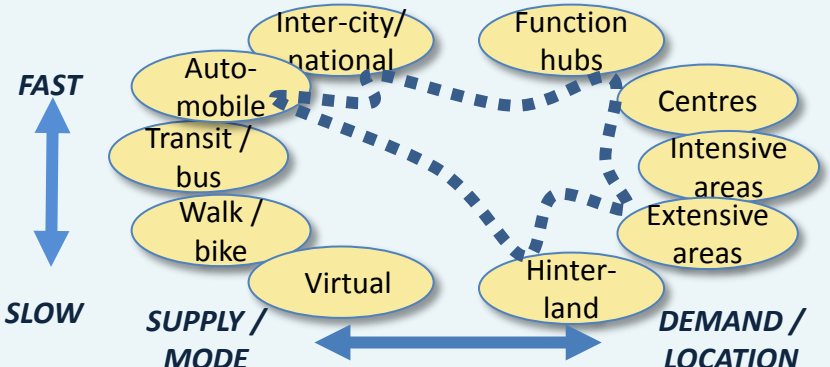
Urban activity space expands & sprawls, to serve only 'fast logic' & the dominant systems of auto-areo-mobility



socio-cultural structures break down with stress & disorder

DOWNSTREAM: METABOLISM

Dominant automotive tech & infrastructure is fixed on energy intensive / space extensive model



SYNERGISTIC '3.0' MULTI-MODAL CITY

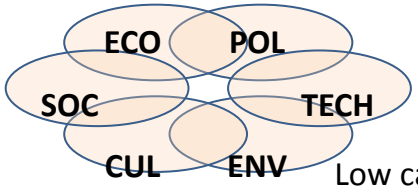
UPSTREAM: SYNDROMES

Financial de-locking by integrated travel cost & enterprise models

Integrated policy for liveable places & streets

Inter-connecting 'socio-tech' alternative systems

Inclusion by multi-mobility

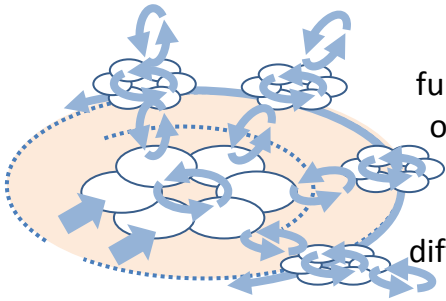


Culture of liveability & community

Low carbon / low impact tech & modes

URBAN STRUCTURE

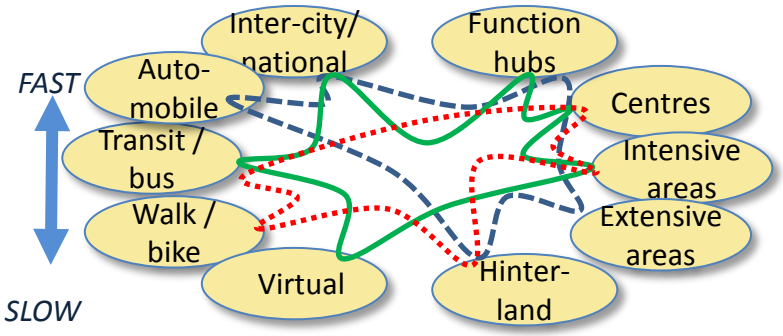
Urban activity & structure diversifies, to serve a multiple 'slow/fast logic'



Peri-urban multi-functional self-organization: with value chains for different modes & speeds

DOWNSTREAM: METABOLISM

Diversity of modes enables value generation between different activities, locations, urban structures

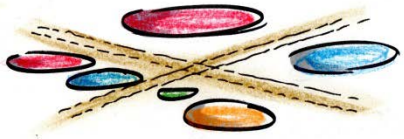


SOCIAL CITY: NEIGHBOURHOOD SCALE

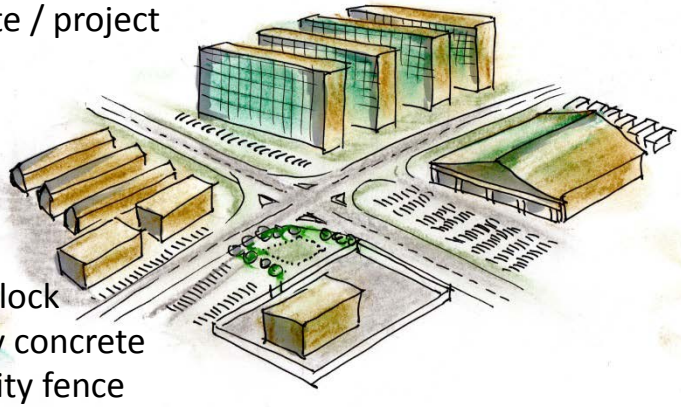
SOCIAL CITY: NEIGHBOURHOODS 3.0

LINEAR-ADAPTIVE MODEL

Mono-functional landuses on large plots: little or no local linkages & value connections



Peripheral deprived housing estate / project

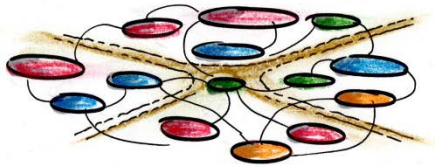


School block surrounded by concrete yard & security fence

Traffic & commercial infrastructure dominates: crossing the road is risky

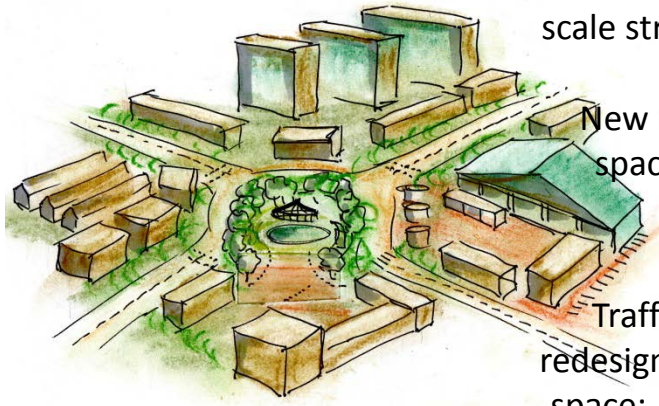
SYNERGISTIC MODEL & PATHWAYS

Multi-functional land-uses & activities, on diverse land parcels: many linkages & local value connections



reduce large housing blocks: inserts human scale street level housing

New market place with spaces for small local traders



Traffic intersection redesigned around public space: through traffic is re-directed

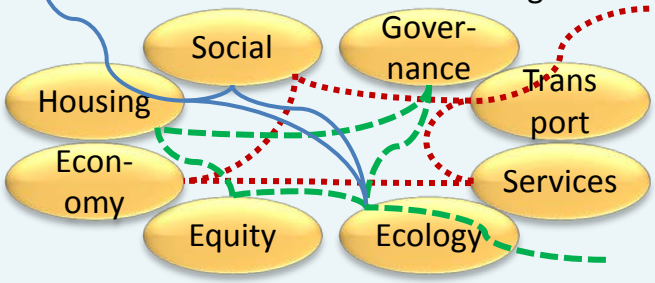
Human scale, biodiversity, street life, small enterprises, traffic calm spaces

LINEAR-ADAPTIVE MODEL

FACTORS OF SOCIAL VALUE

Peripheral deprived housing estate / project

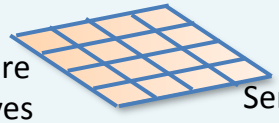
Inner city transient neighbourhood



Affluent outer suburb

URBAN FORM

Housing & property tenure blocks initiatives



Spatial structure promotes exclusion

Service gaps lead to exclusion

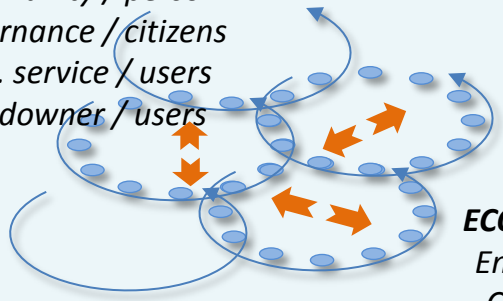
ACTORS & RELATIONS

CIVIL ACTORS

Infrastructure / users
Community / person
Governance / citizens
Pub. service / users
Landowner / users

SOCIAL ACTORS

Young / elderly
Male / female
Resident / incomer
Minority / majority
Richer / poorer



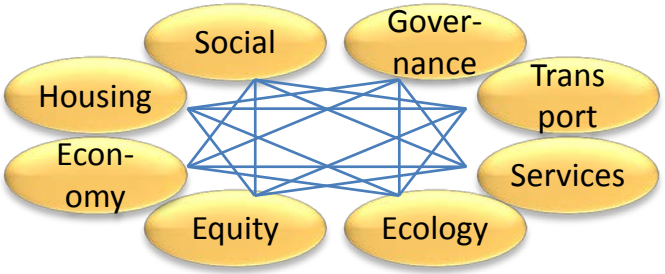
ECONOMIC ACTORS

Employer / worker
Creditor / debtor
Owner / entrepreneur
Landlord / tenant
Services / customer

Typical local relations: divided, alienated, exclusive

SYNERGISTIC MODEL & PATHWAYS

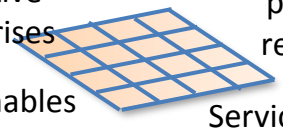
FACTORS OF SOCIAL VALUE



URBAN FORM

Spaces for creative events & enterprises

Tenure structure enables collaborative schemes



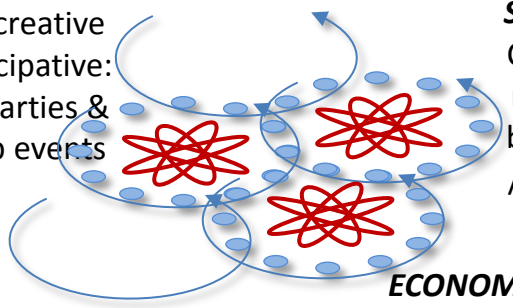
Spatial structure promotes public realm & diversity

Service location enables inclusion & reciprocity

ACTORS & RELATIONS

CIVIL ACTORS

Vibrant local scene, creative & participative: street parties & cleanup events



SOCIAL ACTORS

Collaborative & reciprocal links between young /old, rich /poor etc

ECONOMIC ACTORS

Youth work in local shops: businesses know their clients: landlords & investors are local

Typical local relations: collaborative, reciprocal, equitable, inclusive

ECOLOGICAL CITY: CLIMATE PROOFING

ECONOMIC CITY

LINEAR CHANGE – 'INDUSTRIAL CITY' ("1.0")

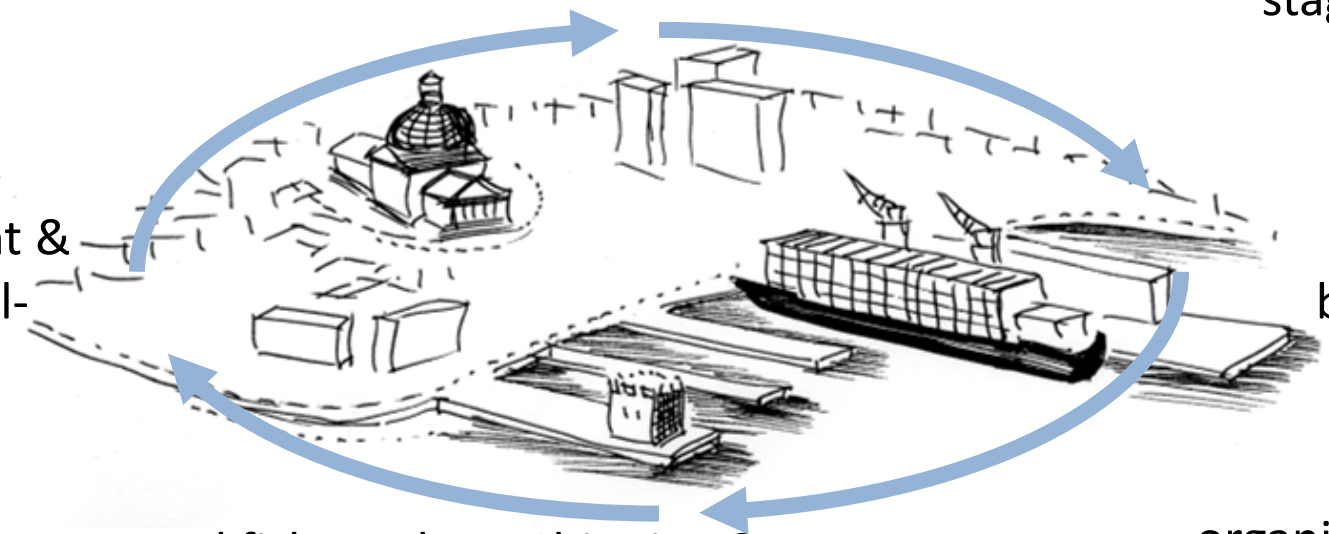
Lack of all kinds of innovation

Cultural heritage legacy obsolete & disused

Governance failure & corruption

Dysfunctional public services can't cope

Civil society corruption & stagnation



Under-investment & marginal-ization

socio-cultural structures break down with stress & disorder

Local fish stocks & energy sources run down

Shipping & fishing goes to container depots,

Obsolete infrastructure & spatial structure

organized labour breaks down, skills obsolete

ADAPTIVE CHANGE – 'POST-INDUSTRIAL CITY ("2.0")

Lack of social / ecological innovation

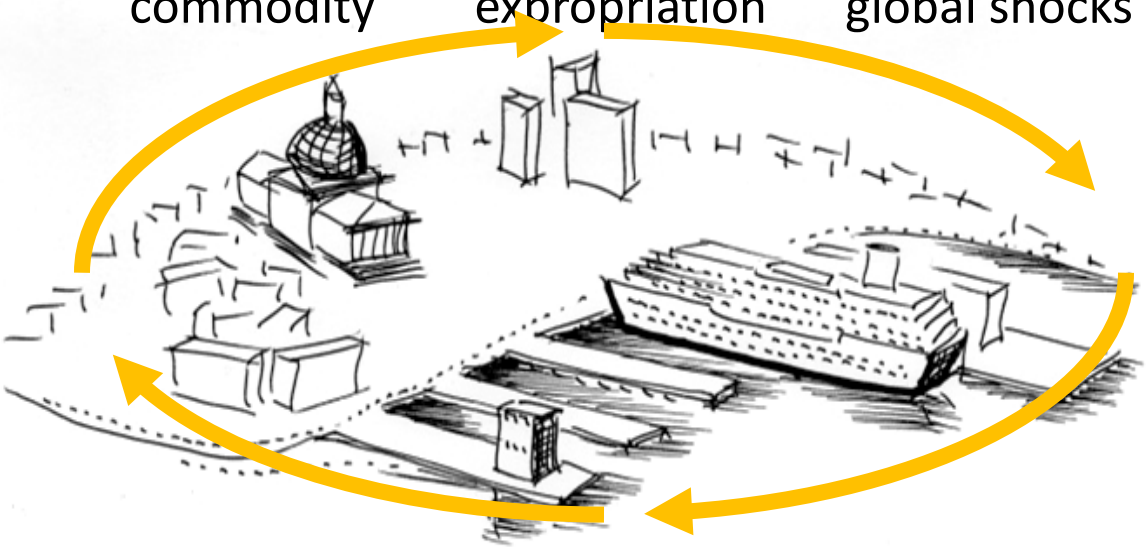
heritage sold as tourist commodity

governance capture & expropriation

Public services vulnerable to global shocks

Incentives for extractive leisure activity

profits are exported with minimum local value added



Socio- cultural patterns broken / in flux, communities are vulnerable

shifts to externally financed high value service tourism

regeneration only in tourist hotspots

Shipping replaced with tourist cruises

Hybrid infrastructure & spatial structure

Fragmented workers in new services sectors,

SYNERGISTIC CHANGE – 'WISE-CITY' ("3.0")

Social, economic, ecological innovation

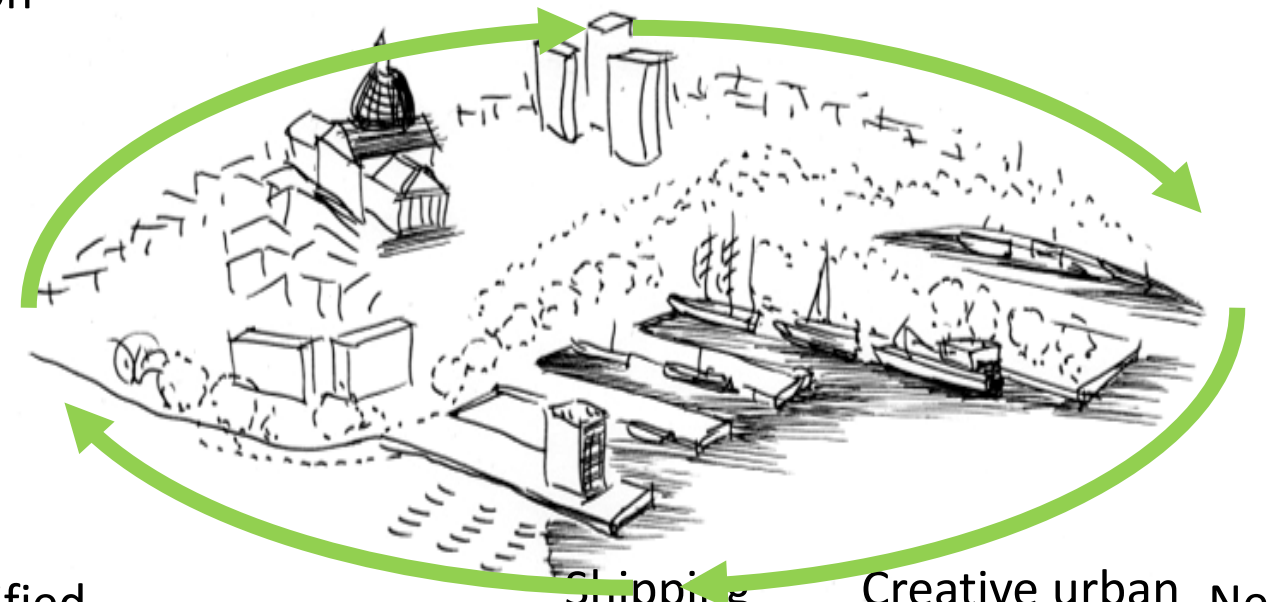
heritage is a multi-valent community asset

economic value-added is returned to city & region

Revitalized public services

responsive to local needs: space for creative enterprise

Re-investment & re-circulation of multi-valent capital



Social patterns are re-invented for greater resilience

more diversified, innovative, knowledge-based

Local fish stocks conserved & rejuvenated

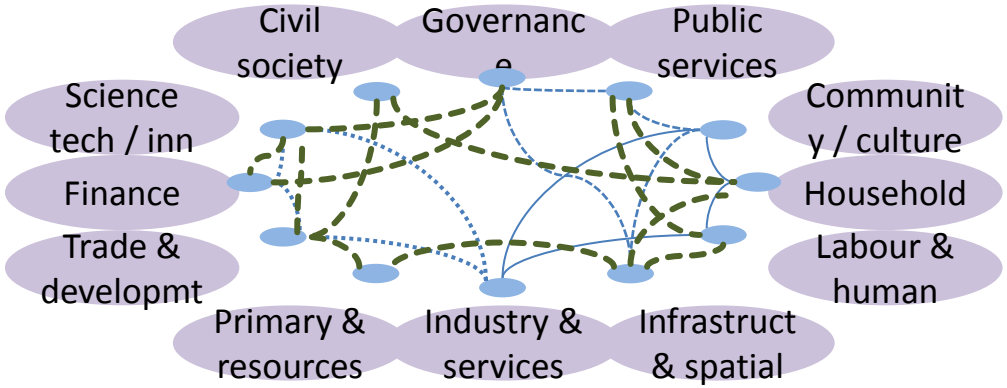
Shipping diversified, eco-tourism, research, high-tech

Creative urban design links communities & marine resources

New pathways for human resource development

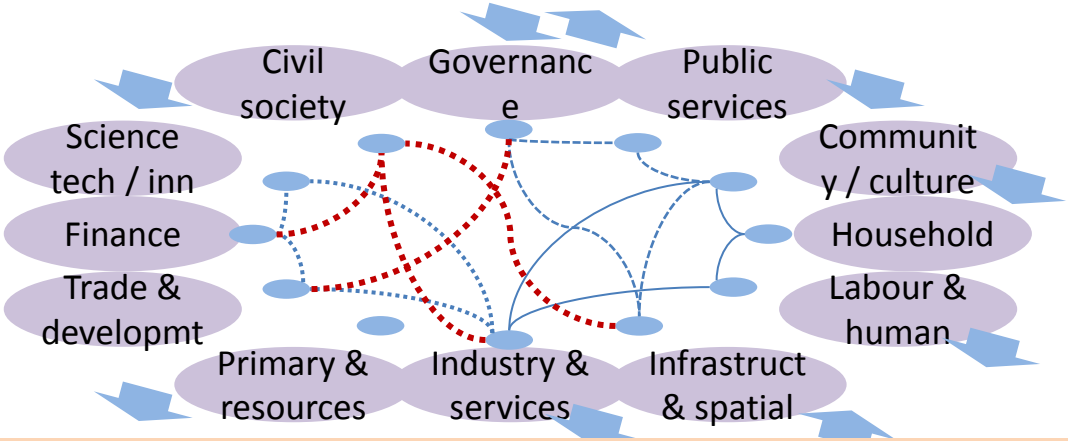
ECONOMIC DEVELOPMENT CO-EVOLUTION

SYNERGISTIC CHANGE "3.0"



3.0 model increases relational links, learning, collaboration, intelligence

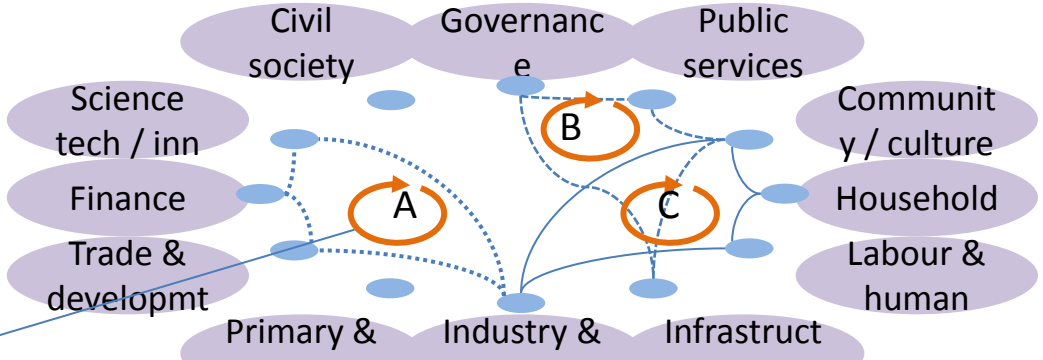
ADAPTIVE CHANGE (2.0)



2.0 model increases rate of extraction by external finance & power

LINEAR CHANGE (1.0)

patterns of 'cumulative causation' as in regional studies



1.0 linear model sees decline, peri-pherality, obsolescence

4) Toolkits: practical ways to explore & create the urban future

CITY-PROCESS: URBAN PLANNING & DESIGN 3.0

LINEAR – ADAPTIVE DESIGN & PLANNING

SYNERGISTIC DESIGN & PLANNING

LINEAR-ADAPTIVE "2.0" MODELS

SYNERGISTIC "3.0" MODELS

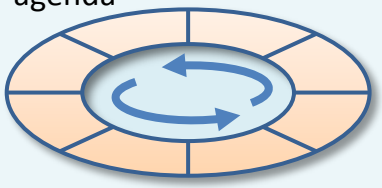
PROCESS: PLANNING & REGEN

Policy objectives hide realities of power /winners & losers

Discourse: materialist growth agenda

Feedback: only in 3-5 year election cycle

E/valuation: only hard metrics, money / floor-space



Planning powers are blunt: resources are scarce

Processes: narrow & procedural

Outputs: hi-value projects

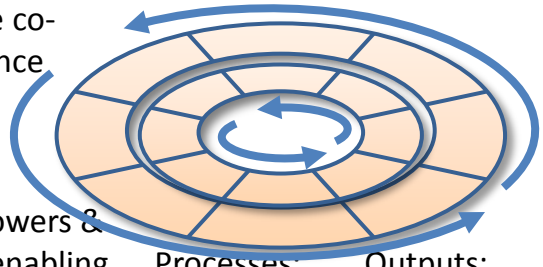
Outcomes: NIMTO ('Not In My Term Of Office')

Policy objectives: open & participative, to enable co-intelligence

Discourse: synergistic development

Feedback: continuous & multi-level

E/valuation: combination of hard & soft value-gen / regen



Planning powers & resources: enabling relational communities

Processes: pro-active & collaborative

Outputs: multi-valent portfolio

Outcomes: continuous real value gen / regen

ACTORS: GAPS & SYNERGIES

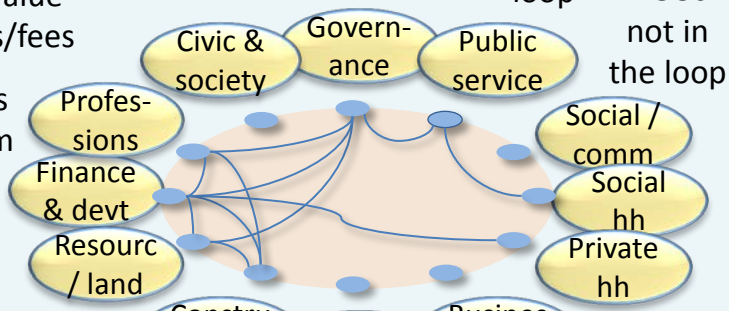
Incentives for hi-value projects/fees

Media only looks for stories

Incentives for hi-value projects

Starved & not in the loop

Local NGOs not in the loop



Finance is short term profit seeking

Private land-owners bid up price

Firms outsource skills & suppliers

Utilities get no feed-back

Local firms not in the loop

'Public' is not in the loop

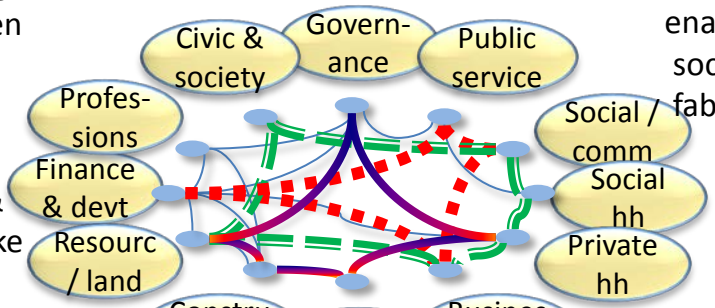
Incentives for real value-gen/ regen

Media part of value loop

Incentives for shared value-gen / regen

Social infrast-ructure

Local NGOs enable social fabric



Finance includes local mutual & quity stake

Land-owners include local collateral

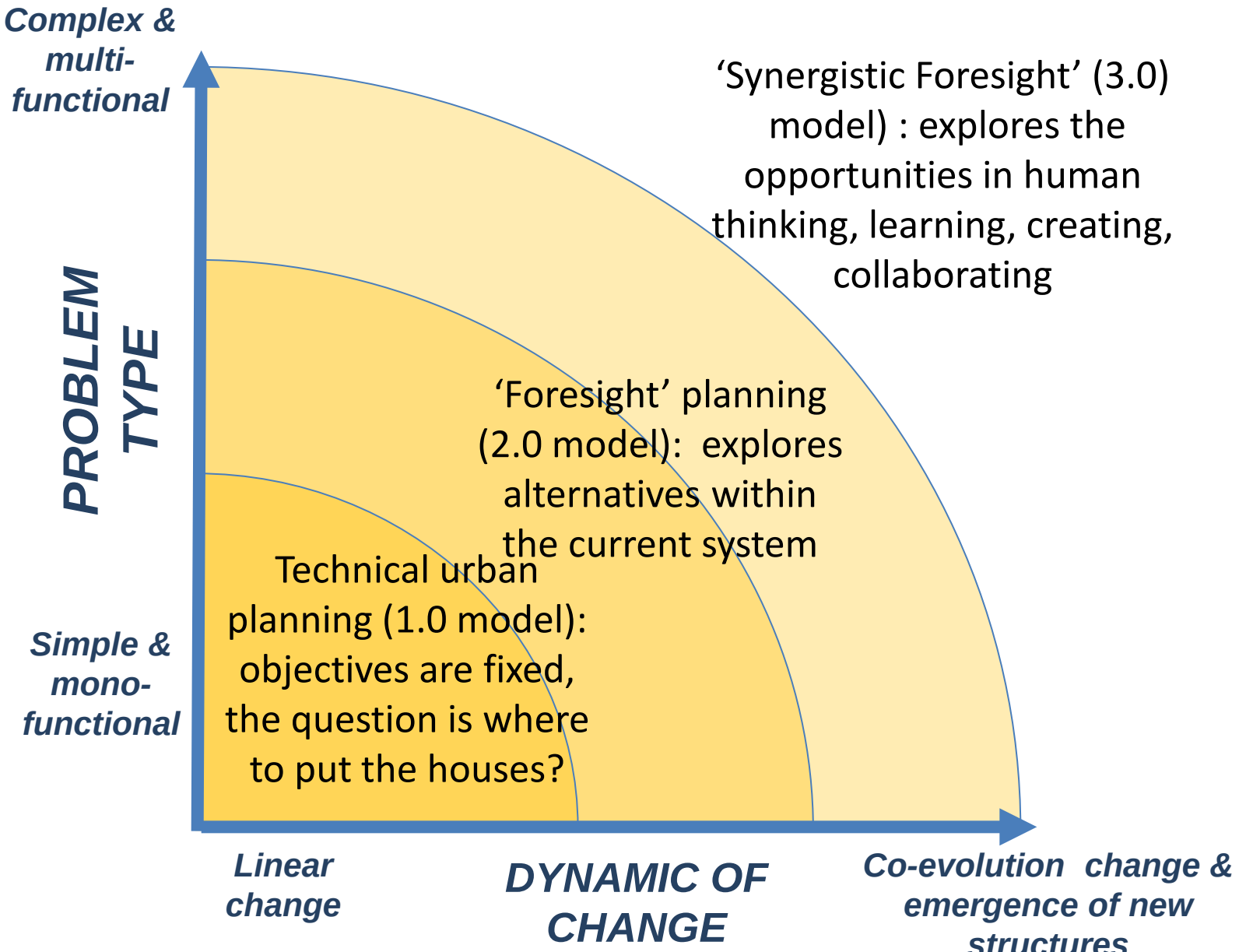
Firms in-source local skills & supplies

Utilities part of negotia-tion

Local firms are part of business case

Public is empow-ered & mobilized

URBAN PLANNING & FORESIGHT



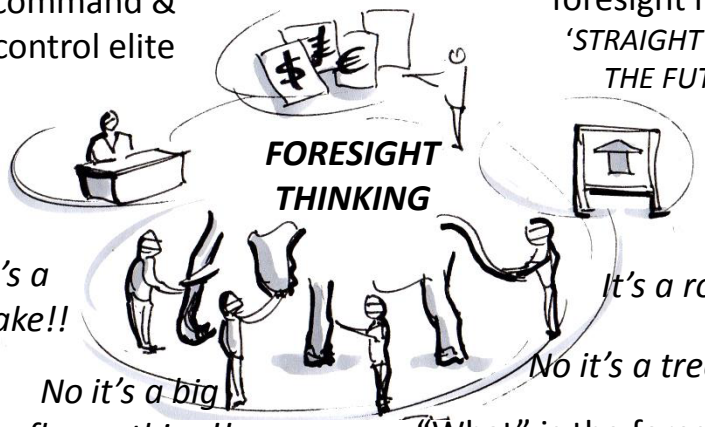
URBAN FORESIGHT: FROM SMART TO WISE

LINEAR-ADAPTIVE '1-2.0' MODEL

"Why" foresight? It's all about the money

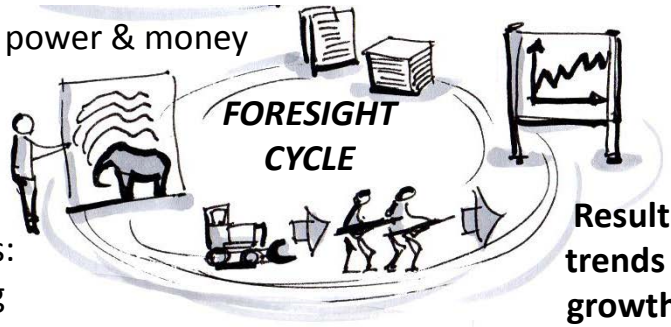
"Who" needs foresight? The command & control elite

"When" is the foresight horizon? *'STRAIGHT ON FOR THE FUTURE'*



"What" is the foresight question? A list of topics……

Response: power & money



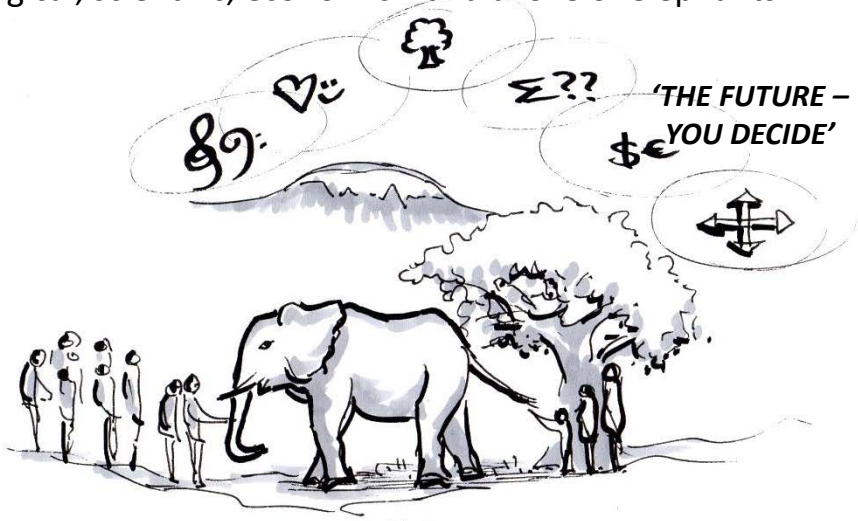
Baselines: counting the units

Only the most forceful drivers of change

Result – trends of growth / decline

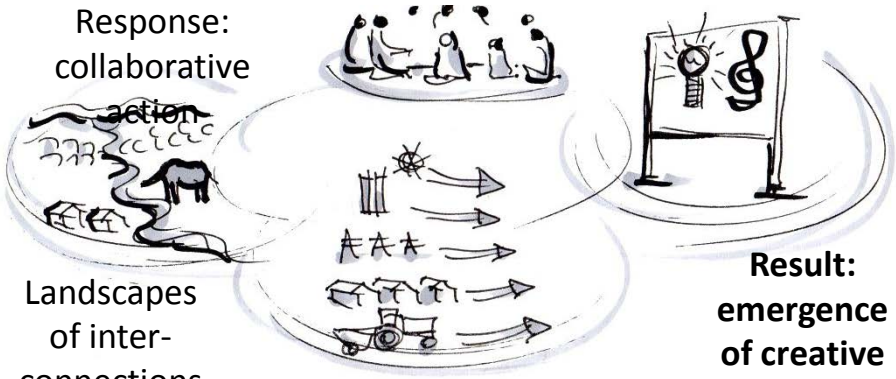
SYNERGISTIC '3.0' MODEL

"Why" foresight – many reasons – cultural, social, ecological, scientific, economic… and a love of elephants….



If we can take off the blindfolds, & see the reality together, we can think ahead together, & act together…

Response: collaborative action



Landscapes of inter-connections

Many more drivers of change are inter-connected

Result: emergence of creative energy & ideas

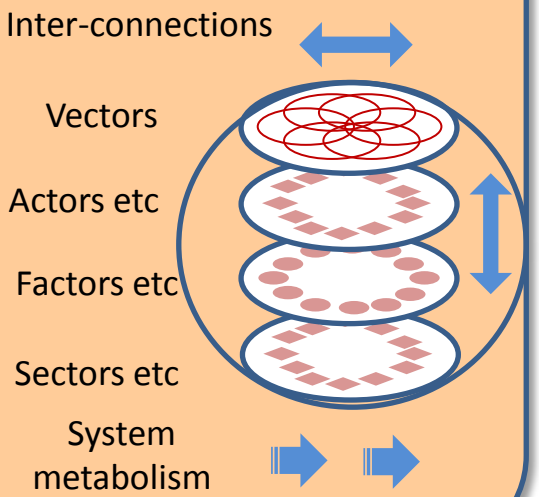
TOOLKITS : SYNERGY FORESIGHT CYCLE

Then we can talk about the 'process'.... Here we have the cycle of 'Synergy Foresight', with 4 main stages of mapping & design.

More detail on www.urban3.net

(1-2-3): LANDSCAPE / SYSTEM MAPPING:

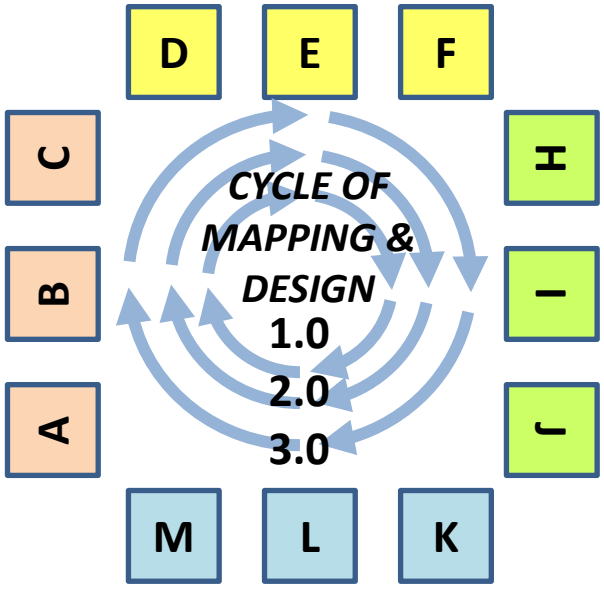
(who / what is involved, how does the system work / not work?)

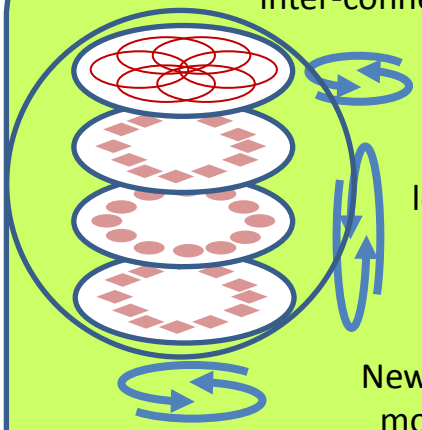


Multi-level change: as uncertainties, possibilities

(4-5-6): SCENARIO / CHANGE MAPPING:

(**Divergence:** what are the drivers of change, trends & alternatives?





(7-8-9): SYNERGY / INNOVATION DESIGN:

(**Emergence:** what creative visions & opportunities for synergy & collaboration?)

(10-11-12): STRATEGY / PATHWAY / ROAD-MAPPING:

(**Convergence:** what to do next / soon / later: and who to do it??

Multi-level change: as responses & actions

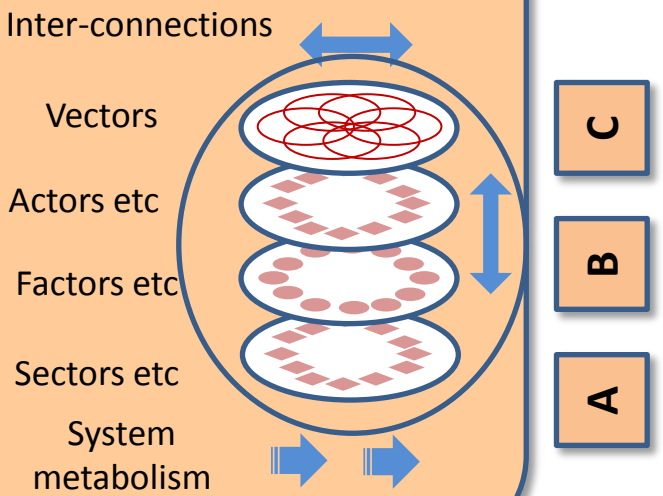
TOOLKITS : LANDSCAPE MAPPING

More detail on
www.urban3.net

First is the most important – exploring the landscape – what is our problem? Where is the boundary? What can we do now or another day?

(1-2-3): LANDSCAPE / SYSTEM MAPPING:

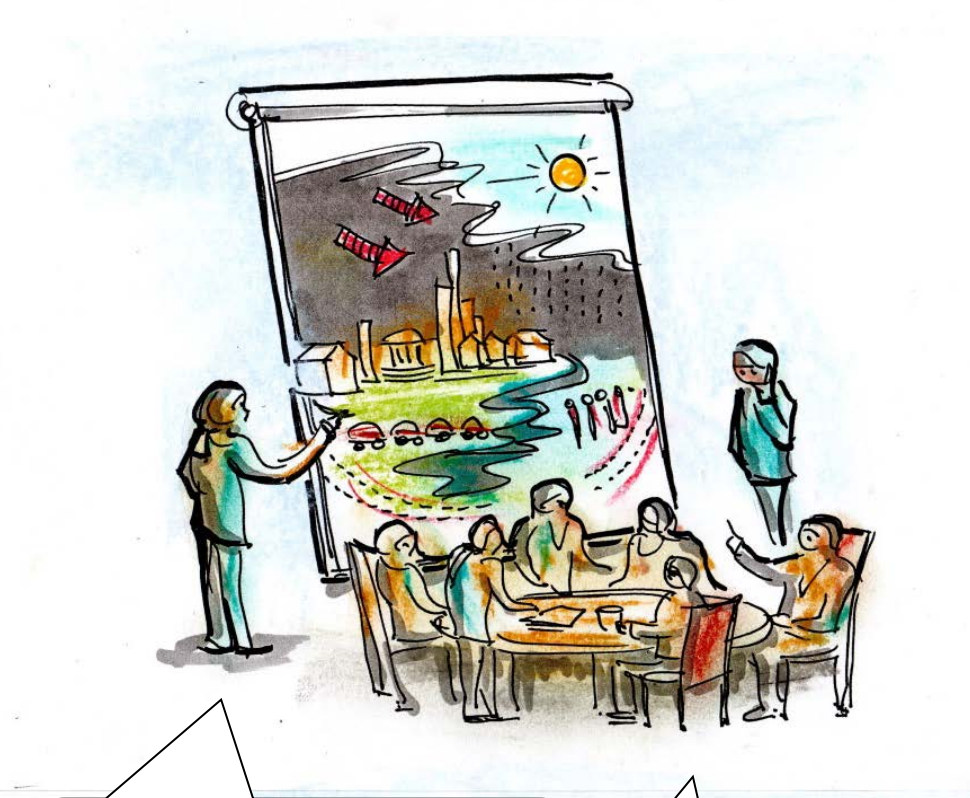
(who / what is involved, how does the system work / not work?)



- Scope the issues & problems:
- Explore the 'actors' & their inter-connections
- Mapping of 'domains' (e.g. economic, social, environmental values & value systems etc)
- Explore the 'metabolism' of the system we are working with…. (i.e. what is this city / town for? What is its main purpose??

TOOLKITS : LANDSCAPE MAPPING

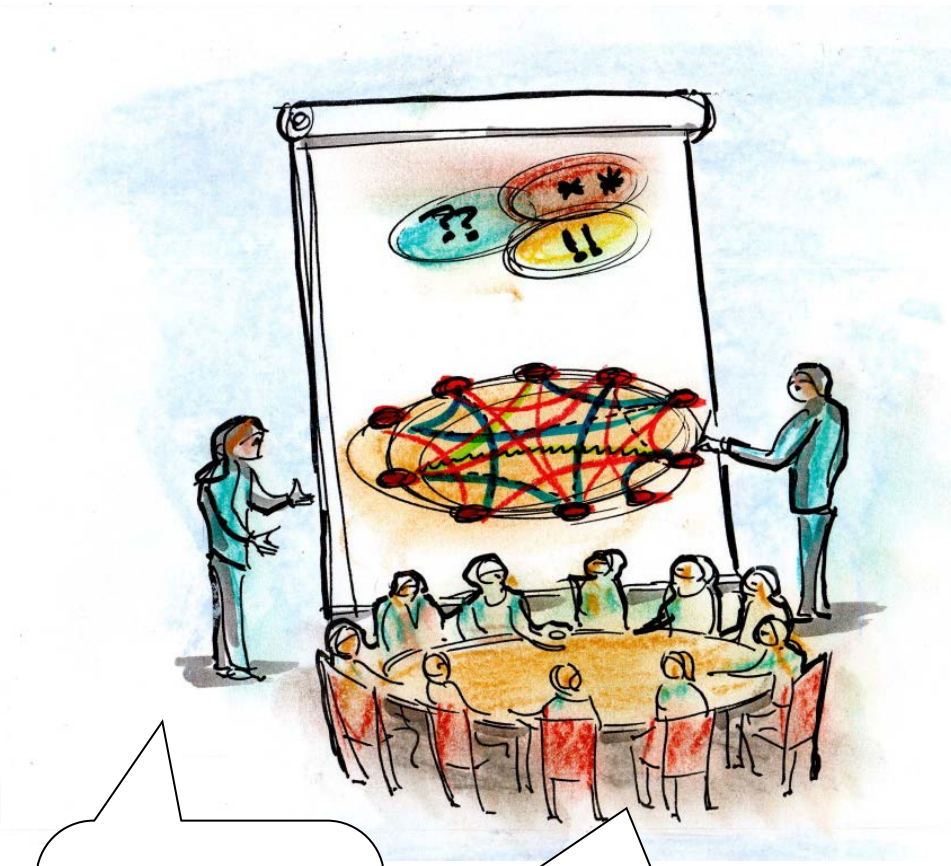
SCOPING & DELIBERATION



To start –let's draw the problem with the 'actors' ('stakeholders'). Most problems are messy & complex. But where to draw the boundaries?

Hmmm. Let's draw easy boundaries for now & leave the others for later

MAPPING OF ACTORS & RELATIONS



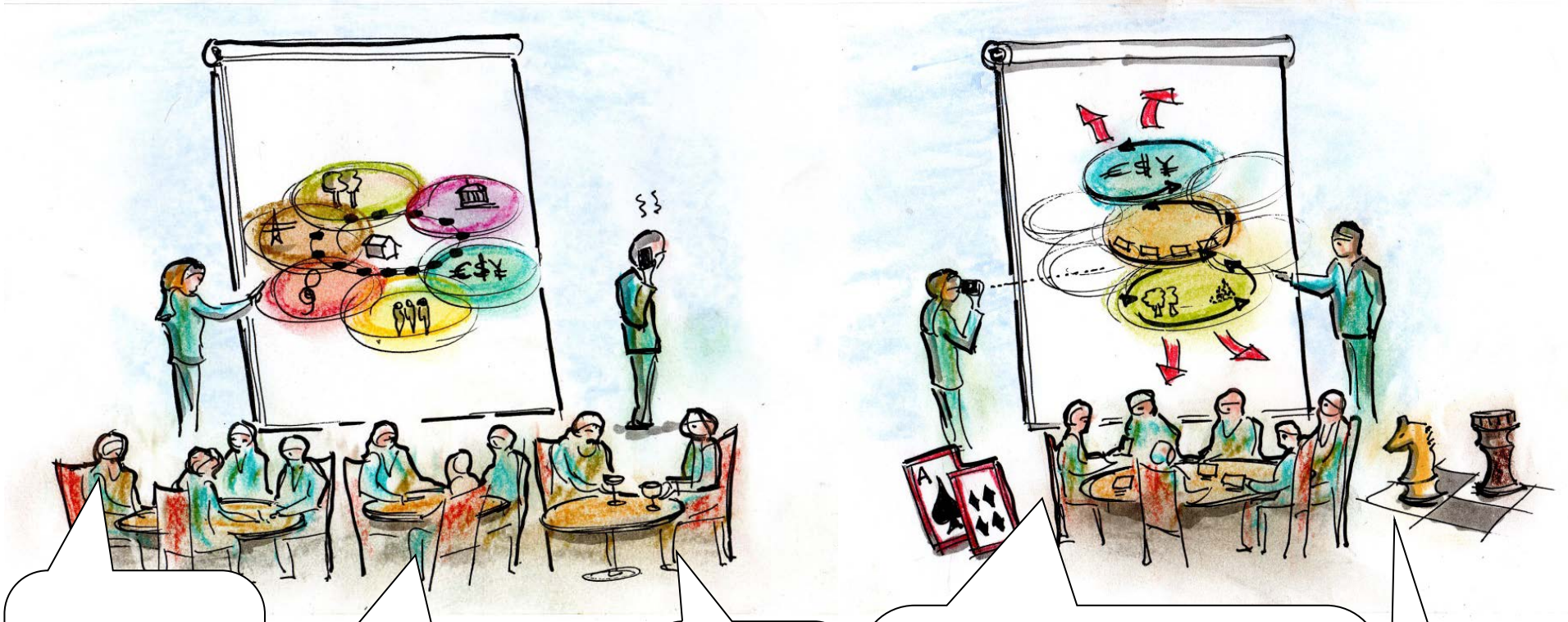
Ok... so then we discuss who is talking to who?? Who does not trust the other one? Etc...

This is all about power – not only in politics, but the power of money, ideas, cultures

TOOLKITS : LANDSCAPE MAPPING

MAPPING OF DOMAINS

MAPPING OF METABOLISM



Ok – it seems like there's not one city but many – so let's talk around smaller tables

Then we can draw a map of tables, each with a different kind of logic – social, economic, cultural, technology etc

Make sure there's a table with coffee.. And maybe some wine

Then it gets more real, like this typical city – money is made at the top – the city goes around – waste & pollution is dumped at the bottom – what could be more normal?

Actually it's like a game which goes around & around

TOOLKITS 2: CHANGE MAPPING

More detail on
www.urban3.net

Then we can talk about the forces of change: from outside & from inside.
These will point not to one future but many possibilities

Multi-level change:
as uncertainties,
possibilities

(4-5-6): SCENARIO / CHANGE MAPPING:

(**Divergence:** what are the drivers of change, trends & alternatives?

D **E** **F**

- Look at 'Drivers of change'
- Analyse the 'dynamics of change'
- Explore alternative scenarios for the future

CHANGE MAPPING EXAMPLE: '21 DRIVERS OF CHANGE'

As from www.gm2040.com

1	*SOCIAL & COMMUNITY*		
a		Demographic change:	
b		Inequality trends	
c		Health & lifestyle	
2	*TECHNOLOGY & INFRASTRUCTURE*		
a		Digital revolution	
b		Industry & technology	
c		Transport & communications	
3	*ECONOMIC & EMPLOYMENT*		
a		Globalization	
b		Economic restructuring	
c		Work & livelihood	
4	*ENVIRONMENT & RESOURCES*		
a		Global climate &	
b		Local environment	
c		Energy & low carbon	

CHANGE MAPPING EXAMPLE: 21 DRIVERS OF CHANGE

As from www.gm2040.com

5	**POLICY & GOVERN**		
a		**Multi-level governance**	
b		**Private-public balance**	
c		**Trust in govt / society**	
6	**CULTURE, VALUES**		
a		**Lifestyles & well-being**	
b		**Migration & diversity**	
c		**Education & skills**	
7	**CITIES**		
a		**North-south & regional balance**	Growth / "overheating" of London and Southeast: potential responses e.g. new regional distribution: continued rural migration & shrinking of older industrial areas.
b		**Urban development & regeneration**	Continued growth of GM centre / HE / airport axis: decline in town centres & polarization of urban areas: potential responses in new forms of area & local regeneration:
c		**Housing & community**	Growing housing stress, supply / demand market failures: transient neighbourhoods & communities: potential responses in new forms

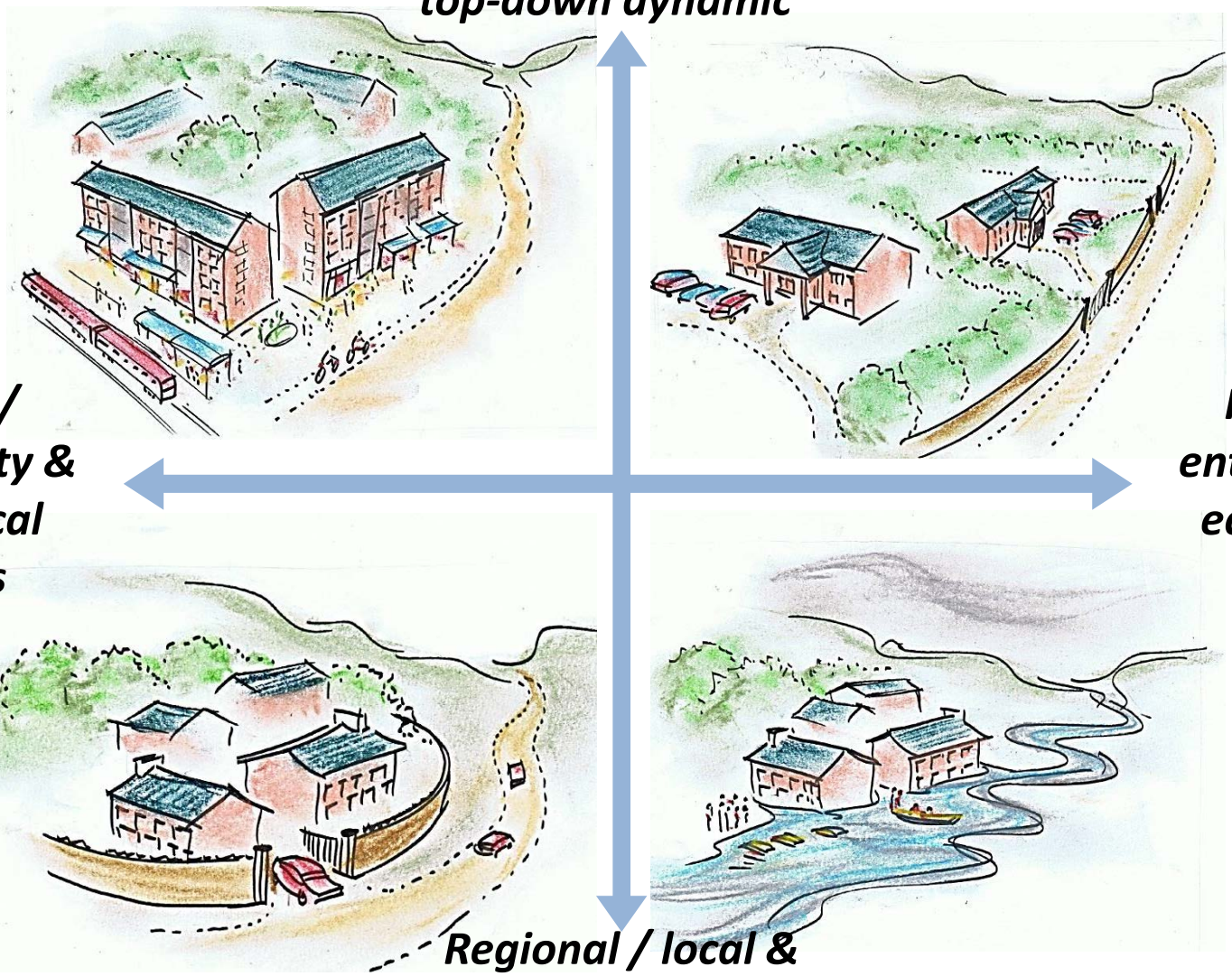
CHANGE MAPPING: SCENARIO FRAMEWORK

Based on PLUREL (2011) and on IPCC 'SRES' 2001. Image © Joe Ravetz

Global / macro & top-down dynamic

Public / community & ecological values

Private enterprise / economic values



Regional / local & bottom up dynamic

CHANGE MAPPING: SCENARIO FRAMEWORK

	'GLOBAL ENTERPRISE'	*'LOCAL ENTERPRISE'*	*'GLOBAL COMMUNITY'*	*'LOCAL COMMUNITY'*
IPCC labels	*A1*	*A2*	*B1*	*B2*
Economic, employment	Private firms, global labour market: High economic growth >3%	Private firms, local labour market: Medium growth (2%)	Social enterprise, global activities: Medium growth (2%)	Social enterprise, local activities: Low economic growth <1%
Environment, resources	ESS degradation & pollution: Rapid climate change	exploitation & privatization of ESS: Rapid climate change	conservation of ESS & public access: moderate climate change	Conservation of ESS with privatization: moderate climate change
Urban / spatial development	Car-based urban sprawl, with sealed buildings: Counter-urbanization	Localized rural development with low-tech buildings: sprawl and sub-urbanization	Intensive large scale urban form with sealed buildings: Re-urbanization	Intensive small scale urban form, with low-tech eco-buildings: De-centralization.

TOOLKITS 3: SYNERGY MAPPING

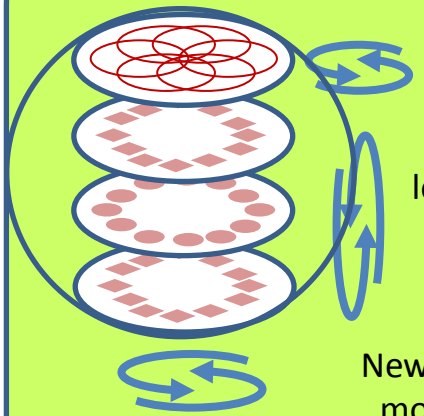
At the heart of the process is the 'synergy' – new ideas, possbilities, opportunities etc. But its also important to think about synergistic problems, conflicts etc

More detail on
www.urban3.net

- Look for 'Linear 1.0' opportunities for change (+/-)
- Look for 'Adaptive 2.0' opportunities for change (+/-)
- Look for 'Synergistic 3.0' opportunities for change (+/-)

H
I
J

New synergies & inter-connections



New learning & thinking loops

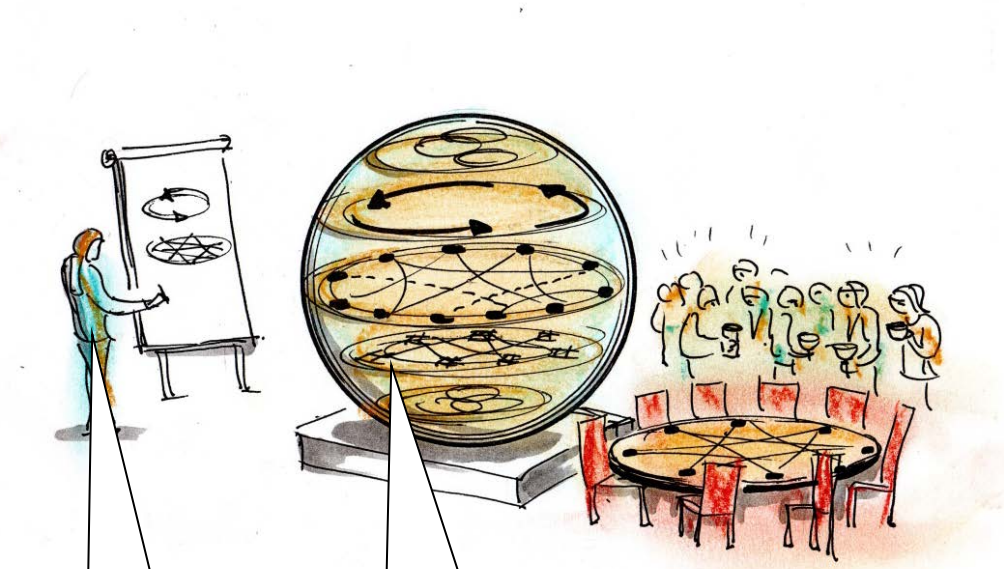
New system models & transitions

(7-8-9): SYNERGY / INNOVATION DESIGN:

(Emergence: what creative visions & opportunities for synergy & collaboration?)

TOOLKITS 3: CO-EVOLUTION

PUTTING IT TOGETHER

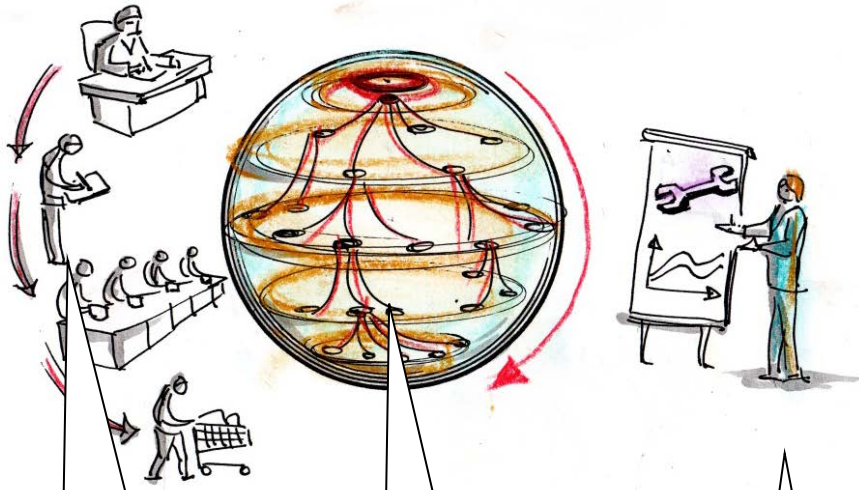


Finally – we can put it together.. A 'football' is an image which helps to think about inter-connections

We can see the different layers of the city – economic, social, technical etc - & how they connect or not

Time for some more coffee... maybe some wine??

"LINEAR 1.0" EMERGENCE



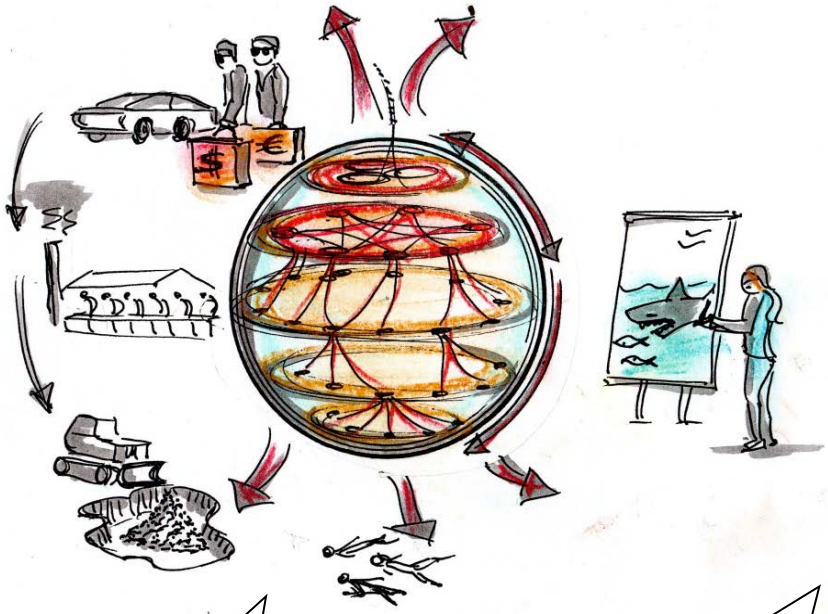
Now it gets serious. Is our city a top-down machine, where the leaders give orders, & we can only buy what is produced?

We can draw maps of hierarchies: the city is run by 2-3 people with not enough information

The city looks like a tool to fix a machine (nothing wrong with that..)

TOOLKITS 3: CO-EVOLUTION

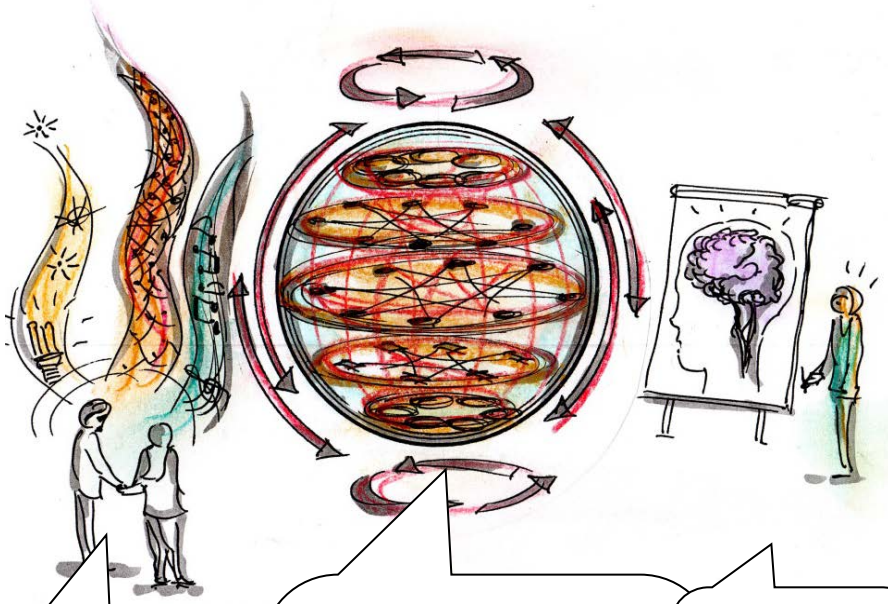
"ADAPTIVE / EXTRACTIVE 2.0" EMERGENCE



This is more realistic – the city is where the rich make & take the money: workers work: we dump the waste & the losers of society

Interesting if we draw this as a big shark eating the little fish… Actually sharks are quite clever. So the map shows 'islands of intelligence' which adapt & manage & eat the smaller fish

"SYNERGISTIC 3.0" EMERGENCE



So is there an alternative to *'big fish eat little fish'?* What if they all get along together?

Really, humans are not just lik fish. See the mapping here – each layer of economic, social, technical etc, is a hub of learning, thinking, collaborating, creating

I think this brain is bigger than mine!!

TOOLKITS 4: PATHWAY / ROAD-MAPPING

More detail on
www.urban3.net

Finally we converge towards the practical action plan, with real people, resources, places & times

- Mapping of 'pathways' of combined opportunities / actions
- Road-mapping of objectives / resources / actions through time
- Strategy / policy / project mapping

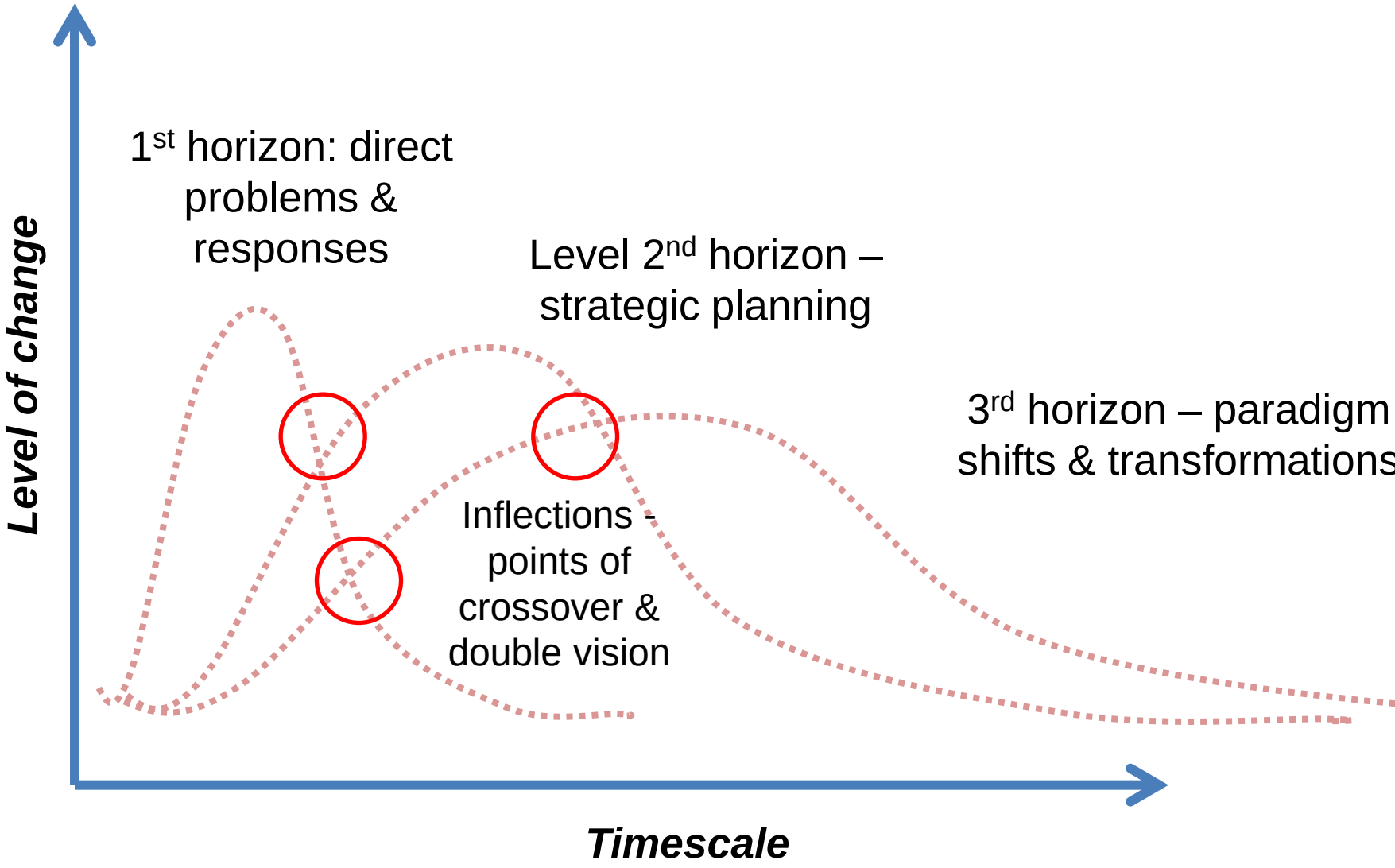
M L K

(10-11-12): STRATEGY / PATHWAY / ROAD-MAPPING:

(Convergence: what to do next / soon / later: and who to do it??

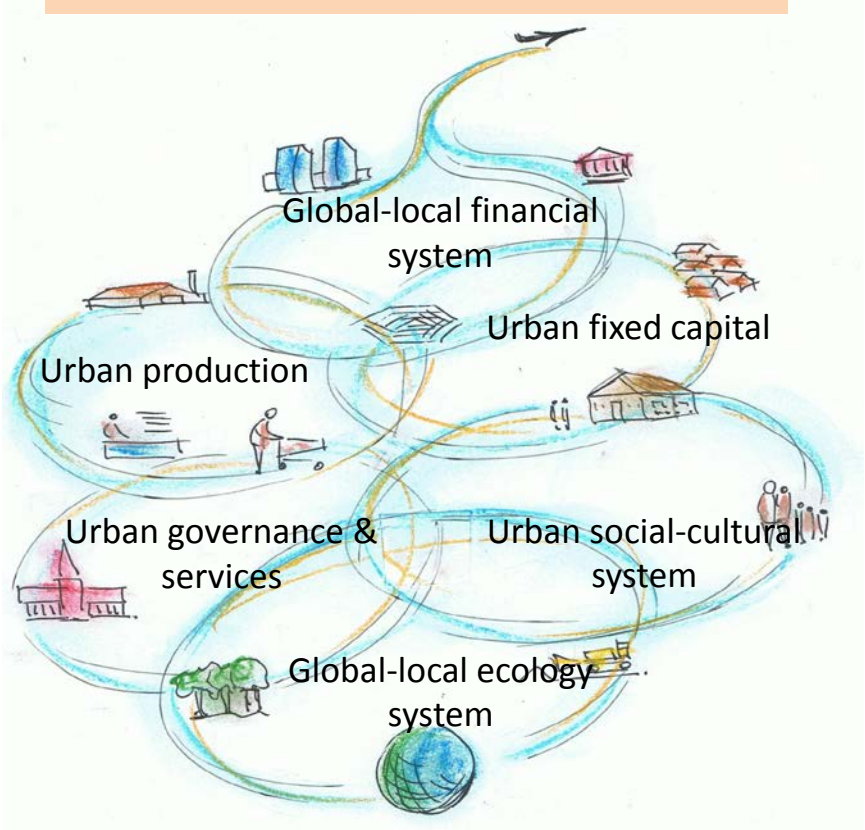
Multi-level change:
as responses & actions

TOOLKITS 4: STRATEGY / ROAD-MAPPING: 3 HORIZONS

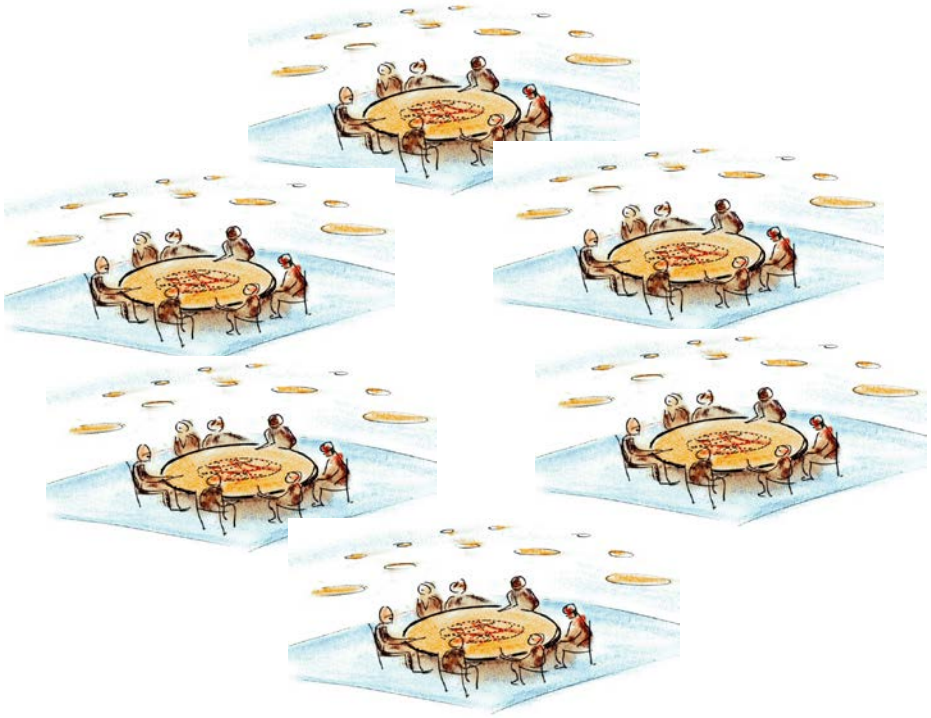


TOOLKITS 4: BRINGING ACTORS TOGETHER

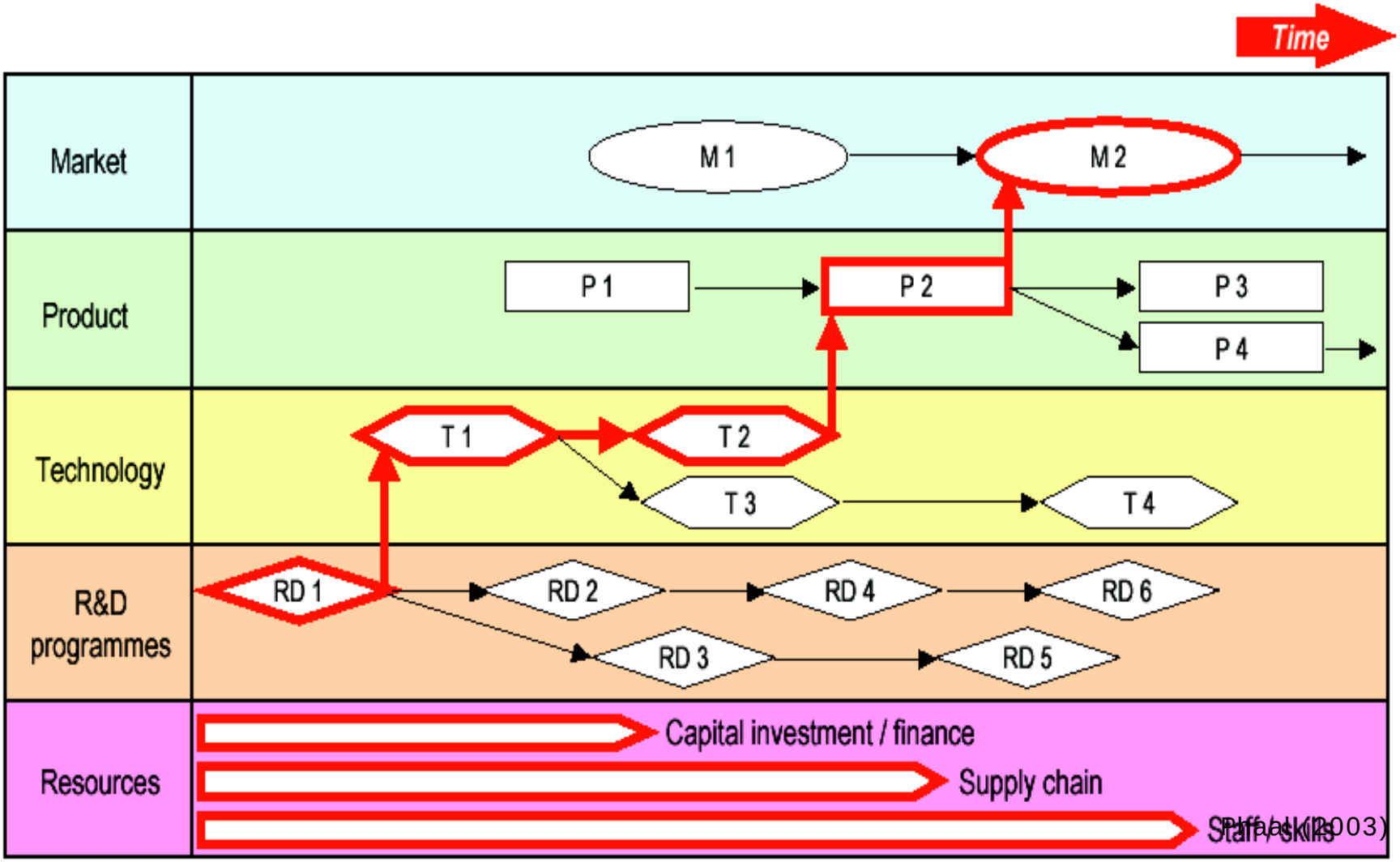
Inter-connecting urban systems & global connections



Urban actors in discussion, in different sectors & departments



TOOLKITS 4: ROADMAP STRUCTURE



Phaal (2003)

Evaluation template

		1.0-2.0 THINKING	Eval	3.0 THINKING	Eval
A	Linking actors	Actors are mobilized via structures of power & ideology		Actors mobilized via structures of collaboration & intelligence	
B	Linking values	dominant value systems are prioritized & reinforced		Diversity of value systems are included & linked	
C	Social domains	Social & community structures are enhanced & extended		Social & community structures are transformed & evolved.	
D	Technical	Tech. systems are mono-functional & capacity for disempowerment		Tech. systems are multi-functional & empowering for all	
E	Economic	Econ. & finance are materialist, extractive, monopolistic		Econ. & finance are diverse, re-propriative, multi-stakeholder	
F	Environment	Env. actions are localized, selective, externalizing		Env. actions link local-global, circular, inclusive, internalizing	
G	Policy/ governance	Pol. systems based on hierarchy, alienation, expropriation,		Pol. systems: consensus, inclusion, empowerment,	
H	Cultural	Cult. patterns reinforce conflict & alienation		Cult.patterns enable diversity, self-determination	
I	Urban-spatial	Spatial structures enable regimes of alienation & disempowerment		Spatial structures enable re-propriation & empowerment	

Indicators template: City Intelligence Index (Ci2)

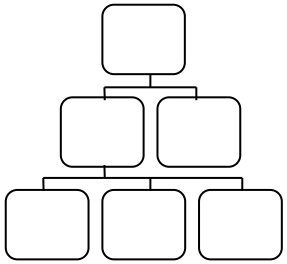
	INFORMATICS:	PROBLEM SOLVING CAPACITY	CREATIVE CAPACITY	SYNERGY / INNOVATION / COLLABORATION	STRATEGIC CAPACITY
cognitive funtions	Data, knowledge, memory, computation	Horizontal / vertical system functions	Divergent thinking functions	Emergent thinking functions	Convergent thinking functions
SOCIAL DOMAIN	Social knowledge, formal & tacit	Needs / resources allocations	Social imaginaries	Social innovation	Social strategy & mobilization
		Social equality / redistribution:			
TECHNICAL	Technical info & inter-operability	System design & management	Technology design space	Technology innovation	Tech strategy & deployment
ECONOMIC	Business information, transparency	Markets, supply chains, investment	economic entrepreneurship space	Economic systems innovation	Integrated econ prosperity
ENVIRON MENT	Environment informatics				
POLITICAL	Policy knowledge, formal & tacit	Care & welfare	Space for alternative politics		
		Democracy index	transparency index		
URBAN	Spatial informatics				

TOOLKITS 4: PLANNING & GOVERNANCE TRANSITION

- Showing a transition from 'linear' command & control mode of planning, to a more relational "planning 3.0".
- This is not new, but happens in many situations, where creative network action is required.
- From: *"Mediation of space –making of place"*
- To: *"coordination of space & cultivation of place"*

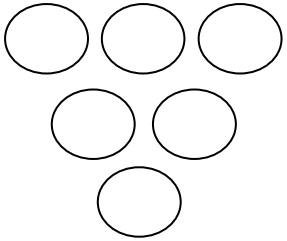
From - "linear space planning"

Policy: hierarchical & technocratic:



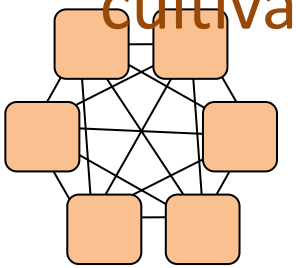
Regulation system: 1-way flow: (+ occasional elections)

Public: fragmented & passive

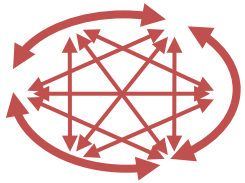


Landuse: materialistic & mono-functional

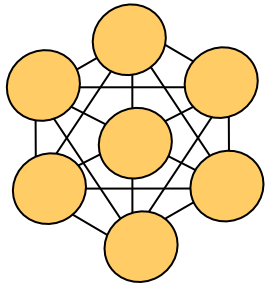
To - "synergistic place-cultivation"



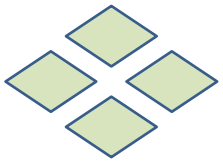
Policy: responsive multi-level & multi-functional



co-production of shared intelligence

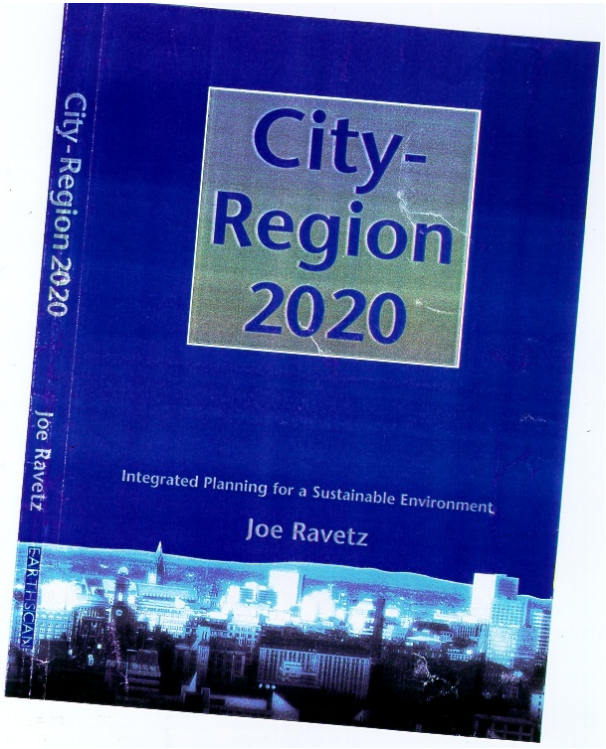


Public: pro-active, entrepreneurial, resilient & self-organized



Landuse: relational & multi-functional

Thinking in progress



"World's largest feasibility study" – linking spatial, economy, environment, society, governance.

"Environment and the City" - critical perspectives on the urban environment around the world

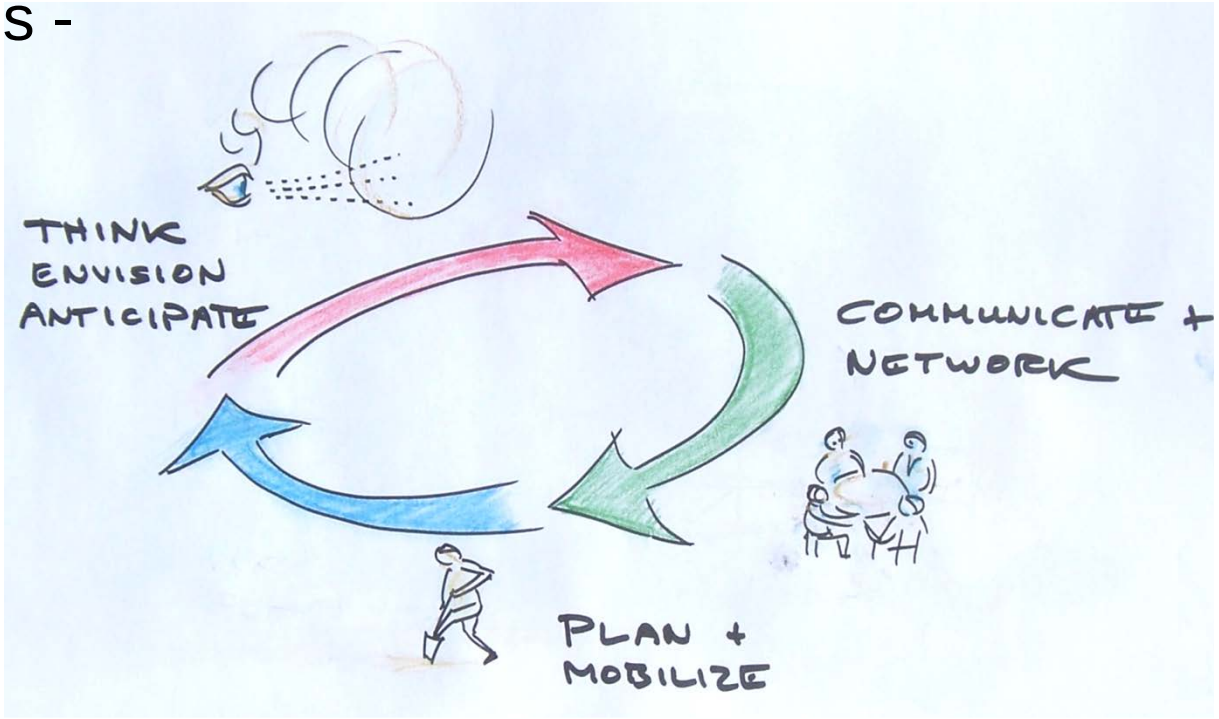
"strategic thinking from local to global" – shared intelligence for the relational economy

Afterword:
The game of city governance

Practical tools:
how to explore & create the ‘urban future’

Foresight & the urban case

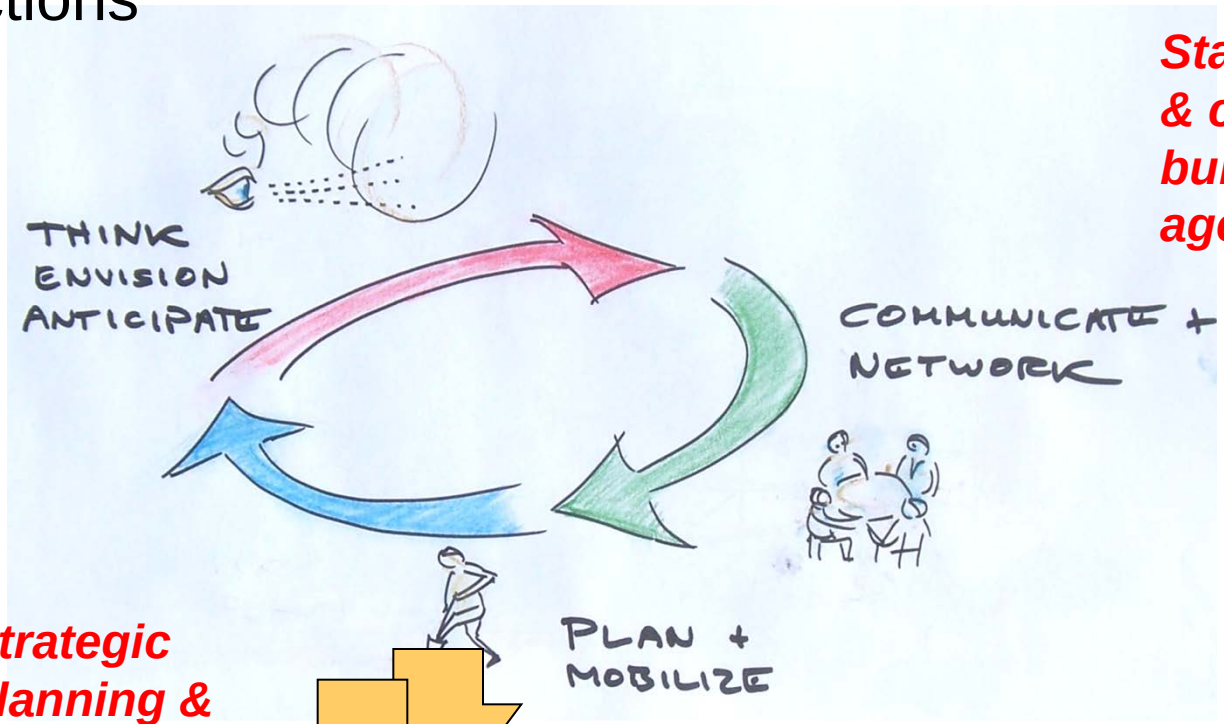
Foresight can be seen as a cycle of about 3 stages -



Foresight & the urban case

But in the urban case, these are often pulling in different directions

Research & future studies agenda



Stakeholder & capacity building agenda

Strategic planning & management agenda

Urban foresight types: global

	Futures dimension	Stakeholder dimension	Policy dimension
Global inter-governmental	Exploratory focus	Mediated at the global level	Strong linkage to sponsor agencies
Global sectoral / technology projects	Technical & modelling focus	Sector / technology community	Input to policy process
Global interest group	Exploratory & visioning focus	Broader community	Linkage to NGO agendas
Global research network	Broad research focus	Research user community	To be identified
Global media / communications	Visioning approach	Creative / communications focus	Aspirational focus

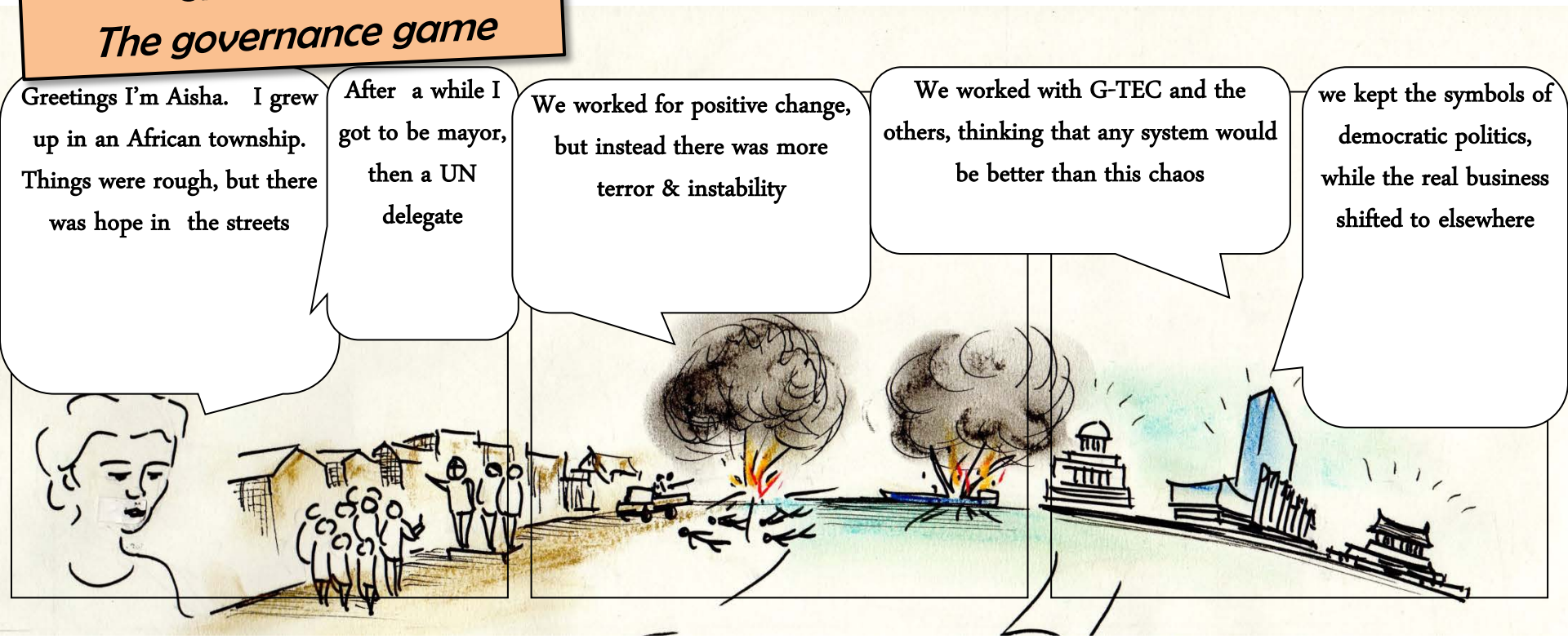
Urban foresight types: European

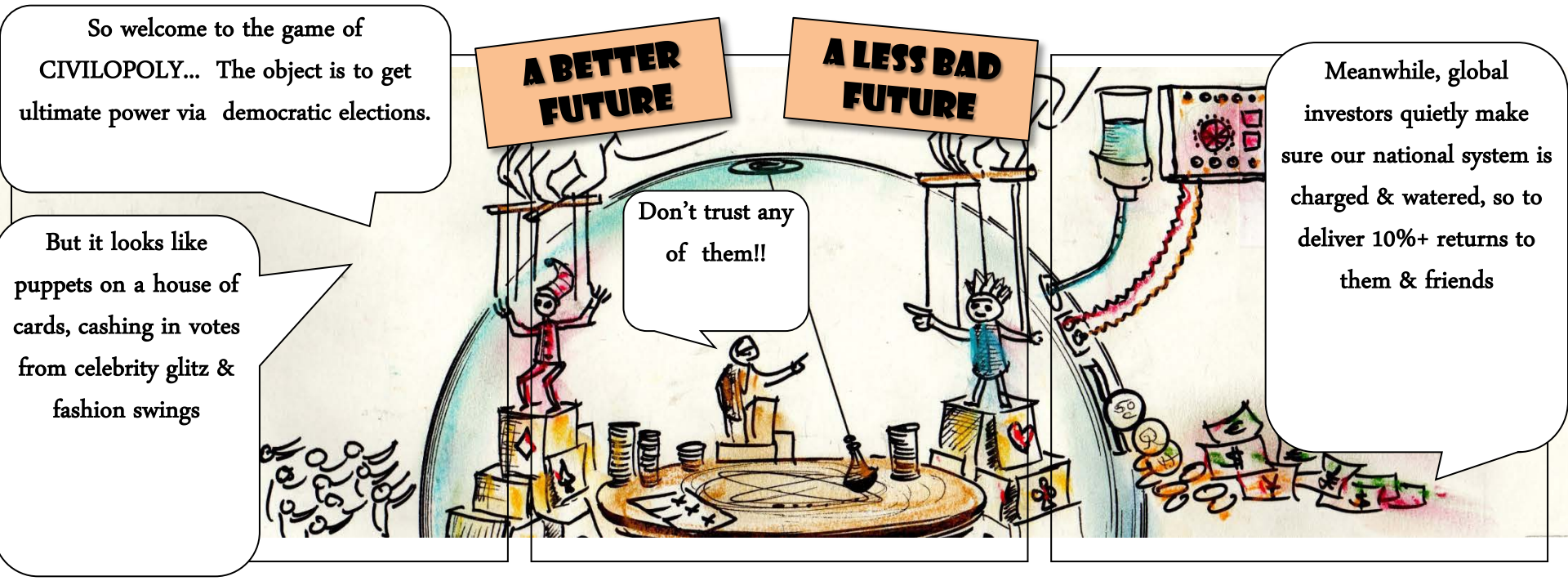
	Futures dimension	Stakeholder dimension	Policy dimension
EU research projects	Various: methodology development: technical & modelling	To be identified	EU / MS policy focus
EU Policy Roadmaps	Normative policy goal focus	EU civil society	EU / MS policy focus
EU agency / sectoral thematic	Technical & modelling focus	'story & simulation' approach	Agency policy focus
EU civil society programmes	Various	Active members / stakeholder links	Policy lobby focus

Urban foresight types: national / local

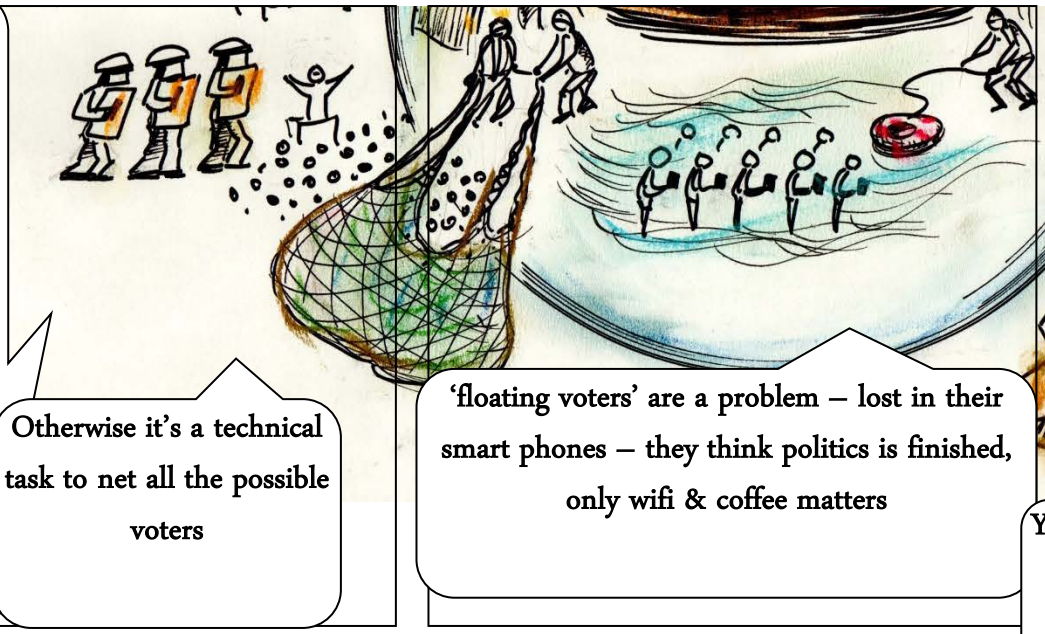
	Futures dimension	Stakeholder dimension	Policy dimension
National foresight examples	Various: methodology development: technical & modelling	National stakeholders	Policy innovation approach
National research programmes:	Various: methodology development: technical & modelling	National stakeholders	Policy innovation approach
National / territorial level	normative / technical	National stakeholders	Policy lobby focus
Local / city examples	Normative / technical	Local stakeholders	Policy lobby focus

"CIVILOPOLY"
The governance game




So welcome to the game of CIVILOPOLY... The object is to get ultimate power via democratic elections.
But it looks like puppets on a house of cards, cashing in votes from celebrity glitz & fashion swings
A BETTER FUTURE
A LESS BAD FUTURE
Don't trust any of them!!
Meanwhile, global investors quietly make sure our national system is charged & watered, so to deliver 10%+ returns to them & friends

Some call for an alternative to the system - they don't last long, but we admire their ethical stand



Otherwise it's a technical task to net all the possible voters

'floating voters' are a problem – lost in their smart phones – they think politics is finished, only wifi & coffee matters

& what about the "underclass".. cyber-punks & rejects, misfits & weirdos, abusers & abused, freelancers & freeloaders??

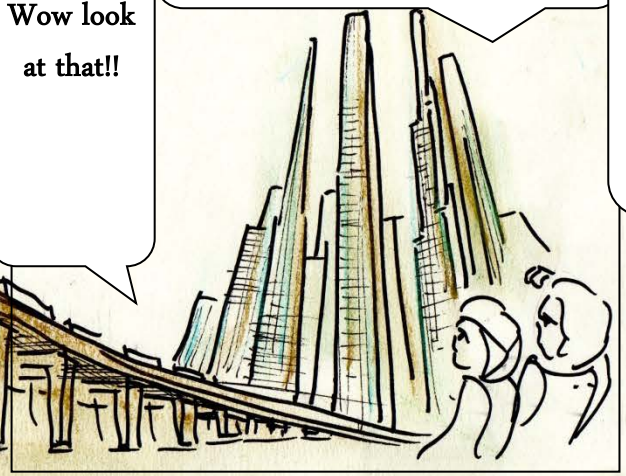
Yeah we'd like to include them, but they just hide in the cracks & destroy themselves

& there is resistance growing, from inside & outside the political spectrum

So to build the CIVILOPOLIS we have to include all these communities

But power is very power-ful... Wow look at that!!

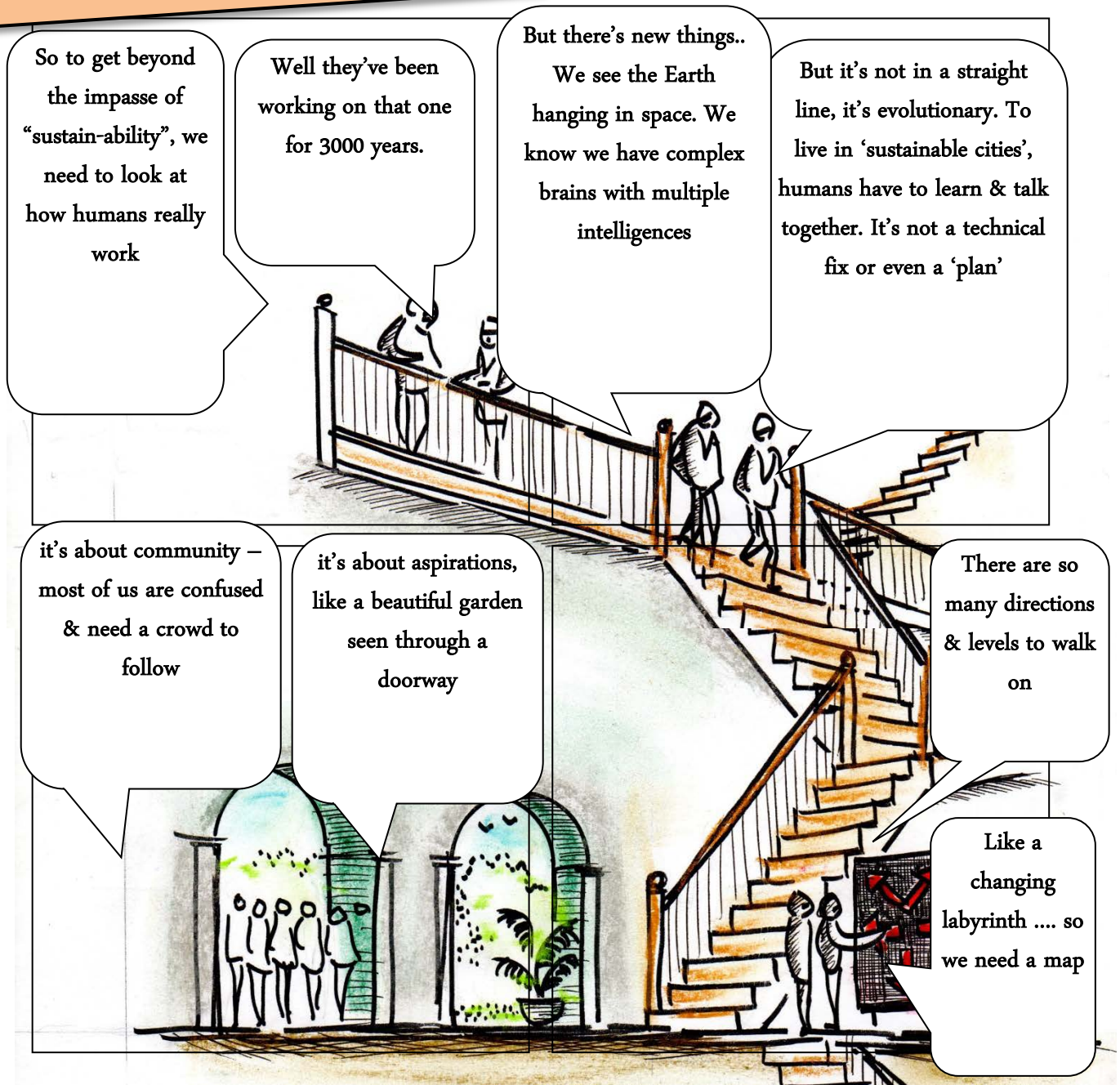
I can't believe you are seduced by expensive shiny objects!!



'Real' power is in the voice & energy of the people

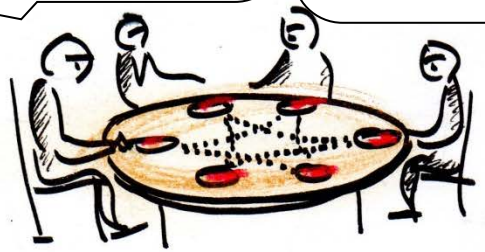
Ok let's get democracy back to its roots – not just the town or village, but anywhere that people come together

Synergistics 101: beyond sustainability



So there's two different tracks here. One is about 'creative synergy & social intelligence'

Ok so we all look for patterns of collaboration, & learn how to do it better



But the other is where we're at.. Where cities & human systems are all messed up, fragmented, senseless, chaotic,

& chaos isn't just 'out there' but 'in here' .... Look at this social media thing – who can say where it's going?

What? I'll just check this message...

So before we build any cities we have to look for what makes us whole human beings... What is this thing 'social', & what is 'intelligence'??

Then we can start again with some building blocks