

VII. Cities and Urban Land Use

Tuesday, May 2, 2017 8:13 AM

Enduring Understandings	Learning Objectives	Essential Knowledge
A. The form, function, and size of urban settlements are constantly changing	Explain the factors that initiate and drive urbanization and suburbanization	Site and situation influence the origin, function, and growth of cities
		Transportation and communication have facilitated urbanization (e.g., Borchert’s epochs of urban growth) and suburbanization
		Improvements in agriculture and transportation, population growth, migration, economic development, and government policies influence urbanization
		World cities function at the top of the world’s urban hierarchy and drive globalization
		Megacities are rapidly increasing in countries of the periphery and semiperiphery
		Megacities and world cities experience economic, social, political, and environmental challenges
B. Models help to understand the distribution and size of cities	Apply models to explain the hierarchy and interaction patterns of urban settlements	Models that are useful for explaining the distribution and size of cities include the rank-size rule , the law of the primate city , and Christaller’s central place theory
		The gravity model is useful in explaining interactions among networks of cities
C. Models of internal city structure and urban development provide a framework for urban analysis	Explain the models of internal city structure and urban development	Classic models that are useful for explaining the internal structures of cities and urban development are the Burgess concentric-zone model , the Hoyt sector model , and the Harris– Ullman multiple-nuclei model
		The galactic city model is useful for explaining internal structures and urban development within metropolitan areas
		World-regional models (e.g., Latin America, Africa) are useful (with limitations) for explaining land use and urban development
D. Built landscapes and social space reflect the attitudes and values of a population	Analyze residential land use in terms of low-, medium-, and high-density housing	Residential buildings and patterns of land use reflect a city’s culture, technological capabilities, and cycles of development
	Evaluate the infrastructure of cities	Economic development and interconnection within a metropolitan area are dependent upon the location and quality of infrastructure (e.g., public transportation, airports, roads, communication systems, water and sewer systems)
	Explain the planning and design issues and political organization of urban areas	Sustainable design initiatives include walkable mixed-use commercial and residential areas and smart-growth policies (e.g., new urbanism, greenbelts, slow-growth cities)
		Functional and geographic fragmentation of governments presents challenges in addressing urban issues

	Analyze the demographic composition and population characteristics of cities using quantitative and qualitative data	Quantitative information about a city's population is provided by census and survey data
		Qualitative data from field studies and narratives provide information about individual attitudes toward urban change
E. Urban areas face economic, social, political, cultural, and environmental challenges	Evaluate problems and solutions associated with growth and decline within urban areas	Economic and social problems associated with the growth and decline of urban communities include housing and insurance discrimination , housing affordability , access to food stores and public services , disamenity zones , zones of abandonment , and gentrification
	Evaluate problems associated with urban sustainability	Land use and environmental problems associated with the growth and decline of urban communities include suburban sprawl , sanitation , air and water quality , remediation and redevelopment of brown fields , farmland protection , and energy use

From <<https://sites.google.com/a/lphs.org/lphumangeo/unit-vii---cities-and-urban-land-use>>






Urban Revolutions

Friday, May 5, 2017 9:22 AM

Urban is basically a term that means having to do with cities. People first started to live in cities thousands of years ago, and they have become the center of culture, trade, commerce, government and life in general over time. Cities have seen steady growth throughout time, but their development also spiked during two historical periods known as the first and second urban revolutions.

First Urban Revolution

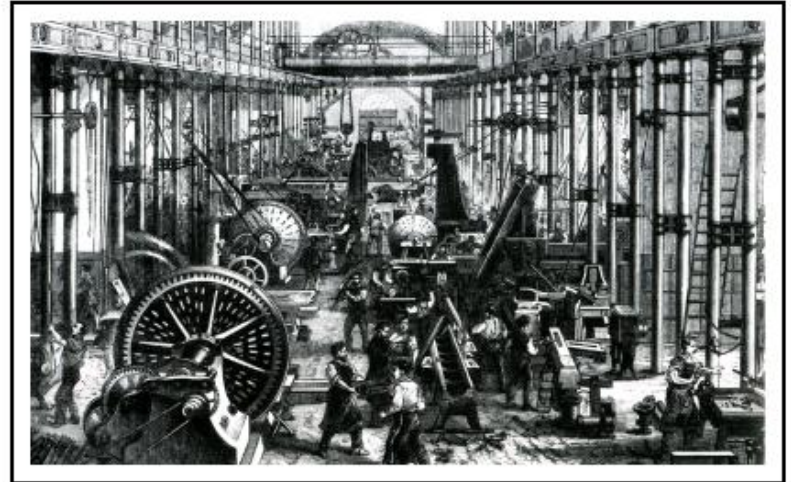
- ~ The beginning of cities themselves
- ~ Closely related to the first agricultural revolution
- ~ The cities created large surpluses of food, leading to higher levels of specialization
- ~ Also marked the beginnings of social stratification
- ~ Innovation began in five different hearths separately

	Mesopotamia	Cities characterized by social classes. Had many temples
	Nile River Valley	Cities in this hearth had sovereignty over their regions. Used irrigation systems that set it apart from other hearths.
	Indus River Valley	Had uniform housing despite social classifications.
	Hwanghe and Wei River Valleys	Cities were centered around a tall central structure surrounded by a brick wall for the ruling class
	Mesoamerica	Cities in this hearth were religious centers

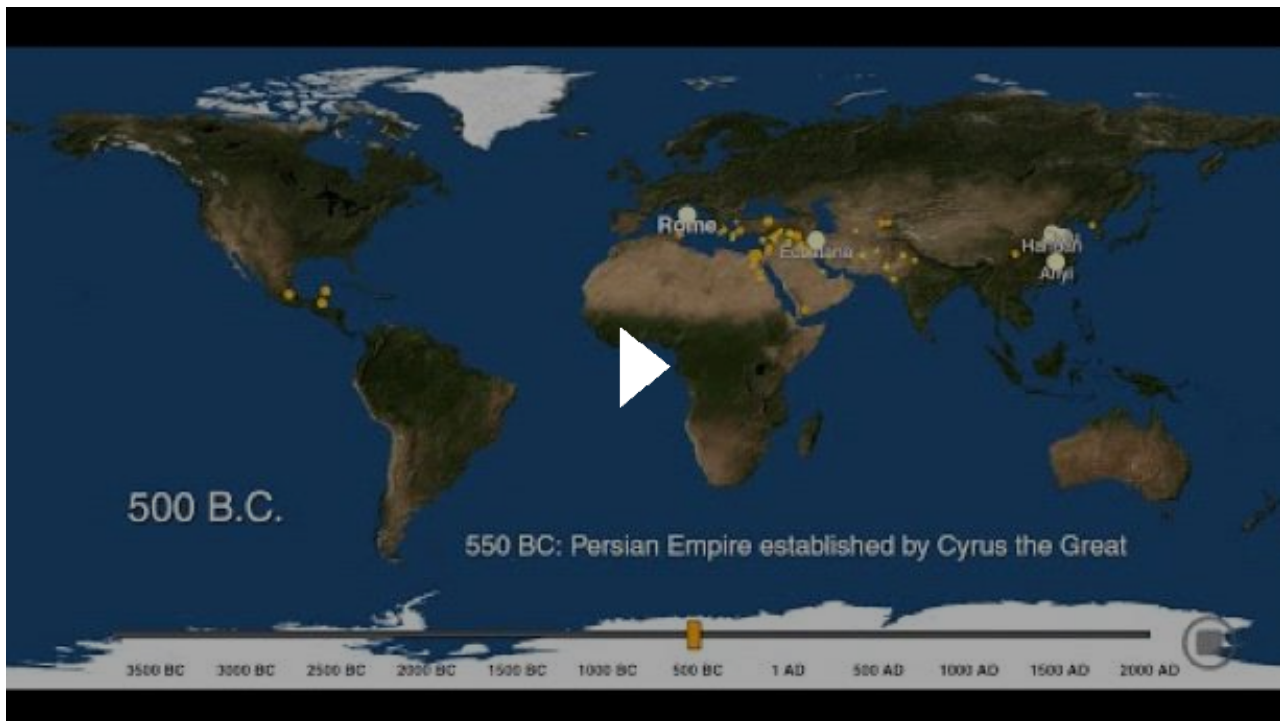
The 1st urban Revolution is the Neolithic Revolution from World History !!!!

Second Urban Revolution

- ~ Coincided with the Industrial Revolution in 19th and 20th century
- ~ More cities meant that more people went to cities to work
- ~ Made possible the Second Agricultural Revolution
- ~ Industrialization encouraged growth of cities near industrial resources.



[The History of Urbanization, 3700 BC - 2000 AD](#)



[Google Timelapse: Urban Explosion | TIME](#)



Urban Hierarchy

Friday, May 5, 2017 9:23 AM

The hierarchy is based on the amount of services available in each place.

I. Hamlet

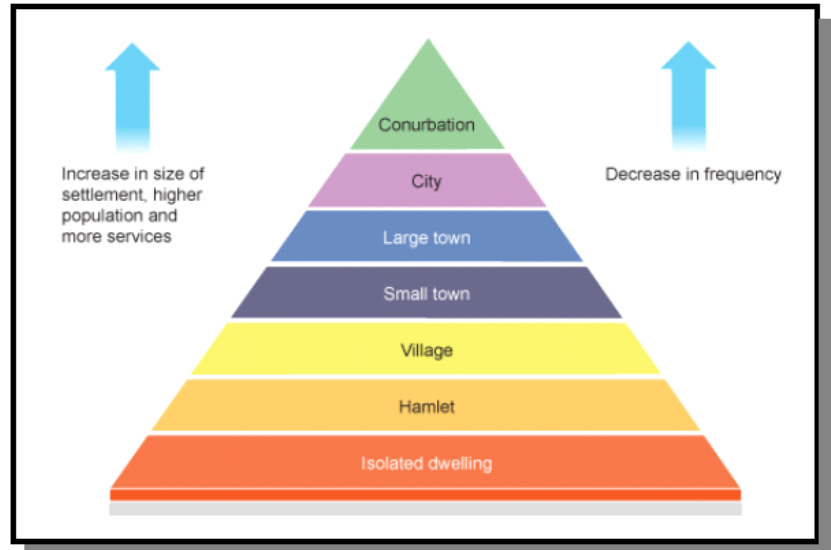
A. Composed of a small rural settlement or small component of a larger settlement or municipality. They are typically unincorporated. They have little to no significance.

- B. Things you find in a Hamlet
1. Gas Station
 2. Small cluster of homes

II. Village

A. Composed of a clustered human settlement of hundreds to a few thousands. They have a local significance.

- B. Things you find in a Village
1. Grocery Store
 2. Larger cluster of homes



III. **Town**

- A. Composed of a larger settlement that has thousands of residents. They have significance that is easily noticeable.
- B. Things you find in a Town
 - 1. Doctors
 - 2. Dentists (important services)

IV. **City**

- A. Composed of an even larger settlement in the tens and hundreds of thousands. They have significant impacts on surrounding landscape.
- B. Things you find in a City
 - 1. specialized services

V. **Metropolitan Area**

- A. The surrounding landscape that a larger city influences heavily

VI. **Megalopolis (Conurbation)**

- A. Massive agglomeration of supercities
- B. Technically, the closest official term to this is Combined Statistical Area
- C. Important Megalopolis
 - 1. Northeast Megalopolis – Northeast United States
 - 2. Taiheiyo Belt/Tokaido Corridor – Southern Japan

Central Place Theory

Friday, May 5, 2017 9:26 AM

Central Place Theory

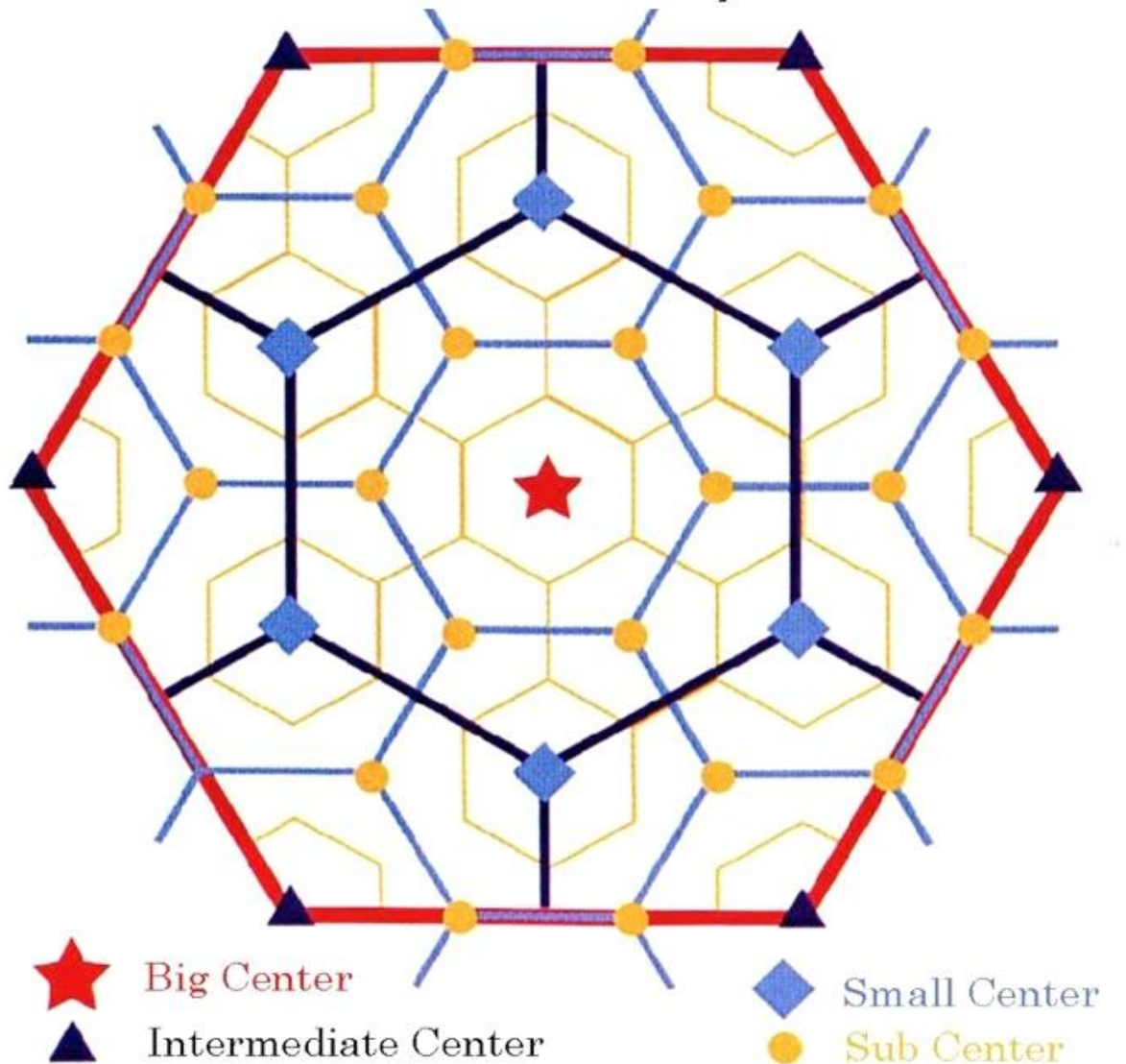
Definition: A theory that explains the distribution of services, based on the fact that settlements serve as centers of market areas for services; larger settlements are fewer and farther apart than smaller settlements and provide services for a larger number of people who are willing to travel farther.

It was formulated by Walter Christaller in the early 1900s that explains the size and distribution of cities in terms of a competitive supply of goods and services to dispersed populations

Assumptions:

- *people will buy goods from the closest possible place
- *high demand for a good will cause the good to be offered close to the population
- *looks at the world as an isotropic plane
- *soil will be the same everywhere
- *population and purchasing power will be uniform
- *there is uniform transportation

Central Place Theory Model



<http://www.ebah.com.br/content/ABAAABUCMAB/human-geography-leonardo>

From <http://newellta.weebly.com/rank-size-rule-primite-city-central-place-theory.html>

Central Place Theory is a spacial theory in urban geography developed by Walter Christaller in 1933. It attempts to explain the reasons behind the distribution patterns, size and number of cities and towns around the world. He represented this space with hexagons, because they eliminate overlaps and unused area.

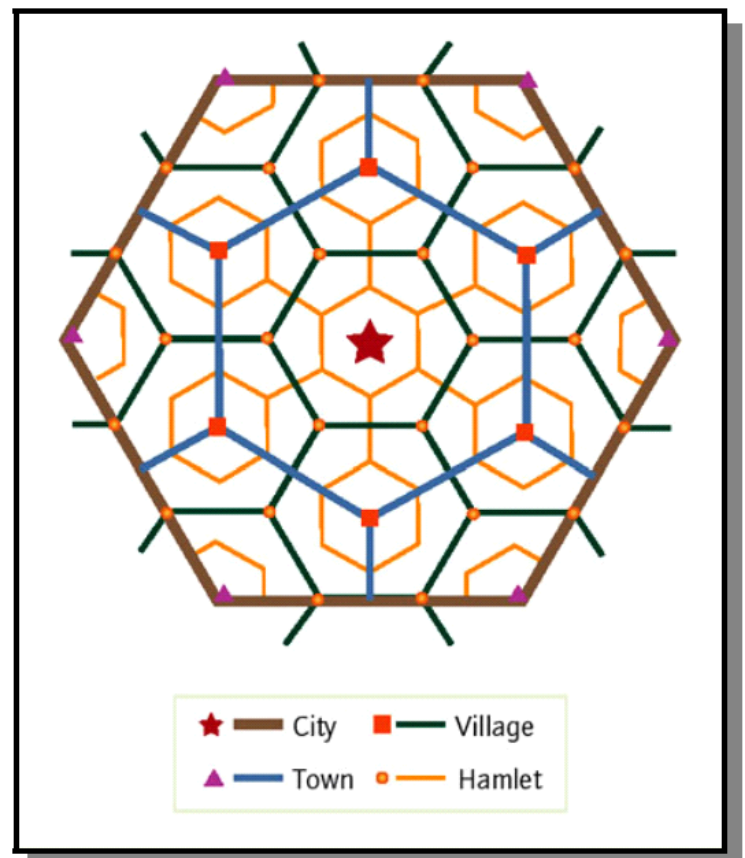
Assumptions required for it to work:

- 1) An evenly distributed population, purchasing power and resources
- 2) All settlements are equidistant and exist in a triangular lattice pattern
- 3) An all flat surface with no barriers and with no variation in climate
- 4) Goods and services can be sold in all directions and transport costs are equal

It follows the **Urban Hierarchy – Metropolis > City > Town > Village > Hamlet**

Key Terms:

- ~ **Sphere of Influence:** region over which a state or organization has a significant influence on the culture, economy or politics
- ~ **Central Place:** a settlement that depends on the sale of goods and service to the people in the surrounding area
- ~ **Threshold:** the minimum number of people needed to support a central place
- ~ **Range:** the maximum distance a person will travel to purchase a good or service
- ~ **Low order goods:** Necessities (cheap products that are purchased frequently)
- ~ **High order goods:** Luxuries (not essential and are purchased infrequently)



Some generalizations about the theory:

- 1) The larger settlements grow in size, the greater the distance between them
- 2) The larger the settlements are in size, the fewer in number there will be
- 3) As a settlement increases in size, the range and number of its functions will increase
- 4) As a settlement increases in size, the number of higher order services will increase

Rank Size Rule vs. Primate Cities

Friday, May 5, 2017 9:29 AM

Rank Size Rule

Definition: A pattern of settlements in a country, such that the nth largest settlement is 1/n the population of the largest settlement. Most developed nations follow this rule unless they have a primate city. Theoretically there should be more small settlements than large.

Example:

Largest City: 12 Million People

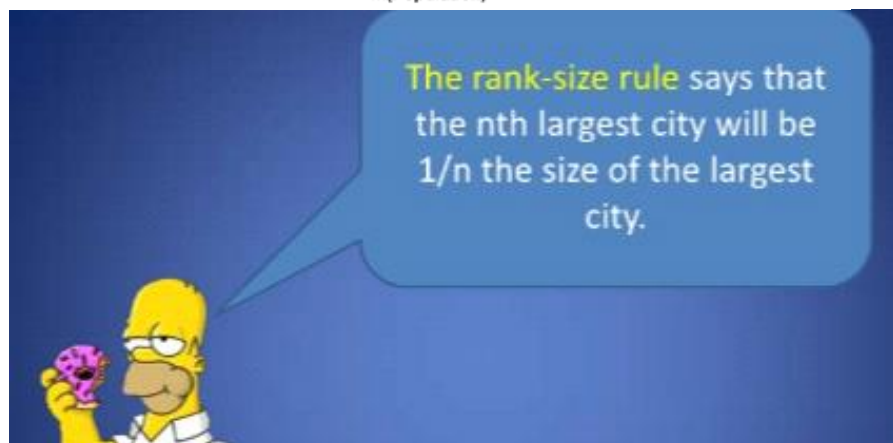
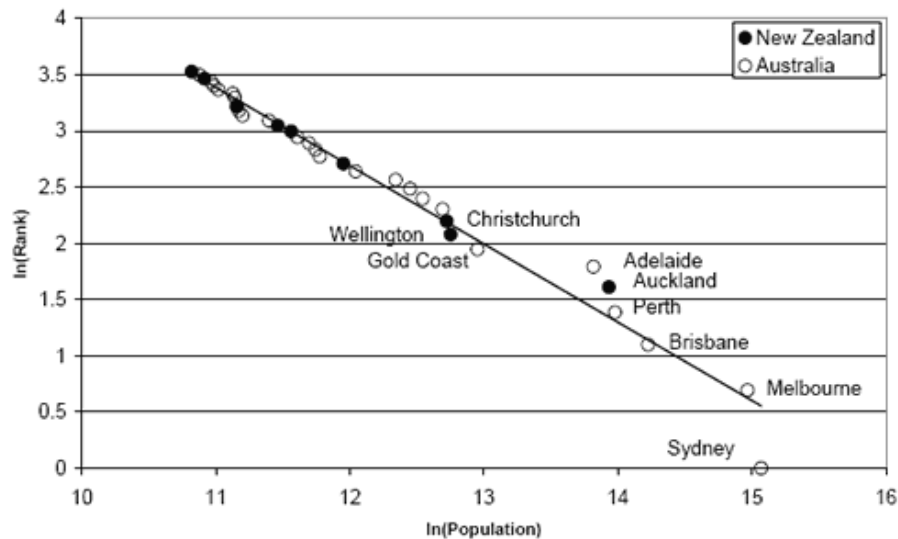
2nd Largest: 12 million people divide by 2 = 6 million

3rd Largest: 12 million people divide by 3 = 4 million

4th Largest: 12 million people divide by 4 = 3 million

5th Largest: 12 million people divide by 5 = 2.4 million

From <<http://newellta.weebly.com/rank-size-rule-primite-city-central-place-theory.html>>



Primate City

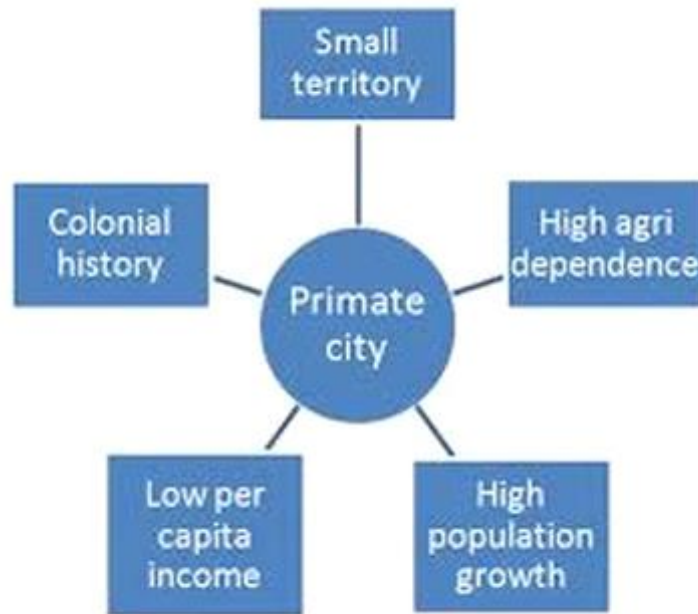
Definition: The largest settlement in a country, must have MORE than 2x the people than the second ranking city. It should be disproportionately large and a leader in national capacity and expressions.

Good Examples: Paris, London, Cairo

Primate Cities

- Many of the world's largest cities are Primate Cities
- Center of government (capital), culture, economy—**EVERYTHING!**
- MUCH larger than any other city within the country

<u>Primate City</u>	<u>Pop</u>	<u>#2 City</u>	<u>Pop</u>
London	7.6	Birmingham	2.3
Paris	9.6	Marseilles	.8
Vienna	2.0	Graz	.3
Mexico City	18.1	Guadalajara	4.6
Jakarta	9.8	Surabaya	3.0
Tokyo	28.0	Yokohama	3.5



Talibullah.com



Primate City

A **primate city** is a city that has a population more than two times as large as the second largest city.

Thailand's primate city of Bangkok is one of the most extreme examples. With 6,900,000 million people, Bangkok has more than nine times as many people as Thailand's second largest city, Samut Prakan, and its 700,000 people.

Primate cities tend to:

- ~ Become economic, cultural and political centers
- ~ Attract factories, businesses and educational resources
- ~ Act as the capital, becoming the political and administrative center

Major Primate Cities

Athens, Greece	Djibouti City, Djibouti	Kabul, Afghanistan	Montevideo, Uruguay	Prague, Czech Republic
Baghdad, Iraq	Georgetown, Guyana	Lagos, Nigeria	Nairobi, Kenya	Santiago, Chile
Bogota, Colombia	Gran Asuncion, Paraguay	Lima, Peru	Paramaribo, Suriname	Seoul, South Korea
Buenos Aires, Argentina	Havana, Cuba	London, United Kingdom	Paris, France	Tallinn, Estonia
Cairo, Egypt	Jakarta, Indonesia	Mexico City, Mexico	Port-au-Prince, Haiti	Vienna, Austria

[Mexico City's Urban Sprawl](#)



From <<http://newellta.weebly.com/rank-size-rule-primate-city-central-place-theory.html>>

Gentrification and Urban Revitalization

~ **Gentrification:** the rehabilitation of deteriorated, often abandoned, housing of low-income, inner-city residents

ADVANTAGES:

- ~ Attracts more residents, especially when close to downtown
- ~ Restores culture of the area
- ~ Neighborhood rejuvenated

DISADVANTAGES:

- ~ Some to tear downs for quick profits
- ~ Displaces lower income residents, and increases housing costs



* The big thing to note is that gentrification is very controversial in some circles. Some groups claim that it is class warfare and/or racism, forcing poorer families out of their homes

Urban Revitalization

Urban revitalization is an attempt to get people to return to the city. Gentrification is considered just one facet of urban revitalization.

Typically accompanied by:

- ~ blight removal
- ~ new shopping centers
- ~ cultural attractions

ADVANTAGES:

- ~ Draws people, creating a community
- ~ Creates jobs, the city looks cleaner

DISADVANTAGES:

- ~ Costs tons of money to rebuild
- ~ Squatters can be displaced



Terms associated with original migration to suburbs:

- ~ **White flight:** the movement of whites from the city to the suburbs

Terms associated with original migration to suburbs:

- ~ **White flight:** the movement of whites from the city to the suburbs
- ~ **redlining:** denying people of certain races/ethnicities loans within particular areas
- ~ **blockbusting:** when realtors sell property to minorities, therefore encouraging racist whites in the neighborhood to sell their homes because the neighborhood was going “downhill” (the realtors overcharged blacks and bought cheap from fleeing whites)

[A Short Documentary on Gentrification](#)

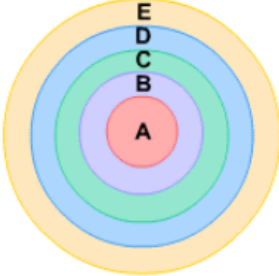
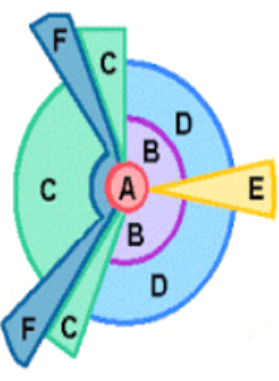


[The Pros And Cons Of Gentrification](#)



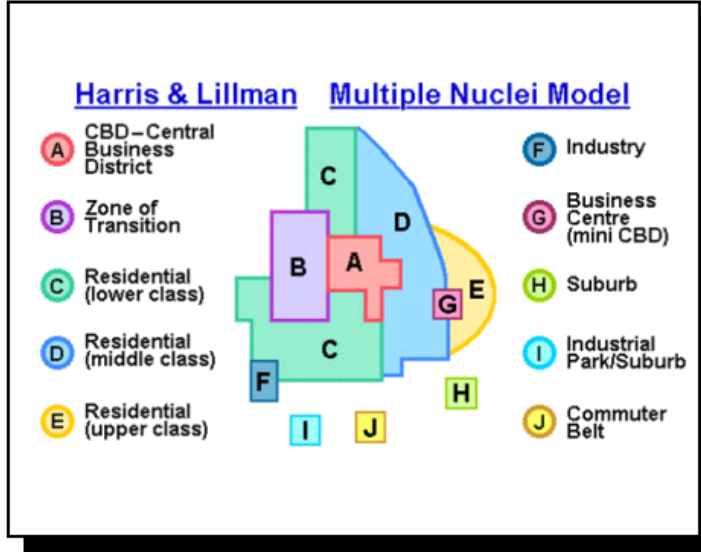
North American City Models

Friday, May 5, 2017 9:33 AM

Concentric Zone Model	Sector Model
Created by Ernest Burgess (1924)	Created by Homer Hoyt (1939)
<p><u>Burgess</u> <u>Concentric Zone Model</u></p>  <ul style="list-style-type: none"> A — CBD (Central Business District) B — Zone of Transition C — Residential (lower class) D — Residential (middle class) E — Residential (upper class) 	<p><u>Hoyt</u> <u>Sector Model</u></p>  <ul style="list-style-type: none"> A Central Business District (CBD) B Zone of Transition C Residential (lower class) D Residential (middle class) E Residential (upper class) F Industry
<ul style="list-style-type: none"> ~ Based on socioeconomic class, transportation costs and the Central Business District (CBD) ~ Lower class lives near the CBD ~ Upper and middle class live in suburbs ~ CBD has highest land value 	<ul style="list-style-type: none"> ~ Based on socioeconomic class and transportation costs ~ Upper class lives far away from lower class

Multiple Nuclei Model

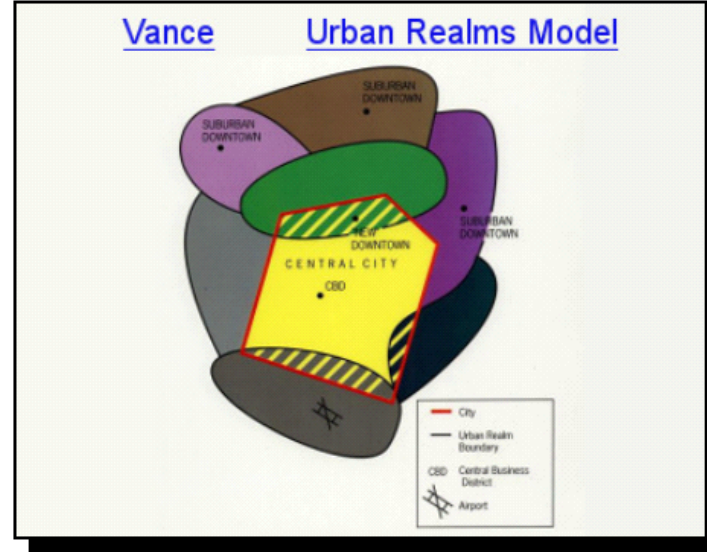
Created by Chauncey Harris & Edward Ullman (1945)



- ~ Urban growth occurs anywhere when given the opportunity
- ~ Edge cities occur
- ~ Stores in suburbs

Urban Realms Model

Created by James Vance (1964)



- ~ Each realm is a separate economic, social and political entity that is linked together to form a metro
- ~ No CBD focus
- ~ Former downtown has poor residents

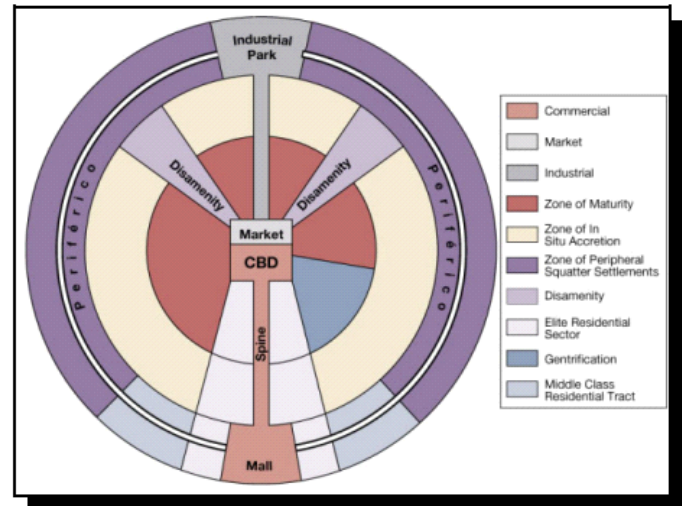
Griffin Ford Latin American Model

Friday, May 5, 2017 9:36 AM

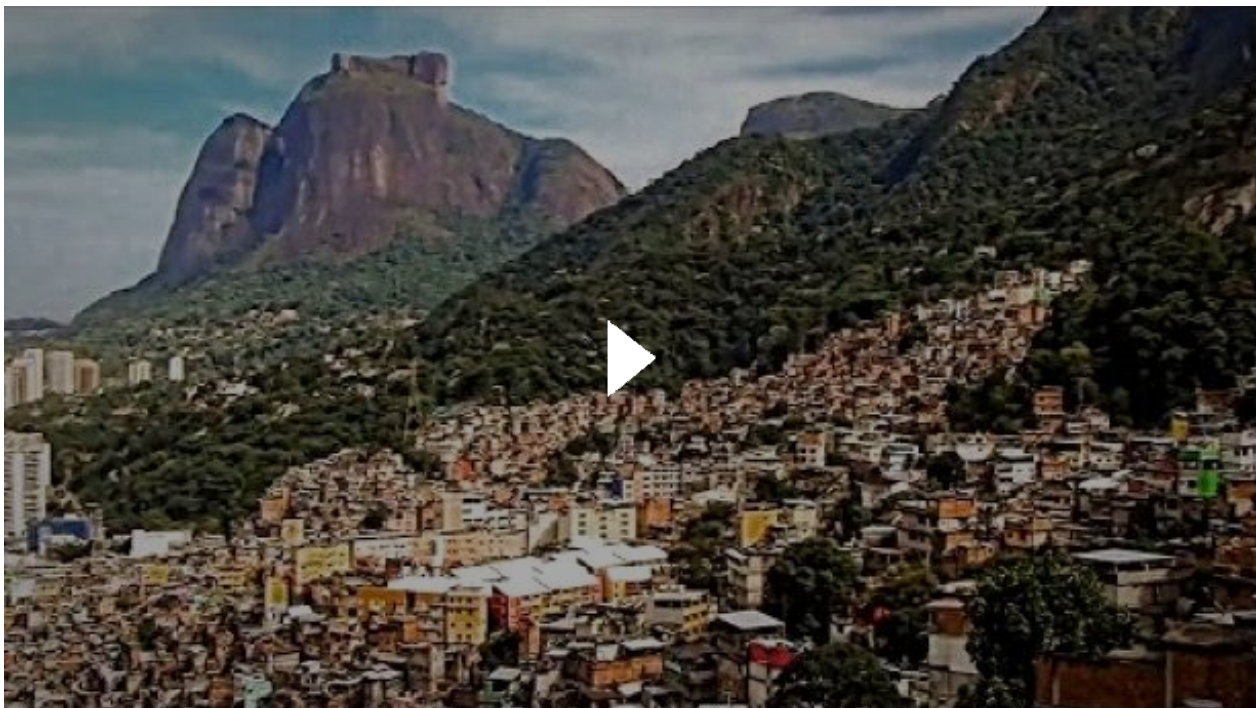
Griffin-Ford Latin American City Model

Created by Ernest Griffin and Larry Ford (1980)

- ~ Model Latin American cities in the periphery
- ~ Blends Concentric Zone and Sector models
- ~ Contains a central CBD split into traditional market area and a modern CBD
- ~ Commercial Spine extends from CBD and is surrounded by high-income residents
- ~ Mall is located at the end of the commercial spine and forms a node on the edge of city
- ~ Socioeconomic levels and housing greatly decrease with greater distance from CBD
- ~ Squatter settlements dominate the periphery
- ~ Shows the large differences between the spaces of privilege and poverty within the city



[Brazil - Rio de Janeiro - Favela Rocinha HD](#)



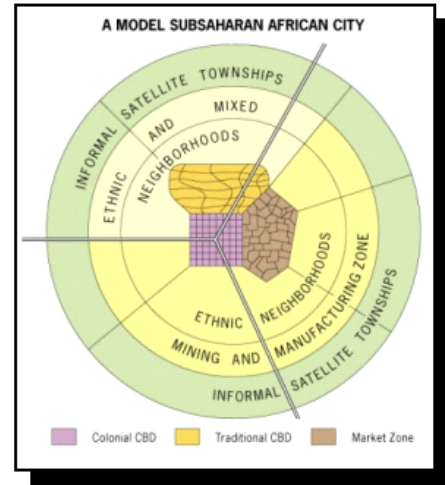
Sub Saharan Model

Friday, May 5, 2017 9:38 AM

De Blij Sub-Saharan African City Model

Created by Harm J. De Blij

- ~ Shows three CBDs (colonial, market and traditional) that reflect history of African cities
- ~ Colonial CBD is connected to surrounding area by planned transportation routes
- ~ CBDs are surrounded by ethnic neighborhoods
- ~ Mining and manufacturing jobs are located Far from the CBDs
- ~ Satellite townships composed of squatter settlements are located at the edge of the city
- ~ Few socioeconomic classes/widespread poverty



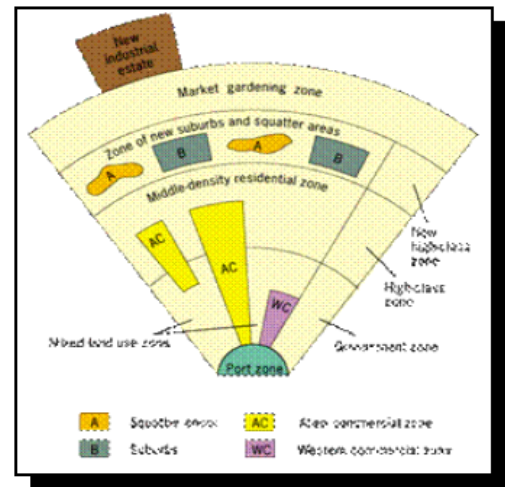
Southeast Asian Model

Friday, May 5, 2017 9:40 AM

McGee Southeast Asian City Model

Created by T.G. McGee (1967)

- ~ Old colonial port zone and the commercial district around it form the focus of the city
- ~ No formal CBD, elements of CBD spread throughout the city in clusters such as alien commercial, Western commercial, mixed land use and government zones
- ~ New industrial sectors on outskirts of city
- ~ Includes middle-income housing in a suburban zone, reflecting the larger middle class in Southeast Asian cities



Mega and World Cities

Friday, May 5, 2017 9:40 AM



A **megacity** is defined by the United Nations as a metropolitan area with a total population of more than 10 million people.

From <http://webs.schule.at/website/Megacities/definition_en.htm>

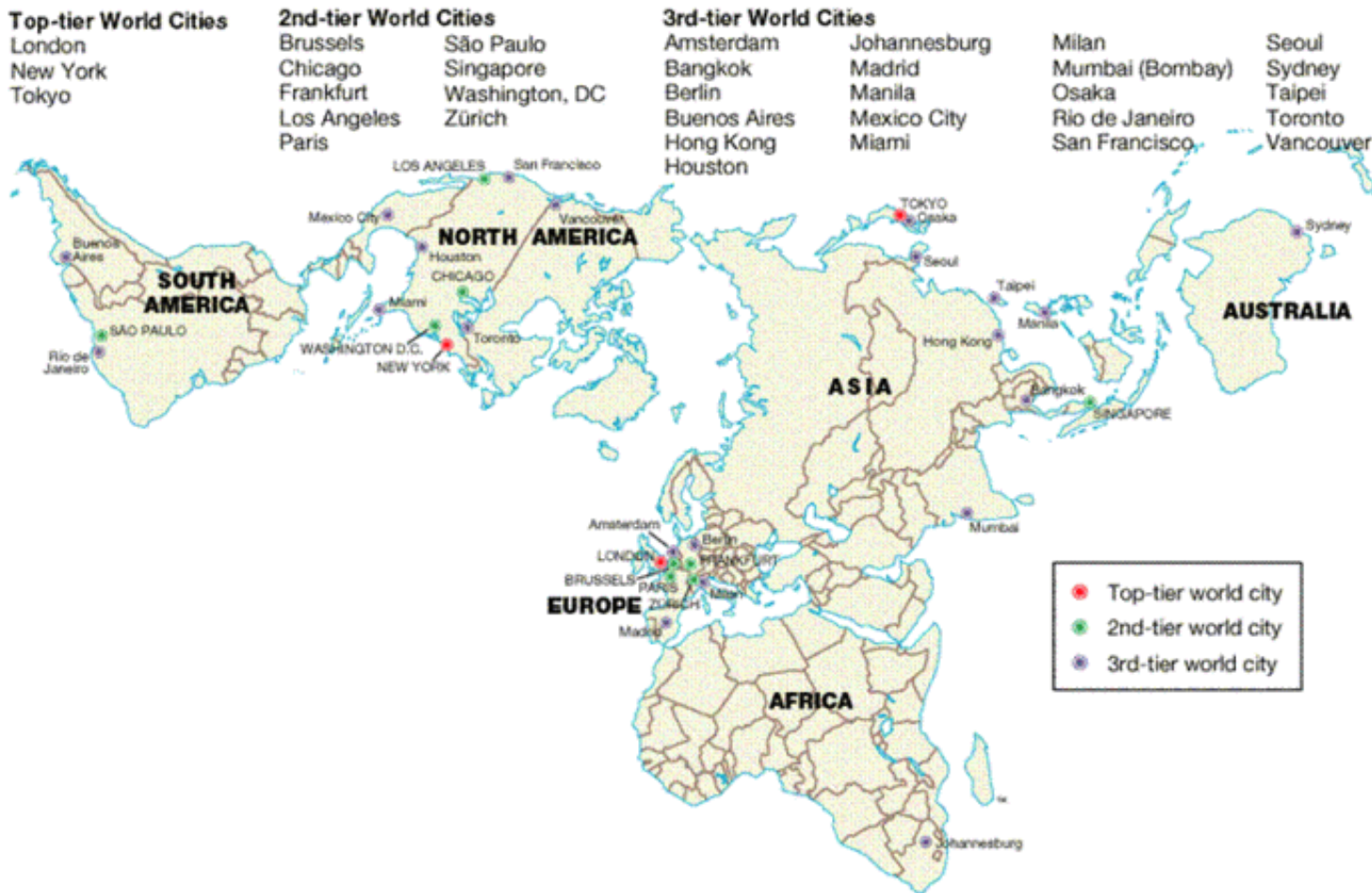
[The Megacities Of 2050](#)



[Megacities Reflect Growing Urbanization Trend](#)



world city: dominant city in terms of its role in the global political economy. Not the world's biggest city in terms of population or industrial output, but rather centers of strategic control of the world economy



Urban Poverty

Quite simply, **urban poverty** occurs when the population of an urban areas lives in poor conditions. Two of the regions where this is most prevalent are South Asia and Sub-Saharan Africa.

Some challenges faced by those in urban poverty:

- ~ Limited employment opportunities
- ~ Poor housing
- ~ Unsafe environments

Related terms:

- ~ **Absolute poverty**: living on less than \$1 a day
- ~ **Relative poverty**: poor compared to others in your country

Slums

- ~ **Slums**: lower socioeconomic settlements in urban areas

Types of slums:

- ~ **Favela**: slum community in Brazilian city
- ~ **Shantytowns**: unplanned slum development on the margins of cities, dominated by crude dwellings and shelters made from scrap materials

Some large slums:

- ~ Orangi Township in Karachi, Pakistan
- ~ Khaalitsham in Cape Town, South Africa



Squatter Settlements

~ **Squatter settlement:** An area within a city in a less developed country in which people illegally establish residences on land that they do not own or rent and erect homemade structures.



Typically located on the edge of large cities in less developed countries. Often they are populated by migrants who came to the urban city in search of work and had trouble finding jobs, ending up having to settle for squatter settlements. The settlements are very much like slums.

***Squatter settlements are illegal**

[What is A Food Desert?](#)



European Cities

- *center cities typically have dense conglomeration of residential, retail, civic, and religious structures
- *often little to no planning since they grow over time
- *narrow and winding streets
- *some well off neighborhoods
- *outside of the cores is a preindustrial periphery, once poor and heavily affected by transportation
- * next areas are industrial and post industrial suburbs
- *many ethnic neighborhoods from former colonies or occasionally post WWII cultivated relationships



Luxembourg's Winding Streets



Map of Madrid, Spain



Athens, Greece



Jamaica in London

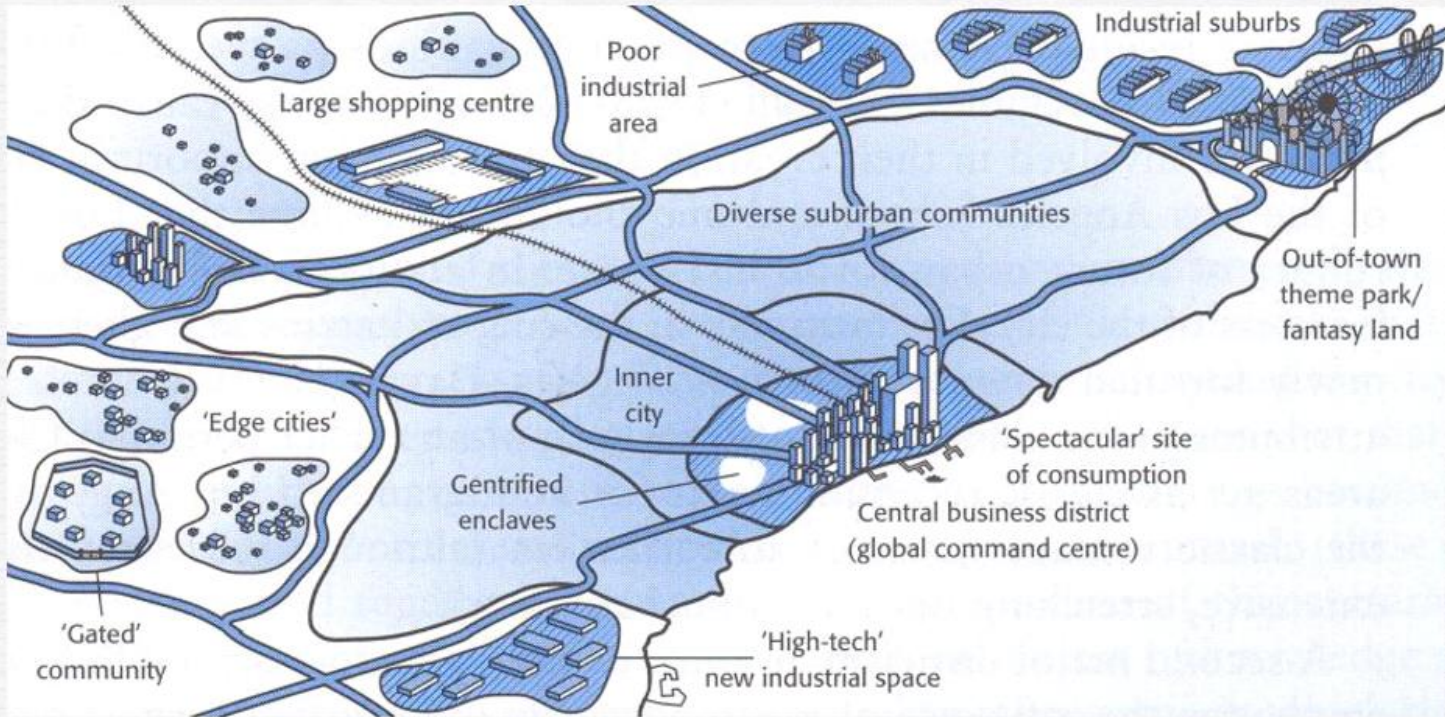


Algerians in France



Turks in Germany

Galactic Cities (not Star Wars..)



Centrality does not matter. Ethnic and varied neighborhoods are all connected to one another and important people via transportation. Old downtown is festival or recreational site



THE LOS ANGELES BASIN



DOWNTOWN TORONTO

Movement from the Center of Cities

SUBURBANIZATION

~ **suburbanization**: the growth of areas on the outskirts of an urban area (suburbs)

ADVANTAGES:

- ~ Homes are typically cheaper
- ~ Congestion less common
- ~ Less pollution, crime and transportation cost

DISADVANTAGES:

- ~ More segregated
- ~ Infrastructure can cost millions to create
- ~ Businesses leave city to move to where people of suburbs commute

EDGE CITIES

~ **Edge city**: business, shopping and entertainment center located outside of a traditional city

~ Term invented by Joel Garreau

5 Rules for an Edge City:

- 1) City must have more than five million square feet of office space; or an area to accommodate between 20,000 and 50,000 office workers
- 2) The city must have more than 600,000 square feet of retail space
- 3) It must be characterized by more jobs than bedrooms
- 4) It must be perceived by the population as one place
- 5) It must have had no urban characteristics 30 years earlier



SPRAWL

~ **Urban sprawl**: rural acres lost as an urbanized area spreads outward over time

Developments and characteristics of sprawl:

- ~ Housing subdivision with large acres of newly built residences
- ~ **Strip malls**: shopping centers consisting of retail space
- ~ Fast food chains

DISADVANTAGES:

- ~ Negative environment and public health
- ~ Increased pollution and reliance on fossil fuel



DECENTRALIZATION

Three main forms of decentralization (moving power from regional to local):

- 1) Deconcentration: moving decision making authority to different government levels
- 2) Delegation: transfer of government responsibilities to outside sources
- 3) Devolution: allowing local governments to make their own decisions

Vocabulary

Friday, May 5, 2017 10:45 AM

trade area	an adjacent region within which a city's influence is dominant
rank-size rule	holds that in a model urban hierarchy, the population of a city or town will be inversely proportional to its rank in the hierarchy
central place theory	theory proposed by Walter Christaller that explains how and where central places in the urban hierarchy should be functionally and spatially distributed with respect to one another
Sunbelt phenomenon	the movement of millions of Americans from northern and northeastern States to the South and Southwest regions (Sunbelt) of the United States
functional zonation	the division of a city into different regions or zones (e.g. residential or industrial) for certain purposes or functions (e.g. housing or manufacturing)
zone	areas with relatively uniform land use, for example, an industrial zone or a residential zone
central business district	a concentration of business and commerce in the city's downtown
central city	the urban area that is not suburban
suburb	an outlying, functionally uniform part of an urban area, and is often (but not always) adjacent to the central city.
suburbanization	the process by which lands that were previously outside of the urban environment become urbanized, as people and businesses from the city move to these spaces
concentric zone model	CBD-(Burgess Model) divides the city into five concentric zones, defined by their function
edge cities	a term introduced by American journalist Joel Garreau in order to describe the shifting focus of urbanization in the United States away from the Central Business District (CBD) toward a new loci of economic activity at the urban fringe
urban realm	a spatial generalization of the large, late-twentieth-century city in the United States. It is shown to be a widely dispersed, multicentered metropolis consisting of increasingly independent zones or realms, each focused on its own suburban downtown; the only exception is the shrunken central realm, which is focused on the CBD
Griffin-Ford model	a model of the Latin American city showing a blend of traditional elements of Latin American culture with the forces of globalization that are reshaping the urban scene
disamenity sector	the very poorest of cities that in extreme cases are not even connected to regular city services and are controlled by gangs or drug-lords
McGee model	developed by geographer T.G. McGee, a model showing similar land-use patterns among the medium-sized cities of Southeast Asia
shantytowns	Unplanned slum development on the margins of cities, dominated by crude dwellings and shelters made mostly of scrap wood, iron, and even pieces of cardboard
zoning laws	Legal restrictions on land use that determines what types of building and economic activities are allowed to take place in certain areas. In the United States, areas are most commonly divided into separate zones of residential,

	retail, or industrial use.
redlining	a discriminatory real estate practice in North America in which members of minority groups are prevented from obtaining money to purchase homes or property in predominantly white neighborhoods. The practice derived its name from the red lines depicted on cadastral maps used by real estate agents and developers. Today, redlining is officially illegal.
blockbusting	rapid change in the racial composition of residential blocks in American cities that occurs when real estate agents and others stir up fears of neighborhood decline after encouraging people of color to move to previously white neighborhoods. In the resulting outmigration, real estate agents profit through the turnover of properties
commercialization	the transformation of an area of a city into an area attractive to residents and tourists alike in terms of economic activity.
gentrification	the rehabilitation of deteriorated, often abandoned, housing of low-income inner-city residents.
tear-downs	Home bought in many American suburbs with the intent of tearing them down and replacing them with much larger homes often referred to as McMansions
McMansions	Homes referred to as such because of their "super size" and similarly in appearance to other such homes, homes often built in place of tear-downs in American suburbs.
urban sprawl	unrestricted growth in many American urban areas of housing, commercial development, and roads over large expanses of land, with little concern for urban planning
new urbanism	outlined by a group of architects, urban planners, and developers from over 20 countries, and urban design that calls for development, urban revitalization, and suburban reforms that create walkable neighborhoods with a diversity of housing and jobs.
gated communities	restricted neighborhoods or subdivisions, often literally fenced in, where entry is limited to residents and their guests. Although predominantly high-income based, in North America gated communities are increasingly a middle-class phenomenon.
informal economy	economic activity that is neither taxed nor monitored by a government; and is not included in that government's Gross National Product (GNP); as opposed to a formal economy.
world city	dominant city in terms of its role in the global political economy. Not the world's biggest city in terms of population or industrial output, but rather centers of strategic control of the world economy.
primate city	a country's largest city-ranking atop the urban hierarchy-most expressive of the national culture and usually (but not always) the capital city as well
spaces of consumption	areas of a city, the main purpose of which is to encourage people to consume goods and services, driven primarily by the global media industry
Annexation	Legally adding land area to a city in the United States.
Barriadas	Squatter settlements found in the periphery of Latin American cities.
Census tract	An area delineated by the U.S. Bureau of the Census for which statistics are published; in urbanized areas, census tracts correspond roughly to neighborhoods.

Central business district (CBD)	The area of a city where retail and office activities are clustered.
Centrality	The strength of an urban center in its capacity to attract producers and consumers to its facilities; a city's "reach" into the surrounding region.
Centralization	The movement of people, capital, services, and government into the central city.
City	An urban settlement that has been legally incorporated into an independent, self-governing unit.
Cityscapes	Similar to a landscape, but used to refer to that of a large urban area.
Combined statistical area (CSA)	In the United States, two or more contiguous core-based statistical areas tied together by commuting patterns.
Commercialization	The transformation of an area of a city into an area attractive to residents and tourists alike in terms of economic activity.
Commuter zone	Outermost zone of the concentric zone model that represents people who choose to live in residential suburbs and drive into the Central Business District to work each day.
Concentric zone model	A model of the internal structure of cities in which social groups are spatially arranged in a series of rings.
Core based statistical area (CBSA)	In the United States, the combination of all metropolitan statistical areas and micropolitan statistical areas.
Council of government	A cooperative agency consisting of representatives of local governments in a metropolitan area in the United States.
Decentralization	The process of dispersing decision-making outwards from the center of authority.
Density gradient	The change in density in an urban area from the center to the periphery.
Edge city	A large node of office and retail activities on the edge of an urban area.
Emerging cities	City currently not having a significant population but increasing in size at a fast rate.
Ethnic neighborhood	Neighborhood, typically situated in a larger metropolitan city and constructed by or comprised of a local culture, in which a local culture can practice its customs.
Favela	A shantytown or slum, especially in Brazil.
Filtering	A process of change in the use of a house, from single-family owner occupancy to abandonment.
Food desert	An area in a developed country where healthy food is difficult to obtain.
Gateway city	A settlement which acts as a link between two areas.
Gentrification	A process of converting an urban neighborhood from a predominantly low-income renter-occupied area to a predominantly middle-class owner-occupied area.
Great cities	Cities with populations over one million.
Greenbelt	A ring of land maintained as parks, agriculture, or other types of open space to limit the sprawl of an urban area.
In-filling	Building on empty parcels of land within a checkerboard pattern of development.
Inner city	Central area of a major city; often applied to poorer parts of a US city center.

Invasion and succession	Process by which new immigrants to a city move to dominate or take over areas or neighborhoods occupied by older immigrant groups.
Lateral commuting	Traveling from one suburb to another suburb to work.
Megacities	Cities with more than 10 million people.
Megalopolis/conurbation	Term used to designate large coalescing supercities that are forming in diverse parts of the world.
Metropolitan statistical area	In the U.S., a central city of at least 50,000 population, the county within the city is located, and adjacent counties meeting of several tests indicating a functional connection to the central city.
Micropolitan statistical area	An urbanized area of between 10,000 and 50,000 inhabitants, the county in which it is found, and adjacent counties tied to the city.
Multiple nuclei model	A model of the internal structure of cities in which social groups are arranged around a collection of nodes of activities.
Office park	Agglomeration of office buildings with facilities established for infrastructure to enhance the possibility of business success.
Peak land value intersection	The area with the greatest land value and commercial trade.
Peripheral model	A model of North American urban areas consisting of an inner city surrounded by large suburban residential and business areas tied together by a beltway or ring road.
Planned communities	A city, town, or community that was designed from scratch, growing more or less to a particular plan.
Postindustrial city	A stage of economic development in which service activities become relatively more important than secondary and primary economic activities.
Postmodern urban landscape	The material character of a more contemporary urban area.
Primary census statistical area (PCSA)	In the United States, all of the combined statistical areas plus all of the remaining metropolitan statistical areas and micropolitan statistical areas.
Public housing	Housing owned by the government; in the United States, it is rented to residents with low incomes, and the rents are set as 30% of the families' incomes.
Racial steering	The practice in which real estate brokers guide prospective home buyers towards or away from certain neighborhoods based on race or ethnicity.
Redlining	A process by which banks draw lines on a map and refuse to lend money to purchase or improve property within the boundaries.
Restrictive covenants	A statement written into a property deed that restricts the use of land in some way.
Rush (or peak) hour	The four consecutive 15-minute periods in the morning and evening with the heaviest volumes of traffic.
Sector model	A model of the internal structure of cities in which social groups are arranged around a series of sectors, or wedges, radiating out from the central business district.
Segregation	The separation of people based on racial, ethnic, or other differences.
Slum	A district of a city marked by poverty and inferior living conditions.
Smart growth	Legislation and regulations to limit suburban sprawl and preserve farmland.
Social area analysis	Statistical analysis used to identify where people of similar living standards,

	ethnic background, and lifestyle live within an urban area.
Sprawl	Development of new housing sites at relatively low density and at locations that are not contiguous to the existing built-up area.
Squatter settlement	An area within a city in a less developed country in which people illegally establish residences on land they do not own or rent and erect homemade structures.
Street pattern (grid, dendritic, access, control)	Way in which streets are designed; types are grid, dendritic (few streets based on the amount of traffic each is intended to carry).
Suburb	A subsidiary urban area surrounding and connected to the central city; many are exclusively residential; others have their own commercial centers or shopping malls.
Suburbanization	Movement of upper- and middle-class people from urban core areas to the surrounding outskirts to escape pollution as well as deteriorating social conditions.
Symbolic landscape	Smaller landscapes that symbolize a bigger area or category.
Tenement	A building in which several families rent rooms or apartments, often with little sanitation or safety.
Underclass	A group in society prevented from participating in the material benefits of a more developed society because of a variety of social and economic characteristics.
Urban area	A dense core of census tracts, densely settled suburbs, and low density land that links the dense suburbs with the core.
Urban cluster	In the United States, an urban area with between 2,500 and 50,000 inhabitants.
Urban growth rate	The rate of an urban population.
Urban hydrology	How a city manages to get clean water to its citizens and back into the water cycle.
Urban morphology	The study of the physical form and structure of urban places.
Urban renewal	Program in which cities identify blighted inner-city neighborhoods, acquire the properties from private owners, reallocate the residents and businesses, clear the site, build new roads and utilities, and turn the land over to private developers.
Urbanization	An increase in the percentage and in the number of people living in urban settlements.
Urbanized area	In the United States, an urban area with at least 50,000 inhabitants.
Urbanized population	The proportion of a country's population living in cities.
Zone in transition	An area of mixed commercial and residential land uses surrounding the Central Business District.
Zoning ordinance	A law that limits the permitted uses of land and maximum density of development in a community.