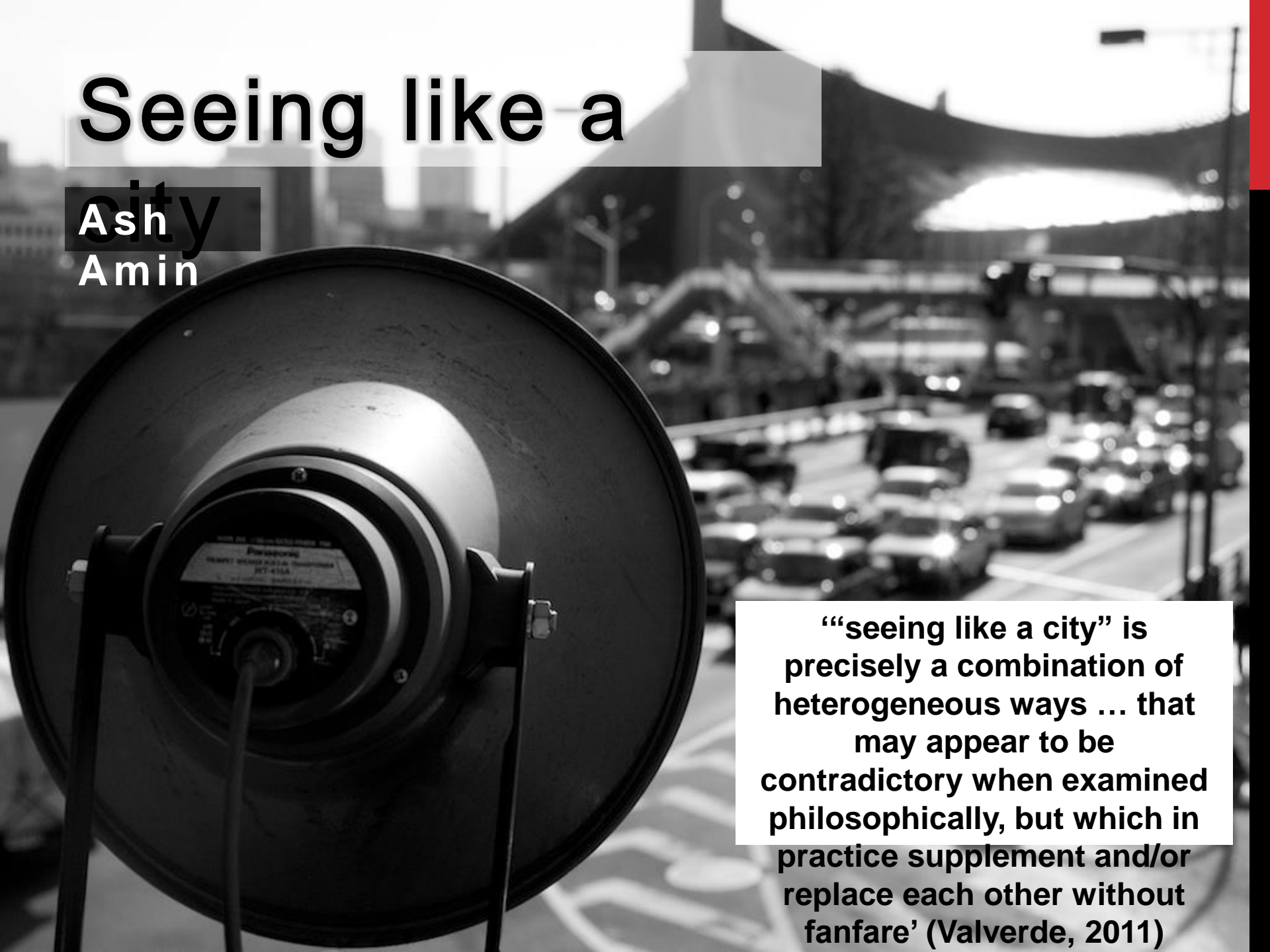


Seeing like a

Ash
Amin

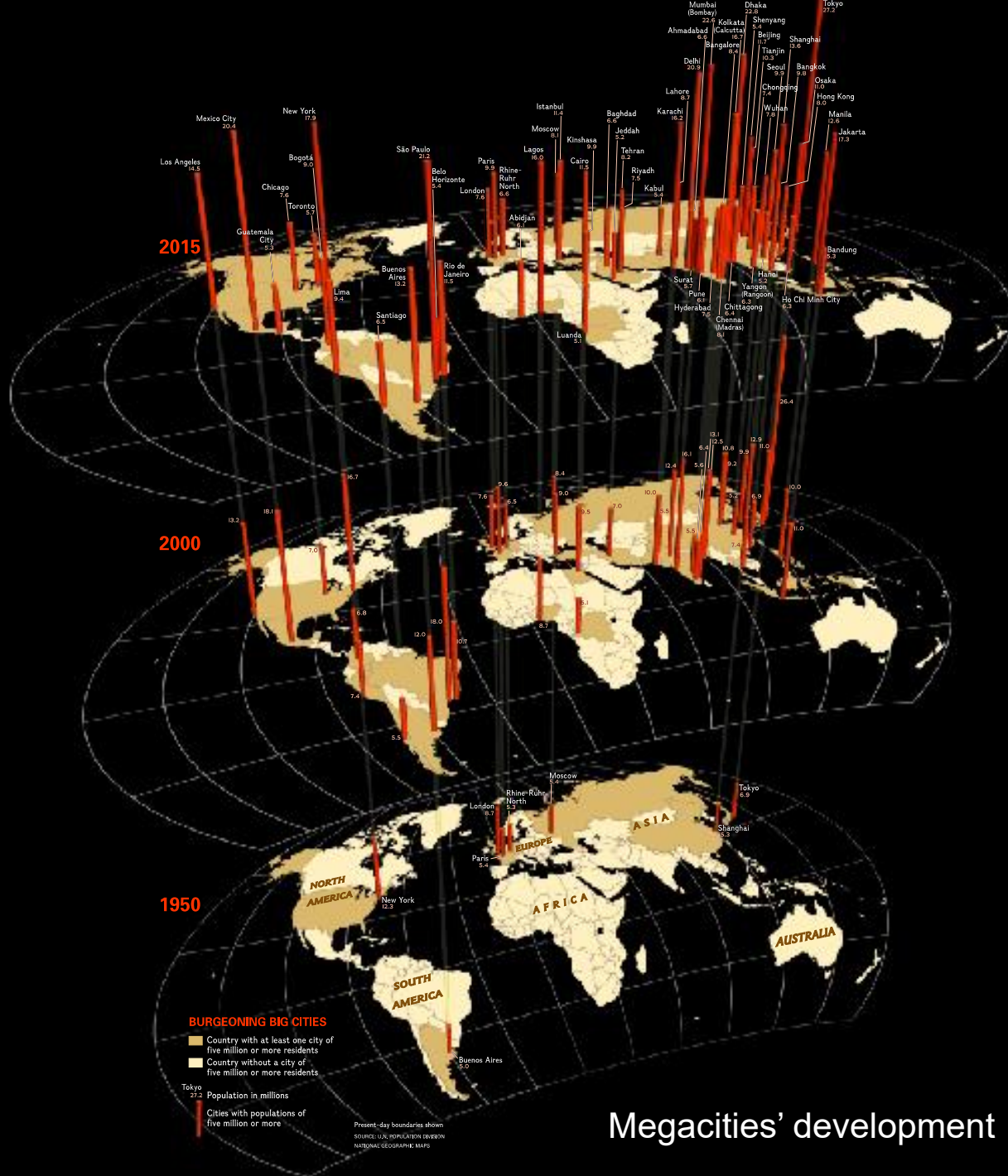


**““seeing like a city” is
precisely a combination of
heterogeneous ways ... that
may appear to be
contradictory when examined
philosophically, but which in
practice supplement and/or
replace each other without
fanfare’ (Valverde, 2011)**

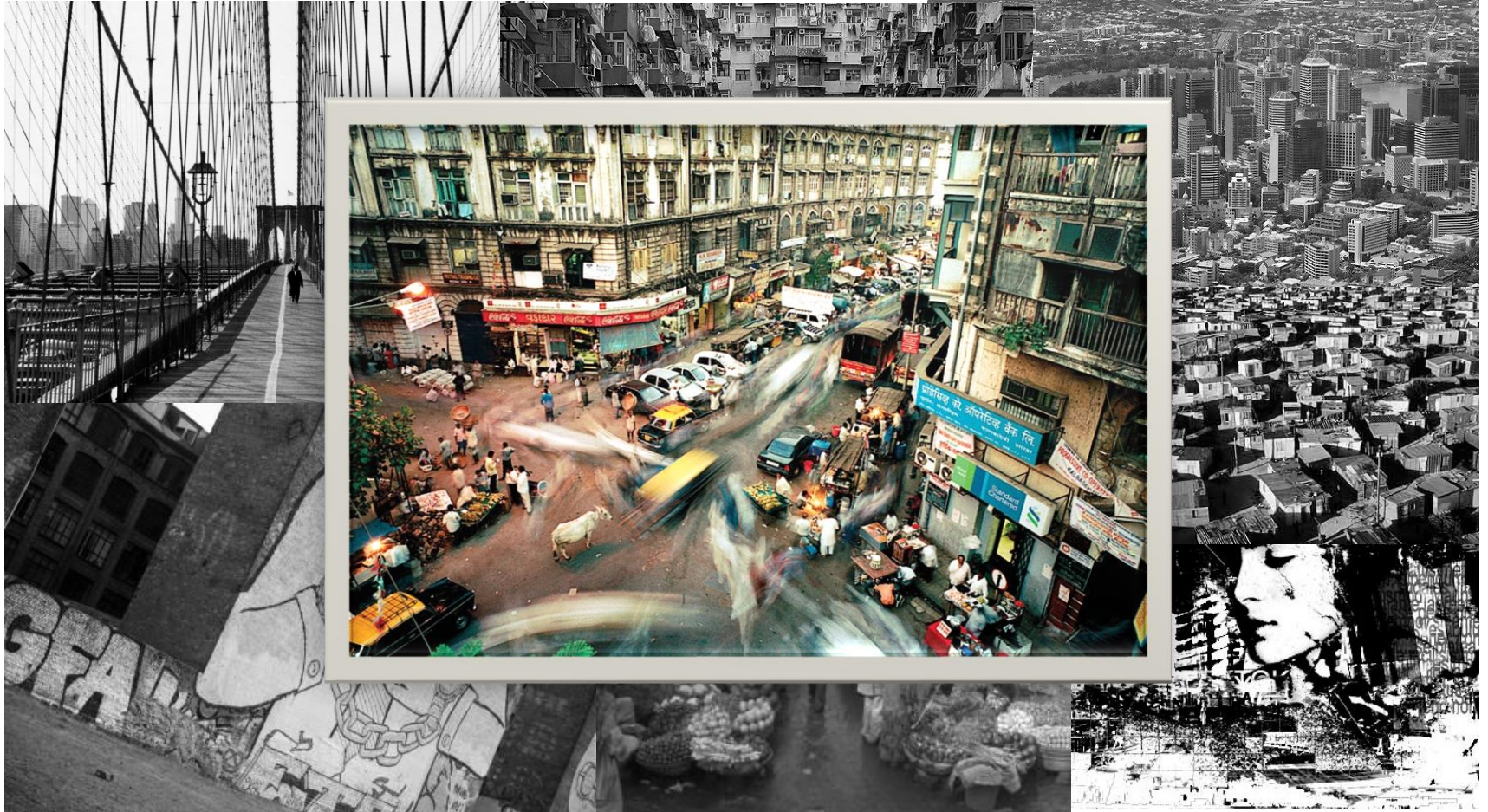
URBAN WORLD

**‘our geopolitical future
... will be determined
in good part through
20 or so strategic
worldwide urban
networks’
(Sassen, 2012)**

- 600 cities generate 60% global GDP
- Immense nodal power
- 80% of urban population in cities of the Global South by 2030
- 75% of CO2 emissions from cities
- Limited municipal



UNDERSTANDING THE CITY



Is urban centrality the product of local agglomeration and nodal power in global networks?

THE CITY AS MACHINE AND ECOLOGY



The city as an assemblage of hybrid actor-networks, socio-technical systems and immersive habitats that drive urban centrality

City of networks and sentient habitats
relies on plural and hybrid
intelligence

KNOWING THE CITY



ALGORITHMIC INTELLIGENCE

**“we find ourselves on the cusp of a near-future city capable of reflexively monitoring its environment and our behaviour within it, becoming an active agent in the organization of everyday life”
(Shepard, 2011)**



HABITAT INTELLIGENCE

In cities, “environments engage their users” (Degen and Rose, 2012) as sentient habitats, with diverse non-human entities involved in shaping human capabilities and propensities

Spirit worlds



Pirated technologies



Sentient environments



CRAFT INTELLIGENCE

“It’s 2030. Governments are poor and in hock to big banks. The urban poor and the impoverished urban middle classes in rich countries have had to scramble to survive. Bit by bit they have inserted a self-made urban political economy into the larger national/global economy of their countries. It is partial, but it works [...] People rotate just about everything – including daily cooking – at whatever level that works – a cluster of homes, the block, the neighborhood. People need each other to

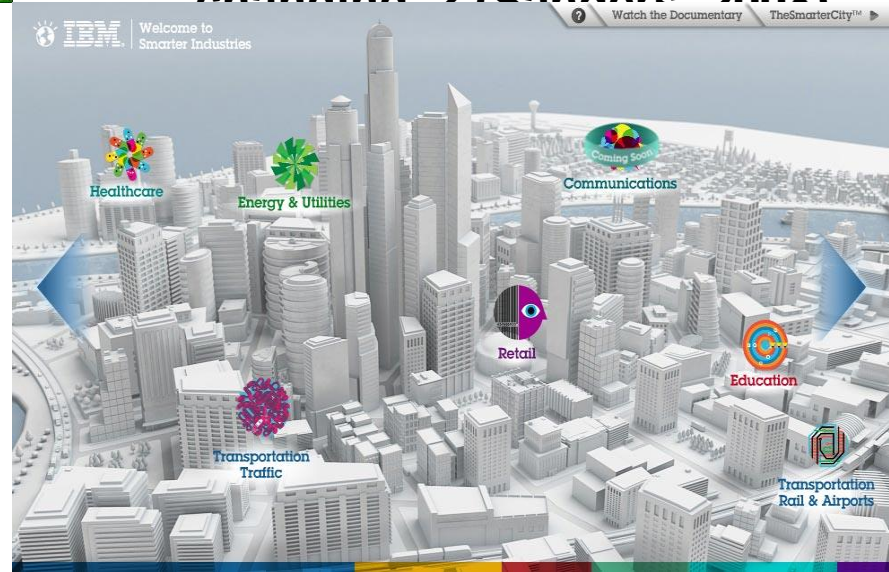


KNOWLEDGE GOVERNANCE: TECHNO-INTELLIGENCE?



**What methodology to capture
“cities as complex adaptive
systems, organized and
coherent entities in which
physical conditions,
decisions, perceptions, and
the social order are constantly
changing”? (Sanders, 2008)**

**Complexity science, relying on
ubiquitous data, non-linear
methods, and advanced modelling
technologies to simulate dynamic
urban change?**



GOVERNANCE: CONNECTIVE INTELLIGENCE

Distributed expertise
Open planning
Counter-intelligence
**Material, archival and
symbolic knowledge**



Storytelling



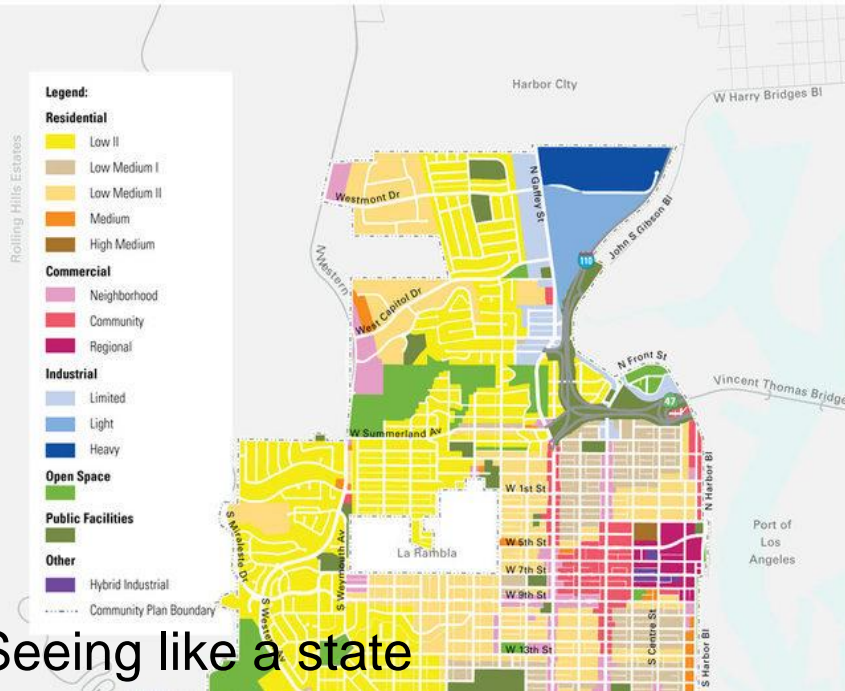
Memory and archive



Symbolic
representations

SEEING LIKE A CITY

Seeing like a state



A politics of material culture: public goods, infrastructures, maintenance and repair, enabling bureaucracy

A politics of smart habitats, lay expertise and enabling environments

