

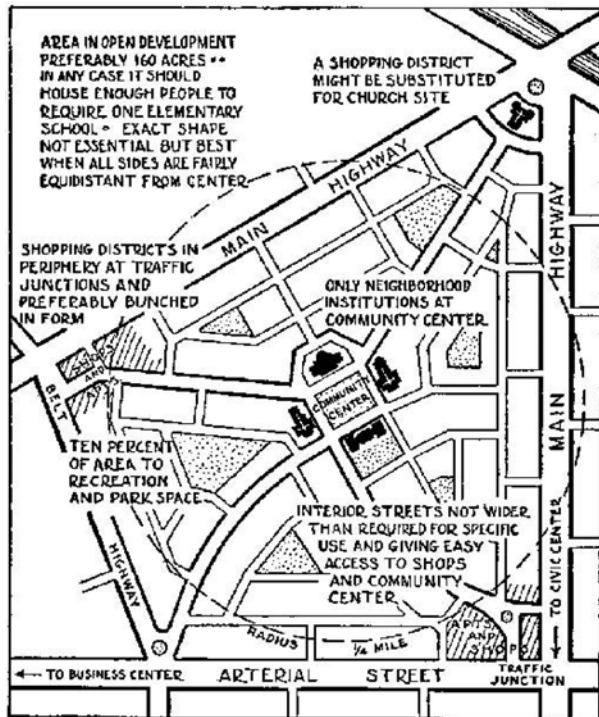
# *THE EMERGENT NEIGHBORHOOD*

a new metaphor for neighborhood design

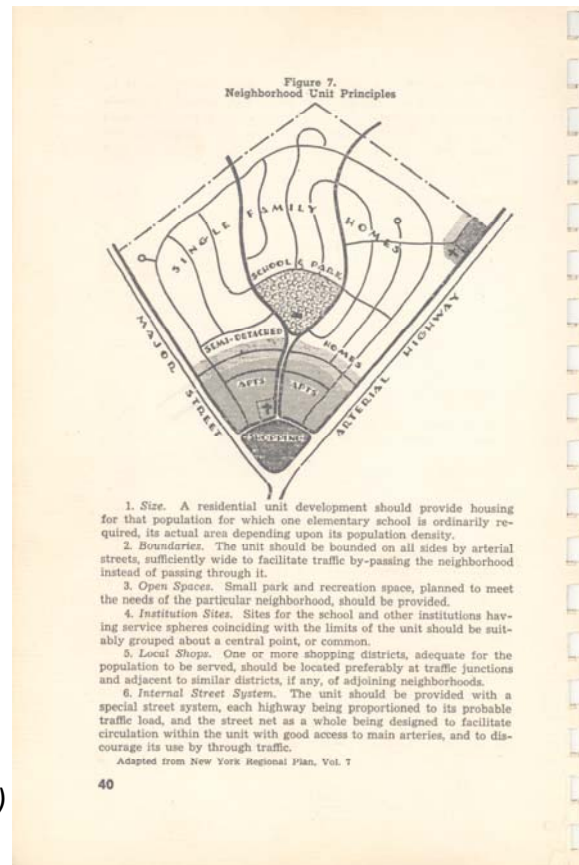
Jason Brody

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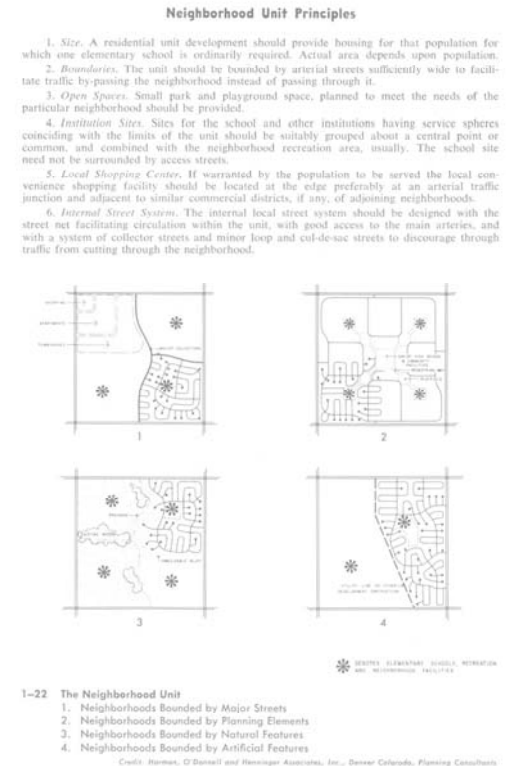
# How do we use the Neighborhood Unit?



Regional Plan Association (1929)



Urban Land Institute (1947)



Urban Land Institute (1968)

How do we develop ideas?

# How do we develop ideas?

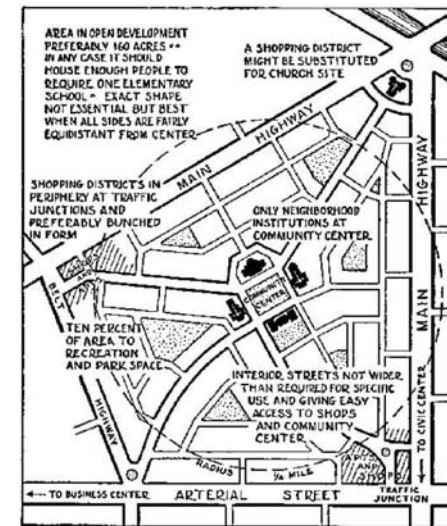
1 *topic*

Neighborhood

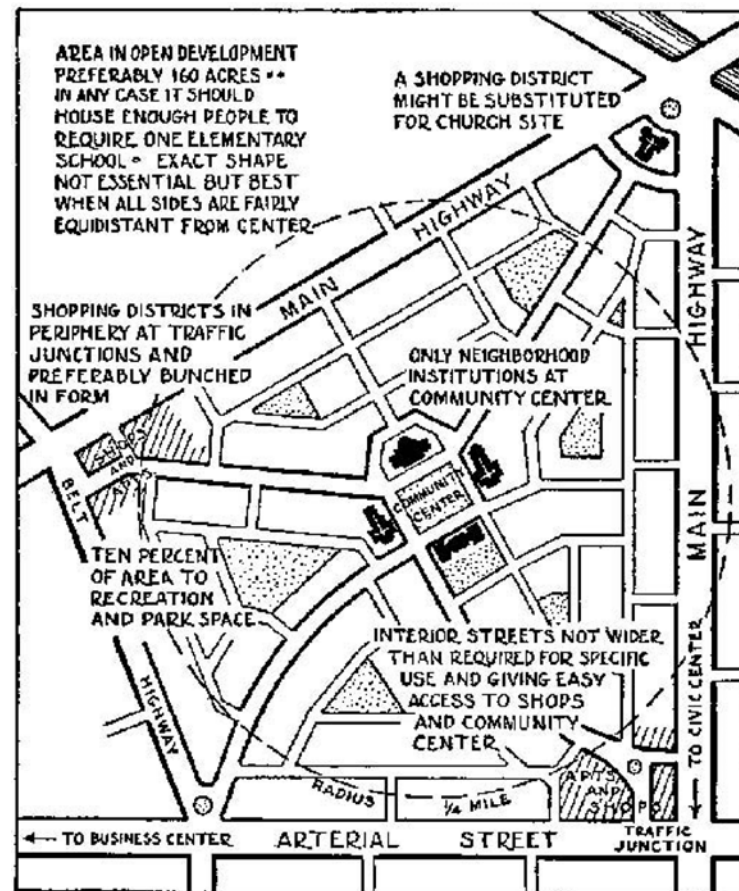
2 *content*

Size  
Boundaries  
Open space  
Institutions  
Local shopping  
Internal street system

3 *package*

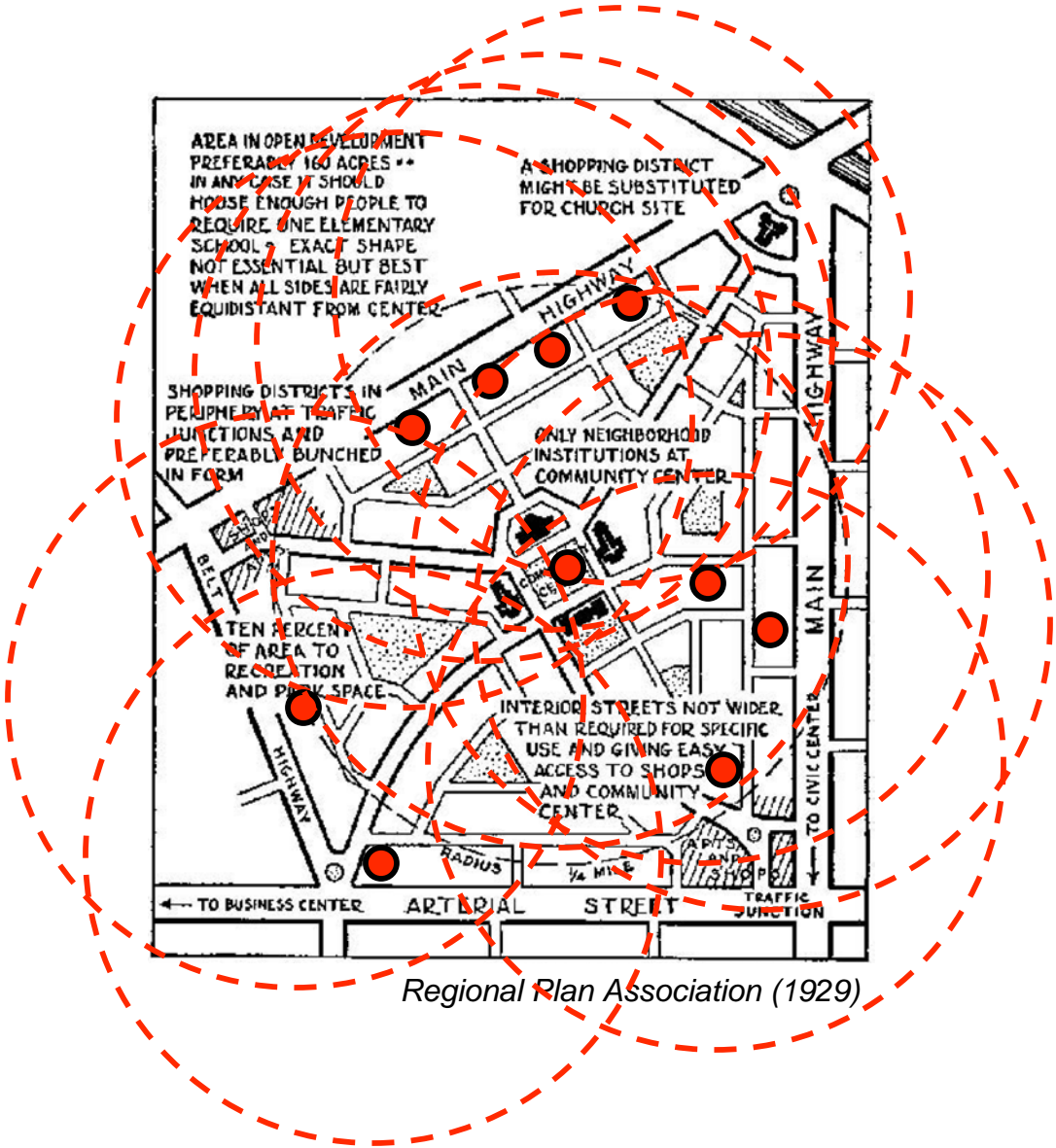


Diagrams both show and obscure.



*Regional Plan Association (1929)*

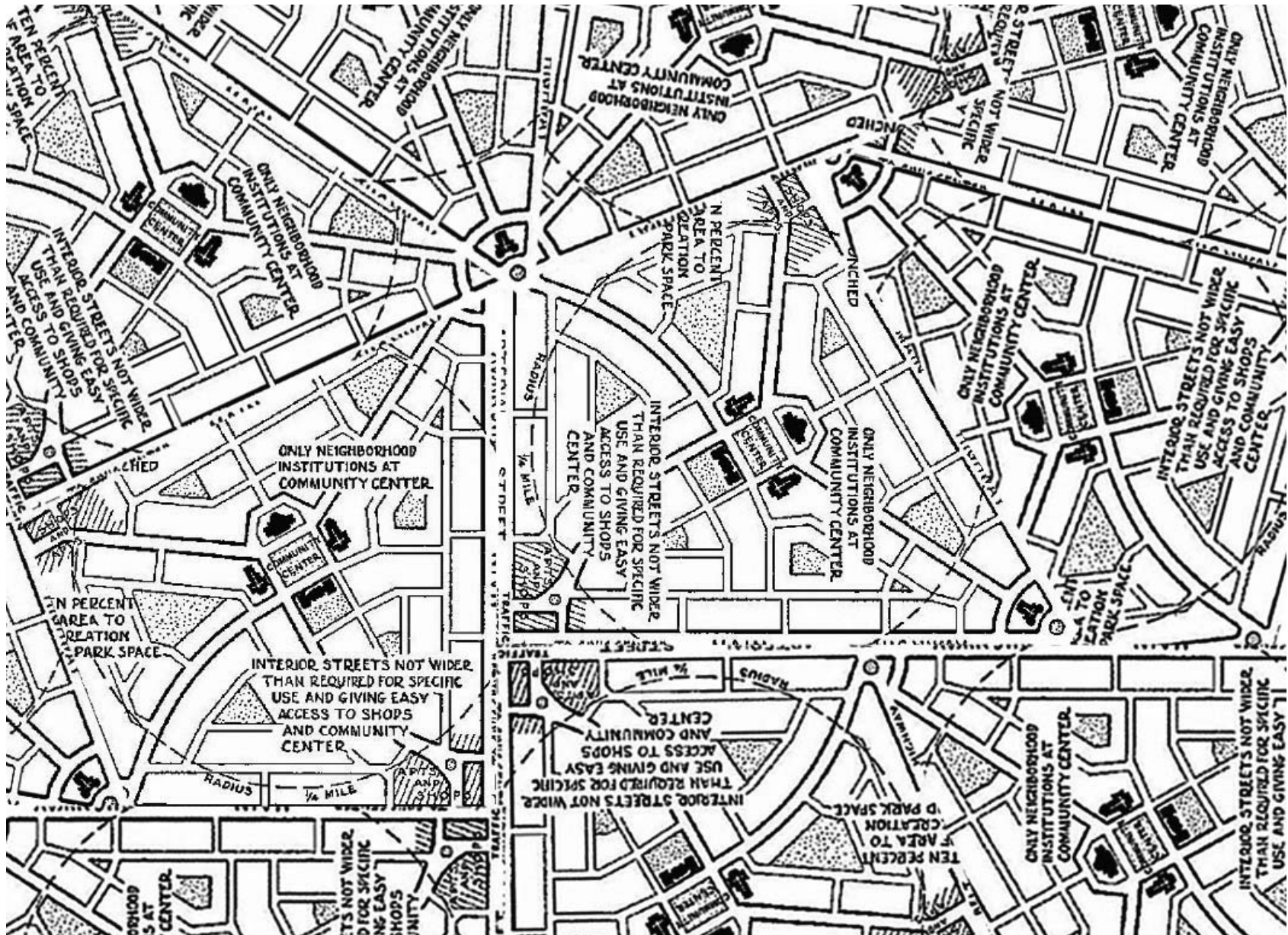
# Diagrams both show and obscure.



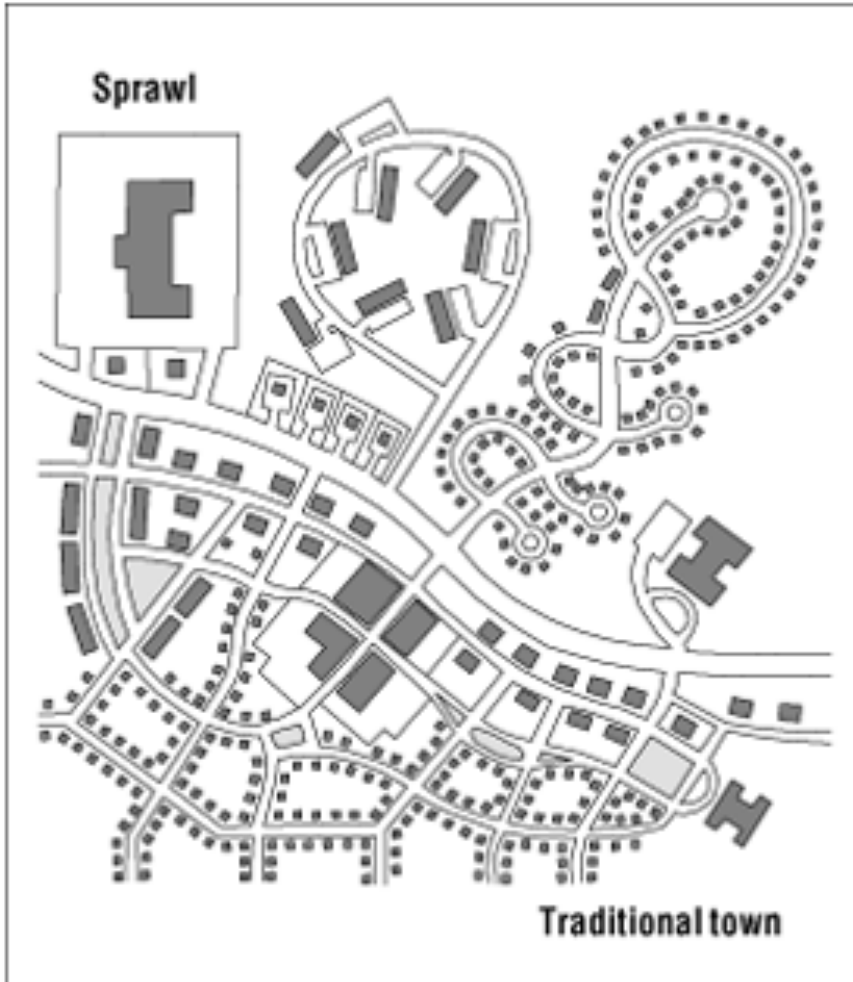
Regional Plan Association (1929)



# Neighborhoods exist in a larger field of activity.



# The Neighborhood *Unit* becomes a norm?

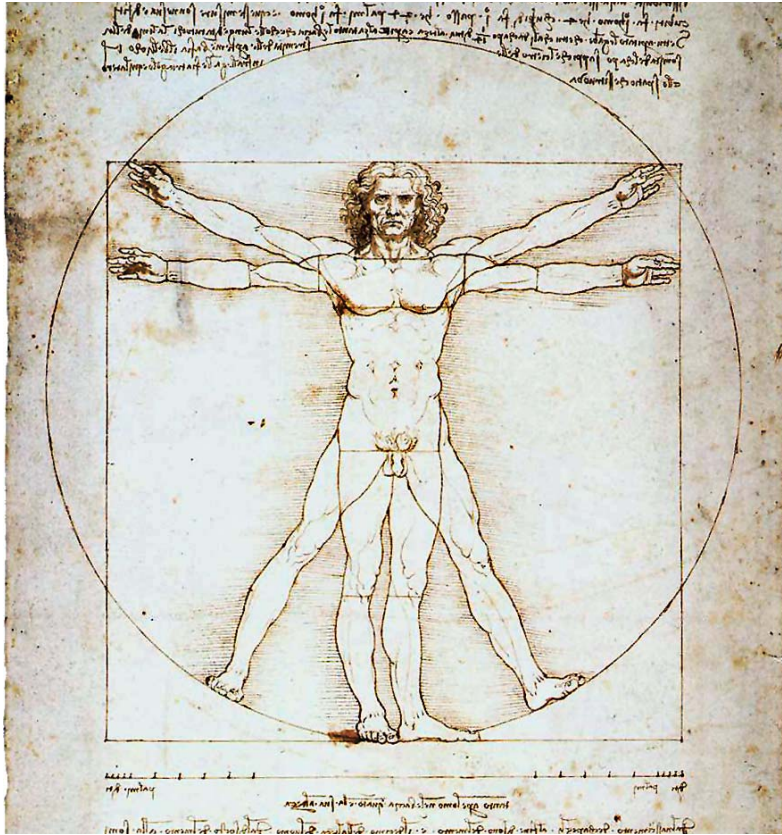


ANNEXATION AS RANDOM SPRAWL

*Duany Plater-Zyberk & Co.*



# An analogy: how are human beings constructed?



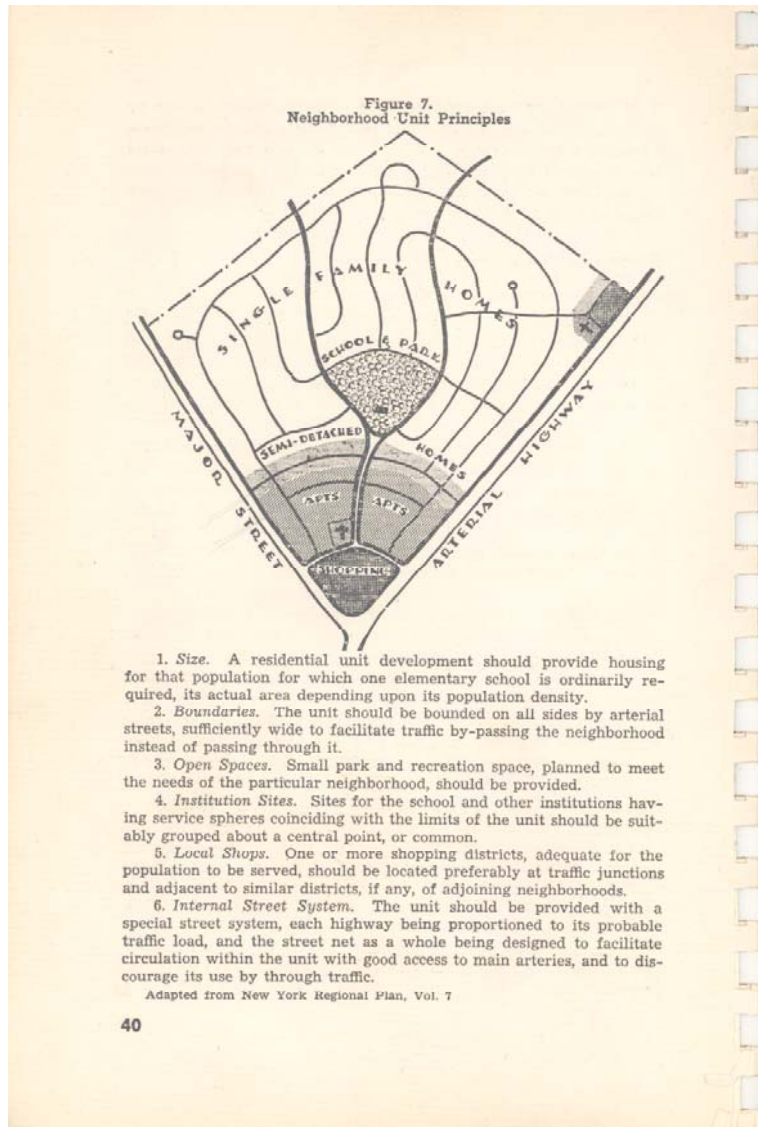
## **Emergence:**

- 1) the process of coming into being (MS Word)
- 2) the arising of novel and coherent structures, patterns, and properties during the process of self organization in complex systems (Goldstein 1999)
- 3) See Johnson (2001) on neighborhoods, emergence, Jane Jacobs

# Principles of the Emergent Neighborhood

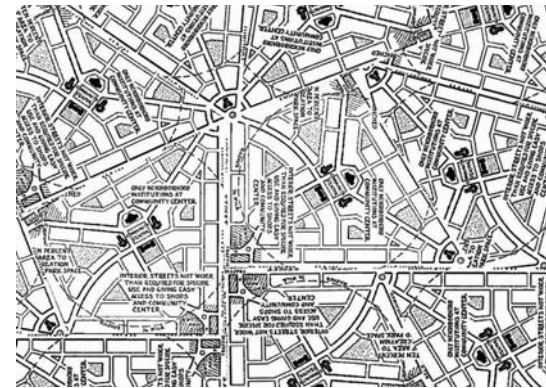
- Field
- Geometries
- Redundancy
- Density
- Complex system of producers
- Adaptive controls

# The Emergent Neighborhood: a new metaphor for neighborhood design



*Urban Land Institute (1947)*

## Emergent Neighborhood Principles



**Field:** The qualities we seek in neighborhoods do and should emerge from a broader territory. Centers of activity and edges, paths, and boundaries exist, but they need not be cohesive. Order is overlapping and shifting. Neighborhoods have local primacy but need not be cellular.

**Geometries:** Pathways should form open, connected, regular networks. New Urbanists articulate the value of connectivity for walkable neighborhoods. There are other values of such a geometry. Open, connected, regular networks are likely to be the most valuable for the most number of uses – all in all individual uses are likely to succeed better in the long run in such a geometry. Open, connected, regular networks are best able to accommodate incremental growth and change into whole neighborhoods, and their flexibility is best suited to accommodate both change from one use to the next and uncertainty in future land use patterns.

**Redundancy:** The Neighborhood Unit illustrates a minimal condition necessary to support desired neighborhood qualities. In it each element is dependent on the success of every other. Failure of a school or church leaves a void in the neighborhood. Redundancy allows the quality of neighborhoods to survive irrespective of the success or failure of individual parts. It supports growth, evolution, and change. Redundancy allows for choice, and furthers competition.

**Density:** A corollary to redundancy, increased density is likely necessary for neighborhoods to thrive through change in the long term. Increased density allows for redundant uses within a reasonable walking distance.

**Complex system of producers:** Urban form is produced by a set of actors that vary widely in their function and makeup. Each actor – housing developers, urban designers, shopping center developers, bankers, lawyers, real estate managers, planners, politicians, community activists – play roles in producing and sustaining neighborhood qualities. Each actor need not and should not have the same role, nor should they think of neighborhoods in the same way. Both knowledge and action need only dovetail, not converge.

**Adaptive controls:** Regulations on urban development – zoning, coding, design standards – exist and provide value. They must be designed to accommodate rather than inhibit growth and evolutionary change.

*Brody (2007)*

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