

AMST 334  
Urban America  
ROGER WILLIAMS UNIVERSITY  
GHH 105  
T, TH 12:30 - 1:50  
Fall, 2009

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Week of October 6, 2009

For *Tuesday, October 6*

I'm back from celebrating being out of high school for 50 years. Minneapolis survived our celebration.

We didn't get to the Video on the Chicago Loop. We'll do that today. We'll also set up our groups—seven groups, 5 members each. To refresh everyone's memory, the volunteer group leaders are

- Nicole Baker
  - Anthony Brahimsha
  - Kelly Cochrane
  - Caitlin Ferriter
  - Jennifer Palouljian
  - Molly Reynolds
- And
- William Wilcox

For *Thursday, October 8*.

Read, in *Jacobs*.

Chapter 8. <i>The Need for Mixed Primary Uses</i>	ML 198 - 232
Chapter 9. <i>The Need for Small Blocks</i>	ML 233 - 243

Chapters 8 - 11 are going to be easy to read and digest. The important thing is to make sure you understand the four conditions, one per chapter, which are presented in italics. I'd like to have you prowl around various areas in various cities, using "Streetview" on Google Maps. Find areas which qualify as meeting those conditions and find areas which fail them. Post links to these in your journals so we can explore them together. Once you've decided upon your cities of investigation some of you may be returning to look at these in detail there. Remember we're looking at *districts within cities*. Some work well, some don't, and this is true regardless of which city one looks at.

Chapter eight provides more detail related to ideas which Jacobs presented in the chapters on sidewalks and parks. The idea is to have people out and about in significant numbers all through the day. If you have a grasp of what constitutes a primary use this will not be difficult. She gives an example of a single use district which has severe, almost insoluble problems (as she defines them). Some of you have visited the area. If you've visited it on a Sunday morning you'll know what she's talking about.

Chapter nine is a short chapter dealing with a short subject. It should occupy your attention for a short time. All this shortness is making me feel gigantic. The diagrams in the chapter remind me of Super Mario Brothers. Did any of you ever play it?