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# THE DIGITIZED CITY: INFLUENCE & IMPACT

#### BY CHARLES LANDRY

- Highlights the transformative effect of the digitized world on cities
- 32 full-colour photographs

The impacts and influence of the digital age will be as powerful as the climactic changes that swept through our world with the industrial revolution 200 years ago. Digitization represents a tectonic shift changing society, culture, levels of connectivity, the economy and cities. The 'anytime, anyplace, anywhere' phenomenon changes how we interact with space, place and time. It is both liberating and potentially invasive.

Undeniably untold promises and opportunities to improve our quality of life are possible by making life more citizen centric, more local, more convenient or efficient and by creating smart solutions to urban problems. These positives mesh as with all new technologies with dangers, such as being controlled by algorithms or the watchful eye of surveillance. We are in the midst of redesigning the world and its systems - legal, moral, political, the economy and our infrastructures for a digital age. Our built environment has been designed for how we lived and worked 50 years ago and more. A reverse engineering process is necessary where place and the public realm matters as never before.

Decision-makers have a once in a lifetime opportunity to rebuild our cities in a different way harnessing the collective intelligence of people and the capabilities of social media. The crucial question is: "will the public interest and humans be put centre-stage".

**Charles Landry** works with cities around the world to make the most of their potential. Widely acclaimed as a speaker, author and innovator Charles facilitates complex urban change projects. He advises cities as a 'critical friend' working closely with decision makers and local leaders helping to find solutions to seemingly intractable dilemmas, such as marrying innovation and tradition, balancing wealth creation and social cohesiveness, or local distinctiveness and a global orientation.

Publisher: Comedia ISBN 978-1-908777-06-5 Paperback GB Pounds: 9.95

84pp Bibliography

Readership: Academic/Specialist

Subject areas: General; Arts, Technology, Geography; Planning;

Globalisation;

BIC: AM/AMVD/RNU/RNPG/RPC/JFFR/JFFS/TJK



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