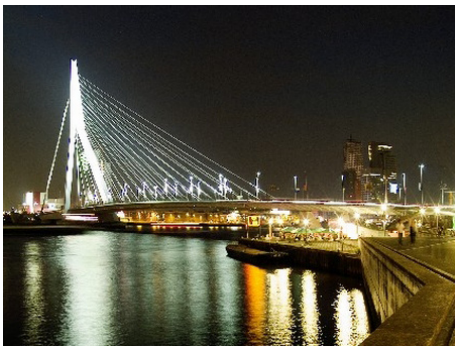# IAT 338 week 5
Innovation of Cities

This week you are using what you have already researched about agglomeration and innovation to analyze one innovative (fast) city. Take your info model from last week and PLUG IN the city, show us how your model on agglomeration can be used to interpret the innovative city. Prove the validity of the model by moving the model forward as "city specific". Present onscreen a reasoned research on the city which clearly builds on week one's activity and modeling.

Write a 2 page paper (double spaced) that creates a thesis on why this city is innovative and HOT. Indicate where you found the sources that support your thesis. Make sure you use the agglomeration texts and ideas from last week and apply those theories to analyze the city.

Show significant architectural interventions (if there are big name architects with buildings there, begin there and work out). Find 5+ architectural / social / urban projects and show how they have contributed to the cities' social attraction as a magnet for agglomeration, creative workers, knowledge workers, etc. List the top design, and technology firms, companies and corporations headquartered there. Connect them as much as possible to understand AS A WHOLE how they contribute to make the city innovative. Get at WHY creative workers would want to consider visiting, living and working in this place. You have to make us want to visit, work there. DON'T make it into a travelogue for a tourist attraction.
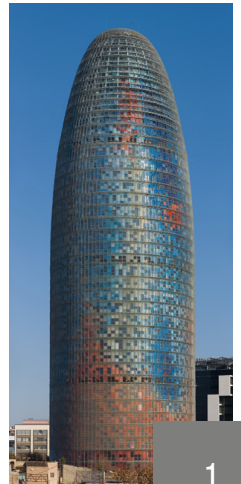
Jean Nouvel's Agbar Tower in Barcelona

Erasmus Bridge in Rotterdam

Korean Advanced Institute of Science and Technology (KAIST) in Seoul

Cities:

1. Rotterdam, Netherlands
2. Barcelona, Spain
3. Berlin, Germany
4. San Francisco, California
5. New York, New York
6. Portland, Oregon
7. Seoul, Korea
8. Rome, Italy
9. Dubai, United Arab Emirates
10. London, England
11. Buenos Aires, Argentina
12. Shanghai, China
13. Toronto / Waterloo, Canada
14. Vancouver, Canada
15. Stockholm, Sweden

Where to Start:

Begin from the Fast Company "Fast Cities" list and build out from there (some cities are not included on the Fast Cities list).
- http://www.fastcompany.com/cities/2007/   (contains the a list of fast cities)
- http://www.fastcompany.com/magazine/117/features-fast-cities-intro.html
- http://www.fastcompany.com/magazine/100/open_fast-cities.html (creative workers from each city tell us what's great about where they live and work)

In "Cities and the Creative Class", look at the case studies enclosed in black boxes (pg 59 -60, 66-67, 78-81). These are awesome example of how a particular city develop and sustain it's innovation. Find articles and studies on subjects that are specifically related to this city if you can. Looking for how innovation and design are connected in the city as much as possible, and then how technology is connected as well. Check out Wallpaper City Guides as a place to start for the urban style stuff (some of the cities are not in this series). Our library has the Rome and Milan Wallpaper city guides.

Look at the paper Russell and Jayme wrote in 2006 on Milano. Note that this is not exactly what you will do - it is an earlier part of this study we are continuing to develop now. It covers how architectures affects a city well.
   http://www.sfu.ca/italiadesign/2006/file/papers/NuovoMilano.pdf

Hand In:

The info model from last week with the city plugged in. Use it to show how the city is innovative. Format: same as the past info models (600px height PDF)

A 2-page double spaced paper that supports the info model and use the theories from last week's readings to show the connections between the factors that make the city innovative. Format: regular letter size PDF. You can use InDesign or Illustrator.

An on-screen presentation showing the whole class the city and it's assets. You may need to show/ make some simple graphs, tables, pie charts (but nice design) to illustrate data in the presentation.

Zaha Hadid's Dancing Towers in Dubai

Shanghai's Skyscape

Palermo SOHO design hub in Buenos Aires