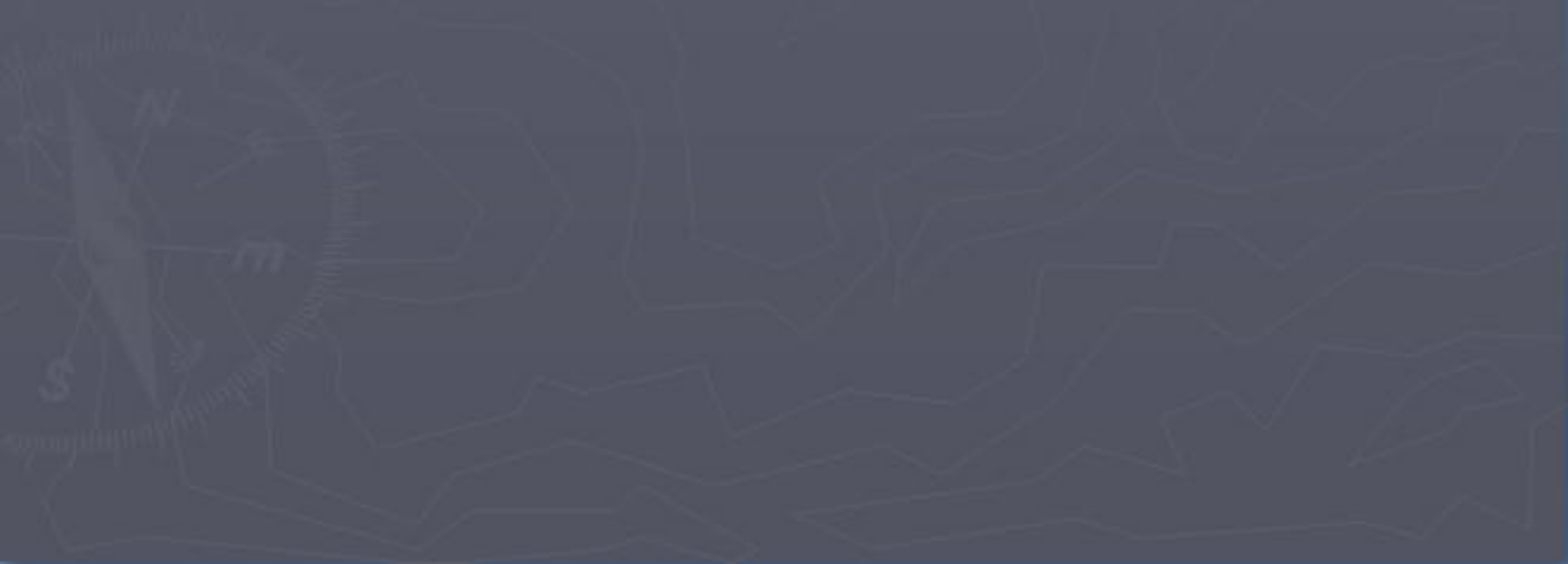


Introduction to Urban Geography



Urbanization

- The large scale migration of people from rural to urban areas

Push Factors

- Rural Areas have less opportunities
 - Education
 - Jobs
 - Entertainment
 - Services
- Natural Disasters
- Decline of Family Farming
- Poor Infrastructure
- Security

Pull Factors

- More Opportunities
- Higher density of services
- Entertainment destinations
- Perceived potential economic benefit
- Infrastructure
- Social Services

Problems of Urbanization

- Overpopulation
- Unemployment
 - Leading to higher rates of crime
- Squatter Settlements
- Traffic
- Pollution
 - Noise, Light, Air, Water
- Stress



Parts of the City

- Central Business District (CBD) – The main center of business and commerce in the city
- Suburbs – The areas surrounding the city. Typically reserved for the middle class
- Edge Cities – Suburbs that become large cities themselves
- High-Tech Corridors – Industrial and technological centers that grow in regions of the city

Parts of the City

- Squatter Settlements/Slums – Very low wealth communities that grow unplanned
- Ethnic Neighborhoods/Ghettos – Parts of the city inhabited by people of a certain ethnic group



Specialized Cities

- Some cities have greater importance than others and can be grouped together through special characteristics
 - Primate City
 - Gateway City
 - Megacity
 - Megalopolis
 - World City



Gateway City

- A city that controls a, or acts as a control center for a much larger area.
 - Ex. St Louis as the Gateway to the West



Primate City

- A city that is more than 2 times the size of all the other cities in the country or region
 - Ex. Bangkok, Thailand



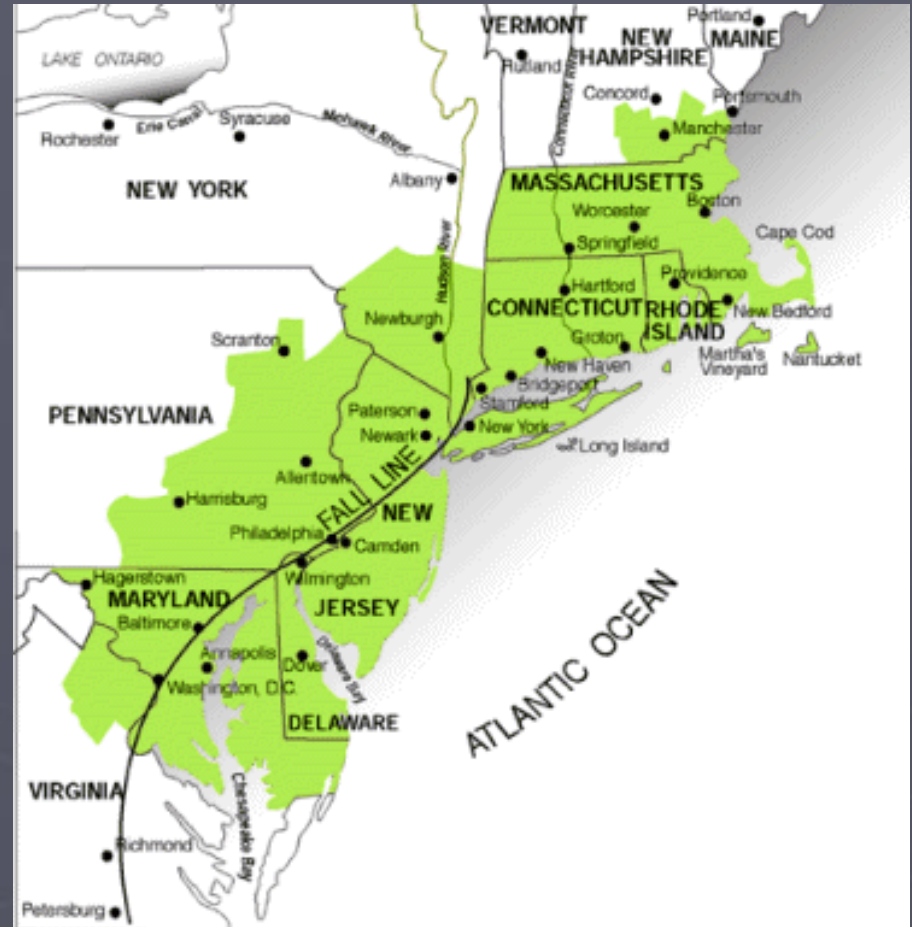
Megacity

- Any city that is over 10 million people
 - Ex. Sao Paulo, Brazil



Megalopolis

- Two or more urban centers that mold together to form one continuous urban area
 - Ex. BosNyWash Corridor



World City

- A city with international prestige and importance as an economic or cultural centers
 - Ex. London, England

