

 $6^{\text{th}}$  ISUFitaly International Conference | Bologna, 8-10 June 2022

#### MORPHOLOGY AND URBAN DESIGN

new strategies for a changing society



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# Why it is interesting to study illegal self-organized systems?

Often described for their chaotic appearance, for their crucial lack of public space and public facilities, for the fact of being poorly integrated bedroom communities. However, ...

- 1. A witness of the ordinary relationship between inhabitants and the space
- 2. Provide us conclusions about inhabitants' needs, preferences, culture, and lifestyle
- 3. Reveal hidden methods for low-cost urban development and define factors that may affect the resulting urban structure
- **4. HYPOTHESIS**: Could be representative of human scale approach
- 5. HYPOTHESIS: Could produce a more adaptive and complex system than controlled plans and projects... they need improving but they are capable of improving

## Three mechanisms coordinate the actors who build the physical city

### **POLITICS**

Organizing system of power, decision making process and conflict regulation, concerning public goods and public/private relations in the city.

THE THREE MECHANISMS INTERACT

### **CULTURE**

System of practices, representations and sensibilities shared by a human group in its relations to the material world, to the other and to the transcendent (Selim Abou)

### **MARKET**

Exchange system of rights allowing the allocation of resources to the actors able of extracting the maximum profit

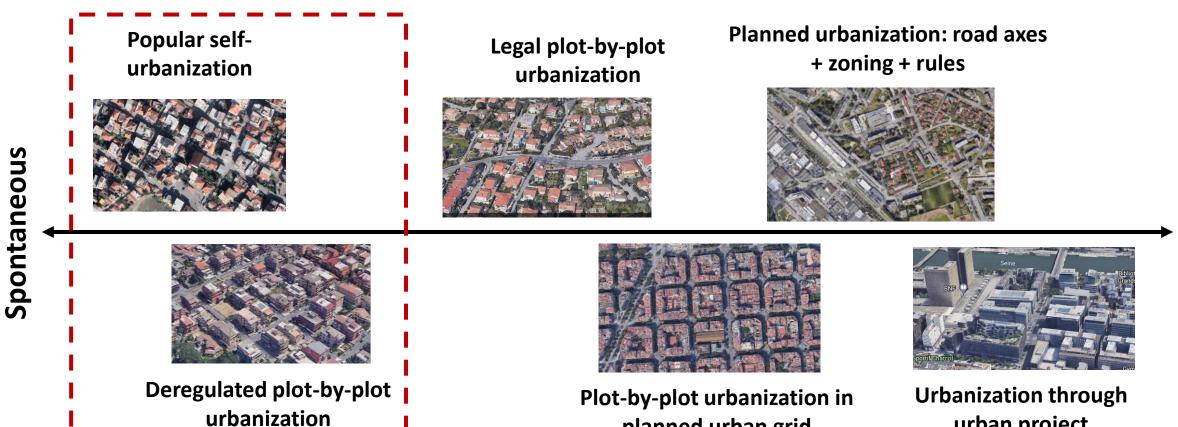
+ path dependency: the 3 mechanisms also interact with the physical form inherited from the past (which was in its turn the result of interaction between past coordinating mechanisms ....)

Illegal/deregulated self-organization when market and culture are much stronger than politics and/or politics doesn't plan the physical city

urban project

## The urbanization processes

The fabrication of the city (fabrique urbaine) = sociotechnical process of production of the physical city (Noisier, Roncayolo). Joint intervention of politics, market and culture. Spontaneous vs. controlled gradient is the relative importance of politics in it.

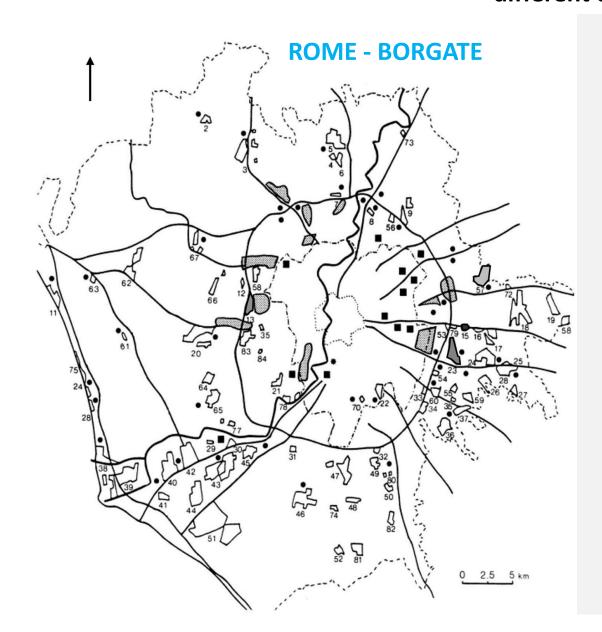


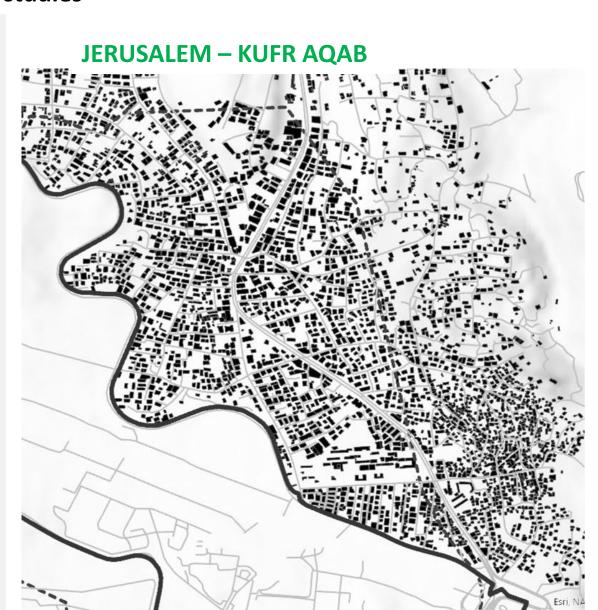
planned urban grid

#### **Illegal self-organization**

Schmid et al. 2018, Towards a new vocabulary of urbanisation processes

# Self-organized system in two different case studies





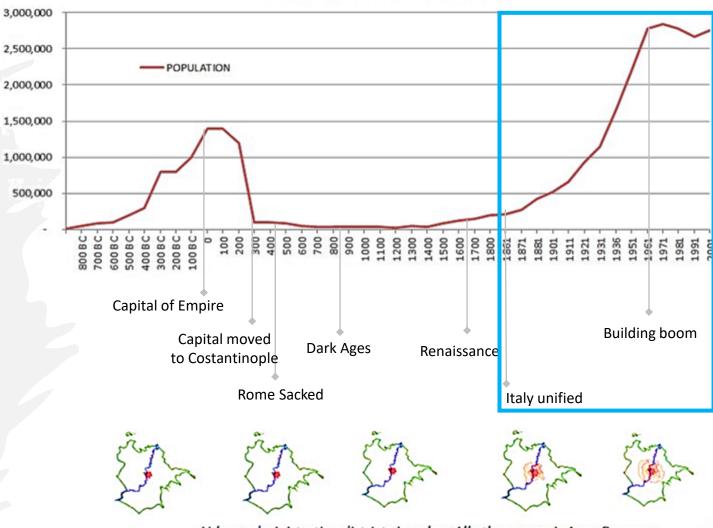
By the turn of the century, the city inside the walls had been completely built out, and the population was expanded greatly because of **the city's capital status.** The city began to spread outward. Enter Mussolini (1922-1944).



2022

The city experienced a huge expansion that the municipality was unable to cope with, failing to provide land to meet future housing needs.

#### POPULATION - CITY OF ROME



Urban administrative districts in color. All other space is Agro Romano.

Source: R. Comte, as part of a Study of City Structures, Masters in Urban Planning, University of Cincinnati https://romabyrachel.weebly.com/the-timeline.html

By the turn of the century, the city inside the walls had been completely built out, and the population was expanded greatly because of **the city's capital status.** The city began to spread outward. Enter Mussolini (1922-1944).

1950

The city experienced a huge expansion that the municipality was unable to cope with, failing to provide land to meet future housing needs.

1960

As a result, spontaneous "Irreducible neighborhoods" emerged in vacant lands, and poor families themselves built their neighborhoods within a self-organized approach taking the name of Borgate

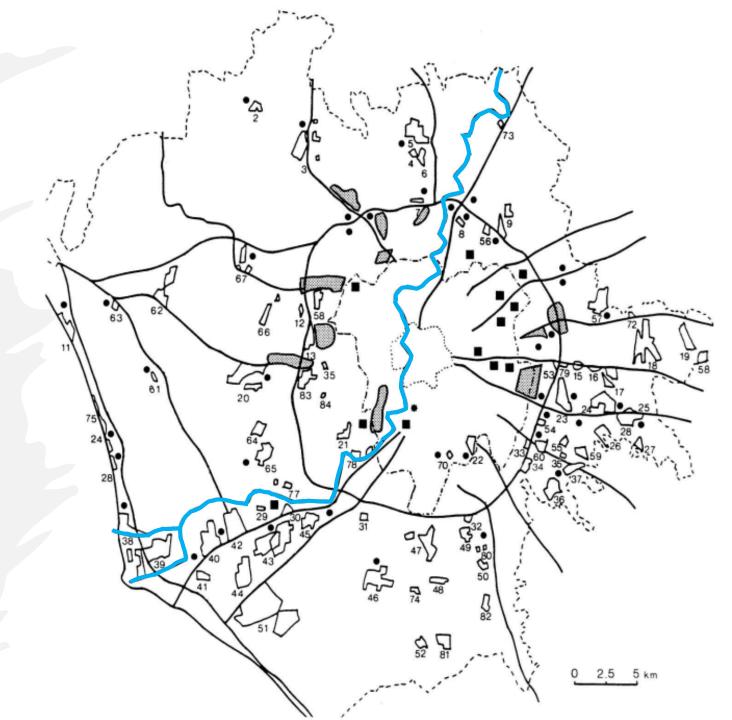
1980

Borgate vague stopped due to the stability of Rome's population, however, residents continued fighting for their services and essentials (access to water, gas, electricity, transport, and even citizenship recognition) with the government

1982 / 💠

1997

2022



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1982 /

1997

The government accepted the official recognition of the district and its inhabitants as full citizens, enjoying the right to vote and to participate in political life.

And provide them with the needed services through detailed top-down master plans

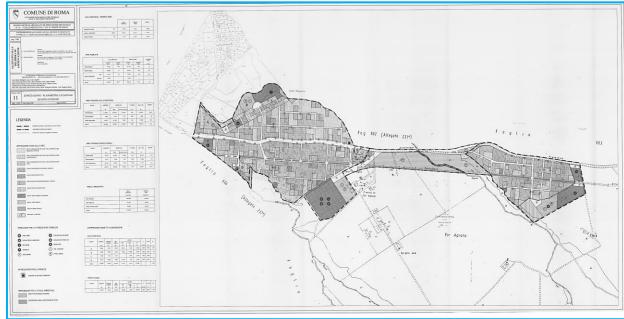
2022

Borgate districts are part of Zone O in Rome, with a population of more than  $400\,000$ 









Examples of the detailed master plans for Borgate areas (Colle Mentuccia, Valle della Piscina , MonteSpacatto, Case Rose )
Source: Roma Urbanistica - http://www.urbanistica.comune.roma.it/zoneo/zoneo-elenco.html

To better understand the Case of Rome, four examples are taken to better understand the self-organization process and the urban morphology of the area, these Borgate are as follows:

- Case Rosse
- Colle Mentuccia Pedica di Tor'Angela
- Torre Angela
  (Valle della Piscina Via Atlante Via Coribanti)
- Montespaccato

However, why the previous four not others? To cover different scenarios for self-organized system, hence, the four examples have different:

- 1. Population and built-up area densities
- 2. Street networks and topography
- 3. History and development process
- 4. Building types
- 5. Proximity to major access to the city center
- 6. Proximity to attraction points.



- Far away from major roads.
- Experienced a gradual expansion of the built-up area
- Not fully saturated by buildings
- Most buildings range between single houses or 2-3 floors.

**Case Rosse** 

# On a major road (radial via Prenestina) Not fully saturated by buildings Most buildings 2-3 floors.

Colle Mentuccia - Pedica di Tor Angela

#### Montespaccato

- Close to major roads
- Could be considered as a continuation of the built-up area to the west side of Vatican City
- Street network: organic with topography + grid system
- Semi-saturated by buildings
- Most buildings range between (3 – 5) floors



#### Valle della Piscina

- Close to major roads (Prenestina, Casilina)
- Close to attraction point (industrial zone to the west side)
- Fully saturated by buildings
- Most buildings range between (3 – 5) floors

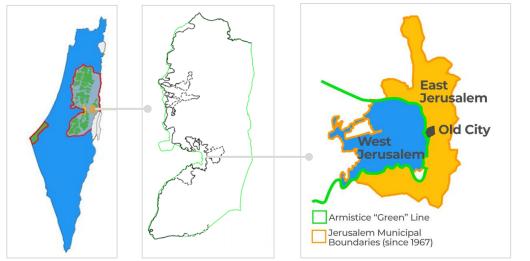
# The Case of Jerusalem – Kufr Aqab

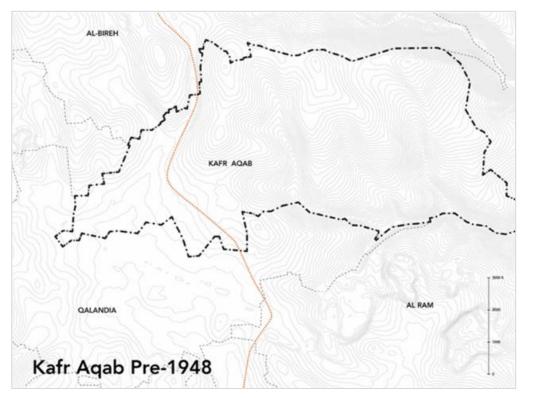
• Before going through the Case of Jeruslaem, It is important to understand the political situation and the main derivatives that induced the current urban morphology in the Area.

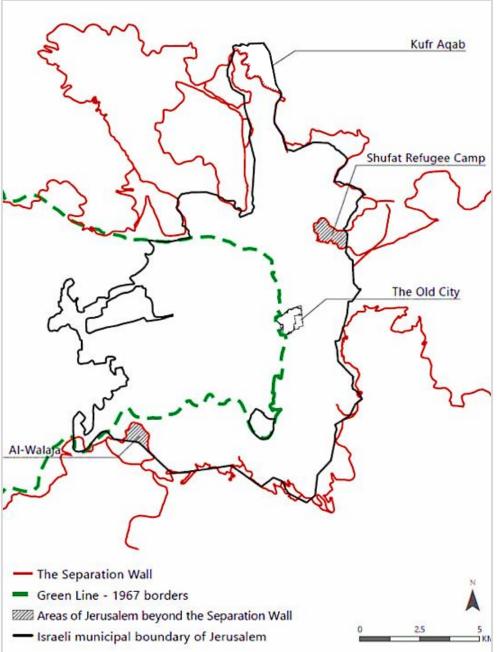


# The Political Situation in Palestine

The Case of
Jerusalem – Kufr
Aqab



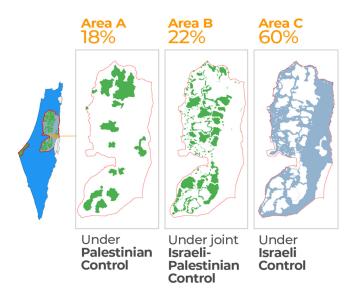




# The Case of Jerusalem

Kufr Aqab

#### Area Political Classification



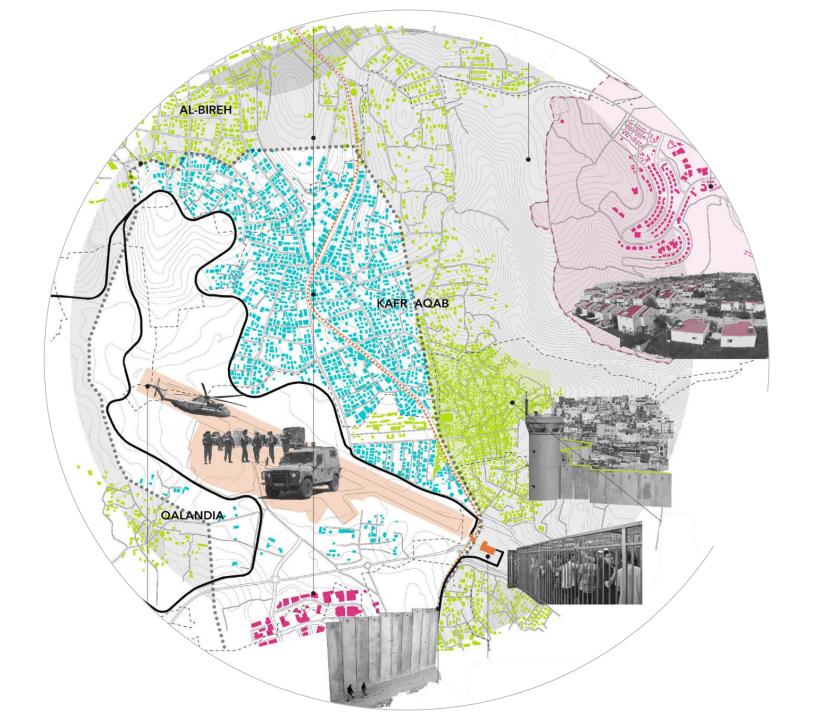
#### Israeli IDs System

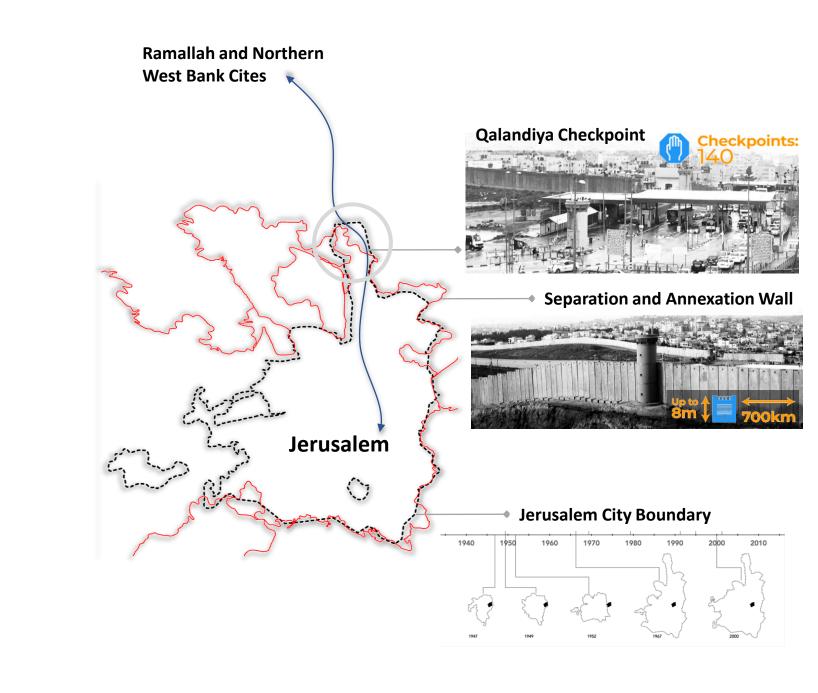


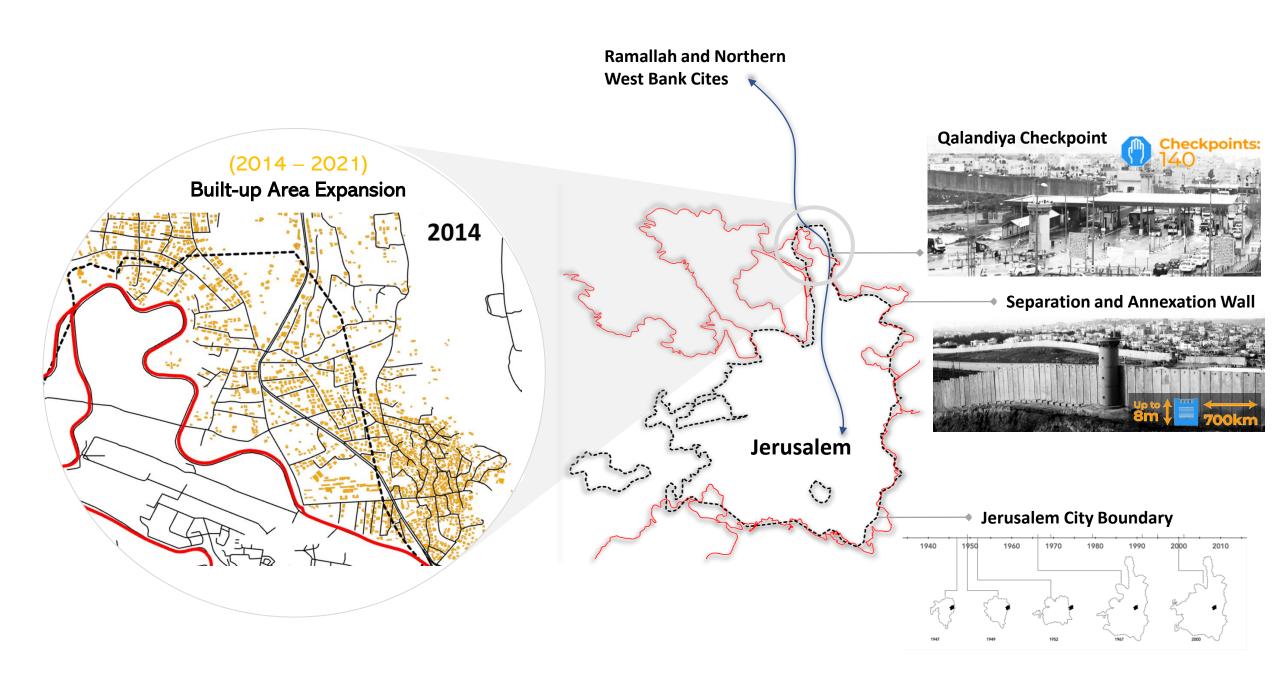
+ Mixed ID

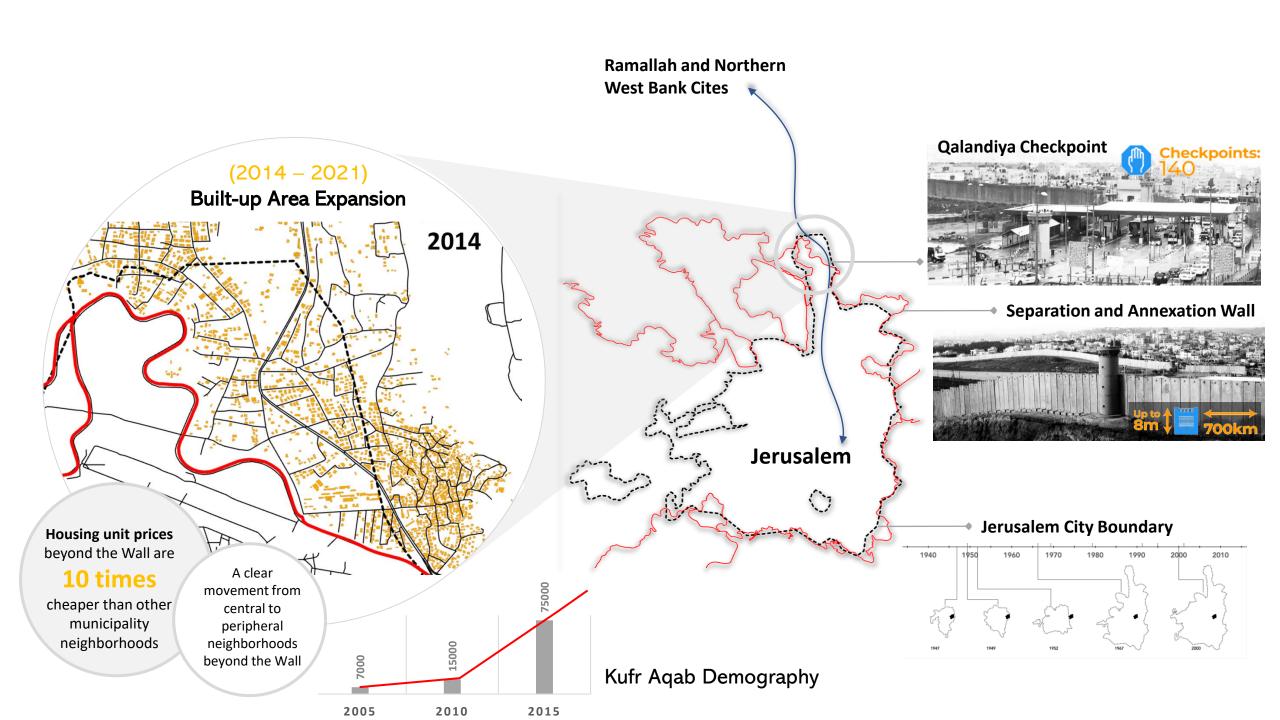


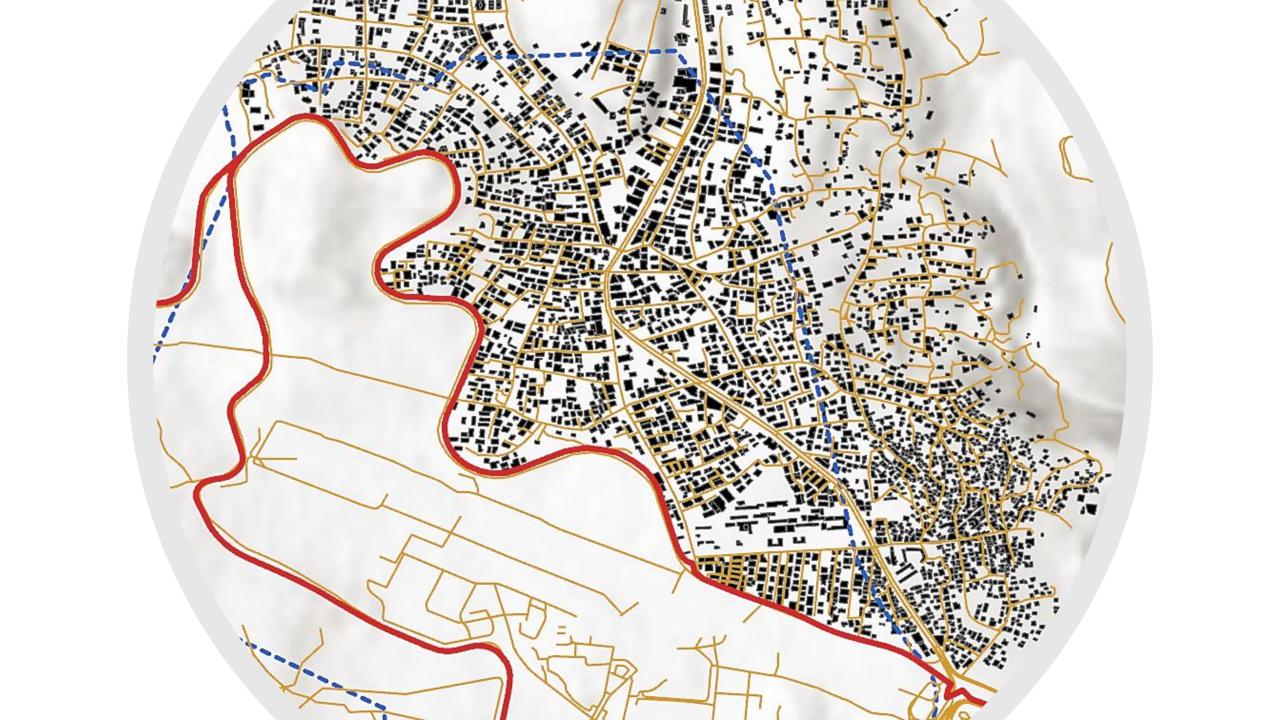
Following the annexation of East Jerusalem in 1967, Israel devised a color-coded ID system issued by the Israeli military and reinforced in 1981 through its Civil Administration branch.















- High demanded area (within Jerusalem City boundary )
- Fully saturated with buildings 5-15 storeys
- Close to the major road
- A mix between old and new built-up

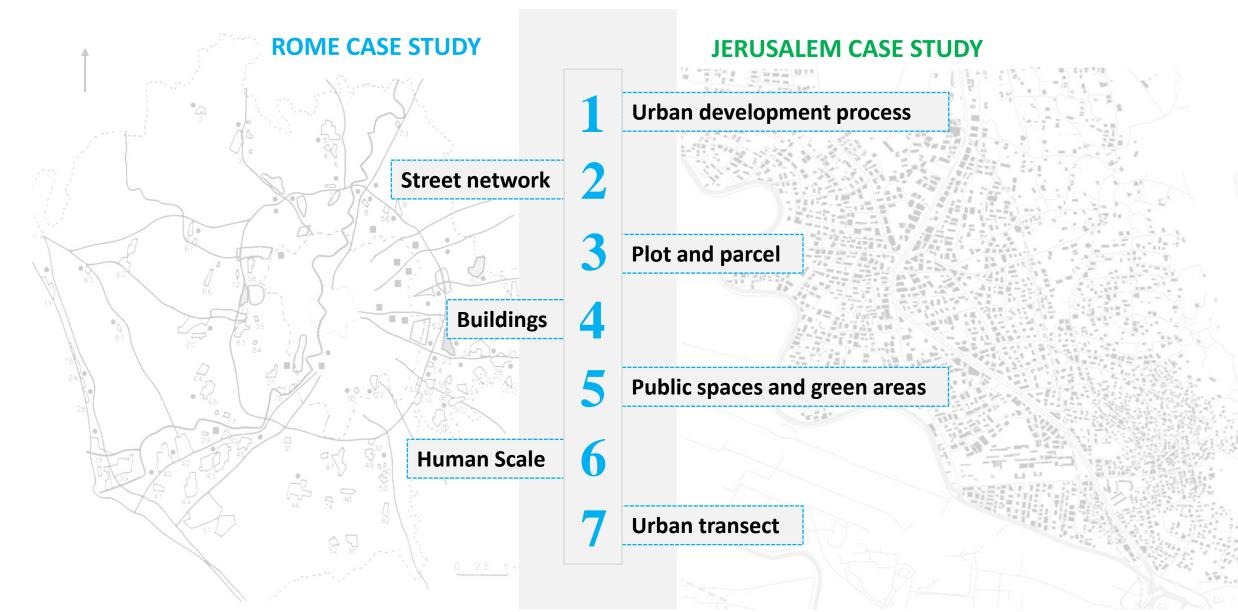


- High demanded area (within Jerusalem City boundary)
- Not saturated by building however, lately, it experiences a high construction
- Totally new buildings (for tenant purpose)
- A remarkable plot system.



- Low demanded area
- Not saturated by building
- Most of the built-up area is single or two to three floors
- No Investment in high rise building

**Urban Morphology analysis** for both case studies based on:



#### **URBAN DEVELOPMENT PROCESS**

#### **ROME CASE STUDY**

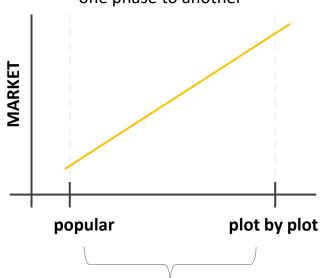
#### **JERUSALEM CASE STUDY**

All case studies fell under or between **Popular Urbanism** and **Plot By Plot Urbanism** 

Based on comparative analysis, we can conclude that the

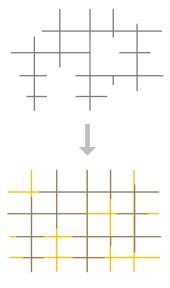
#### **MARKET**

(Housing Demand / Existence of attraction points) is a key factor in moving from one phase to another



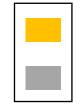
This urban change could happen through changes in:

#### 1. Street network:

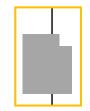


More interconnected street network through more junctions and less cul de sac.

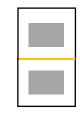
#### 2. Plots:



In fill (building in the empty space within the plot)



Merge (to create bigger plots for bigger projects)



Divided (to allow building another separate building)

#### 3. Buildings may face an ADAPTATION process:

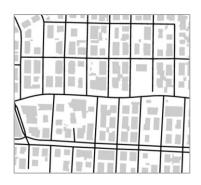


Additive process (building new floor/ extension on the same building)

Transformation (ruin one to build another)

#### STREET NETWORK

#### JERUSALEM CASE STUDY



Large plots and single ownership, allow grid and uniform street network

Maximize profit, and suitable for flat topography



Sidewalk: Narrow, dangerous, in a bad condition, not suitable for a major road" Notice that there is no/ slight sidewalks or any kind of street furniture for pedestrian



no parking lots, No sidewalks, one-way street Multi stores, high density, and residential use

#### **System Layout**

#### **Key factors:**

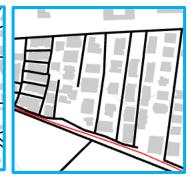
Topography Plot ownership Plot size Market

**Major Roads** 

**Minor Roads** 

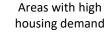






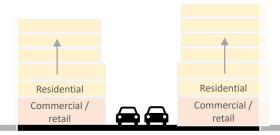
Natural expansion by inhabitants

Natural expansion + high demanded areas





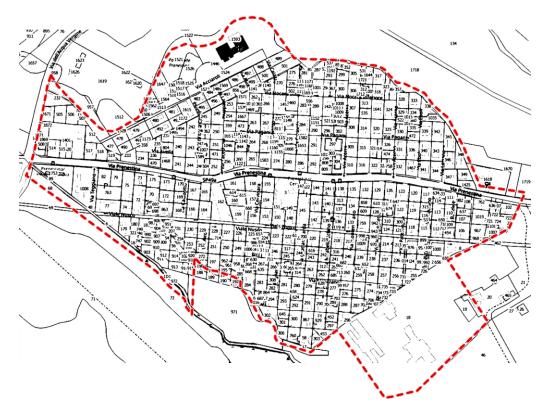




no parking lots, No sidewalks, narrow street



In both cases street networks have a pedestrian scale (block size, street width) but overwhelming presence of cars (traffic and parking)



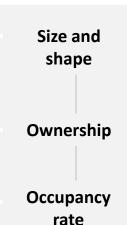
A small number of owners and big plots allow systematic division (grid system)  $\rightarrow$  to produce the street network, and then buildings are distributed.

Some Borgate follows **popular urbanism** such as "Case Rosse", *Medium-Low occupancy rate* others **plot by plot** such as "Valle della Piscina", a *high occupancy rate of the land*.

**Hypothesis:** all Borgate had a **1st development** cycle of individual houses in large plots as a result of popular self-urbanism (1950s, 1960s). The best connected experienced an **adaptive redevelopment** through market-led plotby-plot urbanism (1970s, 1980s).

The change from one to another is based on the demand or the existence of attraction points

#### **PLOTS**

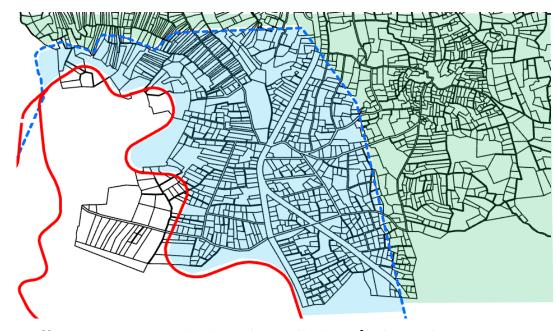


#### **Notice:**

Key factors for the urban form in a self-organized system are:

- Plot size and ownership
- Market (supply and demand)

#### **JERUSALEM CASE STUDY**



Different owners, and relatively small plots → shape the street network, and then buildings were distributed in two different ways:

In low demanded areas: popular urbanism with single houses each plot, and with 1-2-3 floors
 It might gradually change into Plot by Plot urbanism based on the willingness of inhabitants to change, the market demand, and the availability of capital

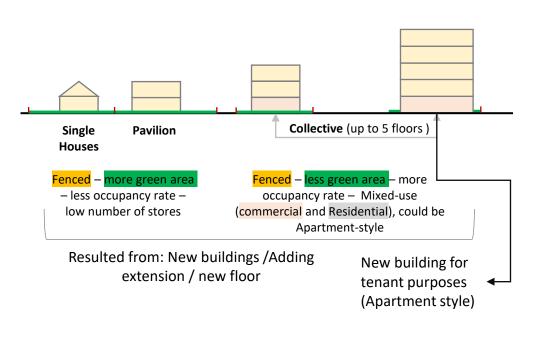
Relatively low Occupancy rate

In high demand areas: it follows a plot by plot urbanism, it might need to merge small plots to have bigger ones, investing in high rise buildings to respond to the housing demand

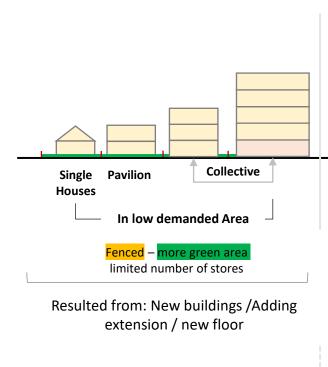
**High Occupancy rate** 

#### **BUILDINGS**

#### JERUSALEM CASE STUDY



**Buildings type Building use Building** identity



Same material and concept, with

Resulted from: investment in big housing projects that could need ruining existing houses and merge parcels (1st urban development cycle - an additive process)

Collective - high rise buildings

In High demanded

Area

Not fenced – no green area –

high number of stores - Mixed-

use (commercial and Residential), Apartment-style

Using the same material, and concept, with different identities for each building different identities for each building

#### **Copy-paste huge buildings**

Less expensive, done by investors

Housing Market (supply and demand) -> more apartments in huge buildings and fewer single houses

Land scarcity → High land prices, more occupancy rate, "fill in" development, and vertical expansion

**No fines, regulations, monitoring** → not following safety building requirements

**Inhabitants** → Homogeneous: notice identity, neighboring respect, and public benefit

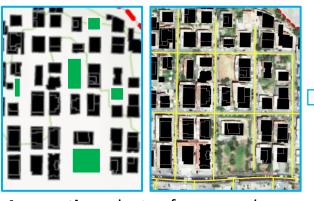
→ Heterogeneous: private and selfish benefit, less identity, and neighboring norms

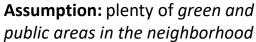
the Previous **Notice from** 

In both cases development of a mix of building use (which, at least in Rome, was not present at the very beginning)

#### **PUBLIC AND GREEN AREAS**

#### **JERUSALEM CASE STUDY**





# In Fact, they are private areas that could be:

- Abandoned parcels,
- Fenced private plots
- Under construction areas,
- An extension for a house.



#### **Notice**

Inhabitants tend to forget about public and green areas for the public benefit,

Instead, street junctions and private gardens are more common

(unless there is a high demand on the land)

#### High demanded area:





No open or green spaces, as it is almost saturated by investors' greed

#### Low demanded area:





There are private empty spaces, that could serve — temporarily- as open and green areas.

#### **BEFORE**

Private garden was essential in the house

**Public areas** was always existed as a result of street junctions/ empty lands / and "empty parking"

#### **NOWADAYS**

Parking became much more important than the private garden

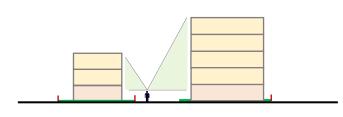
#### **HUMAN SCALE**

#### **JERUSALEM CASE STUDY**

Walkable, however there is a high dependency on car

Walkability — Walkable distance on Foot

Walkable, however there is a high dependency on car



- Good feeling of enclosure
- No need for technology

All borgate were bedroom communities (commuter towns) at the beginning: the autonomous development of retail activities + the programmed introduction of some public equipments (schools, social services) in the 1980s and 1990s made them more mixed at the neighborhood scale.



(300 - 500) m

- Good feeling of enclosure
- No need for technology
- Bad feeling of enclosure
- Need technology to make activities

#### Life between Buildings.

Activities on street, within public and green areas

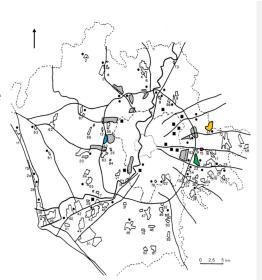
Mix-use, activities in the ground floor
 In which it create a specific street life,
 even if it is not planned to be

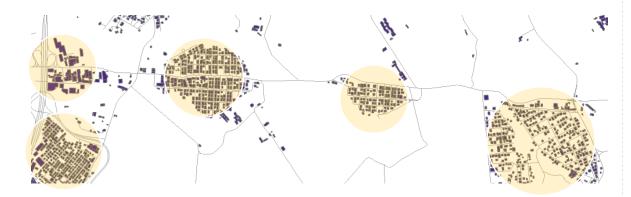
#### **URBAN TRANSECT**

#### **JERUSALEM CASE STUDY**

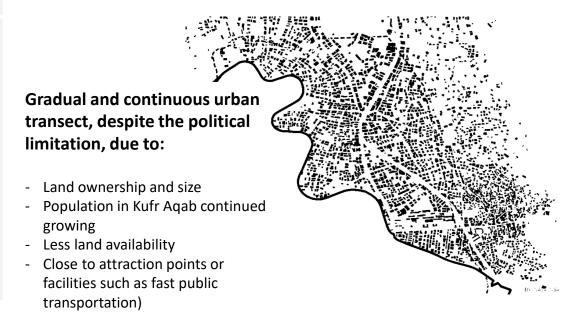
Defined neighborhoods due to:

- Land ownership and size
- Population in Rome stopped by the end of the nineties
- Away from attraction points or facilities such as fast public transportation)
- Surrounded by agricultural land (could be conserved by the government)
- The new trend of compact city





**Neither continuous nor gradual Urban Transect** 





---- Higher Density

**Lower Density** 

### **PRIMARY CONCLUSIONS**

Both are self-organized systems, with the same factors (built by inhabitants or by small developers in response to inhabitants' most urgent needs, no regulations) However, the two case studies are different based on the housing demand, land availability constraints (extremely strong in Jerusalem)

As a result, different urban forms resulted, and in both systems they are complex. Why?

 They avoid the simplified forms and functional specialization of most planned projects  They started as extremely low-cost urbanization but have been able to adapt incrementally over time They are the epitome of the growth of the ordinary city through the incremental mechanisms of typomorphological adaptation (Muratori)

# HOWEVER,

the question is, to what extent this complexity can be used to further adapt the neighborhoods to improve inhabitants' satisfaction?

Some public intervention was needed in the course of time... how to integrate it from the very beginning? Today's challenges appear different in Rome and Jerusalem: connect scattered towns vs. channel and improve sustained urbanization.





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# Thank you for your attention,

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