REMINDERS

- Two required essays (10% of your grade) were due on April 17.
- ✓ Late penalty now applies (better than a zero!).
- ✓ Must submit missing essays by May 12, 2020 to avoid a ZERO grade.

☐ EXAM III – Final Exam Tuesday, May 19, 2020 from <u>9 AM</u> – 11 AM on BlackBoard

Covers Part III of the course.

- Extra Credit: "Think Geographically" Essays from any five of Chapters 4-12 or
- ❖ The 3rd topic from required essay list plus 4 chapter essays.
 - Last day to submit is May 12 but it is best

Atlas Extra Credit III for final exam is available on the course home page and BlackBoard. Answer sheet is DUE MAY12 by 11 PM.

> TEXTBOOK READING FOR PART III Selected parts of Chapters 6-12

FREE REMOTE TUTORING IS AVAILABLE from the HC Skirball Learning Center

GEOG 101 PART III **Urban Geography** Parts 1 and 2 **Chapter 10** 150 year HUNTER

Lecture Topics for Part III

I Intro. to Human Geography

- - D. Toponomy: Place names
 E. Geog. in World Affairs/Current Events

II Living on the Earth

- A. Habitat
- B. Demography
 - C. Medical geography
 D. Dealing with population growth
- E. Biogeography/Ecology

- A. Sectors of the Economy
- B. Food, Agriculture and Fisheries
- C. Globalization
- D. Economic Development
 E. Location Theory, Time-Disand Economic Activity

EXAM III - Final Exam Tuesday, May 19 from 9-11 AM on **BlackBoard**

Covers only Part III opics of this course

> IV Urban Geography

- A. Settlement B. Worldwide Trends
- C. Geographic City
 D. Urban Landscape Development
 E. Patterns within the City

V Political Geography:

- A. Control/Demarcation/Use of Space B. Nation Building
- D. Geopolitics/World Affairs

SETTLEMENT

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

Settlements are differentiated on the basis of

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

HIERARCHY of SETTLEMENT

- ❖ Rural: an area with an overall lower population density that has a dispersed settlement pattern and in some cases, evolved into an area with small nucleated
- > As the number of settlers (people) increase from the isolated individual dwelling, a hierarchy of form and function is created, each with a greater variety of services and a stronger pull than the smaller one.
- Isolated dwelling>>> hamlet>>> village>>> town>>> city>>> metropolitan area>>> megalopolis or conurbation.

RURAL ISOLATED SETTLEMENT

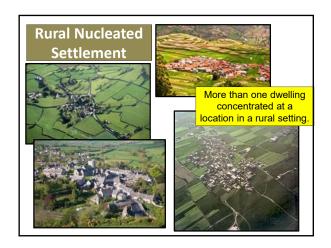






One dwelling standing alone, far from other dwellings.

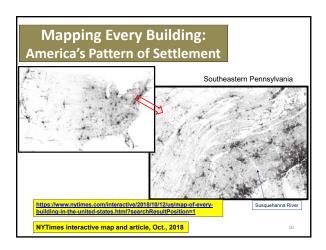


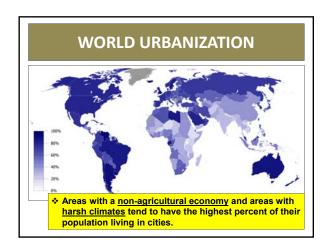


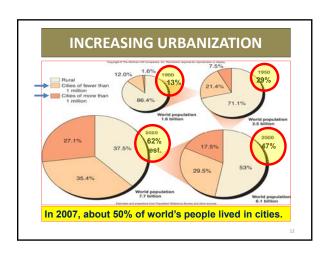
URBAN GEOGRAPHY

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

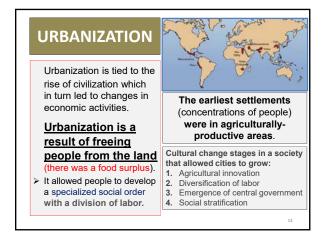








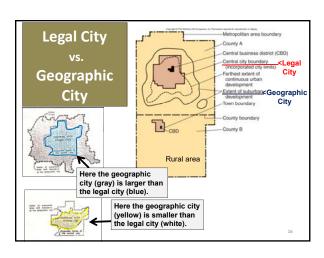




Modern Legal City vs. Geographic City

- The LEGAL CITY is an area enclosed by a formal political boundary (incorporated) within which certain rules and regulations apply.
- The GEOGRAPHIC CITY is an area that exhibits unique "urban" characteristics, many of which are not tied to a legal or political entity.
 - √ A <u>geographic city</u> may include more than one legal entity
 - ✓ A <u>legal city</u> may have areas that do not have urban characteristics.

5



What is the Geographic City?

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

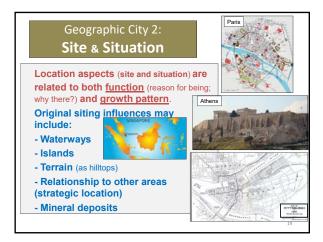
- 1. Unique function (reason for being)
- 2. Site and situation (related to function)
- 3. Economic base (income earner)
- 4. Shape (encloses the functional area)

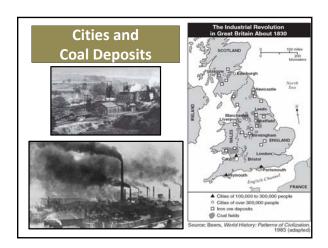
Geographic City 1: Unique Function

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

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

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





Geographic City 2: Site & Situation

HOWEVER:

Quality of location changes with time.

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

21

Geographic City 3: Economic Base

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

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

22

Economic Base (cont'd)

- Basic sector earns money from outside the city by selling products.
- Non-basic sector services the needs of the residents with grocery stores, retail shops, repair shops, schools, local transit, health care, etc.
- Multiplier Effect: On average, 2 non-basic workers are needed for every 1 basic worker.

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

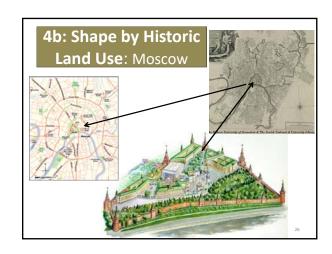
(But the reverse happens, too.)

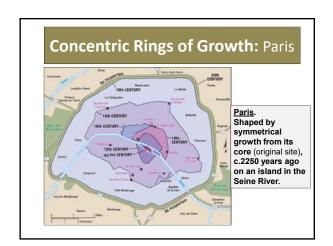
Geographic City 4: Shape

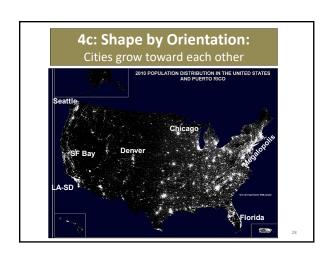
The shape of a city will be influenced by:

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









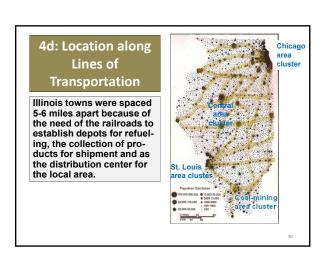
4d: Location along
Lines of
Transportation

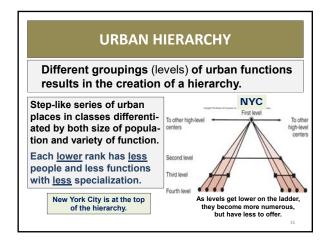
Illinois towns were spaced
5-6 miles apart because of
the need of the railroads to
establish depots for refueling, the collection of products for shipment and as
the distribution center for
the local area.

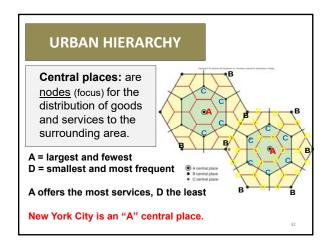
St. Louis
area cluster

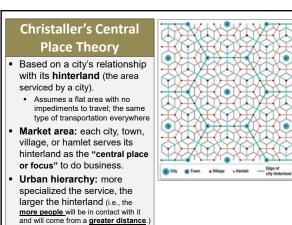
Coal-mining
area cluster

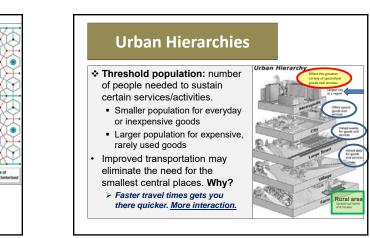
Chicago

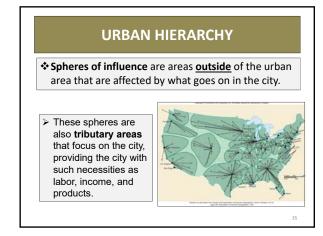




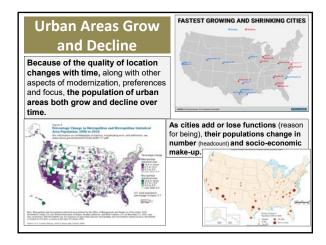


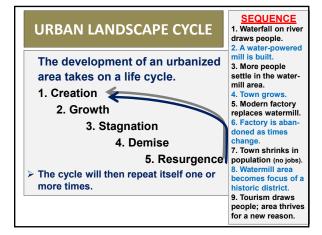












URBAN LANDSCAPE

1. CREATION:

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

2. GROWTH:

✓ Various "pull factors" draw **more** people to the site.

URBAN LANDSCAPE

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

.

URBAN LANDSCAPE

3. STAGNATION:

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

WHY?

"Quality of location changes with time."

41

URBAN LANDSCAPE

4. DEMISE:

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

URBAN LANDSCAPE

5. RESURGENCE:

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

Providence, RI 1. Site: a harbor **URBAN LANDSCAPE CYCLE** location fed by several rivers. 2. Fishing port. 3. Cotton port. The cycle begins anew. 4. Textile manufacturing center. 1. Creation 5. Outdated textile 2. Growth factory buildings 3. Stagnation are abandoned. 6. Outlet malls 4. Demise occupy the vacant 5. Resurgence 7. Revitalized industrial buildings find new uses, as for technology. The cycle will then repeat itself one or

PATTERNS within a CITY

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

- 1. Physical Patterns
- 2. Social Patterns

PATTERNS within a CITY

1. Physical Patterns

more times as conditions change, needs

arise and stimuli are added.

a. Microclimate development

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

b. Altered hydrology from landscaping

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

8. Condo housing

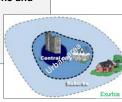
with a harbor view

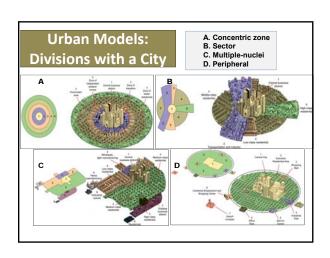
gentrifies the area.

The Urban Form

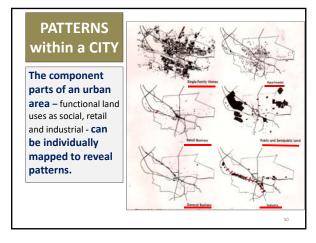
2. SOCIAL PATTERNS

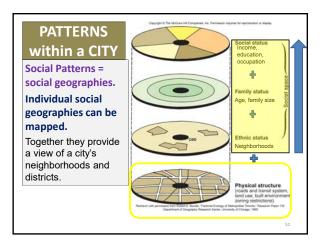
- a. Models of pattern development
- b. Functional land use patterns and population density
- c. Social factors
- d. Governmental influence
- e. Environmental concerns





PATTERNS within a CITY Social Patterns: Population density varies with activities, amenities and distance from city center. Old, crowded housing (many apartments) Multistory apartments Single-lamily housing closely spaced The importance of good, fast, reliable transportation! Duplexes precluded by commercial activities Detached housing precluded by commercial activities housing precluded by





Social Factors in Residential Clustering

 Social considerations play a role in urban residential clustering.

May lead to development of ethnic neighborhoods (local cultural realms)

- ✓ Congregation: people choosing to live with others like themselves (positive connotation).
- ✓ Segregation: people live together because discrimination forces them to do so (negative connotation).

Government's Role

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

Urban Problems

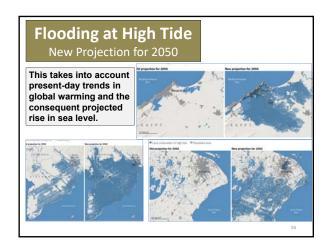
Congestion Issues: large numbers of people, accessibility, local transportation; housing

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

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

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

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



COURSE HOME PAGE

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

Geography Major

Environmental Science Major

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

