

Hyvää huomenta, nimeni on Joe Ravetz. Haluan kiittää teitä kutsusta tänään. Olen pahoillani, etten voi puhua suomea ... mutta luulen teidän Englanti voi olla parempi kuin minun.

SYKE Urban Zone project

Urban zones - pathways for the future



Joe Ravetz

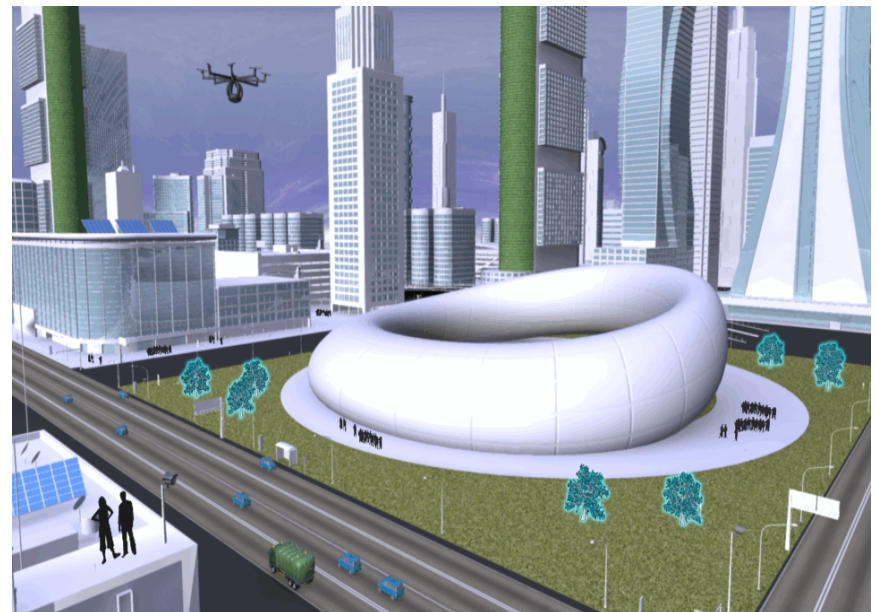
Centre for Urban Resilience & Energy
University of Manchester

www.urban3.net

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The past

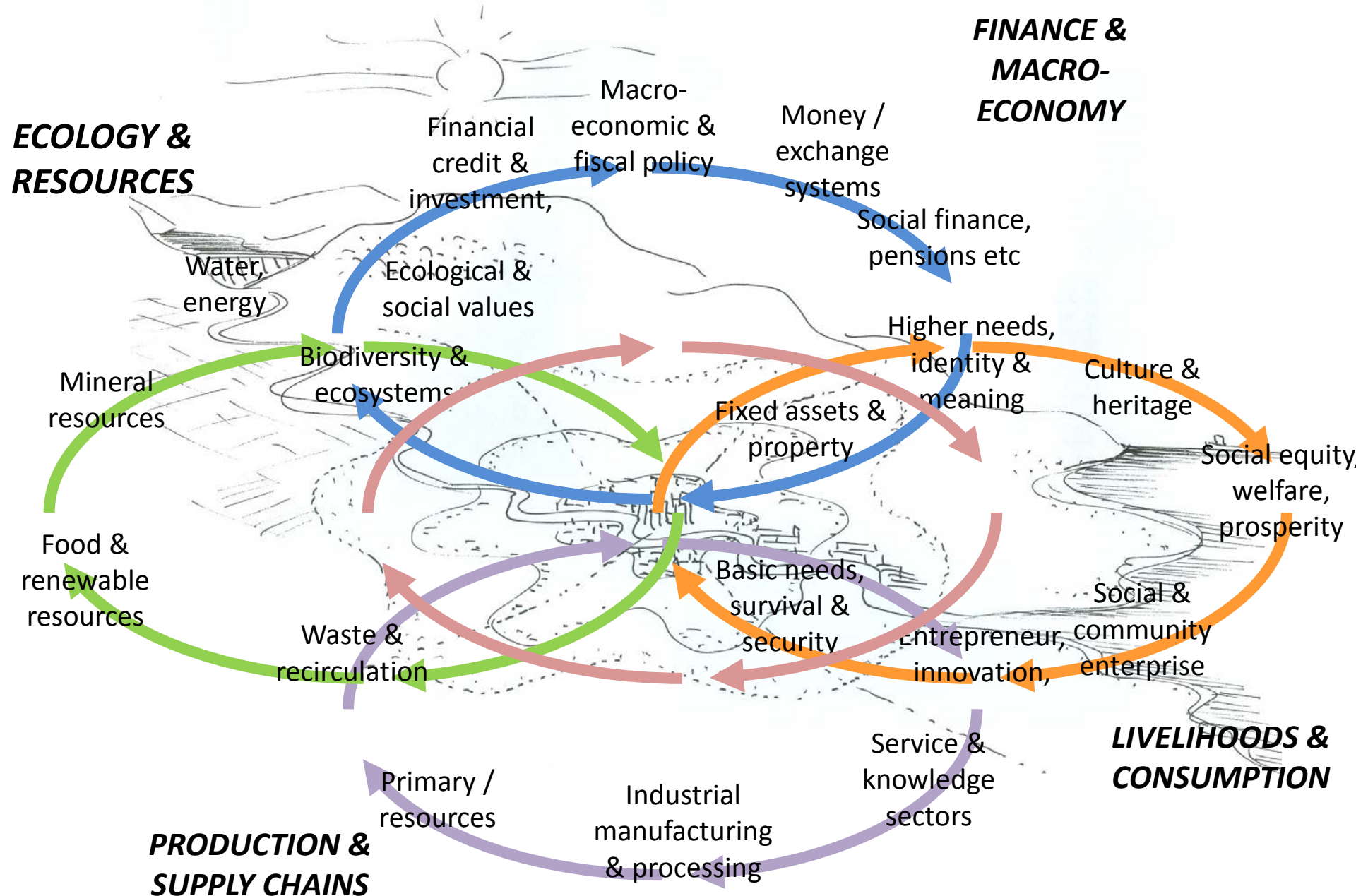
1. Behind the Urban Zone idea – cities for humans...
2. Taking Urban Zone thinking into the future
3. Putting it together: Urban 3.0 applications, multi-level, multi-sector
4. Toolkit: practical ways to explore & create the urban future



Behind the Urban Zone idea – cities for humans...



Mapping the inter-connected city-region



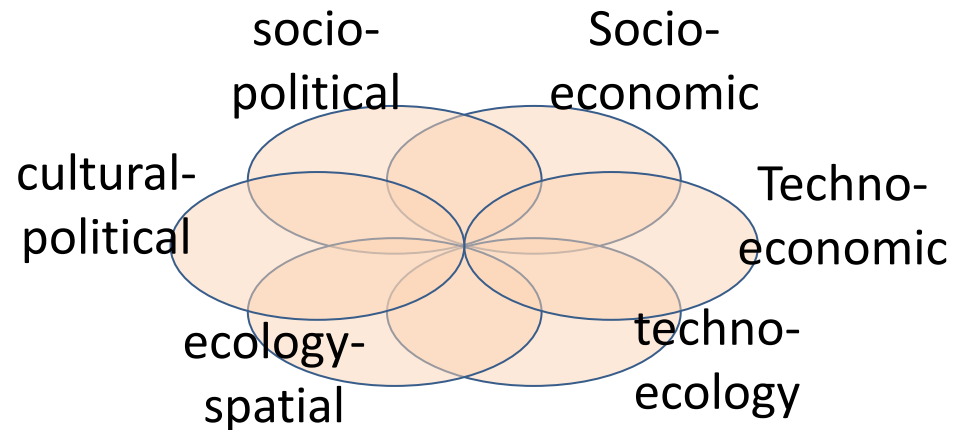
Creative synergy & urban intelligence

- 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 **synergistic**
- There are methods & tools which can help...
- Synergistic mapping & design
- Synergy foresight
- Synergy planning....etc

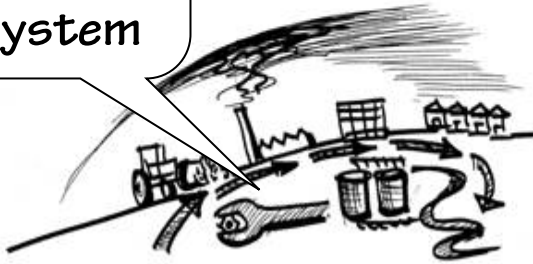


Co-evolution of cities

At the core is the idea of “synergistic co-evolution”: it’s as easy as “1-2-3”

Synergistics 101: Methods

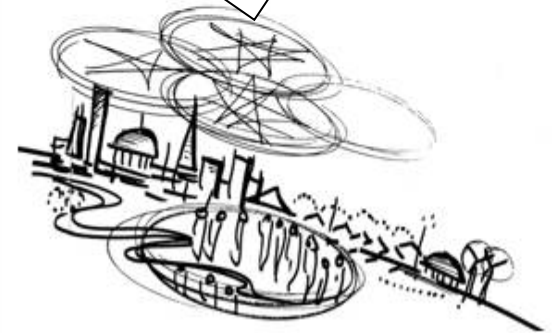
1.0 is a mechanical system



2.0 is a biological system - a jungle of winner takes all



3.0 is more about human synergy, social learning & shared intelligence



‘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

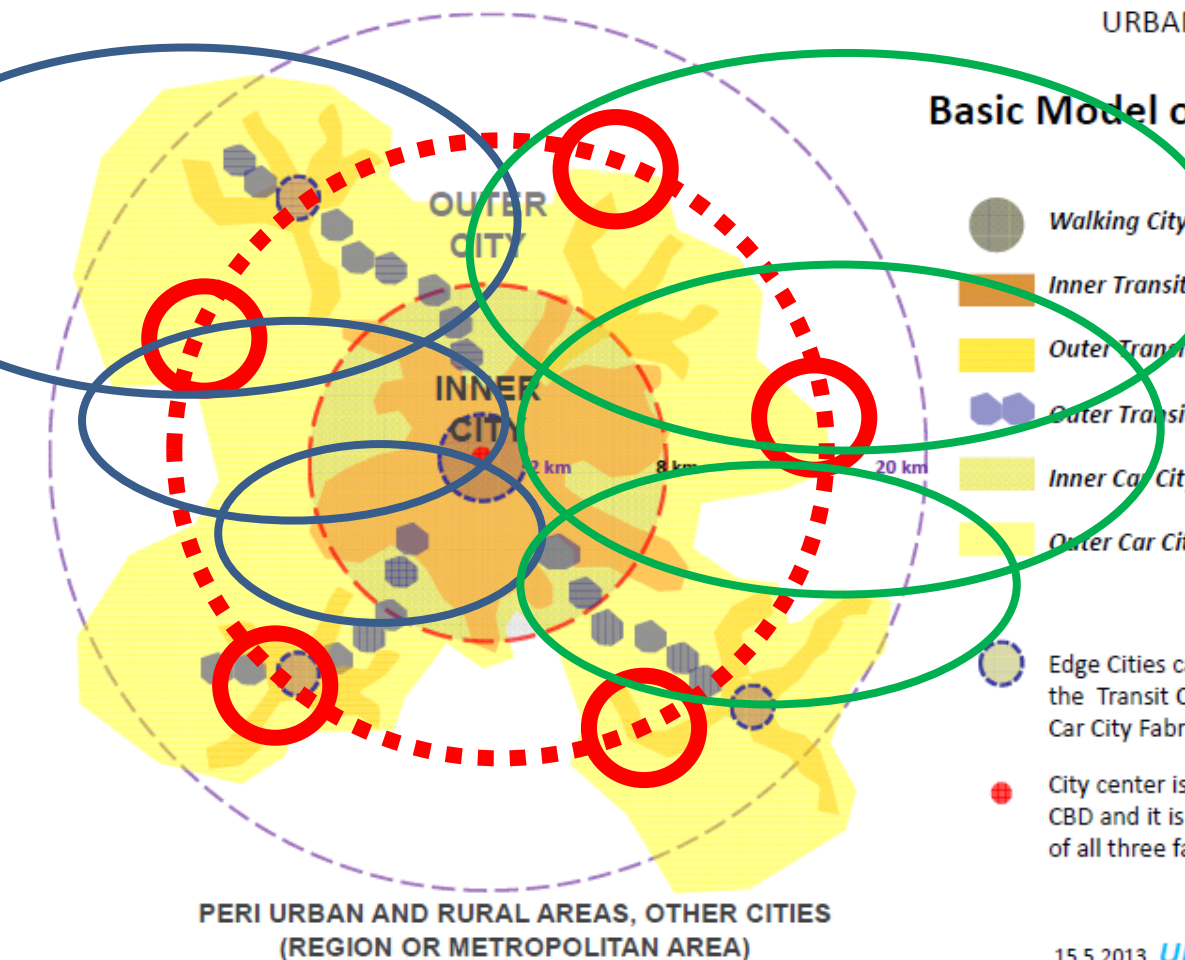
- Norway: Cities of the Future
- China: National New-type Urbanisation Plan
- Poland: Legislating for a New Urban Landscape
- Uganda: Managing urban growth to 2025
- Brazil: An evolving national approach to cities
- Australia : Our Cities, Our Future—A National Urban Policy
- *European Union: Cities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

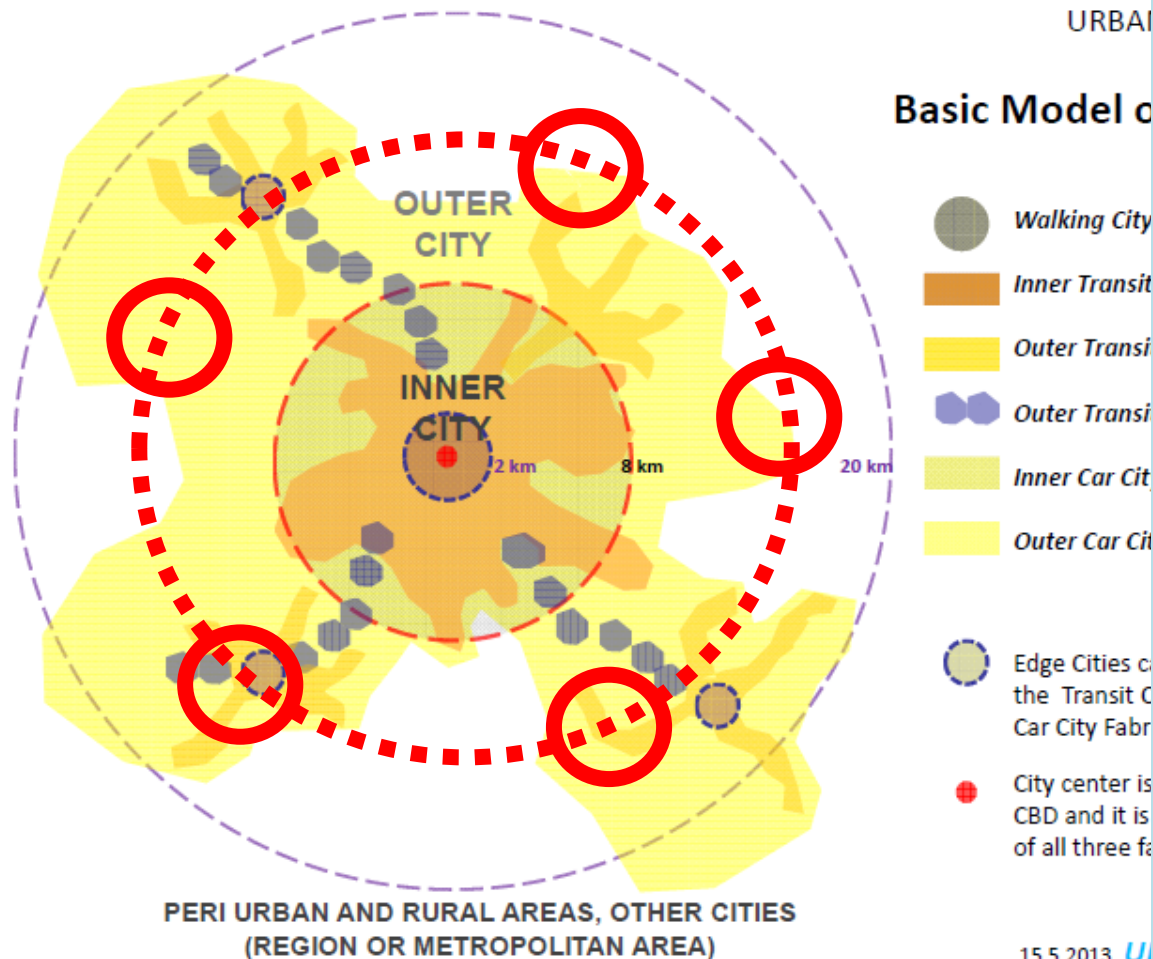
First explore the inter-connections between the spatial urban form 'types / models', and social & economic types / models.



- 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??

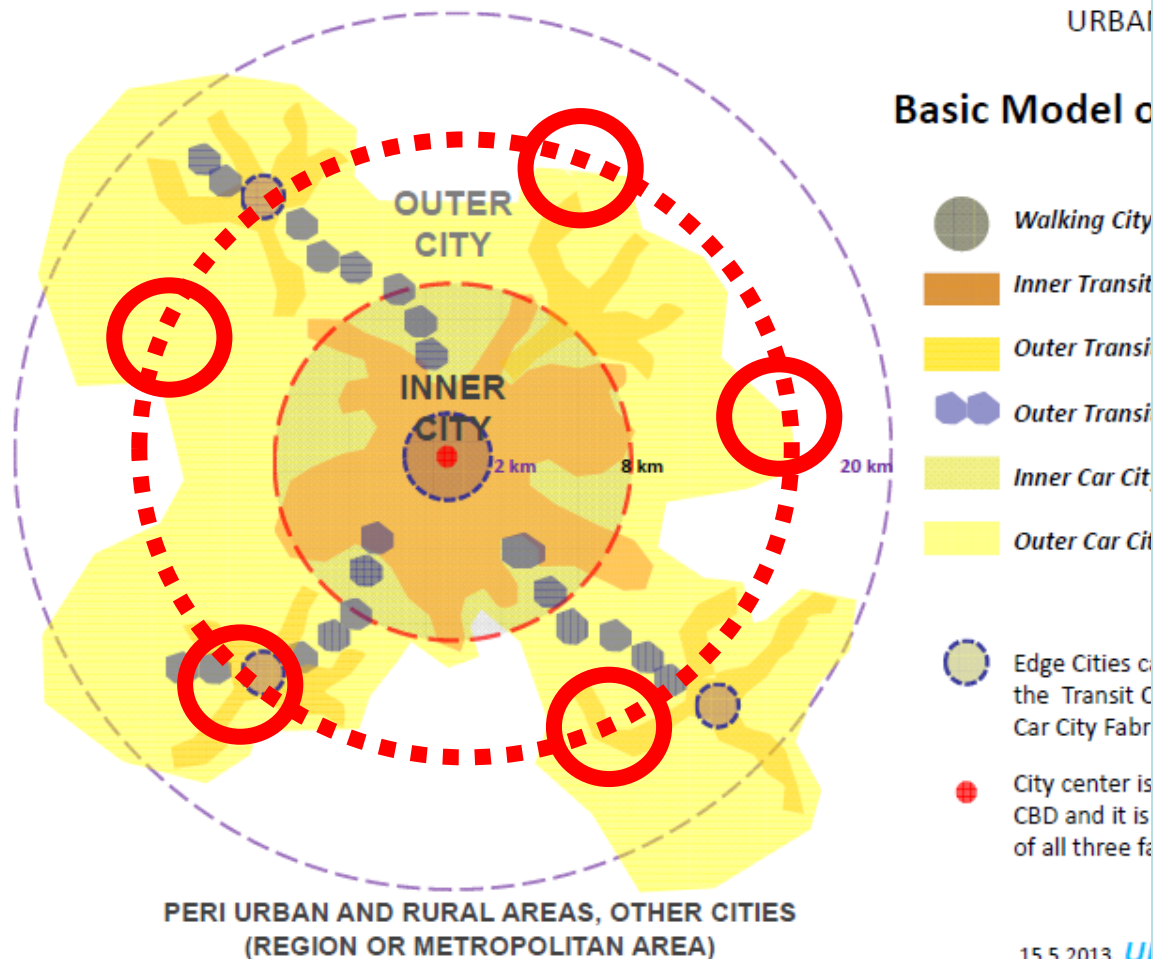
Second, we look at the underlying dynamics or 'spatial development logic', drawing on the synergistic model:



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

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

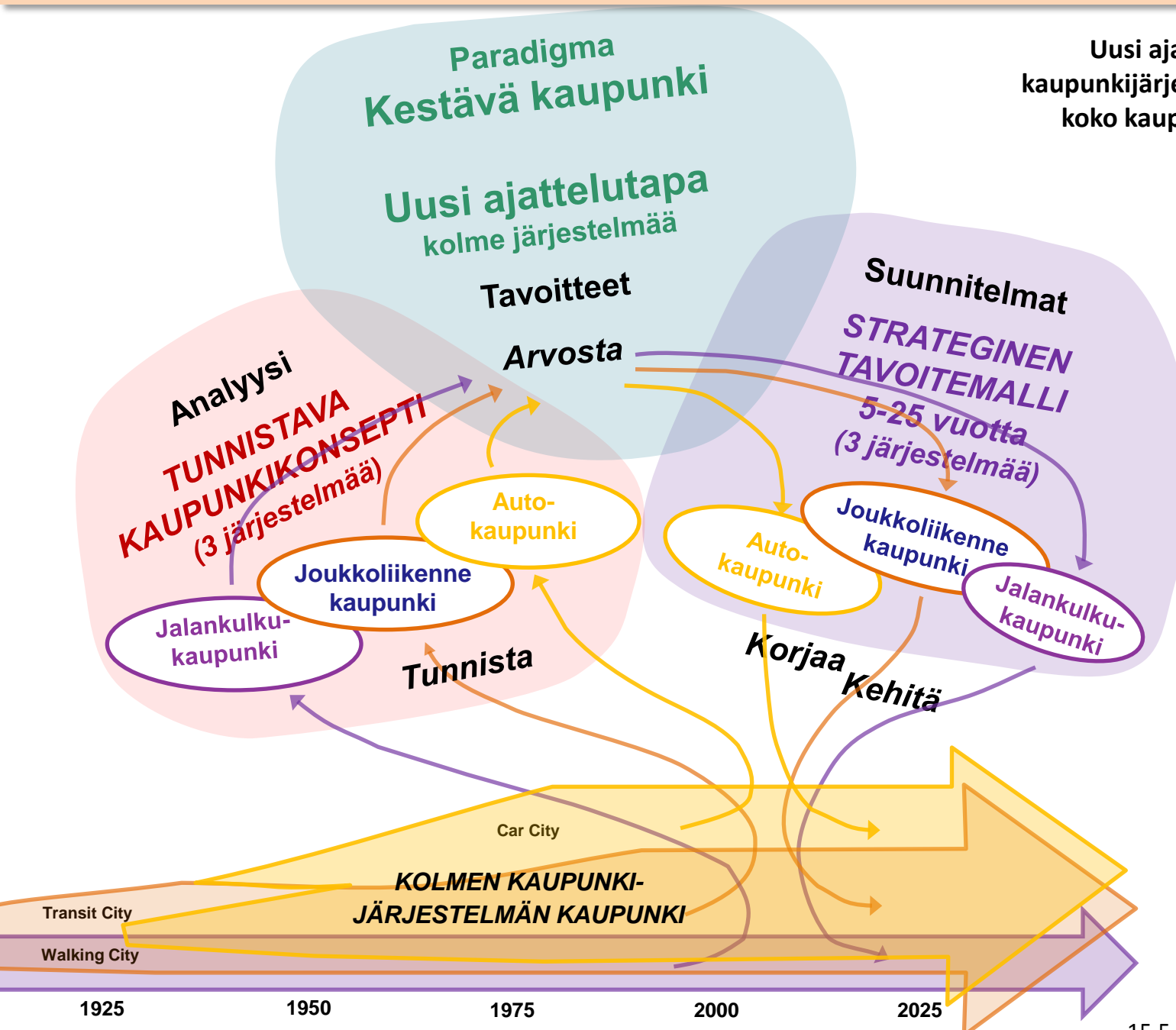
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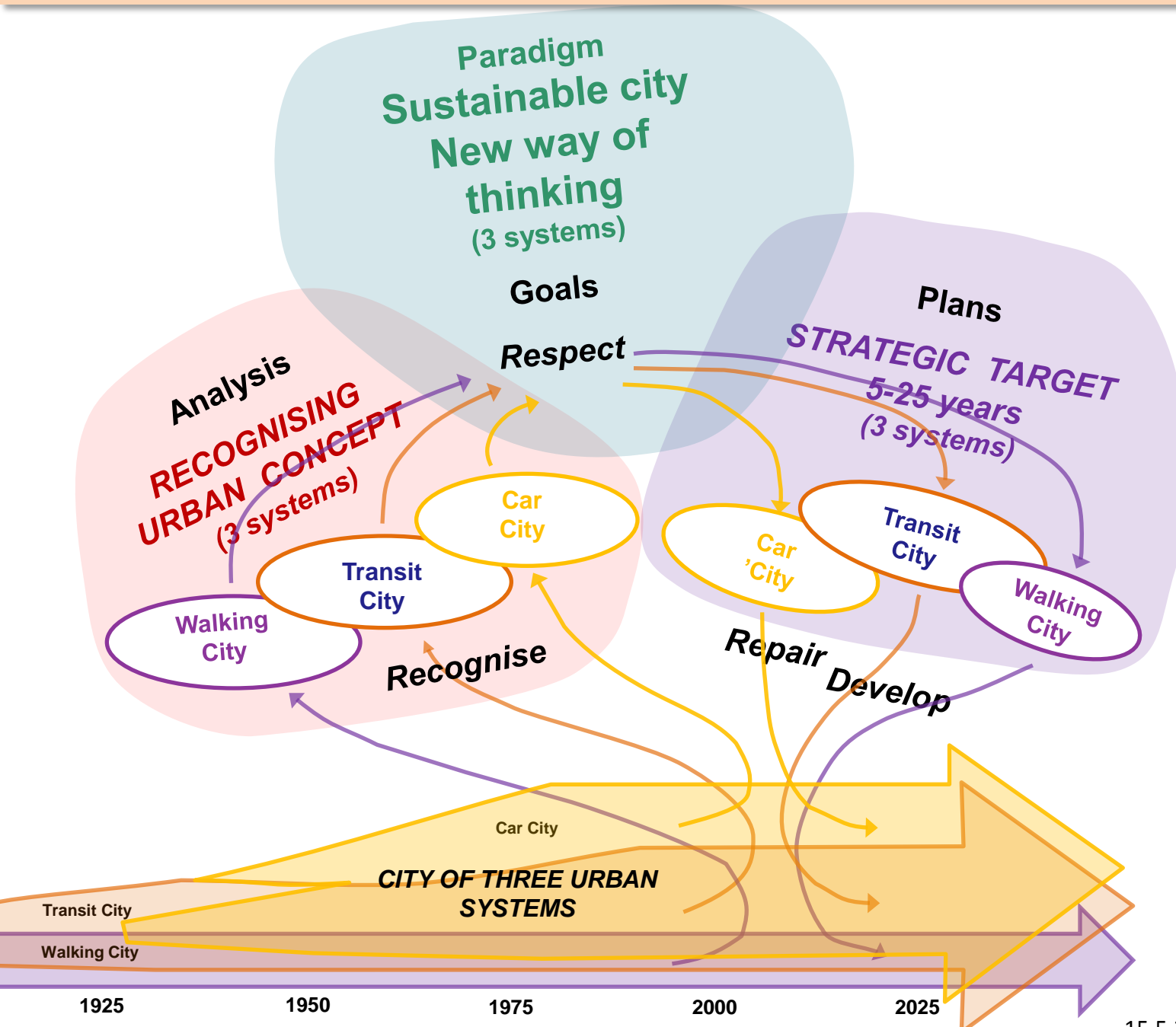
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URBAN ZONES – SOCIAL / ECONOMIC ZONES: ANALYSIS

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)

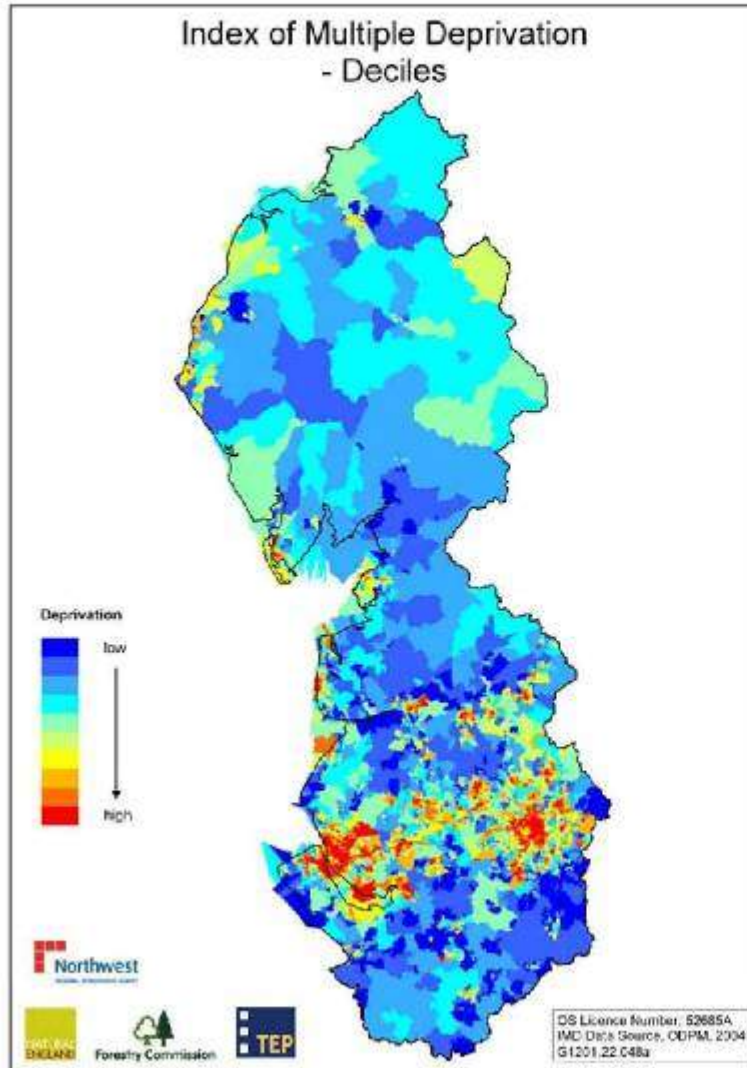
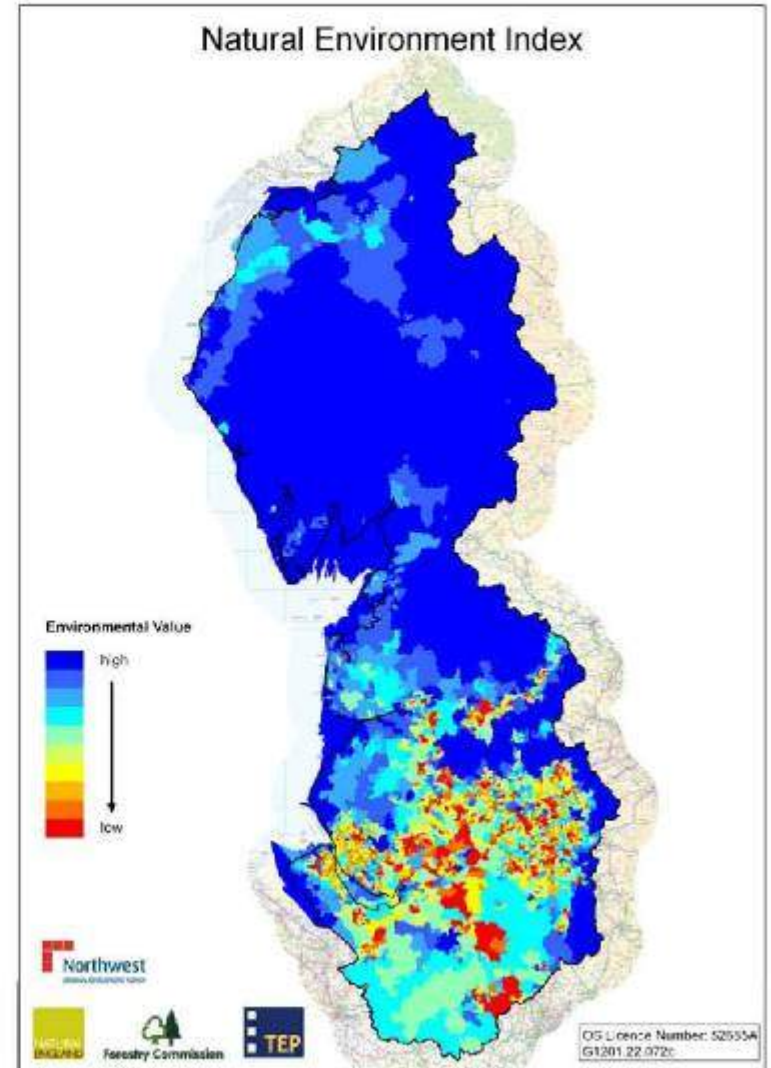
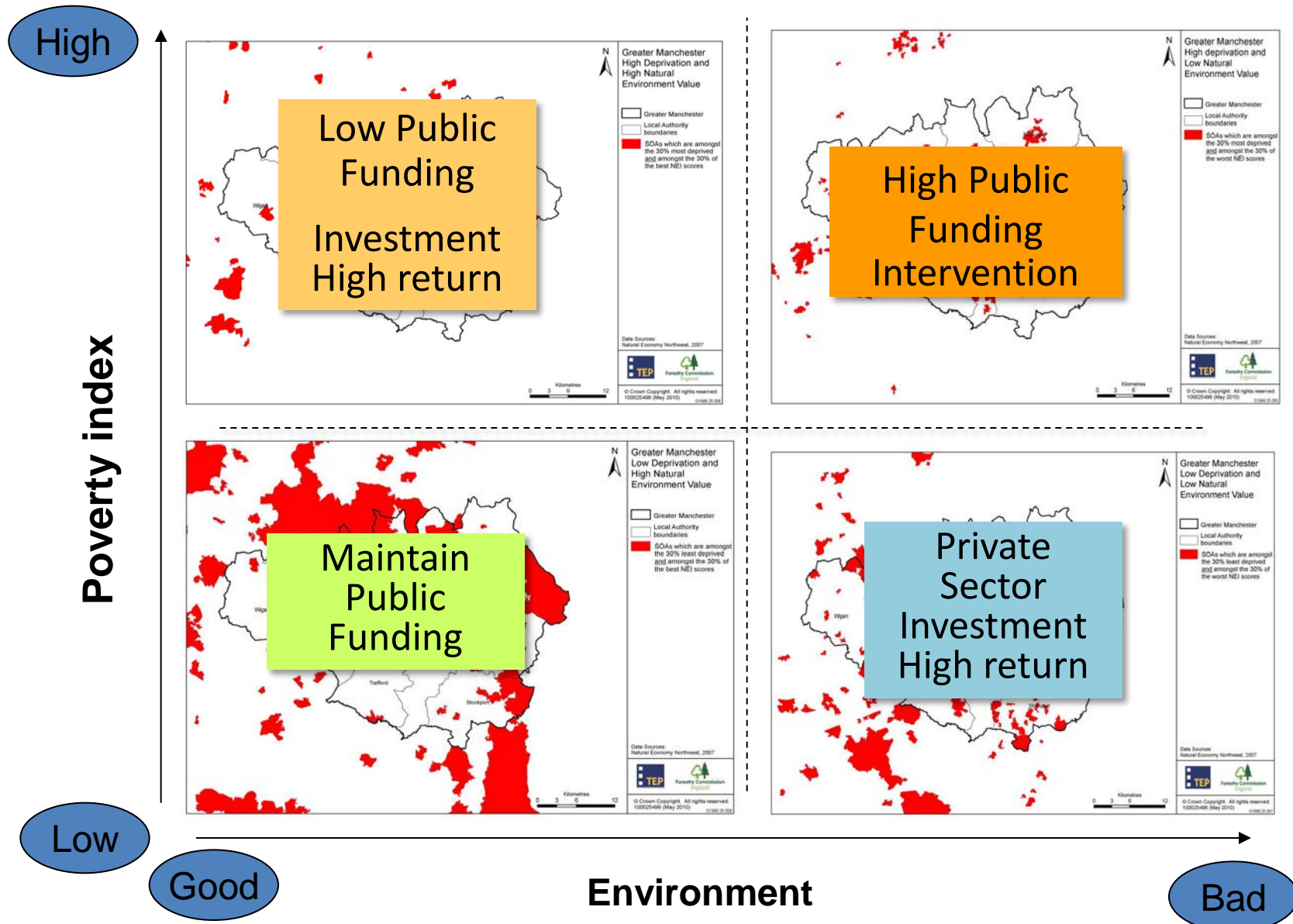


Figure 1.2: The Natural Environment Index

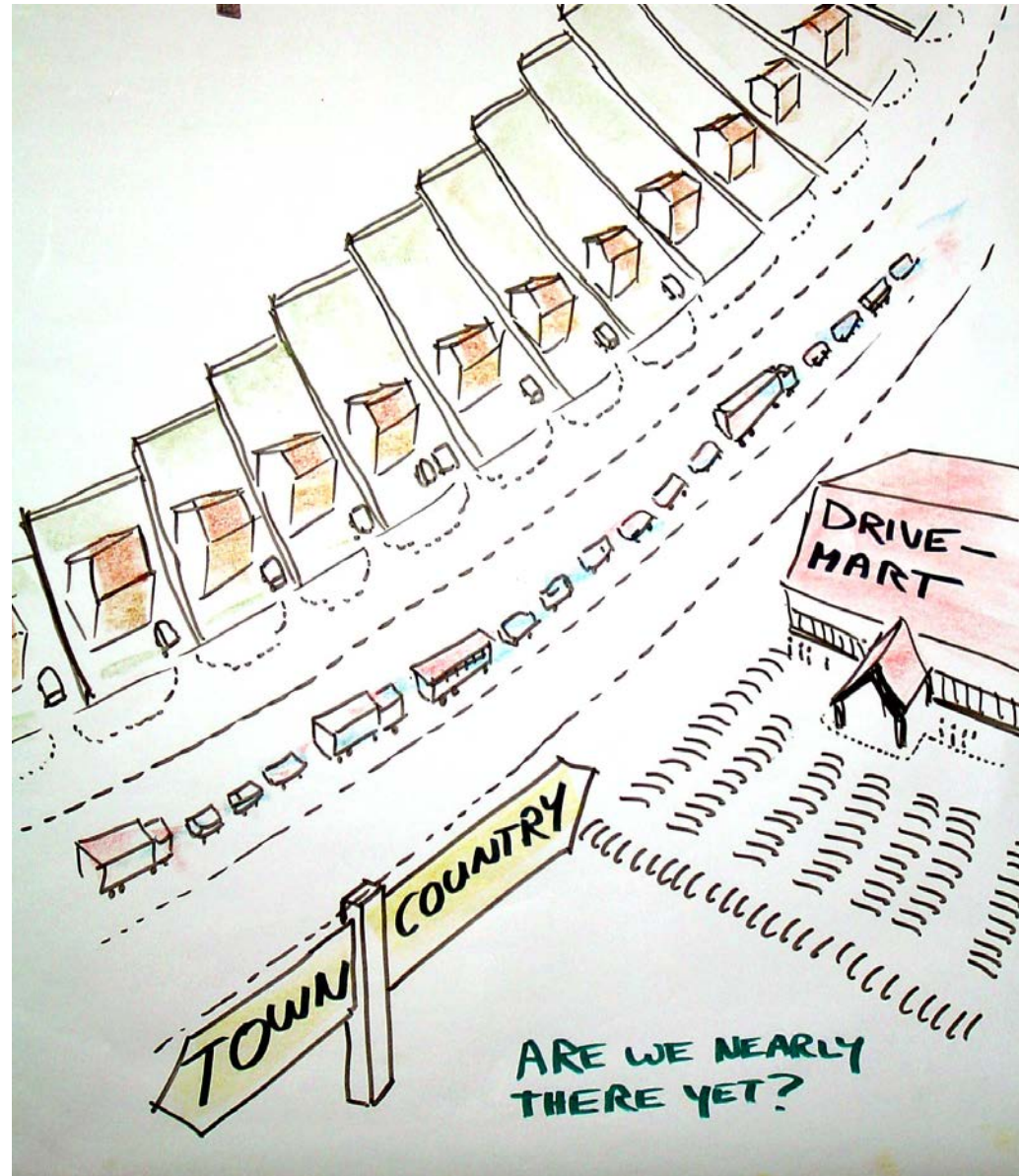


URBAN-ENVIRONMENT ZONE: INVESTMENT PRIORITY



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,
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'Farm belt' - areas of intensive
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LINKAGES

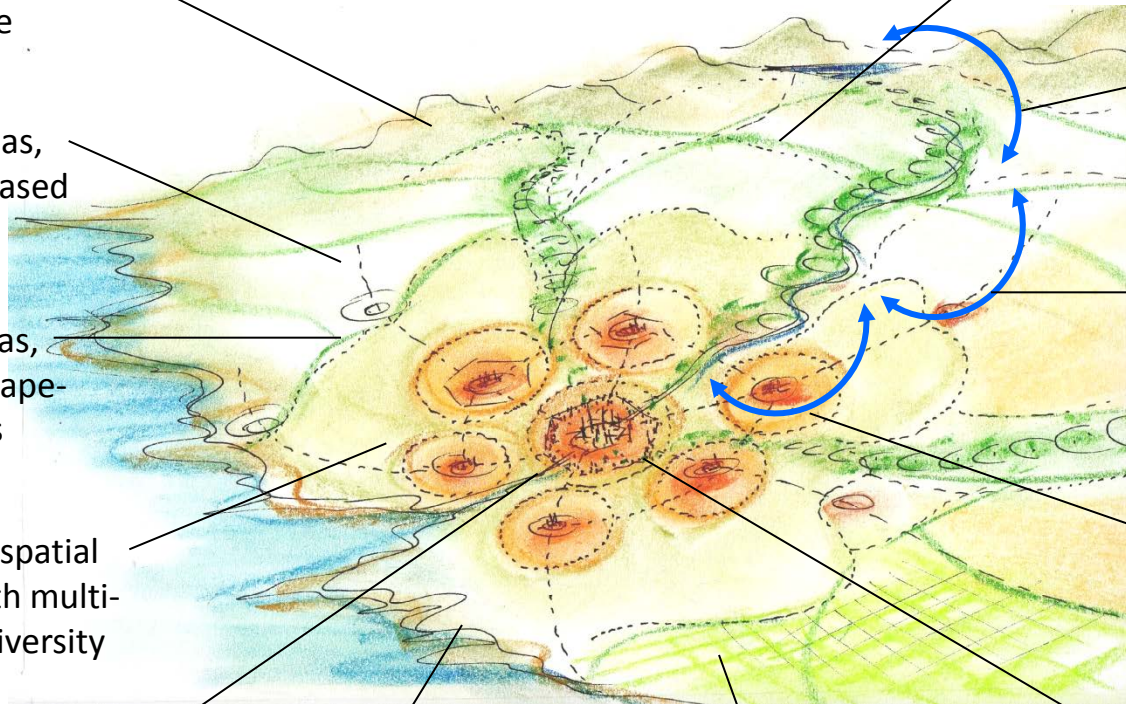
Governance structures
which link & coordinate
municipalities in the Rural
Urban Region

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

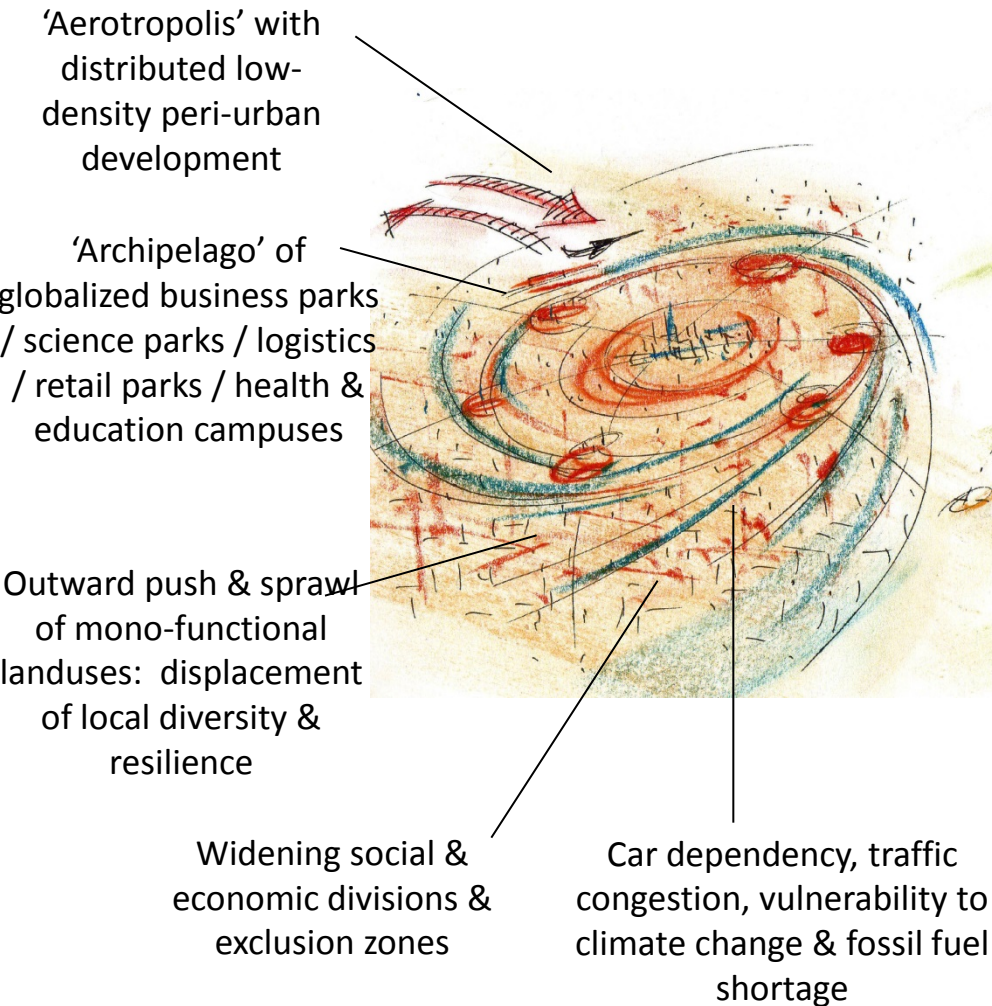
Social urban-rural linkages
to enable low impact
access between country &
city



CITY-REGION: TYPE (A)

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

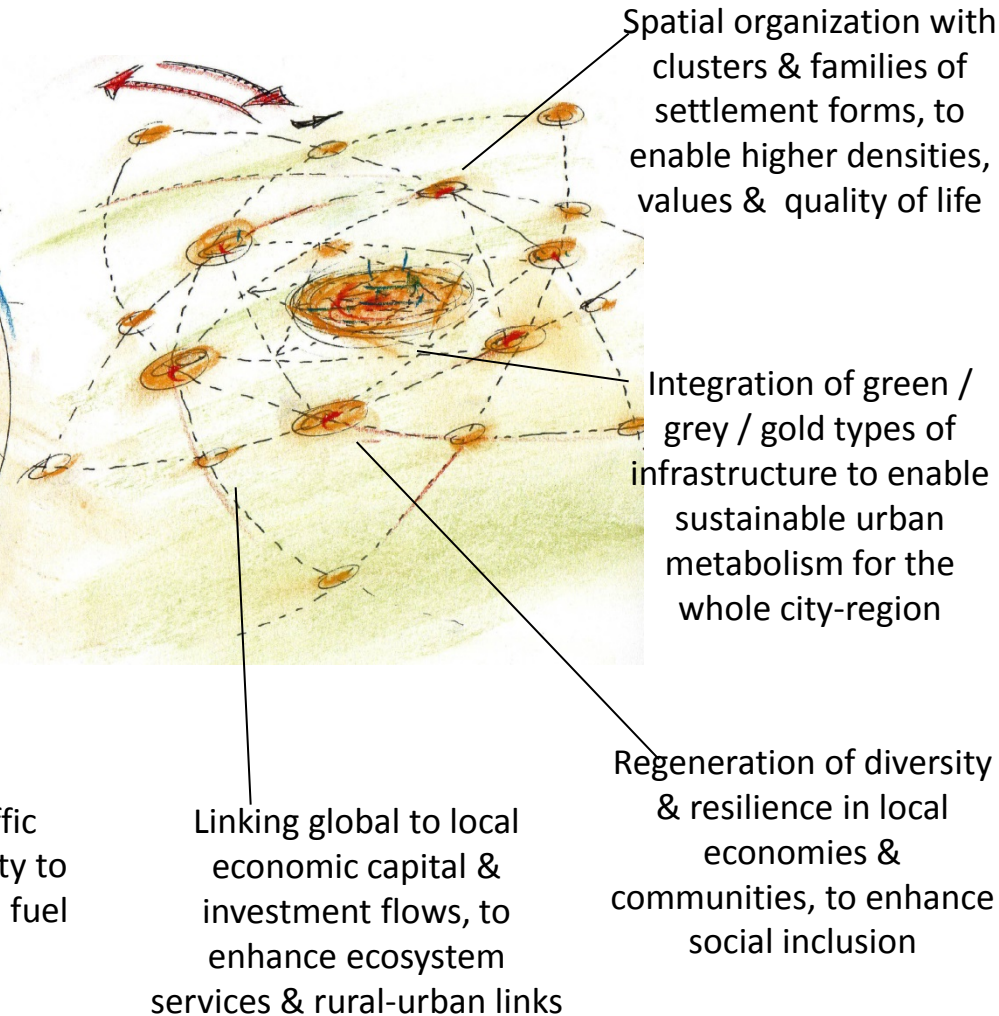
Result – ‘urban sprawl’



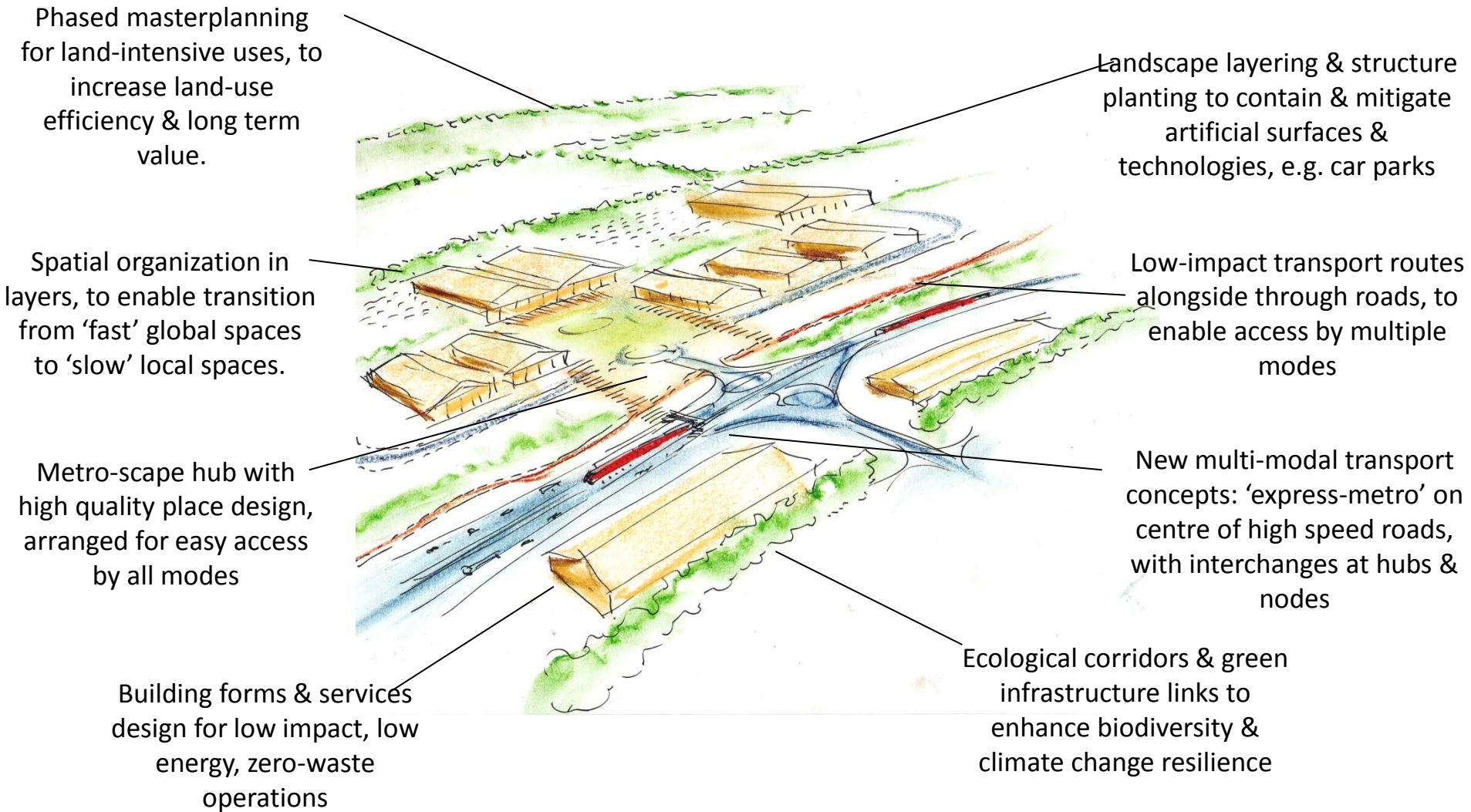
CITY-REGION: TYPE (B)

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

Result – ‘social city-region’



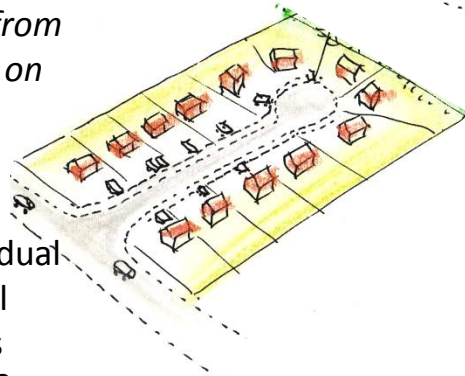
Enterprise, leisure, retail parks



Housing & settlement retro-fit

COMMUTER SETTLEMENT

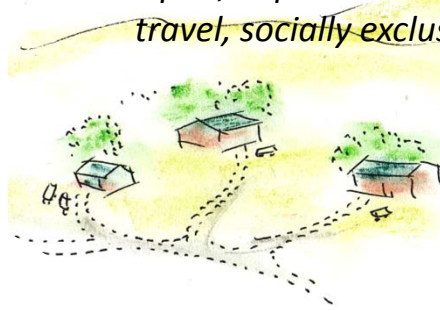
Typical problems - mono-functional housing subdivisions, transient population, isolated from services, dependent on car travel



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

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

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



SCATTERED HOUSING

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

MARKET TOWN

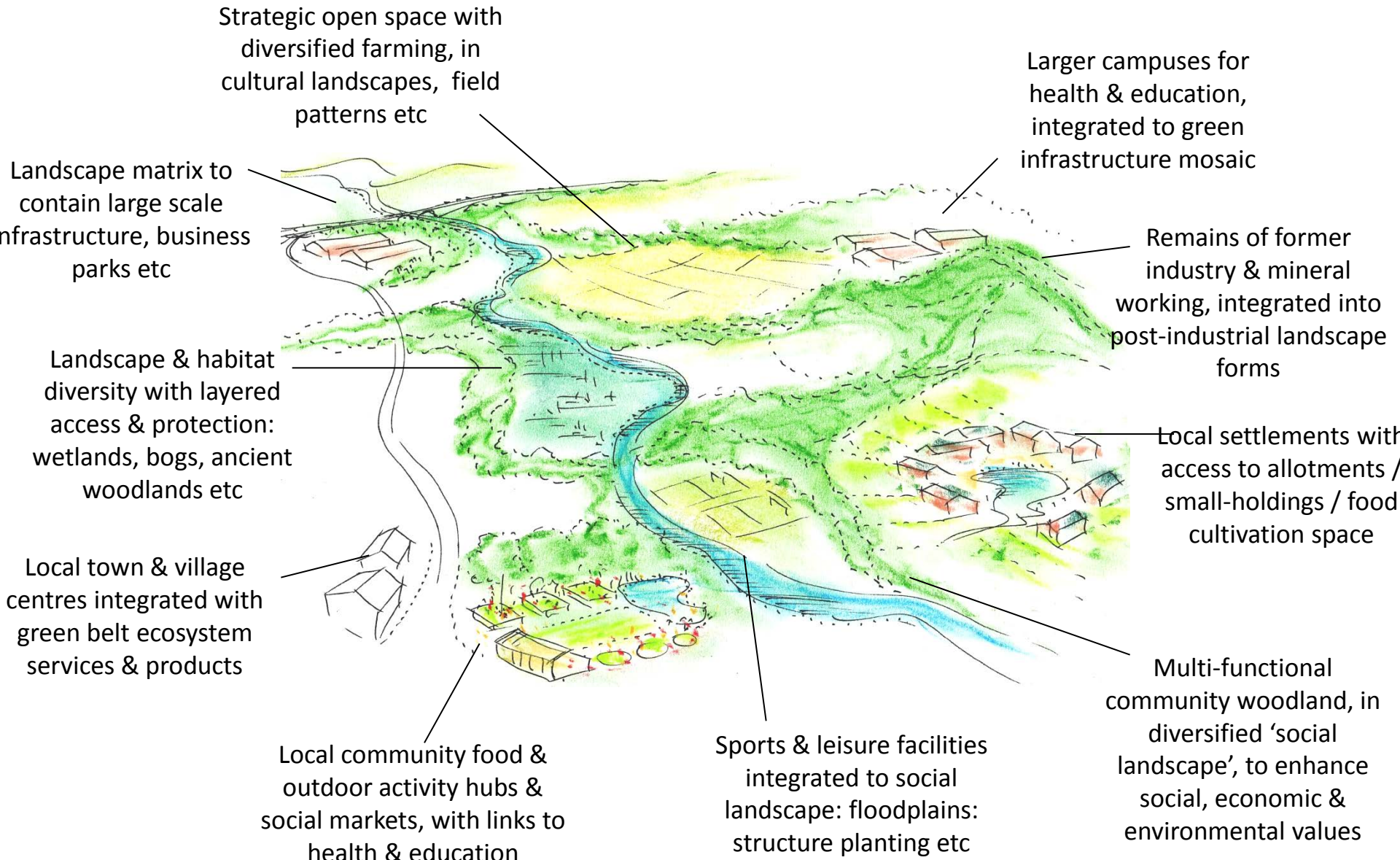
Typical problems - declining industries: distance from employment: rapid social change: car dependency: environmental degradation



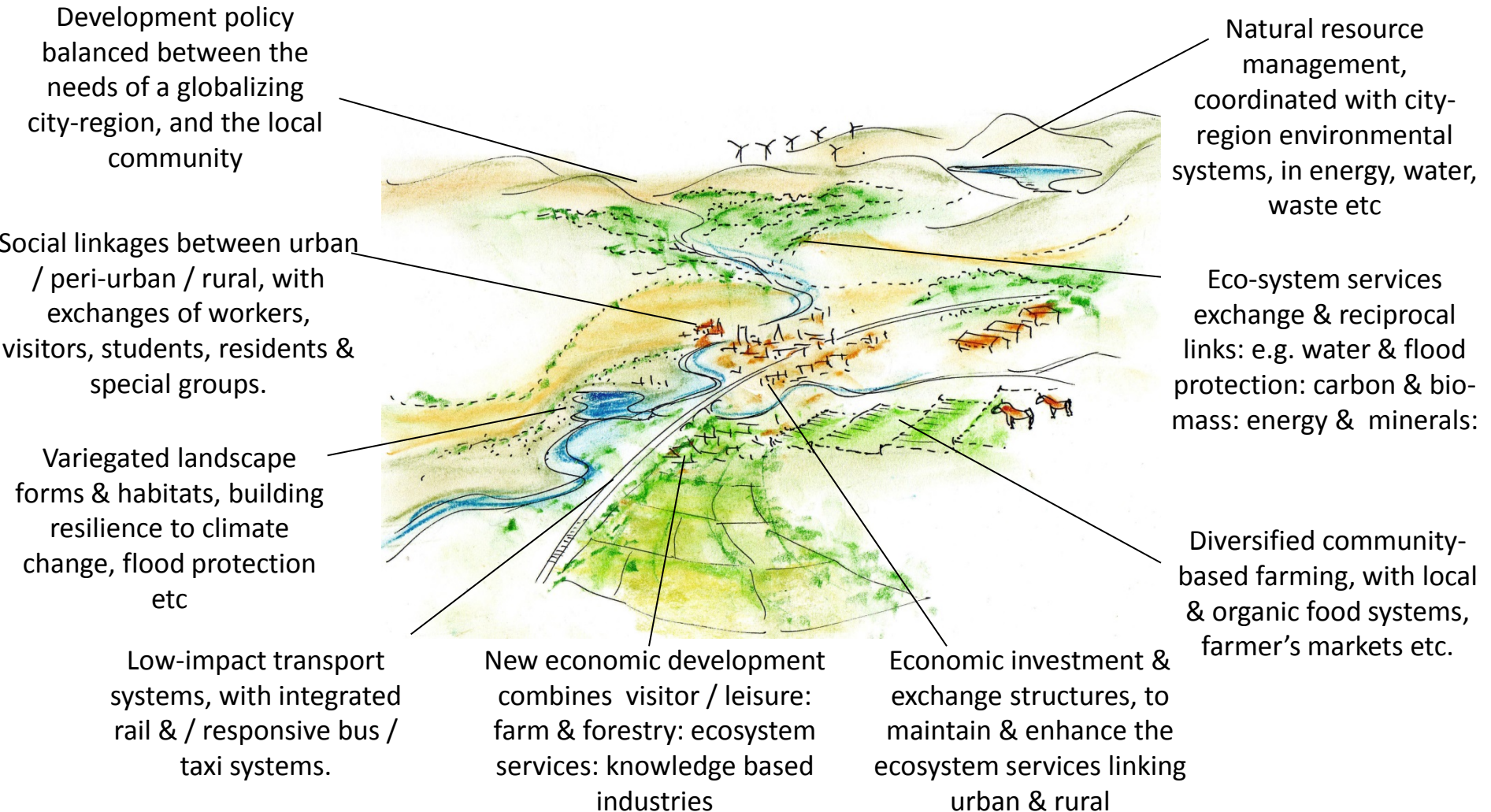
Integrated model – regenerate self-organizing local social economy & community enterprise: market place as hub

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

Urban fringe & green infrastructure



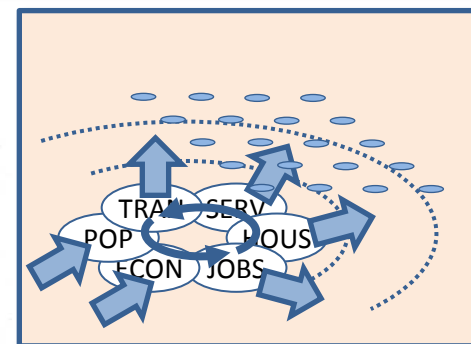
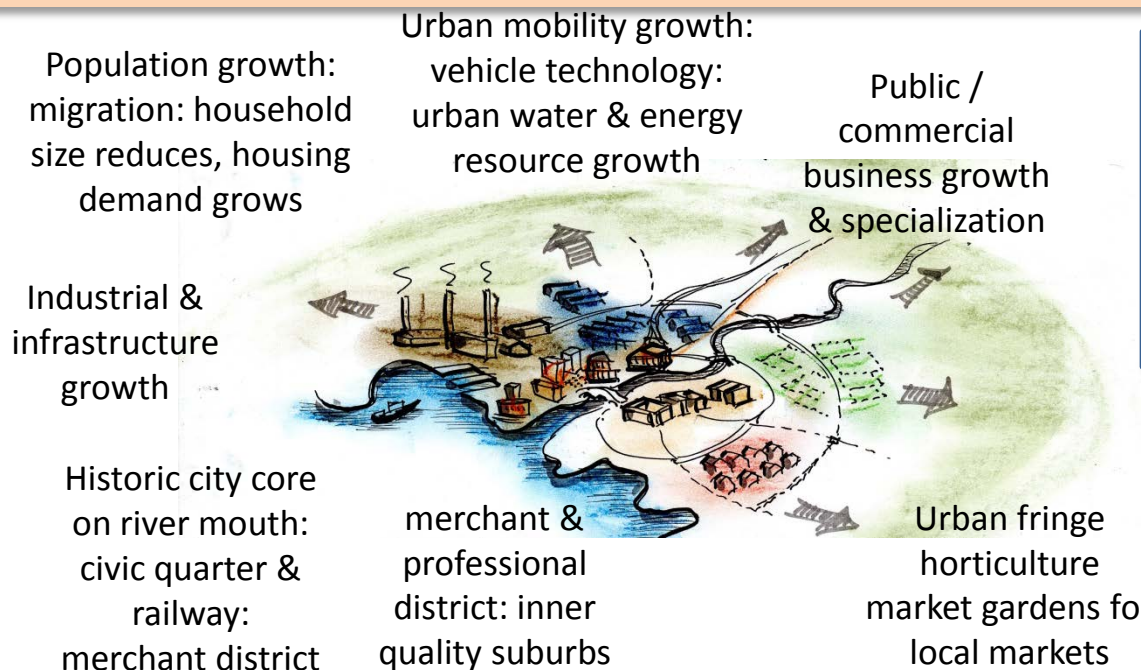
Rural settlements & ecosystems



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

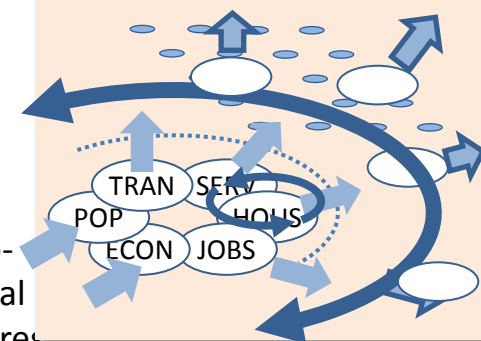
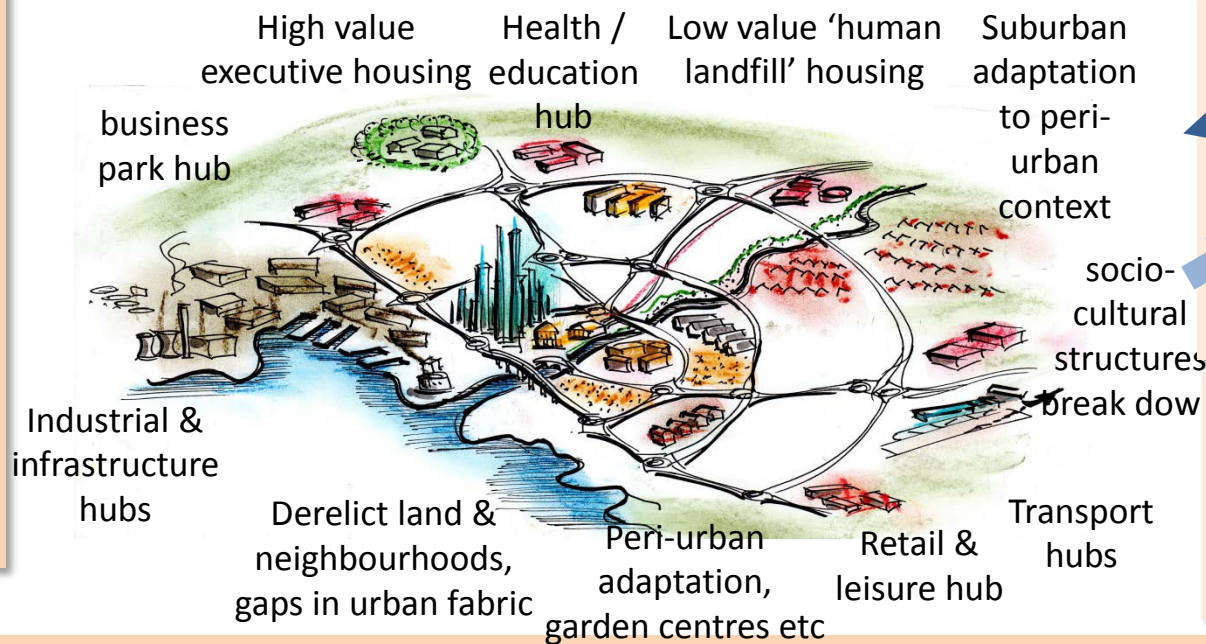


**LINEAR DEVELOPMENT:
'INDUSTRIAL CITY' (1.0)**



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

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



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

SPATIAL DEVELOPMENT 3.0

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

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

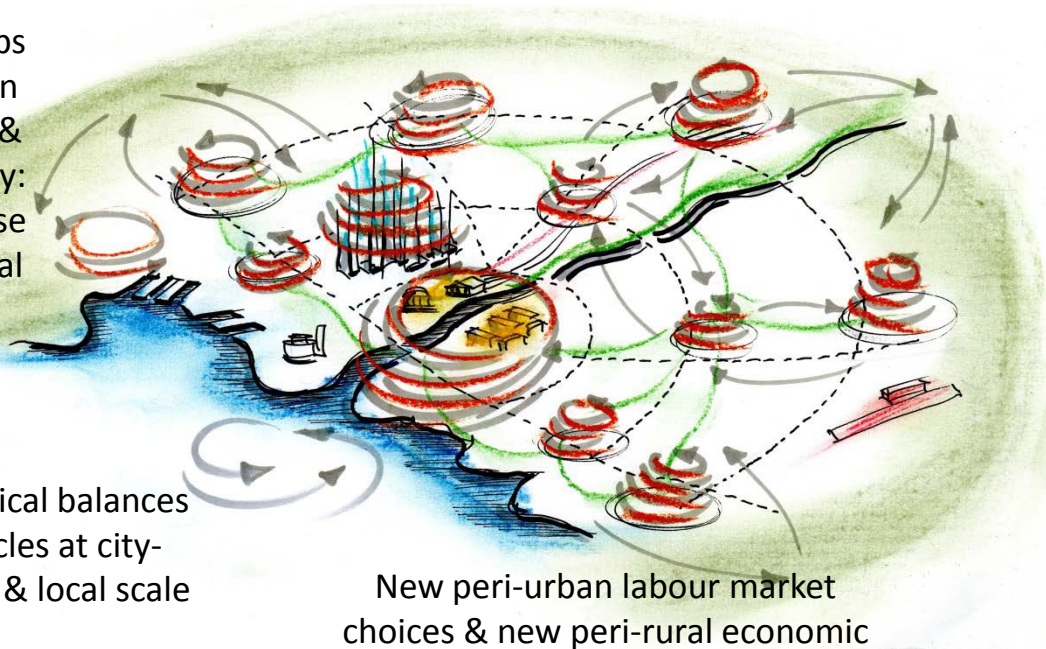
Collaborative links & exchanges between area types & settlements

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

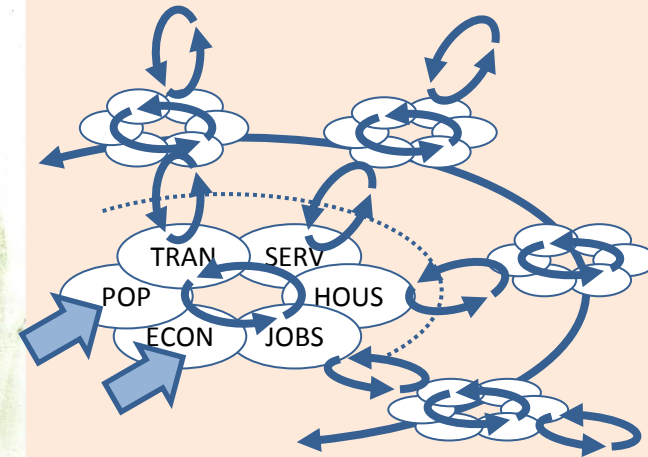
New peri-urban labour market choices & new peri-rural economic systems



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

Protected natural areas,
combined with
sustainable resource
management

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

Inner peri-urban areas,
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'Green belt' or similar spatial
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'green city belt' - areas of
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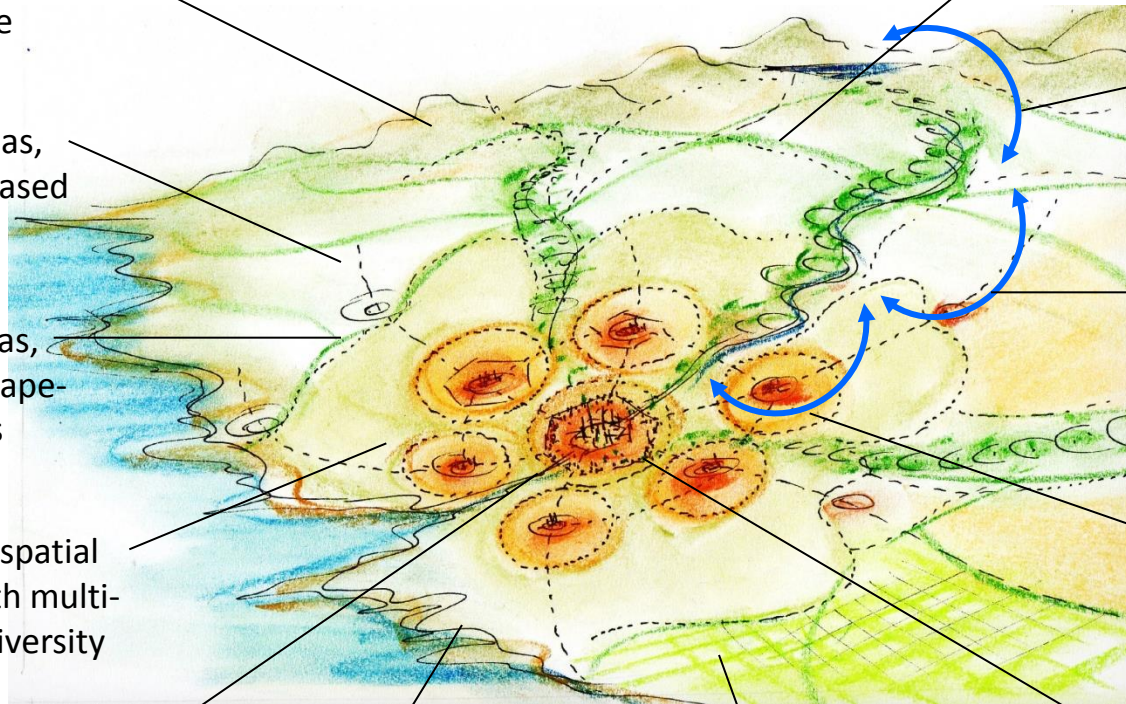
Governance structures
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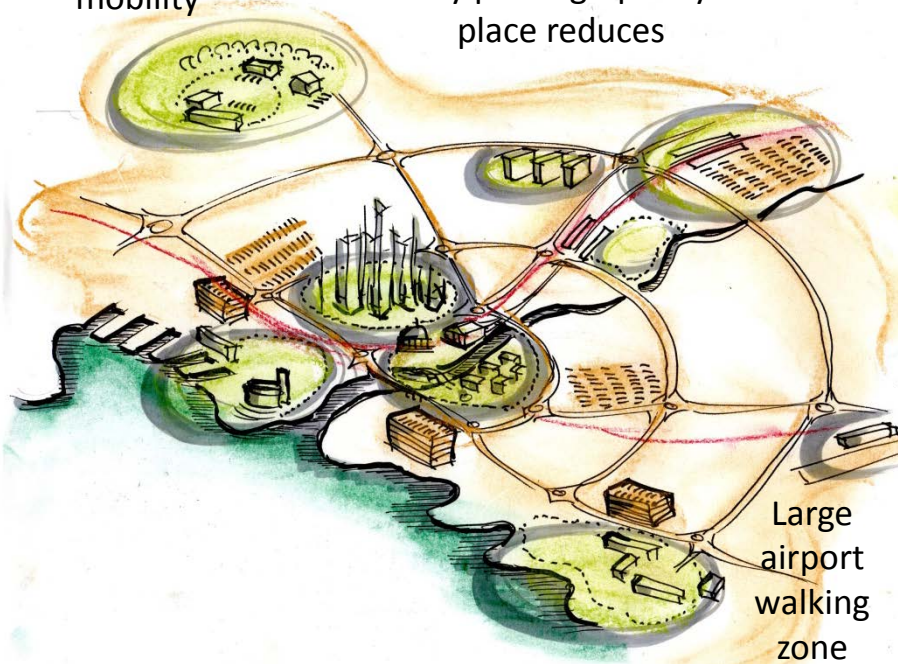


URBAN STRUCTURE & MOBILITY 3.0

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



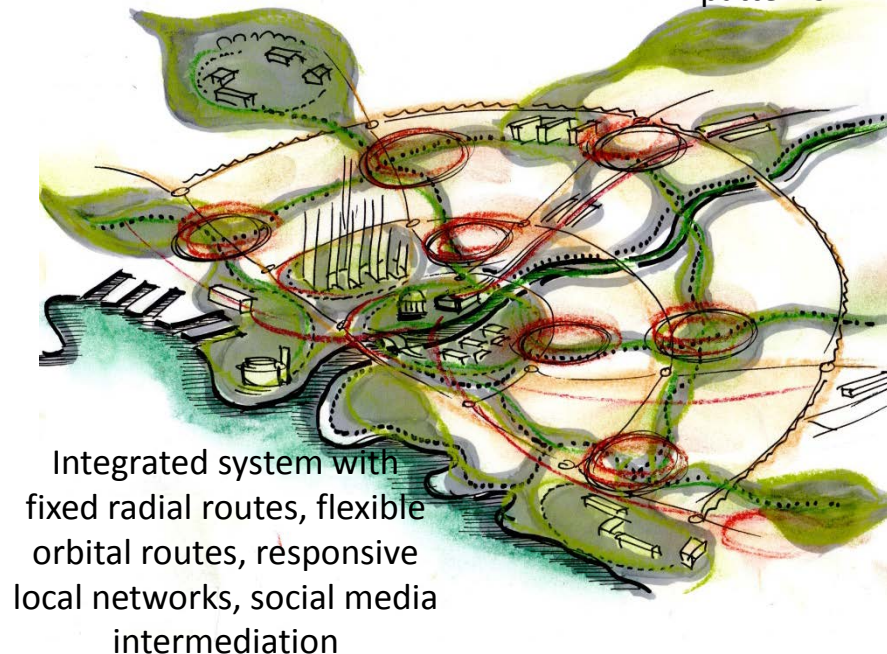
Adaptive-extractive model: space extensive, de-regulated enterprise: walking areas are isolated enclaves: transit systems are under-funded & uncoordinated: auto systems generate most wealth, power, cultural value.

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

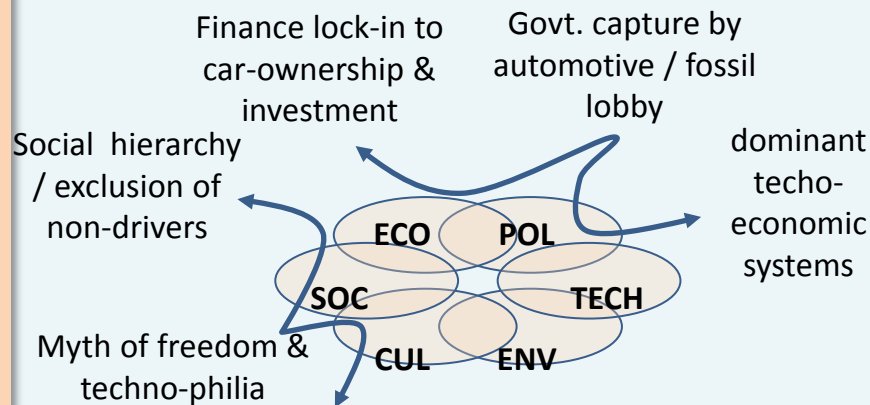


Synergistic model: positive inter-connections & value generation between slow/medium/fast urban structures: inter-connection of slow areas via continuous GBI infrastructure

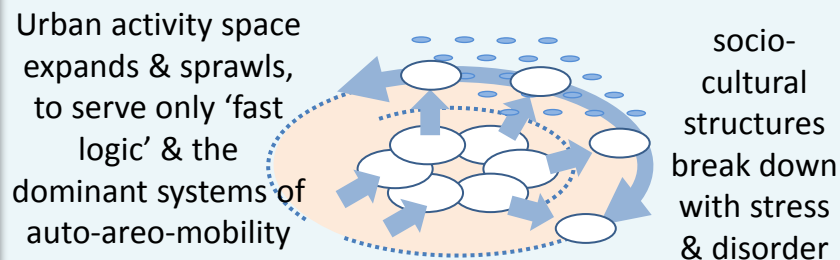
EXTRACTIVE '2.0' AUTOMOTIVE CITY

SYNERGISTIC '3.0' MULTI-MODAL CITY

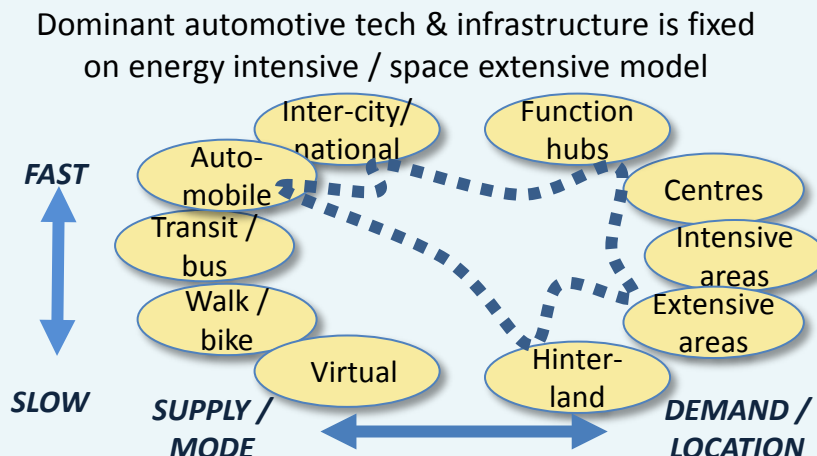
UPSTREAM: SYNDROMES



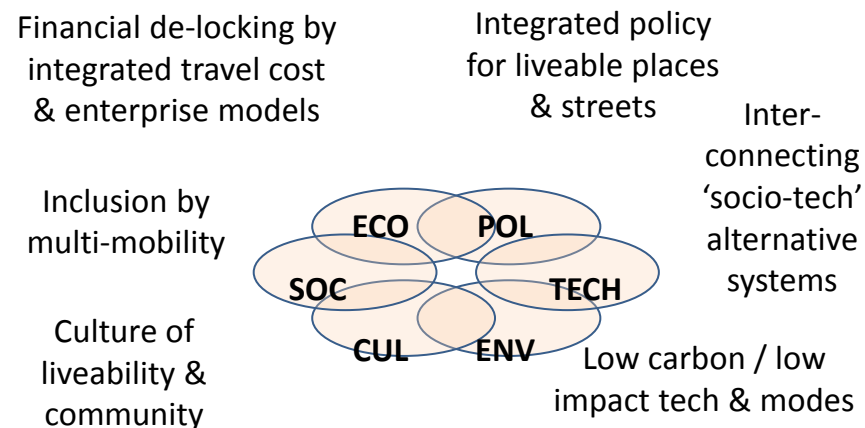
URBAN STRUCTURE



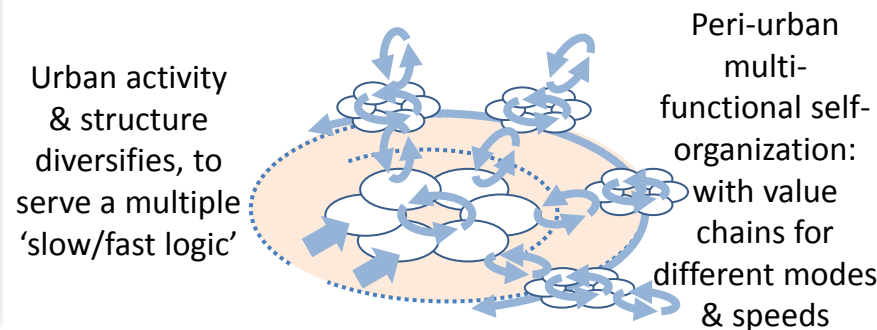
DOWNSTREAM: METABOLISM



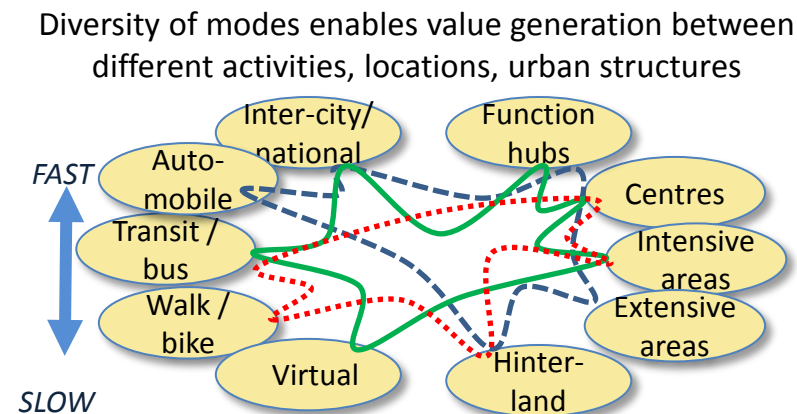
UPSTREAM: SYNDROMES



URBAN STRUCTURE



DOWNSTREAM: METABOLISM

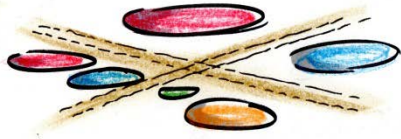


SOCIAL CITY: NEIGHBOURHOOD SCALE

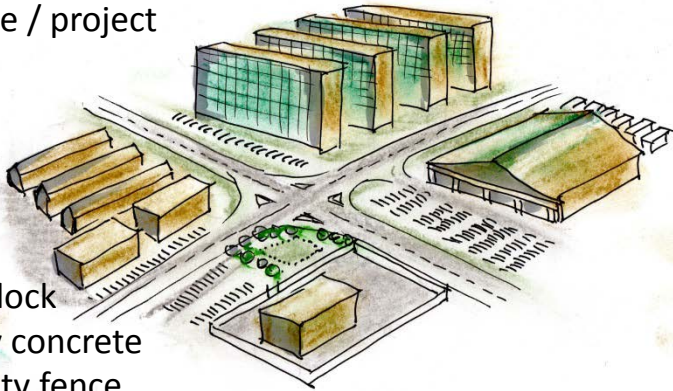
SOCIAL CITY: NEIGHBOURHOODS 3.0

LINEAR-ADAPTIVE MODEL

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



Peripheral deprived housing estate / project



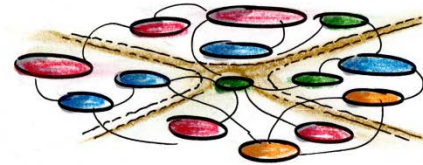
School block surrounded by concrete yard & security fence



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

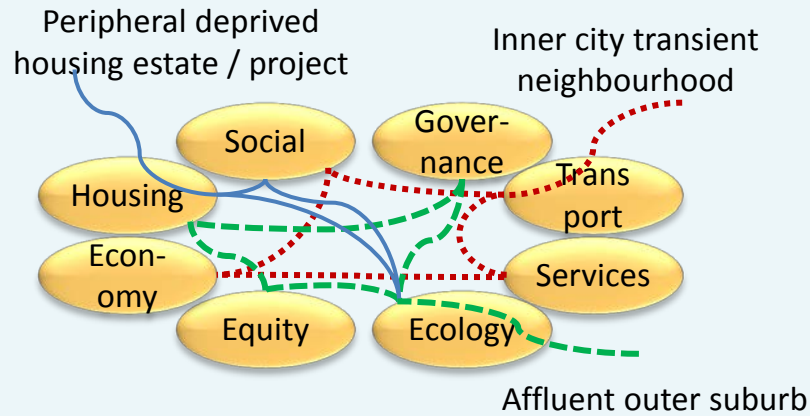


Human scale, biodiversity, street life, small enterprises, traffic calm spaces

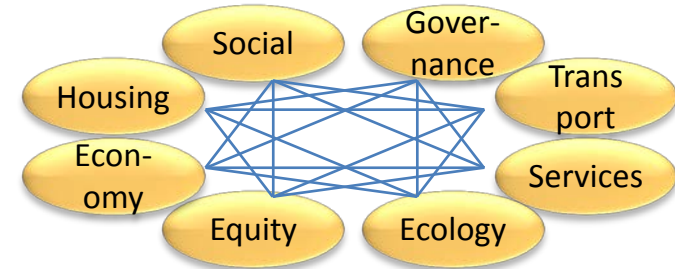
LINEAR-ADAPTIVE MODEL

SYNERGISTIC MODEL & PATHWAYS

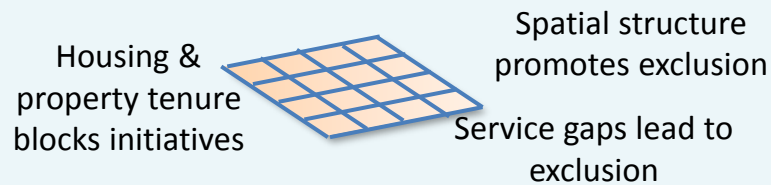
FACTORS OF SOCIAL VALUE



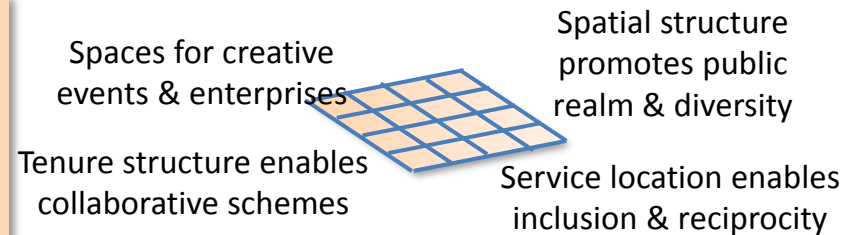
FACTORS OF SOCIAL VALUE



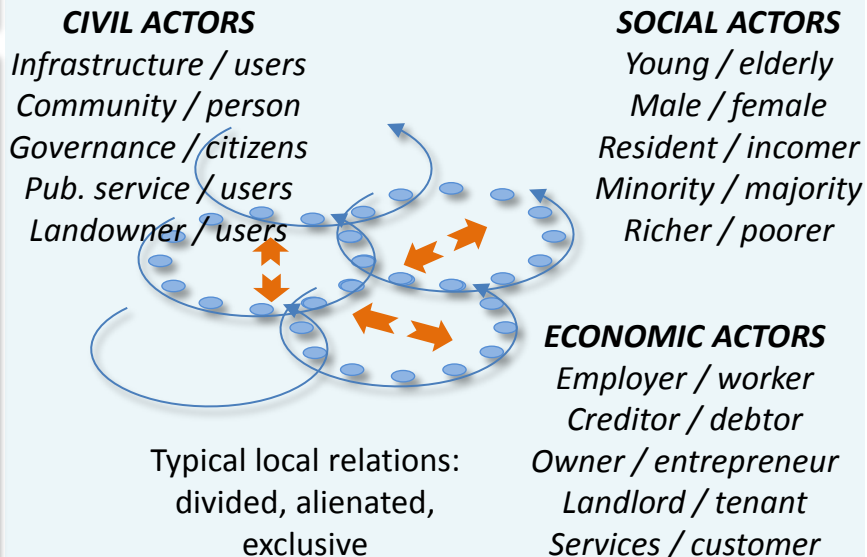
URBAN FORM



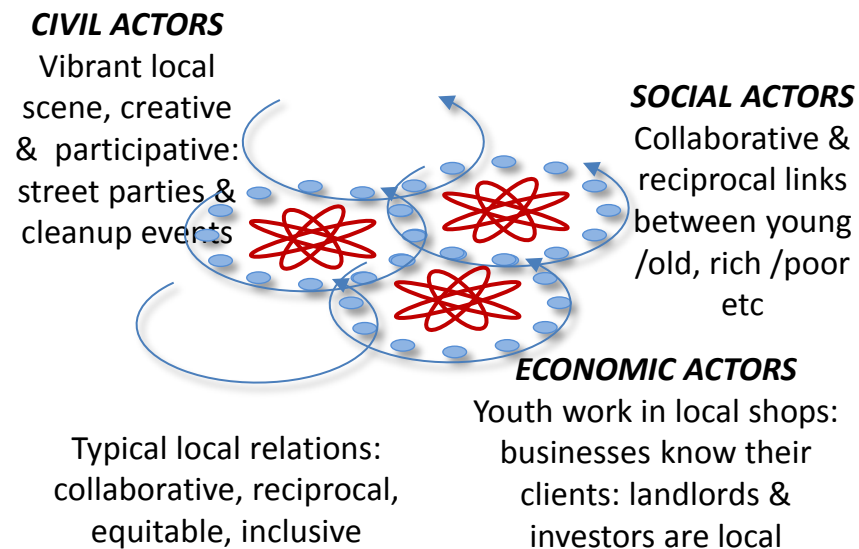
URBAN FORM



ACTORS & RELATIONS



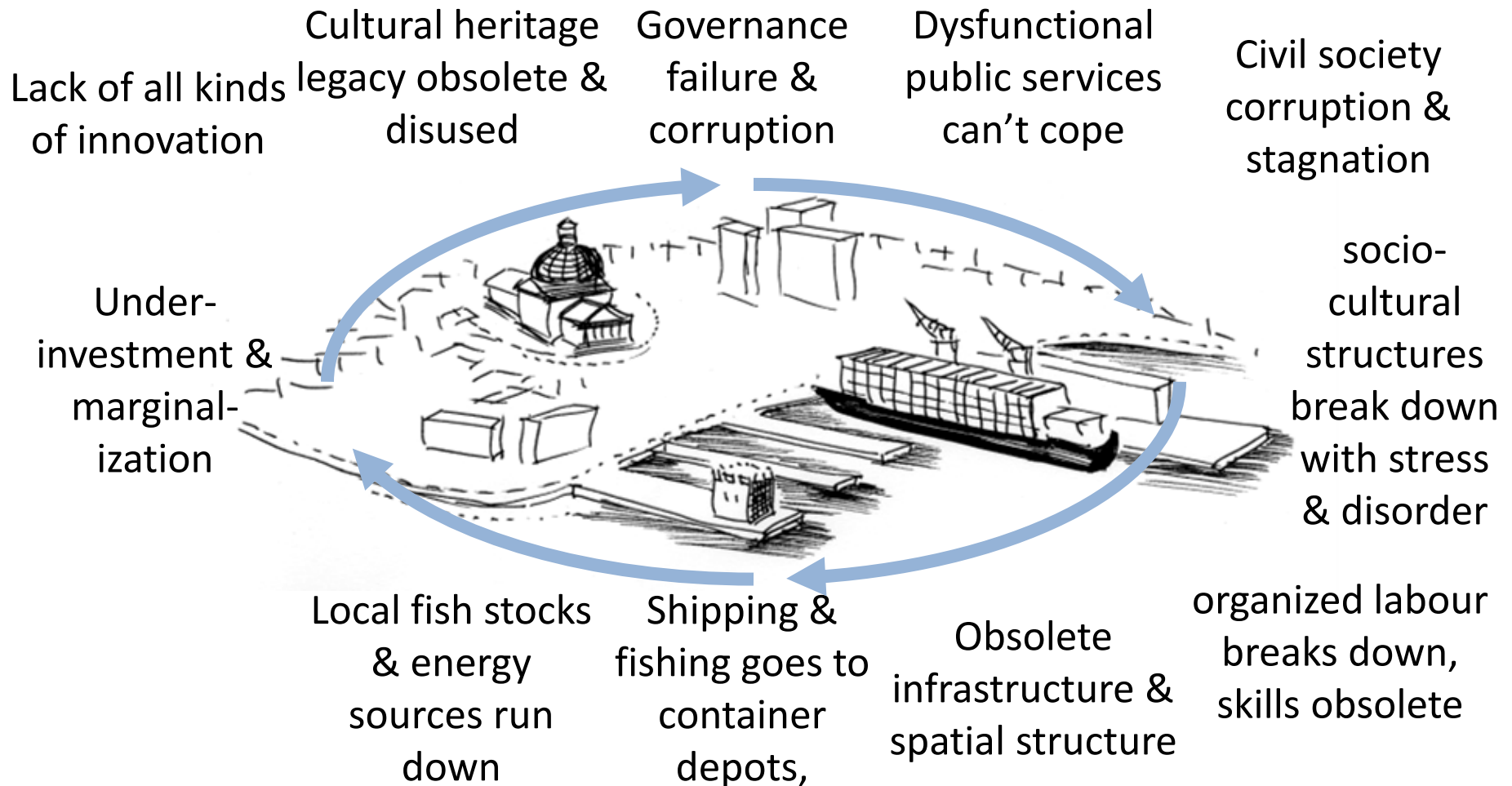
ACTORS & RELATIONS



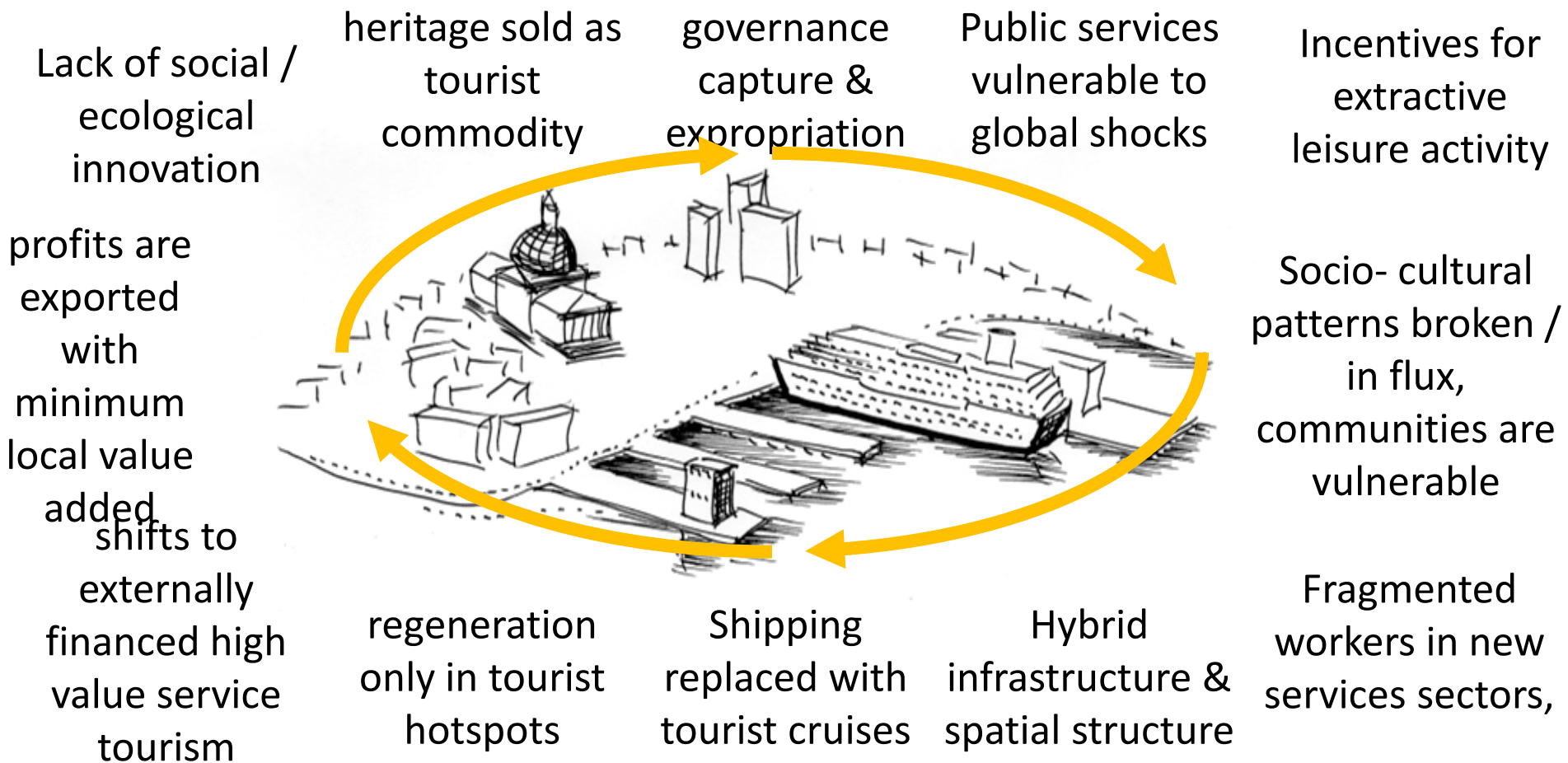
ECOLOGICAL CITY: CLIMATE PROOFING

ECONOMIC CITY

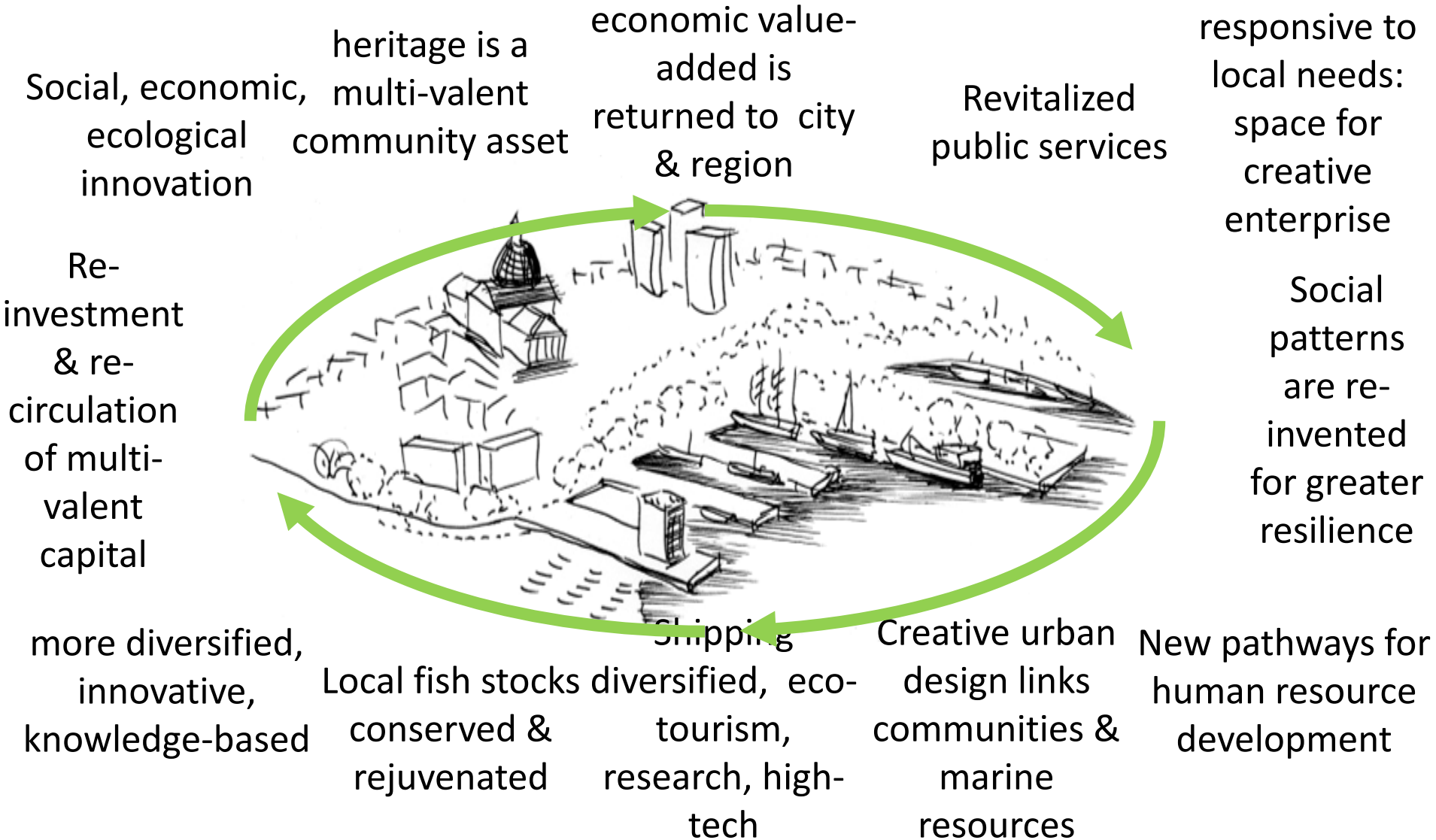
LINEAR CHANGE – ‘INDUSTRIAL CITY’ (“1.0”)



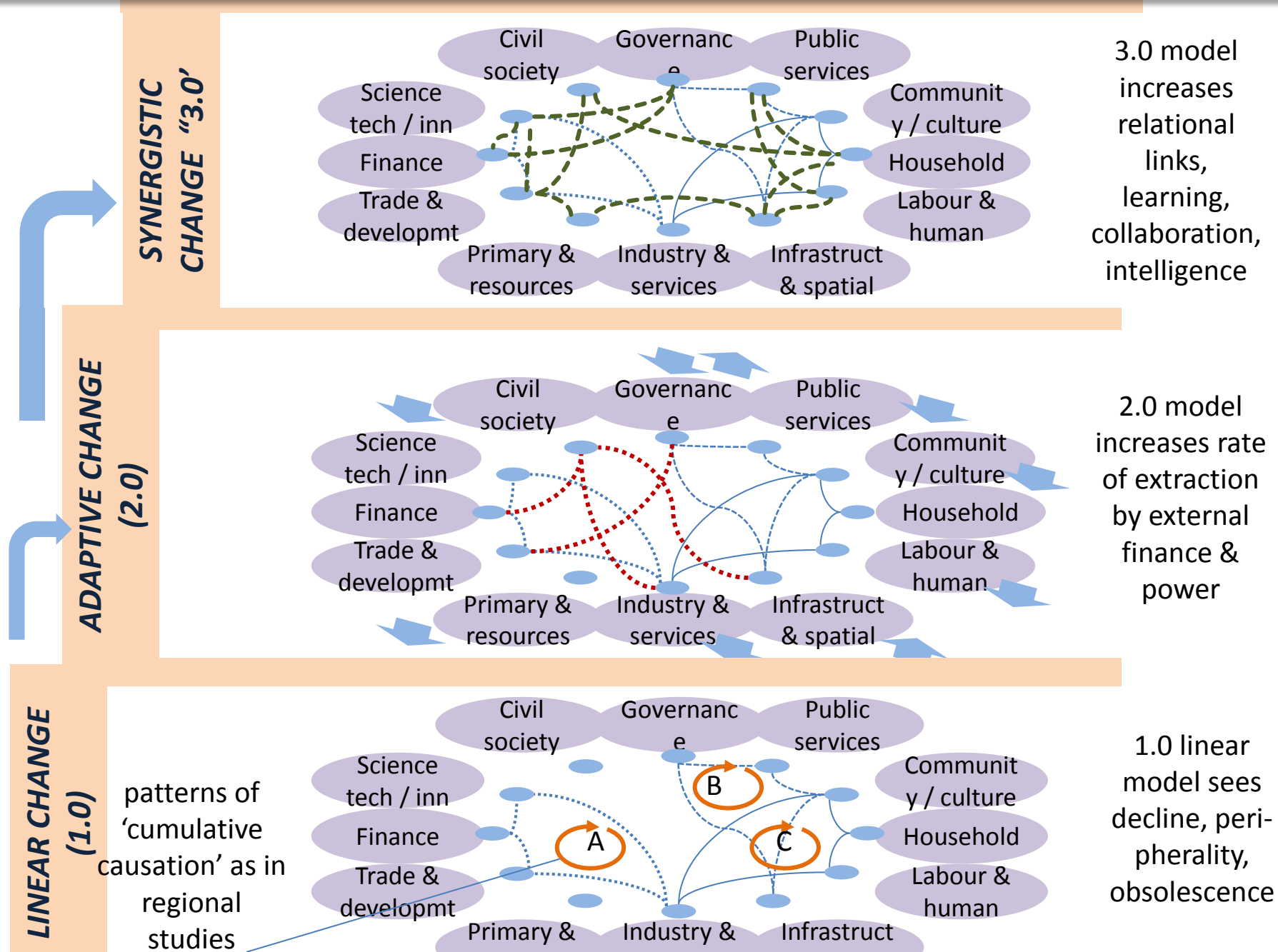
ADAPTIVE CHANGE – ‘POST-INDUSTRIAL CITY (“2.0”)



SYNERGISTIC CHANGE – ‘WISE-CITY’ (“3.0”)



ECONOMIC DEVELOPMENT CO-EVOLUTION



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



CITY-PROCESS: URBAN PLANNING & DESIGN 3.0

LINEAR – ADAPTIVE DESIGN & PLANNING



SYNERGISTIC DESIGN & PLANNING



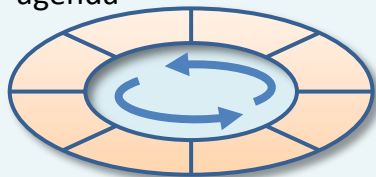
LINEAR-ADAPTIVE "2.0" MODELS

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')



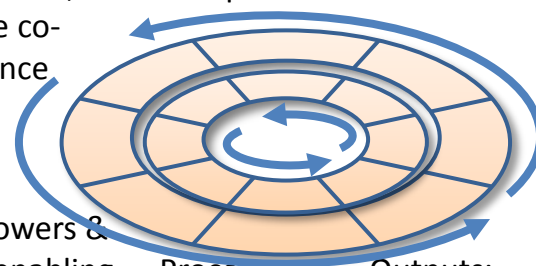
SYNERGISTIC "3.0" MODELS

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

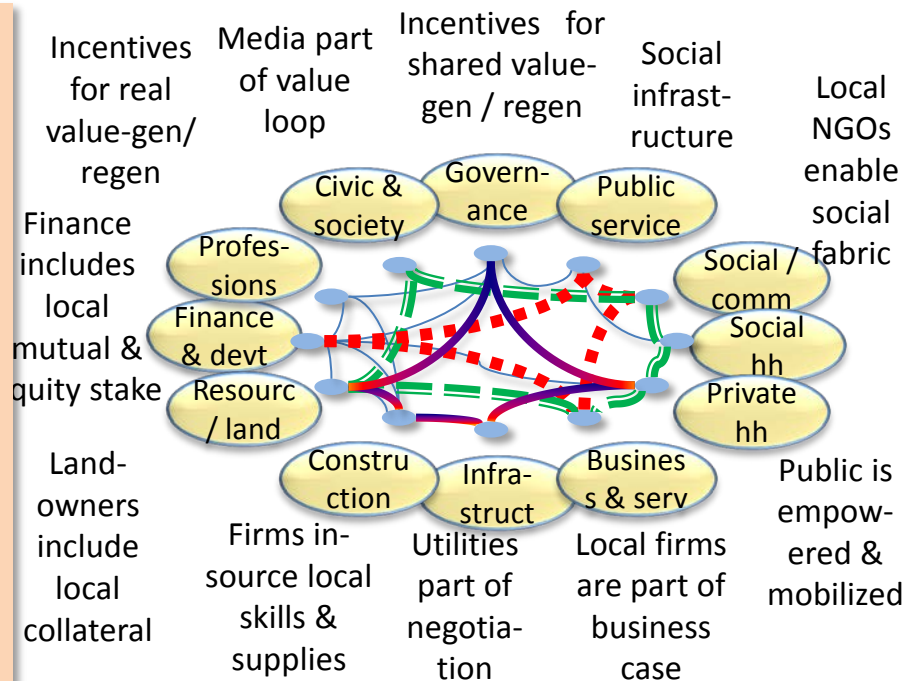
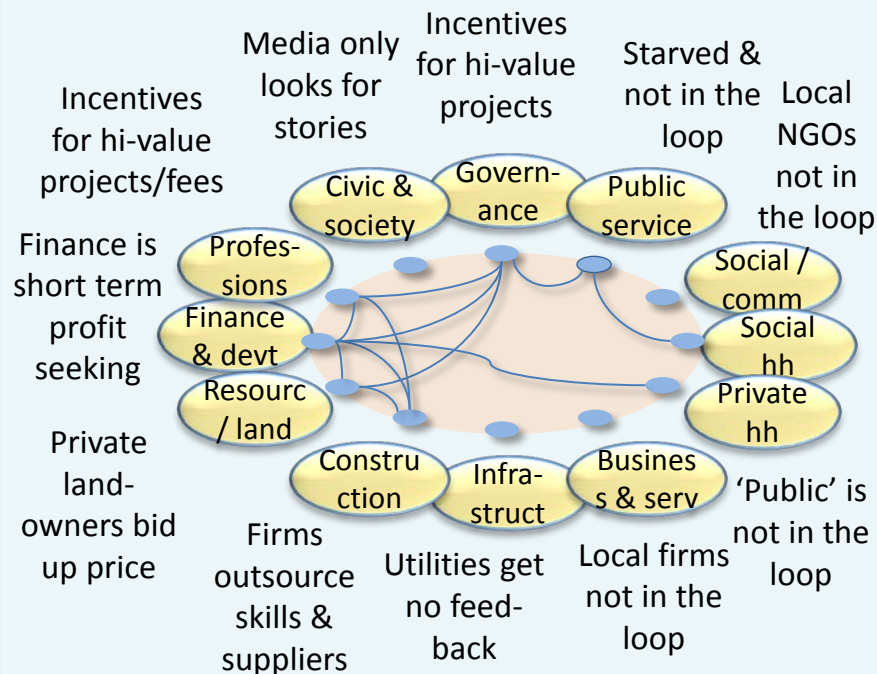
Outputs: multi-valent portfolio

Outcomes: continuous real value gen / regen

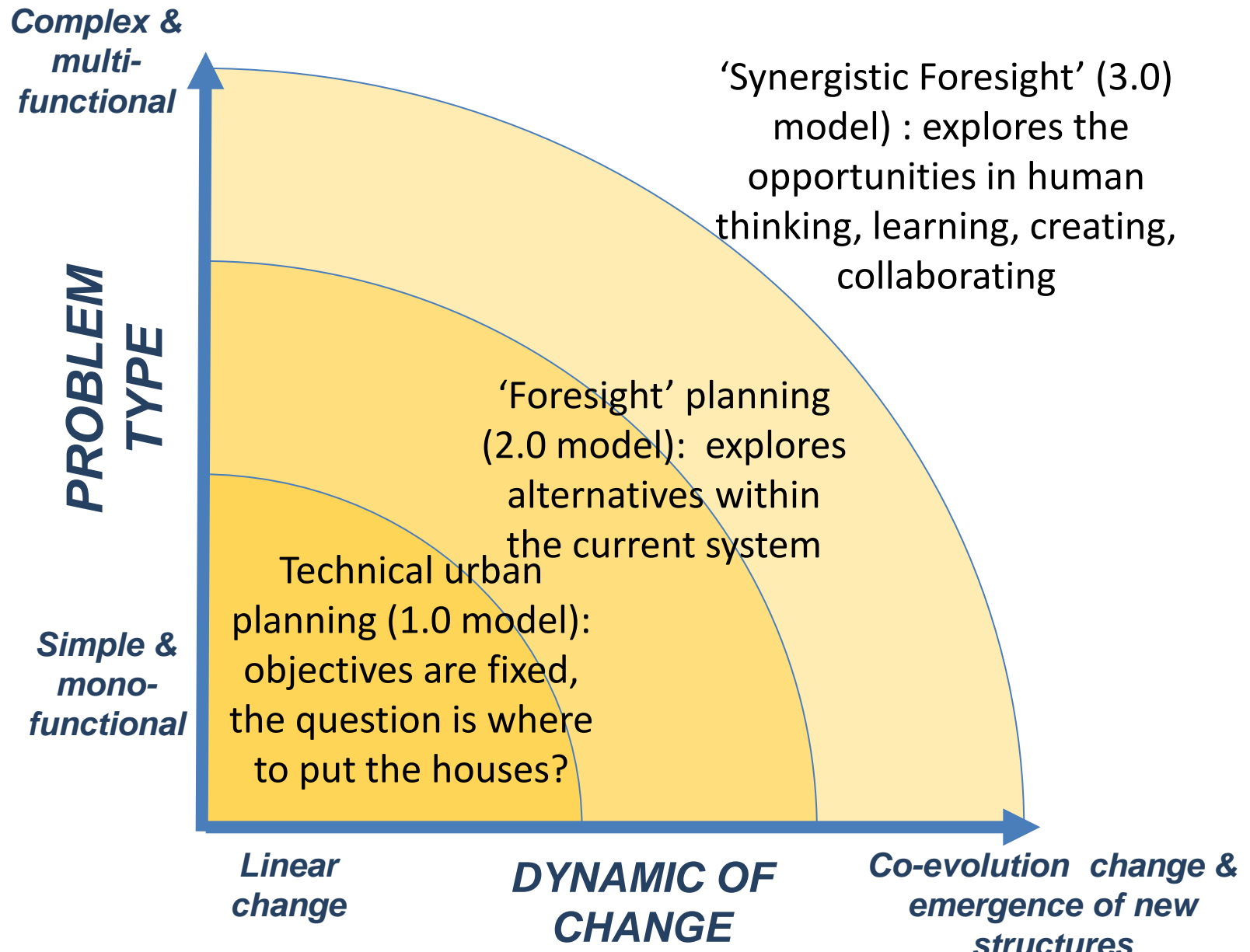


PROCESS: PLANNING & REGEN

ACTORS: GAPS & SYNERGIES

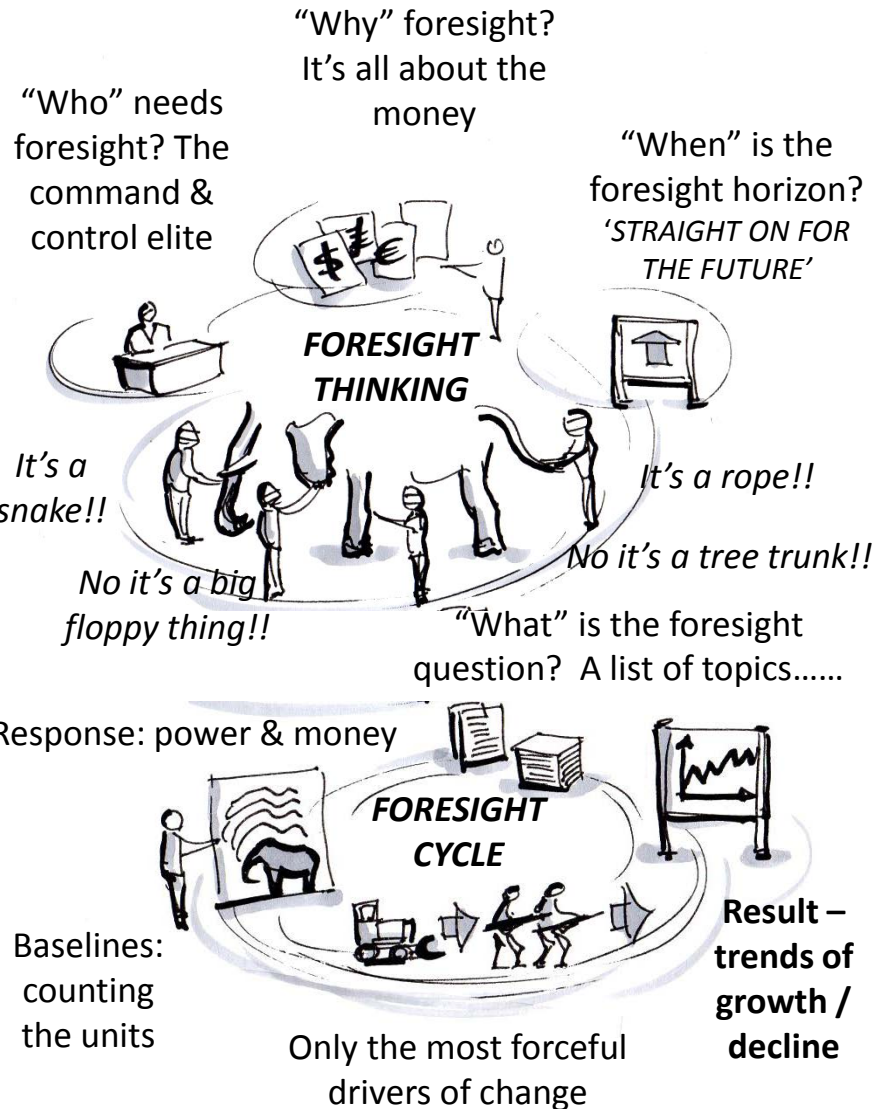


URBAN PLANNING & FORESIGHT



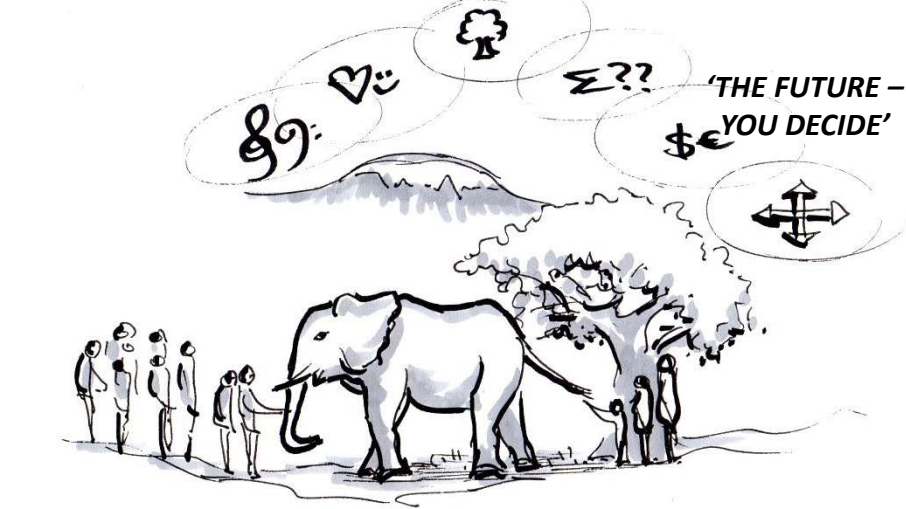
URBAN FORESIGHT: FROM SMART TO WISE

LINEAR-ADAPTIVE '1-2.0' MODEL

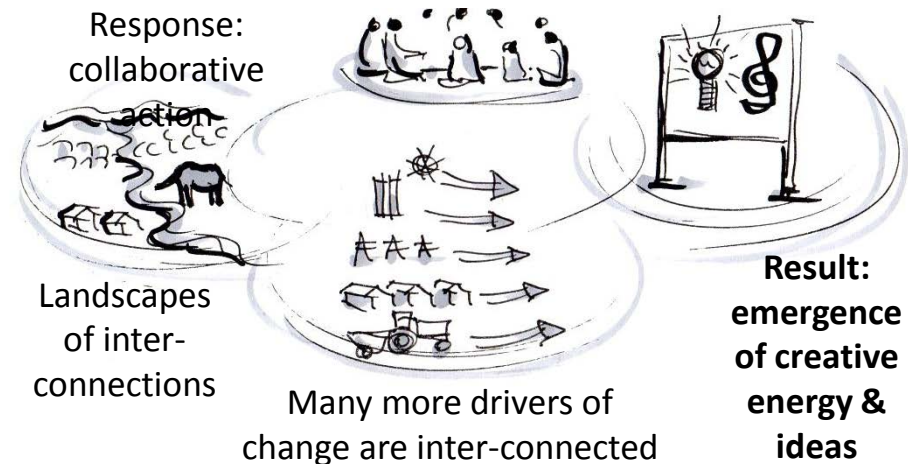


SYNERGISTIC '3.0' MODEL

"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...



TOOLKITS : SYNERGY FORESIGHT CYCLE

More detail on

www.urban3.net

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

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

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

Inter-connections

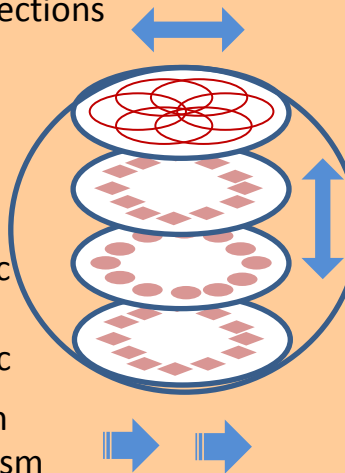
Vectors

Actors etc

Factors etc

Sectors etc

System metabolism
etc

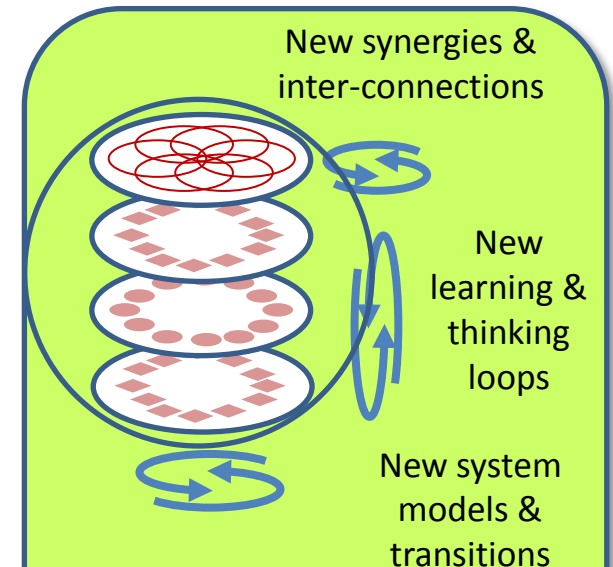
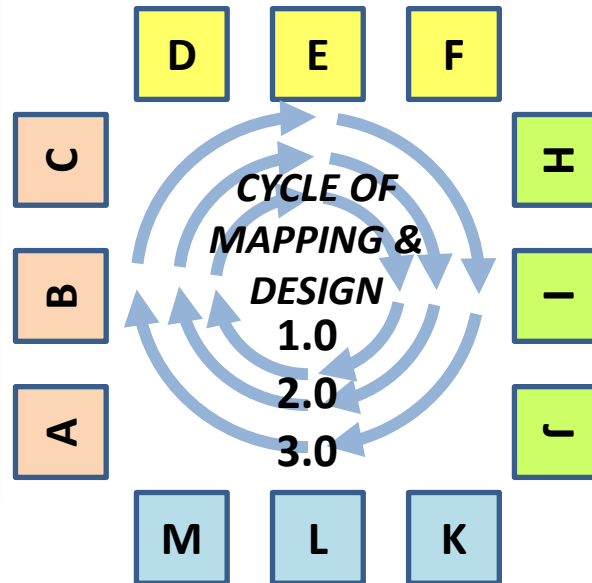


Multi-level change:
as uncertainties,
possibilities



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

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



New synergies &
inter-connections

New
learning &
thinking
loops

New system
models &
transitions

(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



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

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

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?)

Inter-connections

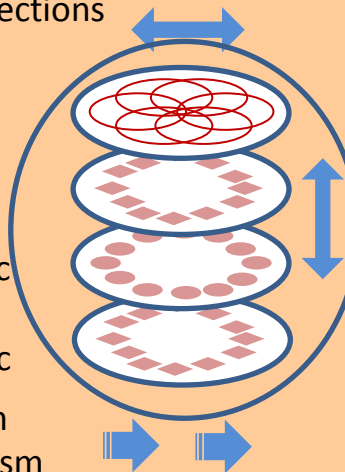
Vectors

Actors etc

Factors etc

Sectors etc

System
metabolism
etc



C

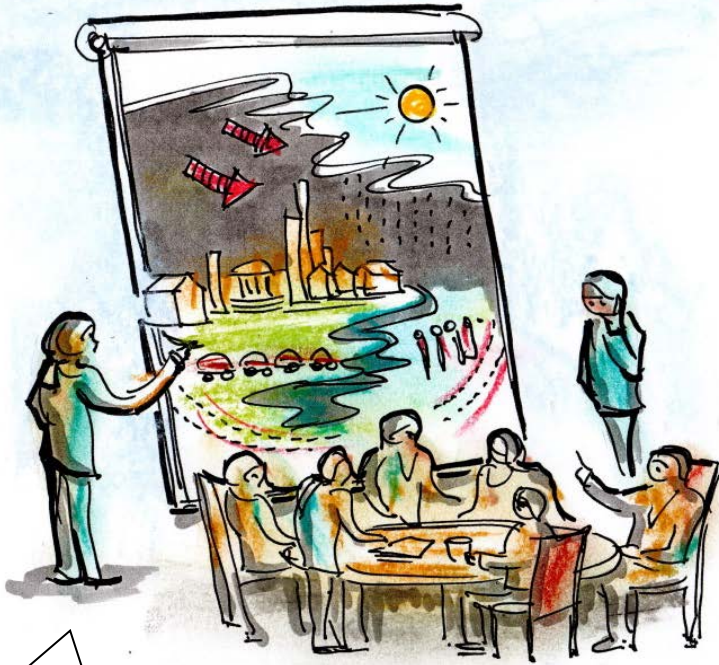
B

A

- 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

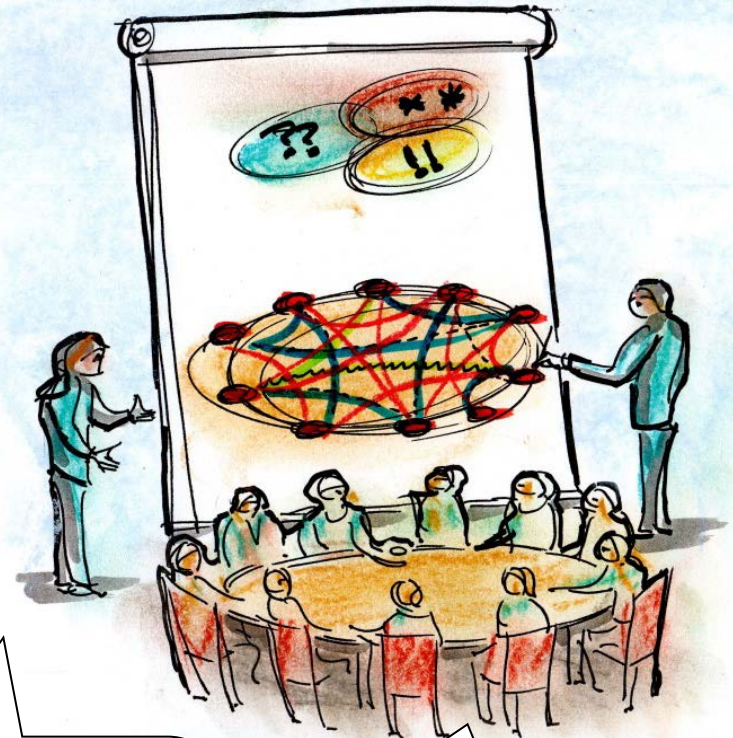
SCOPING & DELIBERATION



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

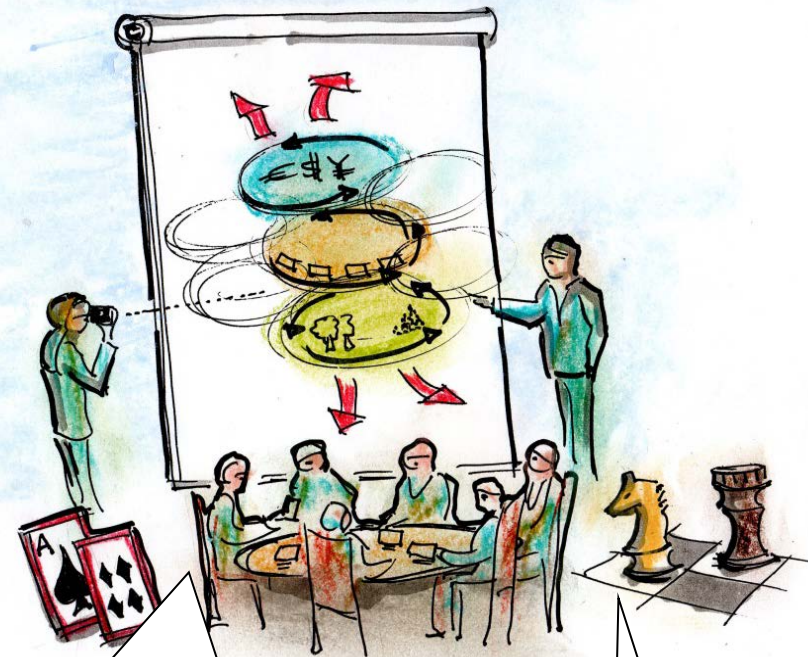


Ok – it seems like there's not one city but many – so let's talk around smaller tables

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

MAPPING OF METABOLISM



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	

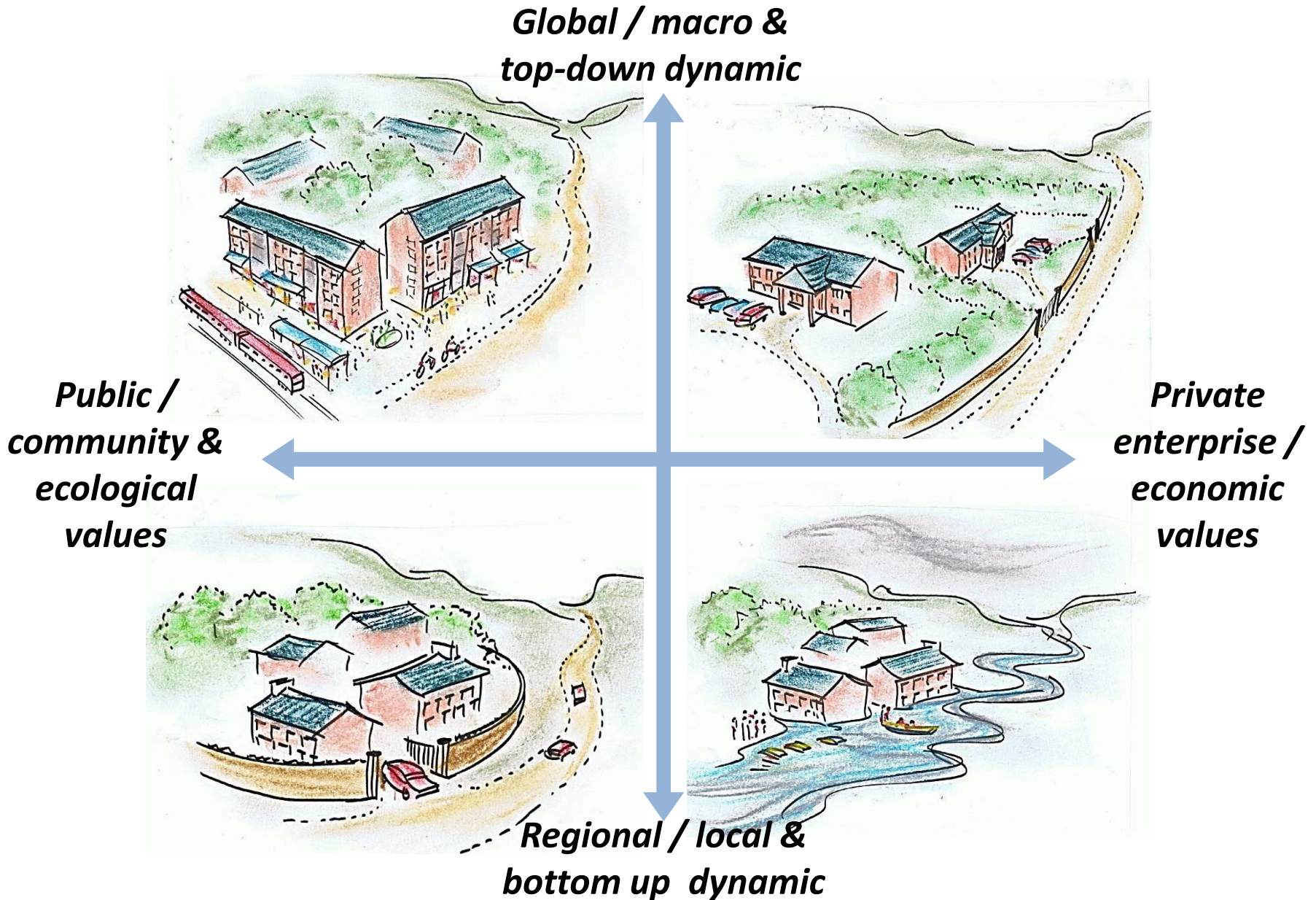
CHANGE MAPPING EXAMPLE: 21 DRIVERS OF CHANGE

As from www.gm2040.com

5	POLICY & GOVERN		
<i>a</i>		Multi-level governance	
<i>b</i>		Private-public balance	
<i>c</i>		Trust in govt / society	
6	CULTURE, VALUES		
<i>a</i>		Lifestyles & well-being	
<i>b</i>		Migration & diversity	
<i>c</i>		Education & skills	
7	CITIES		
<i>a</i>		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.
<i>b</i>		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:
<i>c</i>		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



CHANGE MAPPING: SCENARIO FRAMEWORK

	<i>‘GLOBAL ENTERPRISE’</i>	<i>‘LOCAL ENTERPRISE’</i>	<i>‘GLOBAL COMMUNITY’</i>	<i>‘LOCAL COMMUNITY’</i>
<i>IPCC labels</i>	<i>A1</i>	<i>A2</i>	<i>B1</i>	<i>B2</i>
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.

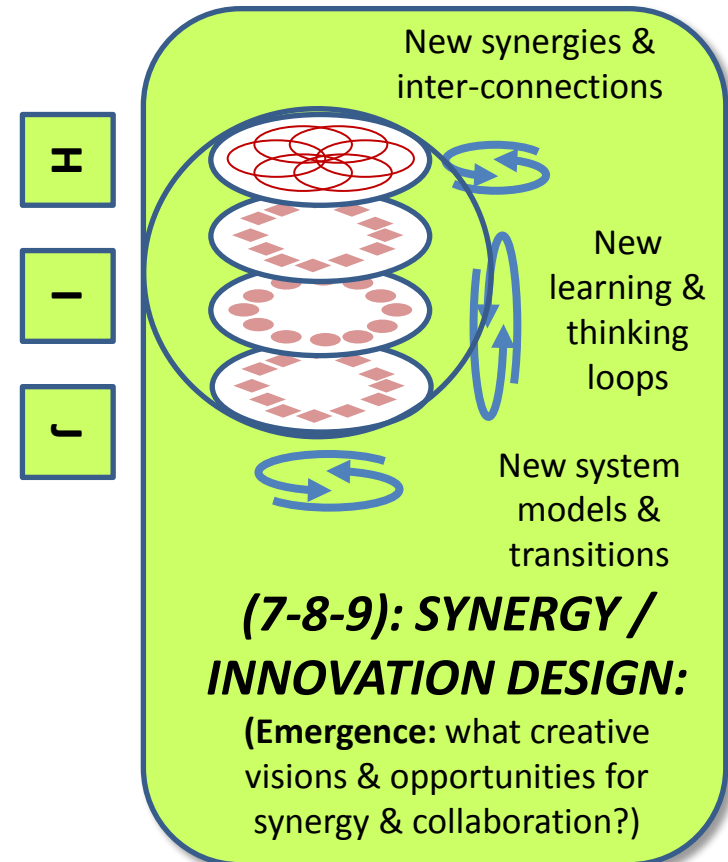
TOOLKITS 3: SYNERGY MAPPING

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

More detail on

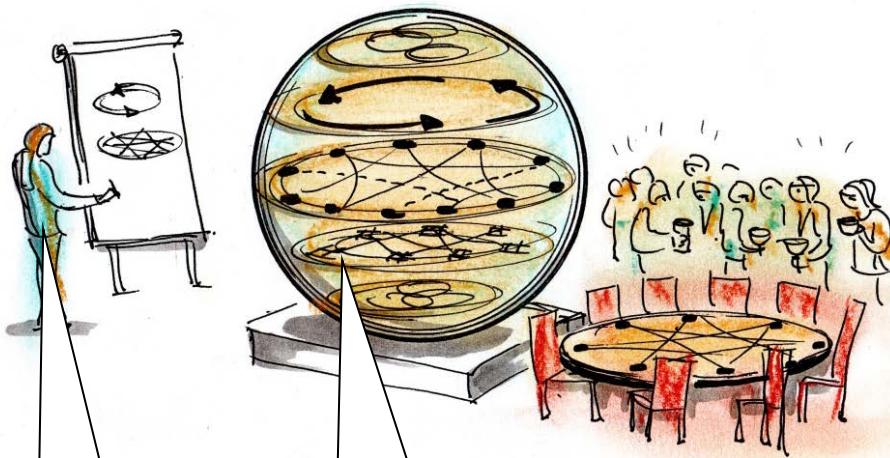
www.urban3.net

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



TOOLKITS 3: CO-EVOLUTION

PUTTING IT TOGETHER

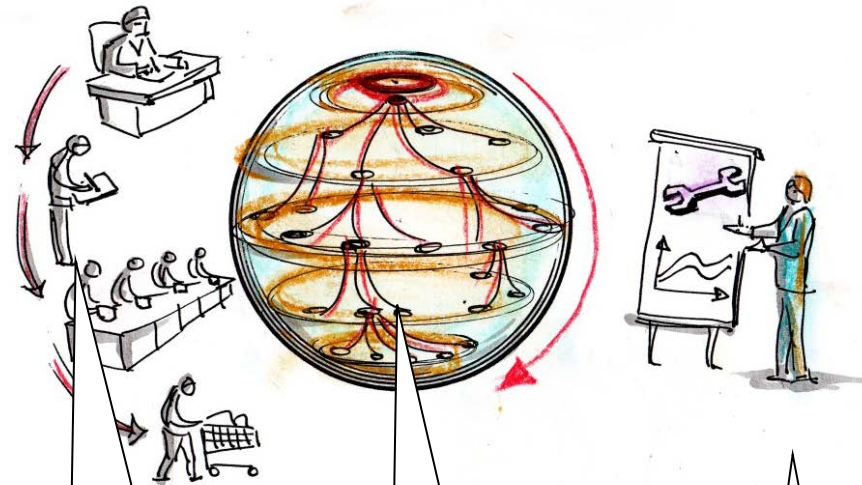


Finally – we can put it together.. A ‘football’ is an image which helps to think about inter-connections

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



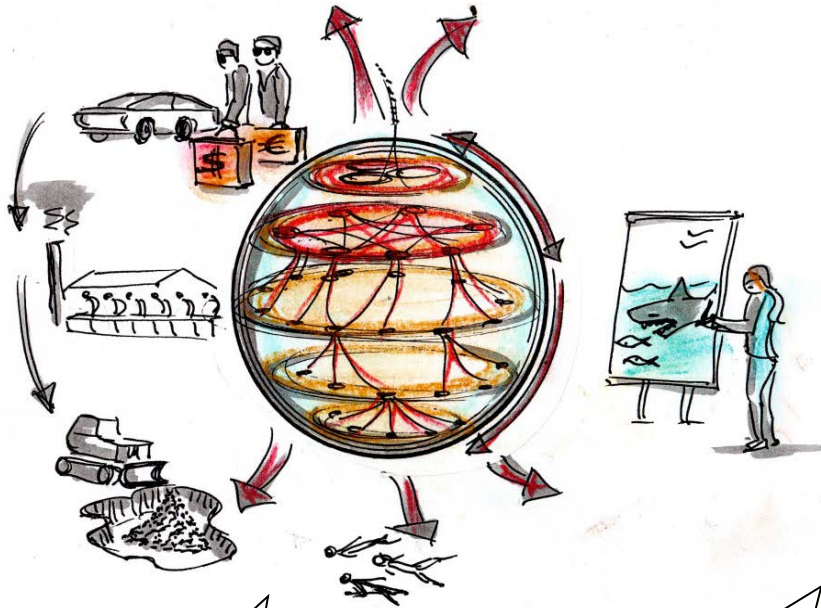
Now it gets serious. Is our city a top-down machine, where the leaders give orders, & we can only buy what is produced?

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

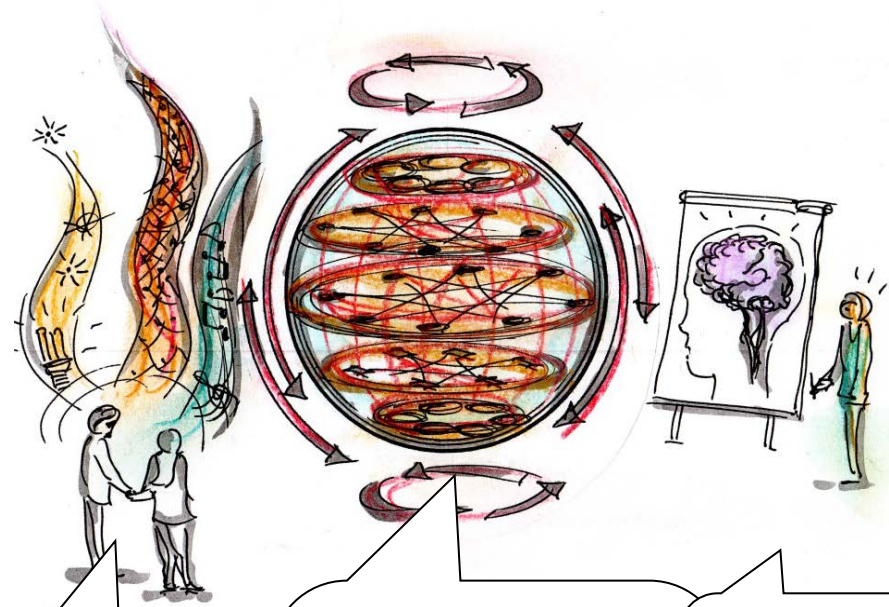
"ADAPTIVE / EXTRACTIVE 2.0" EMERGENCE



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 like 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

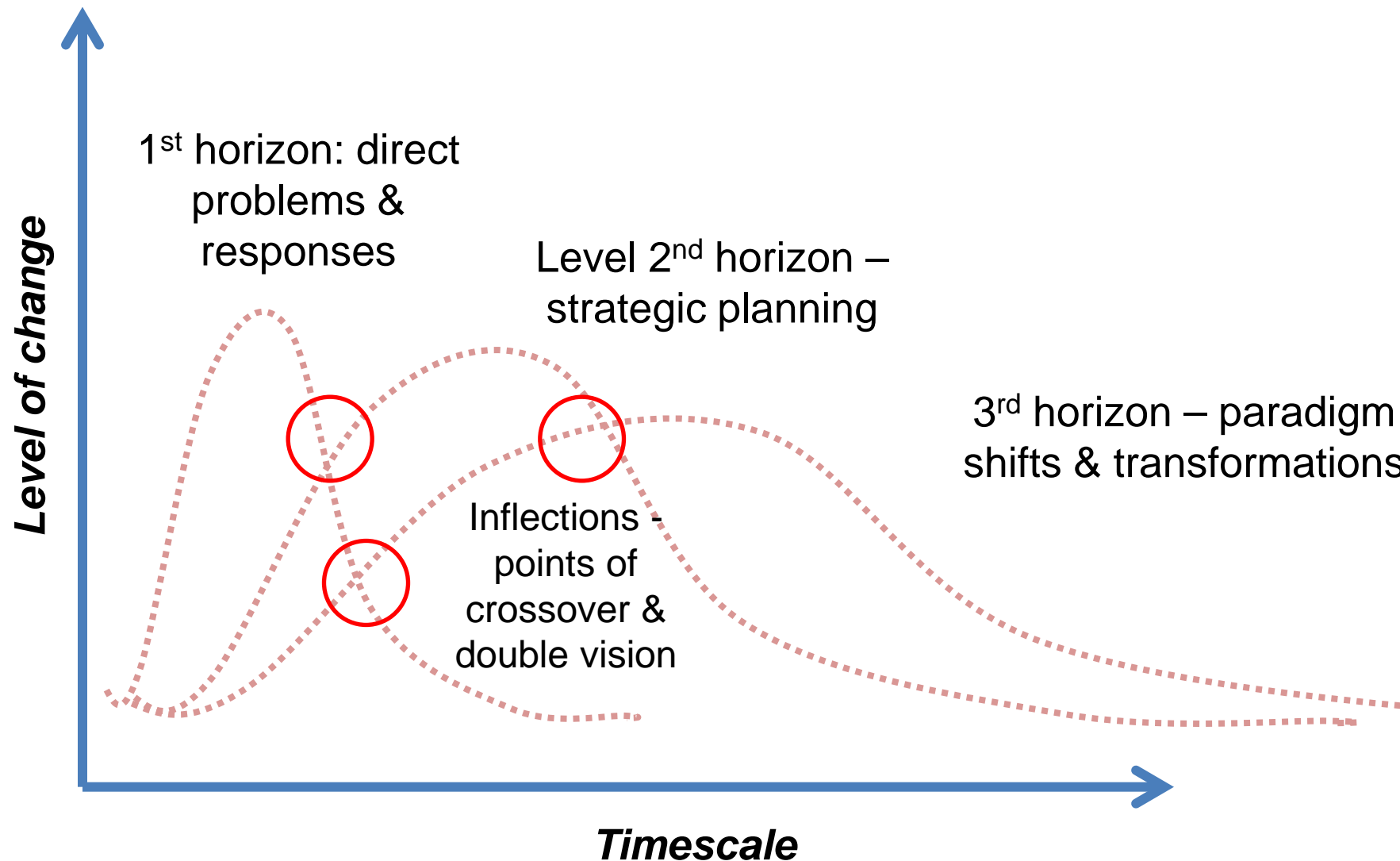
**(10-11-12): STRATEGY /
PATHWAY / ROAD-MAPPING:**

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

Multi-level change:
as responses & actions

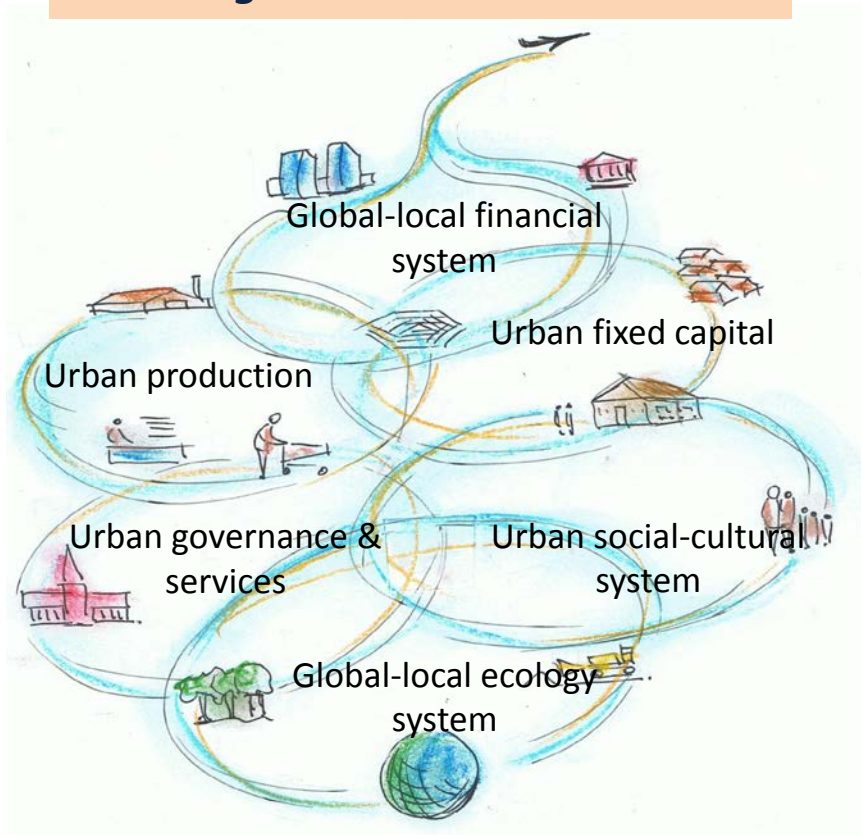


TOOLKITS 4: STRATEGY / ROAD-MAPPING: 3 HORIZONS

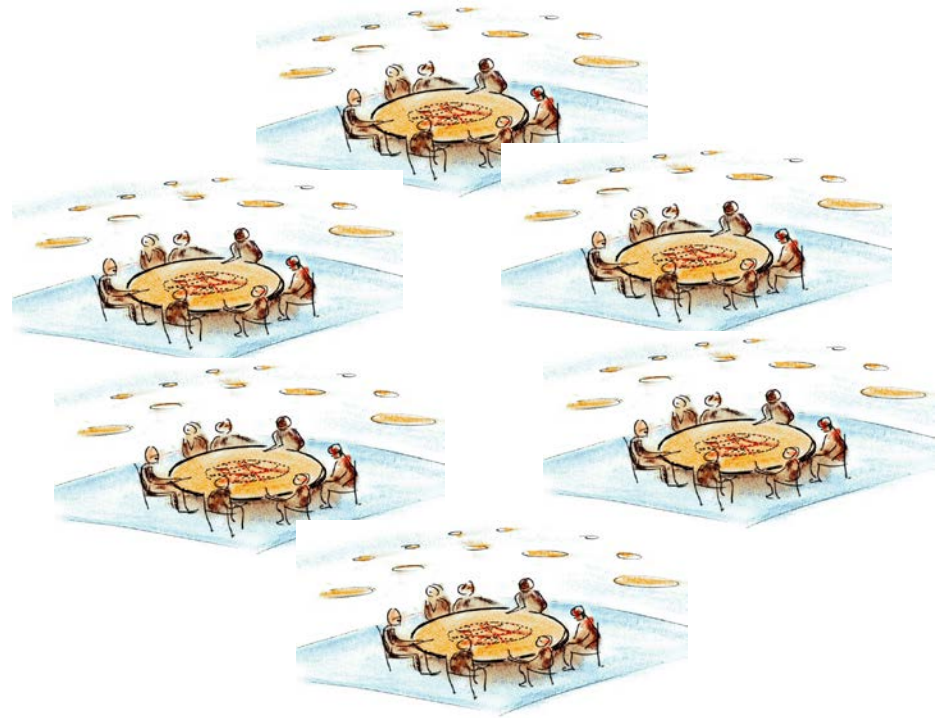


TOOLKITS 4: BRINGING ACTORS TOGETHER

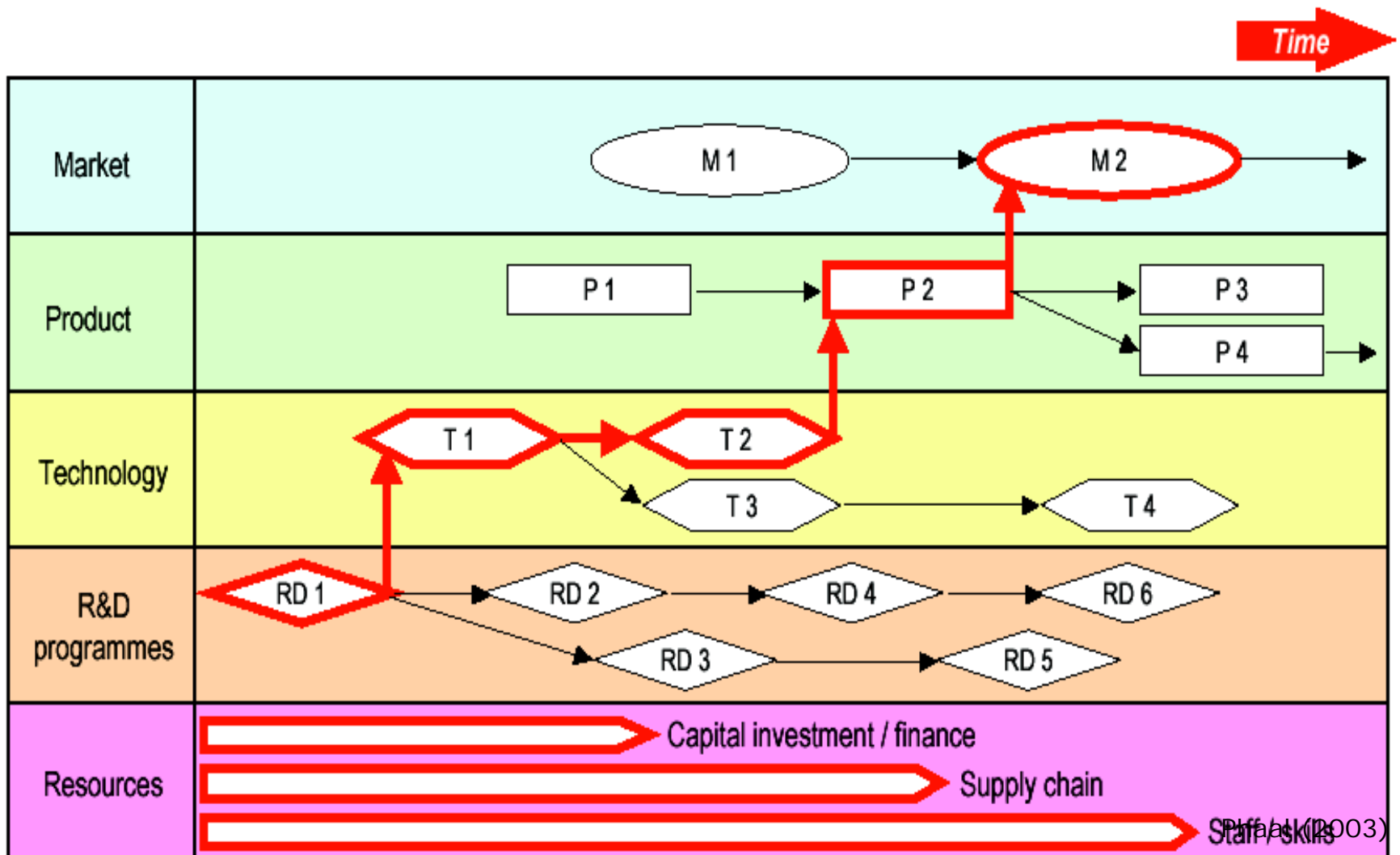
Inter-connecting urban systems & global connections



Urban actors in discussion, in different sectors & departments



TOOLKITS 4: ROADMAP STRUCTURE



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)

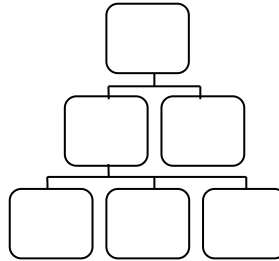
	INFORMATICS:	PROBLEM SOLVING CAPACITY	CREATIVE CAPACITY	SYNERGY / INNOVATION / COLLABORATION	STRATEGIC CAPACITY
cognitive funtions	Data, knowledge, memory, computation	Horizontal / vertical system functions	Divergent thinking functions	Emergent thinking functions	Convergent thinking functions
SOCIAL 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

To -

From - “linear space planning”

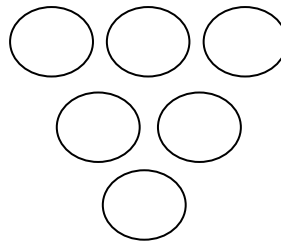
Policy:
hierarchical &
technocratic:



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



Public:
fragmented &
passive

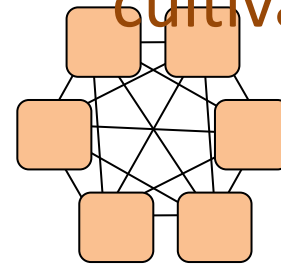


Landuse:
materialistic &
mono-functional

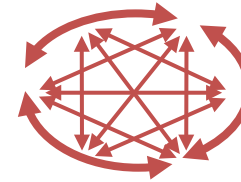


“synergistic place-cultivation”

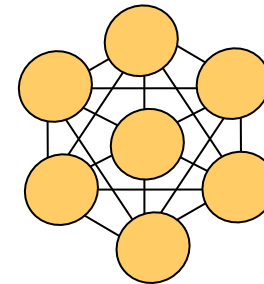
Policy: responsive
multi-level &
multi-functional



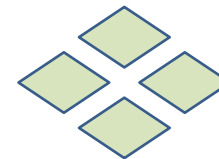
co-production
of shared
intelligence



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

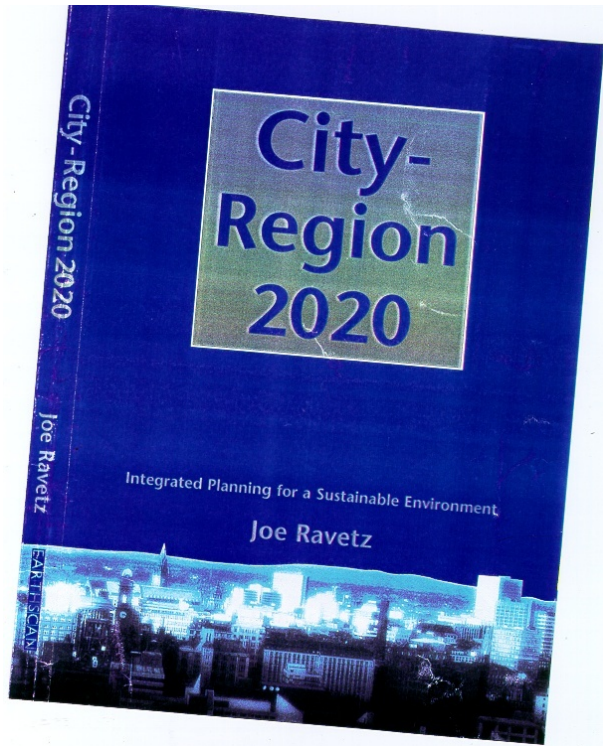


Landuse:
relational &
multi-
functional



- 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”*

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

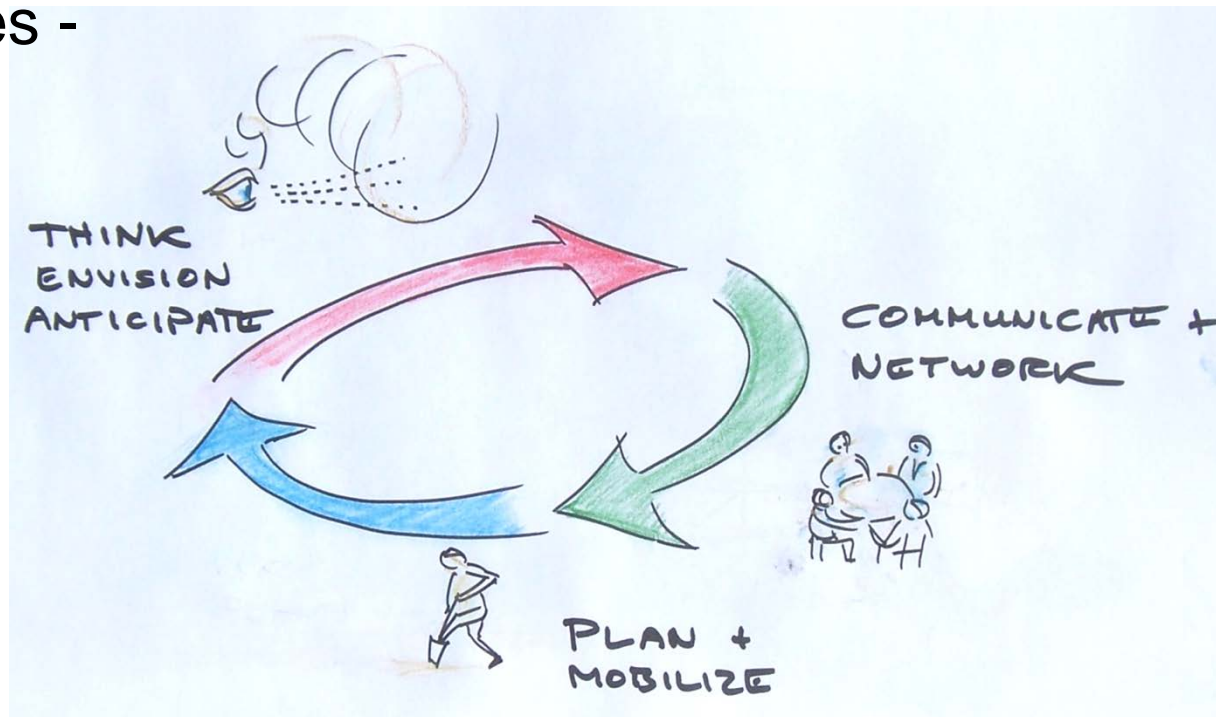
Afterword: The game of city governance

Practical tools: how to explore & create the 'urban future'



Foresight & the urban case

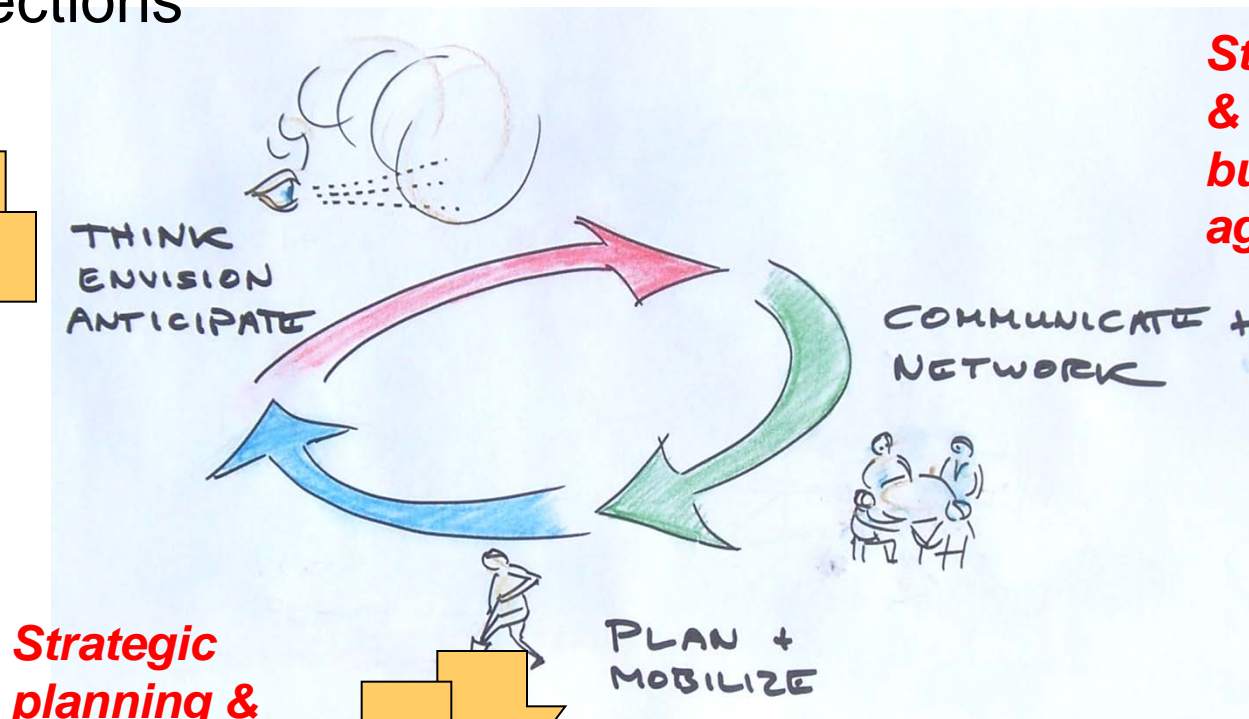
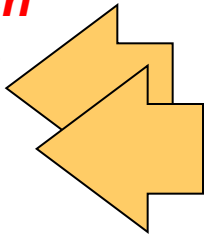
Foresight can be seen as a cycle of about 3 stages -



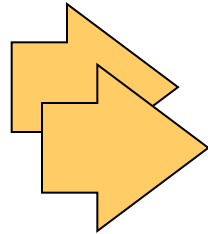
Foresight & the urban case

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

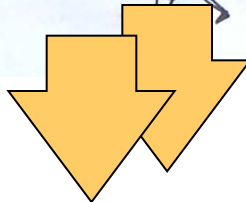
**Research
& future
studies
agenda**



**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

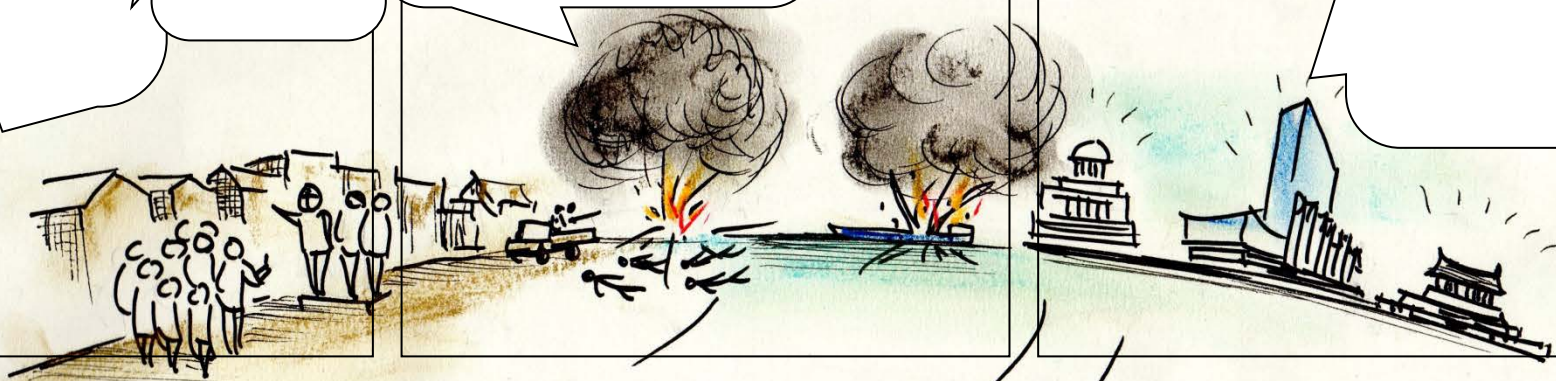
Greetings I'm Aisha. I grew up in an African township. Things were rough, but there was hope in the streets

After a while I got to be mayor, then a UN delegate

We worked for positive change, but instead there was more terror & instability

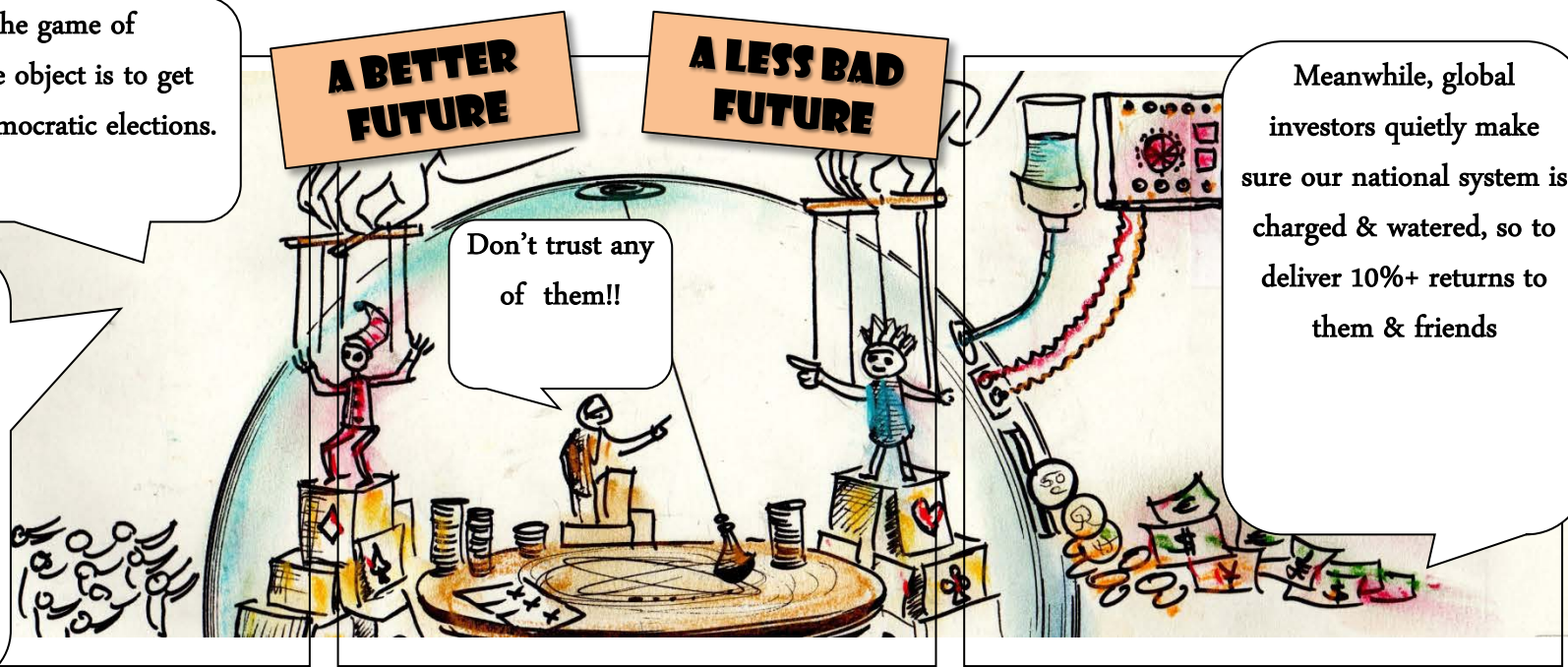
We worked with G-TEC and the others, thinking that any system would be better than this chaos

we kept the symbols of democratic politics, while the real business shifted to elsewhere



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



Meanwhile, global
investors quietly make
sure our national system is
charged & watered, so to
deliver 10%+ returns to
them & friends

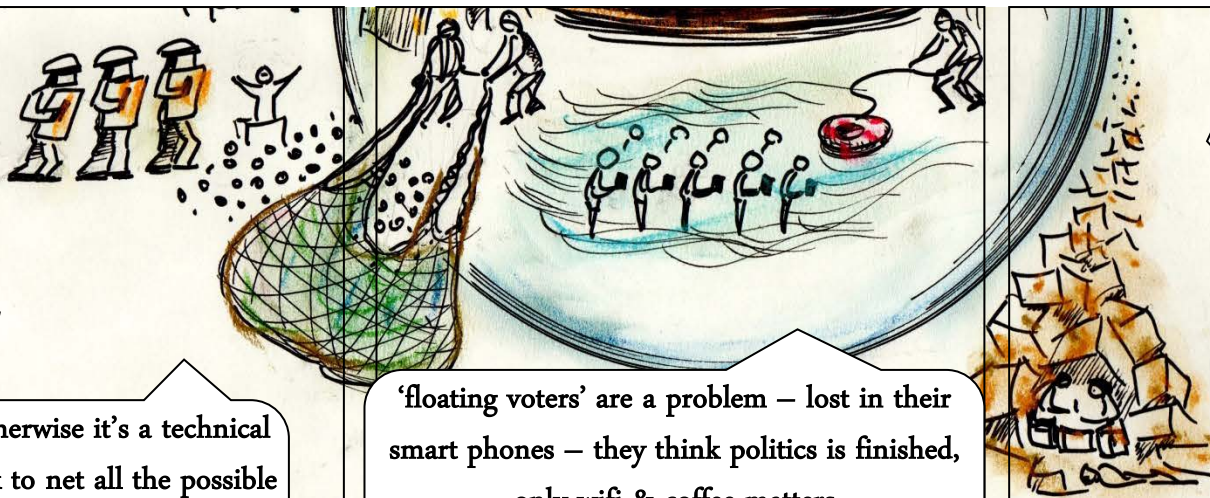
Some call for an alternative to the system - they don't last long, but we admire their ethical stand

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

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

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



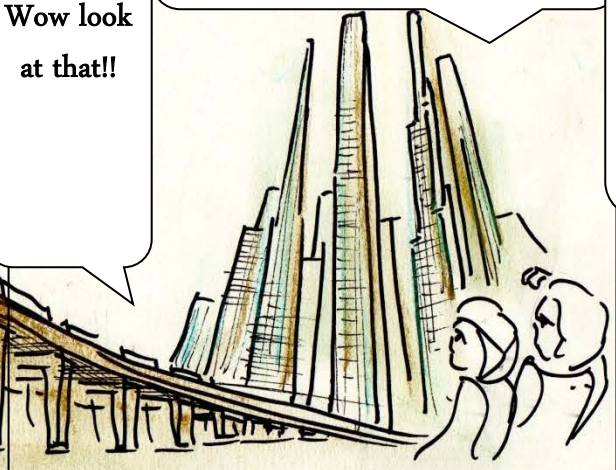
& there is resistance growing, from inside & outside the political spectrum

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 to get beyond the impasse of "sustain-ability", we need to look at how humans really work

Well they've been working on that one for 3000 years.

But there's new things..
We see the Earth hanging in space. We know we have complex brains with multiple intelligences

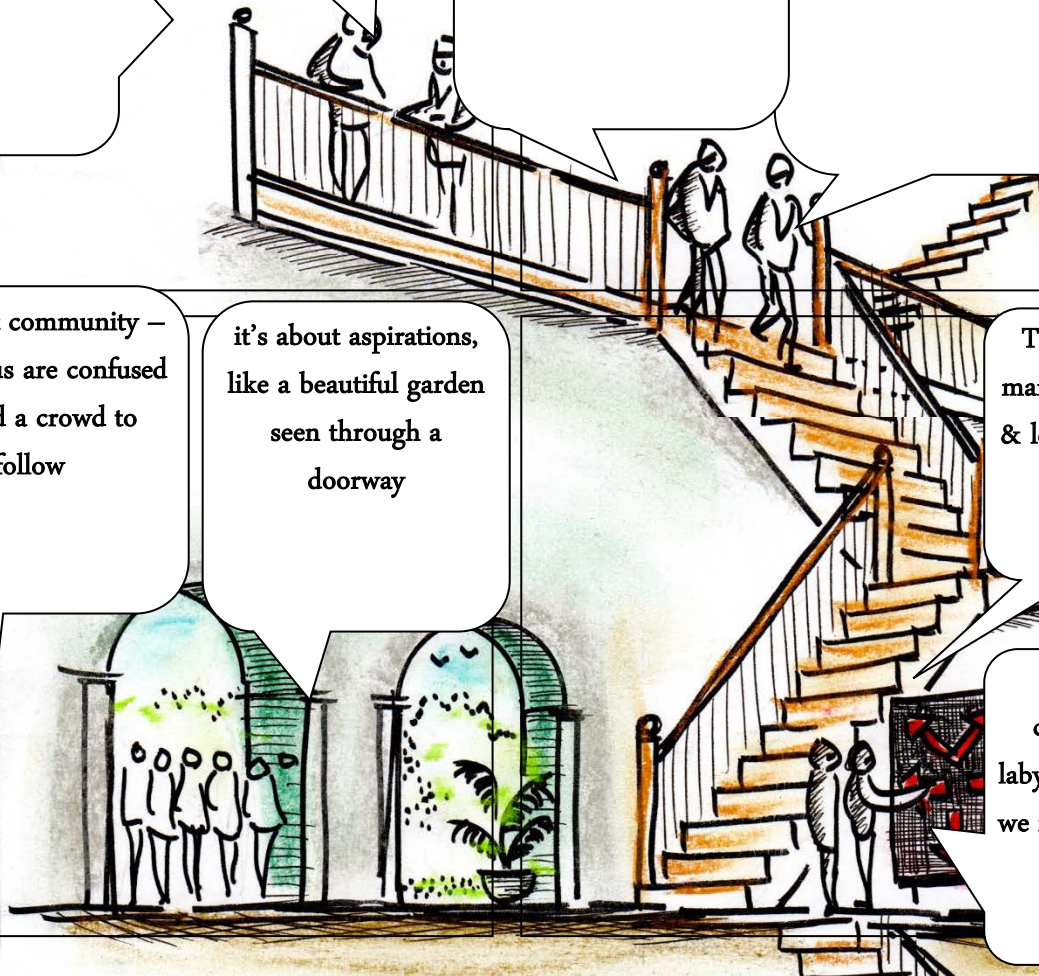
But it's not in a straight line, it's evolutionary. To live in 'sustainable cities', humans have to learn & talk together. It's not a technical fix or even a 'plan'

it's about community – most of us are confused & need a crowd to follow

it's about aspirations, like a beautiful garden seen through a doorway

There are so many directions & levels to walk on

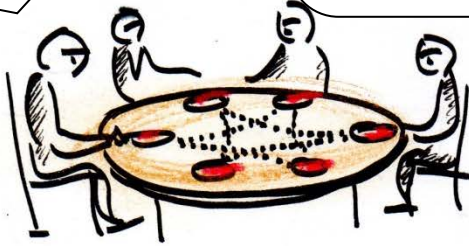
Like a changing labyrinth so we need a map



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

