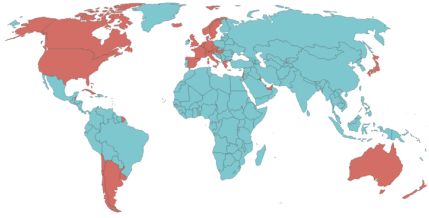


# Urbanisation

## WHAT IS URBANISATION?

**URBANISATION** = The process by which an increasing percentage of a country's population comes to live in towns and cities.

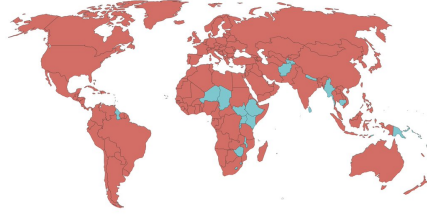
**RURAL VS URBAN 1950**



No data Majority rural Majority urban

Source: OVID based on UN World Urbanization Prospects (2016) & Historical Sources (see Sources tab)

**RURAL VS URBAN 2050**



No data Majority rural Majority urban

Source: OVID based on UN World Urbanization Prospects (2018) & Historical Sources (see Sources tab)

HICs were the first to urbanise, and generally have the largest proportion of their population living in towns and cities. LICs currently have lower rates of urbanisation, but are urbanising rapidly.

## RURAL TO URBAN MIGRATION

Rural-urban migration is the movement of people from rural areas to urban areas. People move because of push and pull factors.

- A **push factor** is a reason to leave an area e.g. harsh climate, lack of jobs.
- A **pull factor** is a reason to move into an area e.g. better facilities, more job opportunities.

PUSH FACTORS	PULL FACTORS
unemployment	more jobs
lower wages	higher wages
crop failure	better living conditions
poor living conditions	better education and health services
poor health and education services	better facilities
few facilities	less chance of natural disasters
natural disasters	
civil war	



## MEGACITIES

### GLOBAL MEGACITIES



A megacity is defined as a city that has a population of over 10 million people. Today more than 50 per cent of the world's population live in urban areas. The number of cities with over 10 million people is increasing.



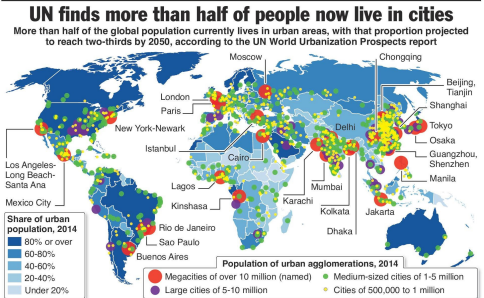
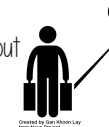
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## GROWTH RATE IN MEGACITIES

During the last Ice Age (10,000 BC) the World's population was 10 million. The first megacities to appear were New York and Tokyo in 1950's. Today we know there are 33 megacities, mainly in Asia.

The population of cities usually changes in one of two ways:

1. **NATURAL INCREASE** (or decrease) - this is the difference between the number of births and the number of deaths.
2. **MIGRATION** - this is the movement of people into or out of the city.



## KEYWORDS

## SQUATTER SETTLEMENTS

- Squatter settlements are any collection of buildings where the people have no legal rights to the land they are built upon.
- The people are living there illegally and do not own the land. They provide housing for many of the world's poorest people and offer basic shelter usually in LICs.
- They are often constructed with poor materials initially, including plastic sheeting, corrugated metal, wood and cardboard. These are all materials that are available either freely as waste or cheaply.
- Squatter settlements also often lack proper sanitation, water supply, electricity or telephone services.

## DHARAVI

In **Mumbai** the squatter settlement of **Dharavi** is now home to over 1 million people. Dharavi lies between two railway lines and is one of the biggest squatter settlements in the world. The squatter settlement is unplanned and has the following characteristics:

- overcrowded, noisy and smelly
- houses are made from cardboard, wood, corrugated iron, plastic sheeting and metal from oil drums
- lack of sanitation, clean drinking water and open sewers
- pollution and disease are common
- thousands of workshops and people employed in the informal job sector



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Opportunities	Challenges
<ul style="list-style-type: none"> <li>✓ Informal shopping areas exist where it is possible to buy anything you might need.</li> <li>✓ Mosques catering for people's religious needs.</li> <li>✓ Family life dominates,</li> <li>✓ Many daily chores are done in social spheres because people live close to one another. This helps to generate a sense of community.</li> <li>✓ The buildings in this part of the slum are all of different heights and colours, adding interest and diversity.</li> <li>✓ 85% of people have a job in the slum and work locally, and some have even managed to become millionaires.</li> <li>✓ Dharavi has a recycling zone. Everything is recycled from cosmetics and plastics to computer keyboards. 23% of plastic waste gets recycled in the UK, in Mumbai it is 80%.</li> </ul>	<ul style="list-style-type: none"> <li>✗ There can be as many as 5 people per room. The houses often have no windows, asbestos roofs (which is dangerous if broken) and no planning to fit fire regulations.</li> <li>✗ Rooms within houses have multiple functions, including living, working and sleeping.</li> <li>✗ Enormous environmental problems with air and land pollution.</li> <li>✗ However, toilets are open holes above a river. This could lead to dengue fever, cholera and hepatitis.</li> <li>✗ Children and women sift through the rubbish for valuable waste. They have to work under the hot sun in appalling conditions. They earn around a £1 a day for their work.</li> <li>✗ Many of the people work in very poor working conditions, and includes children.</li> </ul>

## AIR POLLUTION

In late 2018, the European Environment Agency issued a warning that said close to 500,000 premature deaths are caused by air pollution. In this instance, they warned against polluted air particles too small to smell or see that could cause or worsen the symptoms of asthma, lung cancer and heart disease.

The main air pollutants across Europe are:

- fuel-consuming transport vehicles;
- The production and distribution of energy;
- industry and agriculture;
- commercial buildings and homes;
- waste management.



## SUSTAINABLE CITIES

If something is sustainable it benefits the environment, people and the economy, without harming either. If it is damaging for any of those things, it is not sustainable - we can't keep doing it.

Many people are working towards trying to make cities more **sustainable**. A sustainable city offers a good quality of life to current residents but doesn't reduce the opportunities for future residents to enjoy.

### KEY FEATURES OF A SUSTAINABLE CITY

- Resources and services in the city are accessible to all.
- Public transport is seen as a viable alternative to cars.
- Public transport is safe and reliable.
- Walking and cycling is safe.
- Areas of open space are safe, accessible and enjoyable.
- Wherever possible, renewable resources are used instead of **non-renewable** resources.
- Waste is seen as a resource and is recycled wherever possible.
- New homes are energy efficient.
- There is access to affordable housing.
- Community links are strong and communities work together to deal with issues such as crime and security.
- Cultural and social amenities are accessible to all.
- Inward investment is made to the CBD.
- A sustainable city will grow at a sustainable rate and use resources in a sustainable way.



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## ENVIRONMENTAL QUALITY SURVEY - SKILLS

This Bipolar Chart constructor creates bars from data that are measured on a continuum between negative and positive end points. Bipolar scales are often used in geography fieldwork to measure environmental quality, residential quality and perception variables. A bipolar value range of -5 to +5, for example, indicates a negative through to a positive assessment, with 0 representing neither good nor bad.

Environmental Perception Survey

Date: \_\_\_\_\_ Time: \_\_\_\_\_

Location: \_\_\_\_\_

POSITIVE ASPECTS	+2	+1	0	-1	-2	NEGATIVE ASPECTS
High pedestrian count						Low pedestrian count
Low traffic count						High traffic count
Well serviced and cared for buildings						Buildings in poor state of repair
Pleasant surroundings						Unpleasant surroundings
All buildings used						Abandoned or empty buildings
Little litter						Much litter