THE DIGITIZED CITY: INFLUENCE & IMPACT

BY CHARLES LANDRY

• Highlights the transformative effect of the digitized world on cities
• 32 full-colour photographs

The impacts and influence of the digital age will be as powerful as the climactic changes that swept through our world with the industrial revolution 200 years ago. Digitization represents a tectonic shift changing society, culture, levels of connectivity, the economy and cities. The ‘anytime, anyplace, anywhere’ phenomenon changes how we interact with space, place and time. It is both liberating and potentially invasive.

Undeniably untold promises and opportunities to improve our quality of life are possible by making life more citizen centric, more local, more convenient or efficient and by creating smart solutions to urban problems. These positives mesh as with all new technologies with dangers, such as being controlled by algorithms or the watchful eye of surveillance. We are in the midst of redesigning the world and its systems - legal, moral, political, the economy and our infrastructures for a digital age. Our built environment has been designed for how we lived and worked 50 years ago and more. A reverse engineering process is necessary where place and the public realm matters as never before.

Decision-makers have a once in a lifetime opportunity to rebuild our cities in a different way harnessing the collective intelligence of people and the capabilities of social media. The crucial question is: “will the public interest and humans be put centre-stage”.

Charles Landry works with cities around the world to make the most of their potential. Widely acclaimed as a speaker, author and innovator Charles facilitates complex urban change projects. He advises cities as a ‘critical friend’ working closely with decision makers and local leaders helping to find solutions to seemingly intractable dilemmas, such as marrying innovation and tradition, balancing wealth creation and social cohesiveness, or local distinctiveness and a global orientation.

Publisher: Comedia
Paperback GB Pounds: 9.95
84pp
Bibliography
Readership: Academic/Specialist
Subject areas: General; Arts, Technology, Geography; Planning; Globalisation;
BIC: AM/AMVD/RNU/RNPG/RPC/JFFR/JFFS/TJK
TABLE OF CONTENTS

The digitized city: Influence & Impact
Summary
Preface

Overture
Gutenberg 3.0
A third platform
Transformations & simulations
The city an actor

Aims & Intent
The City of Humans
Policy priorities

The digital universe
Digimodernism
Dynamics of digitization
Volume, velocity, variety
The Internet of Things
The city is software
Cognitive load & overload
The visual & the verbal

The urban experience
The seductive city
The sensescape of cities
Art & commerce
The smart city
The citizen centre-stage
Foresight & weak signals
The collaborative imperative

Delights & discontents
The promise, paradoxes & predicaments
Openness & the innovation accelerator
Open source
Sci-art & the digital

Experiment zones
Living labs
The social & the shared
Anytime, anyplace, anywhere
The power of place
Third places
The city reinvented
Encroachment & engagement
A bias to be social
Chemistry & curiosity
The marketing armoury
Storytelling

Governance & democracy
The end of open-ended openness
MyData – the Nordic model
Reinventing democracy
Harnessing community intelligence
Feedback loops
The mobile citizen

Measuring the digital eco-system

Digital literacy

Highlighted issues
Acronym overload
The power of BlindSquare
The API economy & seamless connectivity
The City of Things
The Pioneer
Civility & Etiquette
Transparency & Governance

Related titles in the Comedia Shorts series:

Comedia Shorts 1: The Origins & Futures of the Creative City

Comedia Shorts 2: The Sensory Landscape of Cities

Comedia Shorts 3: The Creative City Index: Measuring the Pulse of the City

Comedia Shorts 4: Culture & Commerce: The Royal Academy & Mayfair

Comedia Shorts 5: The Fragile City & The Risk Nexus

Comedia Shorts 6: Cities of Ambition