# URBAN PLANNING Design Challenge

### WELCOME PLANNERS

#### "By far the greatest and most admirable form of wisdom is that needed to plan and beautify cities and human communities." Socrates

Today, you are being given the time and space to design your ideal city. Use every brain you have available to you, the theory of those who came before, and every ounce of your creativity to take us into the future.

NOTE: All maps are courtesy of Google Earth, and are intended for educational purposes only under their fair use provisions.

#### Resources

- <u>Urban Planning</u> (Wikipedia)
- <u>History of Urban Planning</u> (Wikipedia)
- <u>Urbanization</u> (Wikipedia)
- <u>Planning Cultures</u> (Wikipedia)

# LET'S DISCUSS



<u>The Ideal City</u> (probably by <u>Fra Carnevale</u>, c. 1480–1484) SOURCE: Walters Art Museum via the Google Art Project

- Do you agree with the title of the painting?
- What do you like about the city, as depicted?
- What do you dislike about the city?
- What inspiration will you take from this into your own work, positive or negative?

# A SLICE OF LIFE

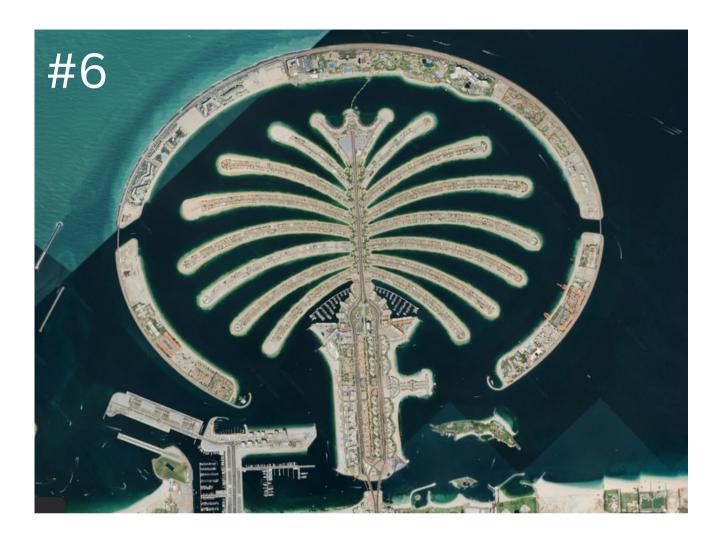
Now, let's look at some actual, modern cities.

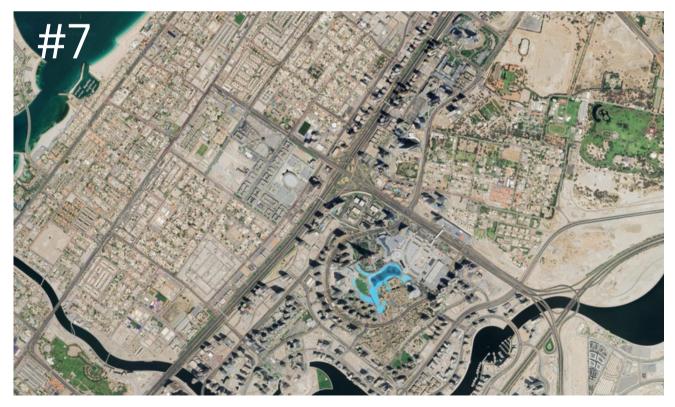
- What do you think of them?
- Would you want to live in them? Why? Why not?
- Can you identify the city?















### DESIGN TIME

Application is a great way to develop respect for a subject, so let's get going. **Design** *your* ideal city, which must address:

- Layout. How will you arrange everything?
- **Housing.** Where will people live in your city? How will you handle population growth?
- **Transportation.** How will people and goods move in your ideal city? What about if you needed to evacuate? How will you handle rush hour? Will you have an airport?
- Industrial Areas. Will you keep industry separated? How much land will you dedicate to industry, as an engine of economic growth?
- Services. Think about all the services people need including food, hospitals, fire and emergency services, doctors, gas stations, government buildings, and other businesses.
- Environment. How do you want your city to look and feel? Will there be parks and other natural spaces?
- Entertainment. What does leisure look like in your city? What do people do for fun?

## TEST IT

Now, you are going to use <u>thought experiments</u> to see how your city fares facing common natural, manmade, and other hazards.

Be honest about whether you planned for the hazard, and how you think your city would fare, because the exercise is only valuable if you are candid!

#### Natural Hazards

- Hurricane
- Tsunami
- Tornado
- Earthquake
- Wildfires

### **Growth Hazards**

- Urbanization
- Rush hour
- Skyrocketing housing and land prices
- Economic recession / depression
- Air quality



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