SCARP
School of Community
And Regional Planning

COURSE INFORMATION

Class Meeting Time:	Lecture Fri, 12-2pm	Tutorial (Incubator) Fri, 2-3pm / 3-4pm
Location:	LASR 102	LASR 5C / LASR 211
Instructor: **Office Hours:**	Su-Jan Yeo WMAX 249	sujan.yeo@ubc.ca By Appointment
Teaching Assistants:	Jacqueline Hunter	Rebecca Mayers

SHORT COURSE DESCRIPTION

Contemporary city development trends, policies, and practices across the globe as explored against the backdrop of culture and technology. Includes hands-on learning.

Prerequisites: Second-year standing or above in any program.

COURSE FORMAT

We will meet each week for a 2-hour lesson and 1-hour tutorial. The lessons will generally be structured in a lecture format with the occasional inclusion of films/videos, peer interactions, guest presenters, and interactive instructional technology. The tutorials, referred to here as an "Incubator", will provide opportunities for peer discussions as well as team-building and preparatory work on group assignments. The course will culminate in an "Ideathon Challenge" — a collaborative and creative platform towards generating idea solutions to a real-world problem scenario through hands-on transference of skills and knowledge.

COURSE OVERVIEW

We are living in an unprecedented time with more than half of the world's population inhabiting urban settlements, marking the significant prevalence and propulsion of cities. As cities continue to increase in size and number, the more we need to better understand the implications of rapid urbanization on cultural and technological development; and, conversely, how "tech culture" might impact the future of cities.

This interdisciplinary course will provide an introduction to the global phenomenon of city-making as explored against the backdrop of culture and technology.

The key questions shaping the content for this course include:

- What is a city? What makes a city and how is a city made?

- What are the thematic/theoretical approaches for understanding city-making and, more critically, what are the possible scales of observation?

- What are the global trends in city development today? How are these trends underpinned by cultural context and technological innovation?

- Who are the actors involved in city-making? How do their roles converge and collide? How is technology influencing urban culture and social interactions?

The course will tackle these questions in four parts:

- **MODULE 1**
  City-Making: Of Dreams and Schemes

  MODULE 1 will launch the course with an extensive interrogation about the "city" by questioning its meaning and characterization from mid-20th century late capitalism to the present day. We will examine the mechanisms and devices by which a city materializes; more specifically, the interrelations between planning ideology, culture, and technology.

- **MODULE 2**
  City-Making as Grand Urbanism: A View-from-Above Perspective

  MODULE 2 will examine city-making as a process of "grand urbanism", which emphasizes large-scale urban agendas and projects. The lectures comprising this module will explore concepts such as globalization, modernity and developmentalism, urban utopias and imaginaries, policy mobilities, and city strategies—vis-à-vis technological shifts in telecommunications, data analytics, and design innovations.

- **MODULE 3**
  City-Making as Hyperlocal Urbanism: A View-from-Below Perspective

  MODULE 3 will examine city-making as a process of "hyperlocal urbanism", which emphasizes small-scale urban initiatives that are often citizen-led and driven by organized collective efforts. The lectures comprising this module will explore concepts such as right to the city, spatial appropriation, digital participation, public space, and placemaking—vis-à-vis the democratizing and mediating possibilities of new media technologies.

- **MODULE 4**
  City (Re)making: Emergent Challenges and Opportunities

  MODULE 4 aims to consolidate concepts and themes from the earlier lectures into a two-part reflection series that explore emergent challenges and opportunities for the future of city-making. It is envisaged that this module would include a panel of thought-provoking and inspiring guest presenters.

LEARNING OUTCOMES

Upon successful completion of this course, you should be able to:

- Understand city-making as a process which both shapes and is reshaped by culture and technology.

- Identify different city-making strategies in the contemporary world and explain the ideological constructs and major debates surrounding these strategies.

- Develop a broad international view of city development across the globe with an ability to draw comparisons and connections through analyses of case examples.

- Apply transferable skills in the areas of problem solving, creative thinking, and interdisciplinary collaboration through an intensive team-based project.

ATTENDANCE

Regular attendance is essential and expected in all classes, including out-of-class work with your group members when necessary. If you are absent, it is your responsibility to catch up on missed lecture notes from your peers. If you are unavoidably absent for an extended period of time due to illness or disability, please inform the instructor as soon as possible. (See *UBC Calendar >> Campus-wide Policies and Regulations >> Attendance* for additional information.)

ADDITIONAL COURSE REQUIREMENTS

The Ideathon Challenge will involve a class field visit to the project site in Week 9. You will be required to make your own travel arrangements to the project site and in the return trip to campus on the same day. Thereafter, additional field visits may be required based on the needs and working arrangements of your team. In an effort to foster knowledge co-production and exchange, all teams will have their final group work shared with the course's external community partners. Winning teams of the Ideathon Challenge will produce a presentation poster and participate in a high-profile networking event organized by the external community partners at the end of semester on Friday November 30th (9:00am-12:30pm).

This course is part of a scholarly study supported by the UBC Scholarship for Teaching and Learning (SoTL) Seed Grant. The study will evaluate the effectiveness of an Ideathon Challenge as a pedagogic method in promoting interdisciplinary collaboration, innovation, and applied learning. During the course, anonymized surveys will be administered in order to carry out an evaluative assessment of the Ideathon Challenge.

EVALUATION CRITERIA

"Incubator" Attendance and Participation – 10%

The "Incubator" is a supportive learning environment for in-depth discussions on course topics, while also providing a creative outlet for significant tasks involving team-based assignments. Your attendance and participation are therefore critical to the success of the Incubator sessions.

City-Making Study 1.0 (Individual Submission) – 15%
City-Making Study 2.0 (Project Partner Submission) – 15%

The "City-Making Study" assignments will bring to focus contemporary city development trends, policies, and practices. The assignments require that you engage in critical analysis and creative thinking. City-Making Study 1.0 (1,000-word paper) will be completed and graded on an individual basis. City-Making Study 2.0 (infographic poster) will require that you randomly pair-up with a project partner, working together towards a single submission for grading.

Take-Home Midterm Exam – 30%

A take-home midterm exam will be issued in Week 7. The exam will assess your comprehensive knowledge of the course materials covered in Weeks 1-6. You will be expected to demonstrate your ability to synthesize, analyze, and develop a perspective on fundamental concepts in relation to relevant urban issues. The exam is to be submitted via Canvas before the deadline.

Ideathon Challenge – 30%

The Ideathon Challenge will be a platform for hands-on transference of skills and knowledge through a time-sensitive, team-based project. A real-world "problem" scenario will be presented to the class and, within a fixed amount of time, your team is required to conceptualize and pitch your idea "solutions" to a panel of judges. The winning teams from this pitching round will receive bonus marks on the assignment and participate in a high-profile networking event. Following the pitching round, all student teams will be given time to refine the ideas and submit the final group work consisting of a PPT Slide Deck and Project Report. In an effort to foster knowledge co-production and exchange, the final group work will be shared with the course's external community partners. A peer review will be administered to evaluate team performance and collaborative effectiveness. This experiential learning assignment aims to provide a valuable opportunity in which to participate actively and constructively in the process of city-making.

ASSIGNMENT DUE DATES

You are expected to meet the due dates for all assignments, which are to be submitted via Canvas. Please retain a copy of your submitted assignments as well as marked assignments (in case of digital or hardcopy loss). A late submission will result in a 10% penalty deduction for each full day or partial day beyond the due date, up to a maximum of 3 days after which the late submission will be given a mark of zero. Exceptions will be made for medical or family crises, in which case please email the instructor and provide a signed memo from your physician/counsellor.

UBC CANVAS (COURSE MANAGEMENT ONLINE SYSTEM)

Course-related materials, assignment handouts, and announcements will be disseminated via Canvas. In addition, it is required that course assignments be submitted as a digital file via Canvas. For these reasons, it is essential that you familiarize yourself with the use and elements of this particular course management online system.

GRADING GUIDELINES

UBC courses are graded on a percentage basis. Corresponding letter grades are assigned automatically by the Registrar. (See *UBC Calendar >> Campus-wide Policies and Regulations >> Grading Practices* for additional information.)

Percentage (%)	Letter Grade
90-100	A+
85-89	A
80-84	A-
76-79	B+
72-75	B
68-71	B-
64-67	C+
60-63	C
55-59	C-
50-54	D
0-49	F (Fail)

This course adopts grading rubrics so as to systematically administer, through a fair and reasonable manner, the marking of your assignment submissions. The grading rubrics are based on lists of criteria with an assessment scale ranging from "Unsatisfactory" to "Exemplary". The assessment scale is further explained below.

Performance	Explanation
Unsatisfactory	Serious deficiencies in work. Far from meeting the minimum expectations of the assignment.
Marginal	Barely meets the minimum expectations of the assignment.
Satisfactory	Meets the minimum expectations of the assignment yet does not extend the effort to produce engaging work.
Good	Fully meets and occasionally exceeds expectations of the assignment. Work is conducted competently and professionally.
Very Good	Substantially exceeds expectations of the assignment. Demonstrates high quality work with performance better than that of most peers.
Exemplary	Extraordinary performance. Excels beyond expectations of the assignment. Demonstrates extremely professional, thorough, original, and insightful work.

COURSE SCHEDULE

This is a tentative schedule of topics and events to be covered on a weekly basis. All readings are required and should be completed prior to class. You may access the readings via Canvas.

MODULE 1	CITY-MAKING: OF DREAMS AND SCHEMES

WEEK 1 / Fri Sep 7   **INTRODUCTION & COURSE OVERVIEW**

Course Syllabus

WEEK 2 / Fri Sep 14   **WHAT IS CITY-MAKING?**

Castells M (1999) The culture of cities in the information age. In: I Susser (ed), *The Castells Reader on Cities and Social Theory*. Oxford; Malden, MA: Blackwell Publishers, pp. 367-389.

Bridges G and Watson S (2000) City imaginaries. In: G Bridges and S Watson (eds) *A Companion to the City*. Oxford; Malden, MA: Blackwell Publishers, pp. 7-17.

MODULE 2	CITY-MAKING AS GRAND URBANISM

WEEK 3 / Fri Sep 21　　　**WORLD/GLOBAL CITIES**

Huyssen A (2008) World cultures, world cities. In: A Huyssen (ed), *Other Cities, Other Worlds: Urban Imaginaries in a Globalizing Age*. Durham: Duke University Press, pp. 1-15.

Ren X (2017) Aspirational urbanism from Beijing to Rio de Janeiro: Olympic cities in the global south and contradictions. *Journal of Urban Affairs* 39(7): 894-908.

Acuto M (2010) High-rise Dubai urban entrepreneurialism and the technology of symbolic power. *Cities* 27(4): 272-284.

WEEK 4 / Fri Sep 28　　　**VERTICAL CITIES**

Heng CK and Malone-Lee LC (2010) Density and urban sustainability: An exploration of critical issues. In: E Ng (ed), *Designing High-density Cities for Social and Environmental Sustainability*. London; Sterling, VA: Earthscan, pp. 41-54.

Wong GK (2004) Vertical cities as a solution for land scarcity: The tallest public housing development in Singapore. *Urban Design International* 9(1): 17-30.

RECOMMENDED: **Chakrabarti V** (2013) (Online) Building hyperdensity and civic delight. *Places Journal* accessed from: https://goo.gl/T5Nioe

WEEK 5 / Fri Oct 5　　　**ECO-CITIES**

City-Making Study 1.0 Submission Deadline: Thu Oct 4 by midnight

Rapoport E (2014) Utopian visions and real estate dreams: The eco-city past, present and future. *Geography Compass* 8(2): 137-149.

Hu MC, Wu CY and Shih T (2015) Creating a new socio-technical regime in China: Evidence from the Sino-Singapore Tianjin Eco-City. *Futures* 70(1): 1-12.

RECOMMENDED: **Jenkins J** (2015) (Online) Costing the earth: Eco-cities. *BBC Radio 4* accessed from: https://goo.gl/whG4TA

WEEK 6 / Fri Oct 12　　　**SMART CITIES**

Kitchin R (2014) The real-time city? Big data and smart urbanism. *GeoJournal* 79(1): 1-14.

Marek L, Campbell M and Bui L (2017) Shaking for innovation: The (re)building of a (smart) city in a post disaster environment. *Cities* 63(1): 41-50.

RECOMMENDED: **Sassen S** (no date) (Online) Urbanising technology. *LSE Cities* accessed from: https://goo.gl/wqTCxi

MODULE 3	CITY-MAKING AS HYPERLOCAL URBANISM

WEEK 7 / Fri Oct 19

<mark>Take-Home Exam Submission Deadline: Thu Oct 18 by 12:00pm</mark>

INFORMAL CITIES

Tonkiss F (2013) *Cities by Design: The Social Life of Urban Form*. Cambridge, UK: Polity Press, pp. 91-112.

Custódio L (2014) (Online) Types of favela media activism. *Favelas@LSE* accessed from: https://goo.gl/1Rh8ur

RECOMMENDED: **Perlman J** (2014) (Online) Urban informality. *UN Habitat* accessed from: https://goo.gl/4Kn7aZ

WEEK 8 / Fri Oct 26

<mark>City-Making Study 2.0 Submission Deadline: Thu Oct 25 by midnight</mark>

INCLUSIVE CITIES

Hou J (2010) (Not) your everyday public space. In: J Hou (ed), *Insurgent Public Space: Guerilla Urbanism and the Remaking of Contemporary Cities*. New York: Routledge, pp. 1-17.

De Waal M, De Lange M, Bouw M (2017) The hackable city. *Architectural Design* 87(1): 64-71.

RECOMMENDED: The Interventionist's Toolkit. *Places Journal* accessed from: https://goo.gl/ZYNAHd

*** IDEATHON CHALLENGE KICK-OFF ***

WEEK 9 / Fri Nov 2

IDEATHON CHALLENGE: FIELD VISIT & SITE WALK

Team-initiated readings and research

WEEK 10 / Fri Nov 9

IDEATHON CHALLENGE: IDEATION WORKSHOP

Team-initiated readings and research

MODULE 4	CITY-MAKING: EMERGENT CHALLENGES AND OPPORTUNITIES

WEEK 11 / Fri Nov 16

FIRESIDE CHAT & PITCH-AND-REVIEW WITH PANELISTS

Team-initiated readings and research

WEEK 12 / Fri Nov 23

IDEATHON CHALLENGE: PITCH-AND-JUDGE

Team-initiated readings and research

WEEK 13 / Fri Nov 30

<mark>Ideathon Challenge Submission Deadline: Mon Dec 3 by 12:00pm</mark>

CITY (RE)MAKING: REFLECTIONS AND MORE QUESTIONS

Friedmann J (2000) The good city: In defense of utopian thinking. *International Journal of Urban and Regional Research,* 24(2): 460-472.

SUPPLEMENTARY MATERIALS

UBC has numerous research, pedagogical and health resources available to students. These include The Centre for Teaching, Learning and Technology, the Irving K. Barber Learning Centre, the Writing Centre, Student Health Services and Student Counselling Services. You are encouraged to make use of these resources.

SPECIAL NEEDS

You are requested to inform the instructor as soon as possible if you have special needs and require accommodation of any kind. Please visit http://www.students.ubc.ca/access/ for more information on campus resources.

ACADEMIC INTEGRITY

The academic enterprise is founded on honesty, civility, and integrity. As members of this enterprise, all students are expected to know, understand, and follow the codes of conduct regarding academic integrity. At the most basic level, this means submitting only original work done by you and acknowledging all sources of information or ideas and attributing them to others as required. This also means you should not cheat, copy, or mislead others about what is your work. Violations of academic integrity (i.e., misconduct) lead to the breakdown of the academic enterprise, and therefore serious consequences arise and harsh sanctions are imposed. For example, incidences of plagiarism or cheating may result in a mark of zero on the assignment or exam and more serious consequences may apply if the matter is referred to the President's Advisory Committee on Student Discipline. Careful records are kept in order to monitor and prevent recurrences. (See *UBC Calendar >> Campus-wide Policies and Regulations >> Discipline for Academic Misconduct* for additional information.)