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non-plan smart urbanism
from oppositions to hybrids

Content

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0. Smart urbanism visions

Who. Stakeholders / Initiators — ICT companies, developers, governments | Citizens, hackers

How. Methods — Top-down, centralized | Bottom-up, distributed

Why. Intents — Automation, optimization, efficiency | engagement, socio-cultural revitalization

Table 4.1 *Fordist modernity versus flexible postmodernity, or the interpenetration of opposed tendencies in capitalist society as a whole*

Fordist modernity	Flexible postmodernity
economies of scale/master code/hierarchy	economies of scope/idiolect/anarchy
homogeneity/detail division of labour	diversity/social division of labour
paranoia/alienation/symptom	schizophrenia/decentering/desire
public housing/monopoly capital	homelessness/entrepreneurialism
purpose/design/mastery/determinacy	play/chance/exhaustion/indeterminacy
production capital/universalism	fictitious capital/localism
state power/trade unions	financial power/individualism
state welfarism/metropolis	neo-conservatism/counterurbanization
ethics/money commodity	aesthetics/moneys of account
God the Father/materiality	The Holy Ghost/immateriality
production/originality/authority	reproduction/pastiche/eclecticism
blue collar/avant-gardism	white collar/commercialism
interest group politics/semantics	charismatic politics/rhetoric
centralization/totalization	decentralization/deconstruction
synthesis/collective bargaining	antithesis/local contracts

- David Harvey, *The Condition of Postmodernity, p.340*

operational management/master code
phallic/single task/origin

metatheory/narrative/depth
mass production/class politics
technical-scientific rationality

utopia/redemptive art/concentration
specialized work/collective consumption

function/representation/signified
industry/protestant work ethic
mechanical reproduction

becoming/epistemology/regulation
urban renewal/relative space

state interventionism/industrialization
internationalism/permanence/time

strategic management/idiolect
androgynous/multiple tasks/trace

language games/image/surface
small-batch production/social
movements/pluralistic otherness

heterotopias/spectacle/dispersal
flexible worker/symbolic capital

fiction/self-reference/signifier
services/temporary contract
electronic reproduction

being/ontology/deregulation
urban revitalization/place

laissez-faire/deindustrialization
geopolitics/ephemerality/space

- David Harvey, *The Condition of Postmodernity, p.340*

Oppositions

Confront

$\neq$

~~Solve~~

Regulate

Oppositions

Confront

Hybrids

≠

~~Solve~~

Regulate

0. Smart urbanism visions

Who. Stakeholders / Initiators

How. Methods

Why. Intents

Evaluation.
Critique / Challenges / Risks

Argument.
Prevalent smart-city approaches adopt modernist concepts of fixity, solutionism, centralization, permanence. On the other hand, the Non-plan is native of the postmodern side of the opposition. In which ways could a common ground inbetween inform smart urbanism's current challenges?

1. Non-Plan movement: Key Concepts

> Indeterminacy or "calculated uncertainty".
Infrastructures / technologies / concretization

Spontaneity. Programmed serendipity

Pluralism. Heterogeneity / Complexity

Self-regulation. Self-determination / personalization

Obsolescence. Ephemerality / deregulation

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Northwick Park Hospital
by John Weeks

"The universal visions of smart cities typically assume that infrastructures are always the same in their striving for optimization. Even imaginaries for participatory digital urbanism (…) do not typically allow for indeterminacy"

– Gabrys J., Program Earth, p.261

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1. Non-Plan movement: Key Concepts

"Creative Disorder".

Interoperability.

"Graceful failure".

3. Case Studies / Areas of interest

Transport / Mobility.

.Social groups: Commuters, refugees, entrepreneurs, non-citizens

.Beyond the car: Sharing economy and other forms of transit

Scales of Governance.

. *Biopolitics, Withness*

> Participation & Re-appropriation.

.Participatory structures

. Citizen-driven events

. From Self-Service to DIY / The Self-builder and the Hacker

> The Role of the Architect.

. Interdependence & Collaboration

. From sole author to enabler

3. Case Studies / Areas of interest

- Automation

- Tools

.*Non Plan:* Cheap, mass produced, prefab modules / Plug-in, ephemeral
.*Smart City:* cheap electronics, modular, customizable / Mobile devices / ICT

- Politics

. (Simulated) Anarchy or Chaos vs. Libertarianism / Capitalism

4. Limitations and Possible Futures

- Environmental restrictions

- The designer – user Divide

- Feasibility, sustainability

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