

# Colloquy 2018

## **Title**

Urban System

## **Theme**

Competition

## **Shape**

Colloquy of Mobile 1968

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**Goal:**

Each city attracts more people to be her citizens and develops economy based on thriving businesses.

Each real estate company is trying to make money and build reputation, growing their own business.

**General description:**

This applies the Colloquy to something larger than individuals or the relationships between individuals. Even though Pask used males and females as examples to illustrate the shape, but it could be applied to larger systems, such the urban system that I have developed.

**Similarity:**

-same shape

-each city has two drives

residential buildings (need)

commercial buildings (need)

more reputation but/and less money (offer)

more money but/and no reputation (offer)

-each real estate company has two drives

more reputation, less money (need)

more money, no reputation (need)

residential buildings (offer)

commercial buildings (offer)

**General idea:**

Two factors make people move out from city

○ Inside(internal?) factors

- overpopulation in city
- increasing unemployment rate

- economic inequality
- the city is surrounded by slums
- poor public security
- decreasing population

vicious circle ----->

- outside(external?) factors
  - single product economy
  - outside impact (external shocks) with emerging industry
  - decreasing business volume
  - redundancy or bankruptcy
  - decreasing population

### **Competition among three cities: what factors attract people?**

City A:

Job opportunities (more)  
 Educational quality (high)  
 Public transportation (relatively convenient)  
 Economic sustainability (fine)  
 City taxes (high)

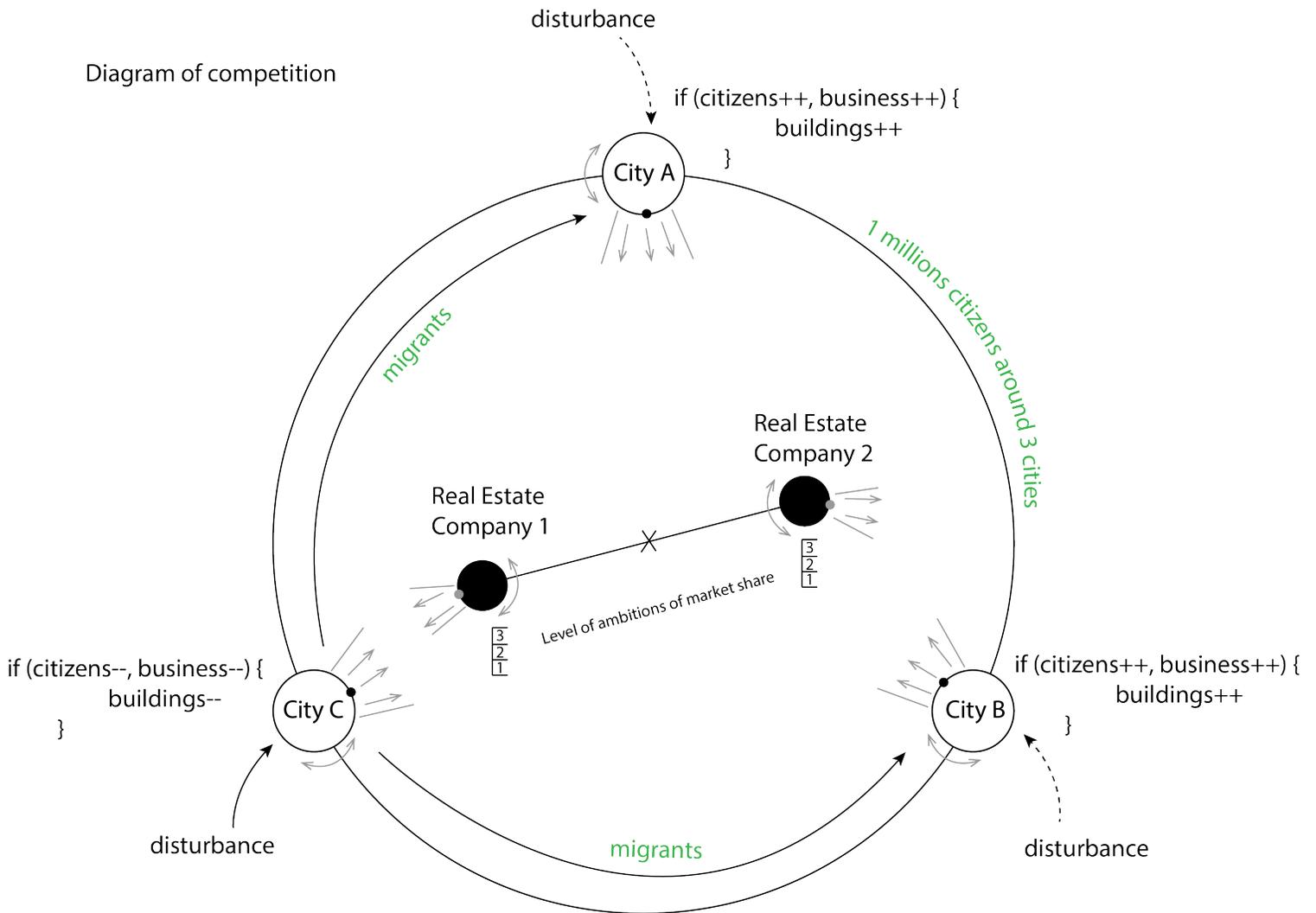
City B:

City taxes (low)  
 Economic sustainability (great)  
 Educational quality (medium)  
 Job opportunities (relatively less)  
 Public transportation (not convenient)

City C:

- Educational quality (great)
- Public transportation (very convenient)
- Job opportunities (medium)
- City taxes (relatively high)
- Economic sustainability (low)

Diagram of competition



**Description of the above figure:**

- Number of needed commercial buildings is increasing based on how many people as citizens want to do business at a certain city.

- Number of needed residential buildings is increasing based on how many people want to come to the city as new citizens.
- Along with increasing citizens in the city, the number of people who want to do business at the city will increase.
- Vice versa, along with increasing business in the city, the number of people who want to be new citizens will come and increase.
- If a city experiences disturbance (destruction) in economy, the number of business at the city will decrease, which will lead to decrease in population at the city, triggering a vicious circle.
- The migration among three cities will lead to increasing population, which creates the need for new buildings for new citizens.
- what is factors (causes) of moving to other city? -- Two factors make people move out from city. -- competition among three cities: what factors attract people?

### **Scenario: company 1**

Background: company 1 and company 2 both have a certain amount of capital as initial capital.

Company 1 has higher level of ambition for market share, dominating to find a city which needs building projects.

Company 1 is looking for making residential buildings in a city. It wants less money but more reputation from city (because reputation is more important, which can help get more opportunities for future projects, dominating to turn.)

Company 1 meet city A, find out that city A can help make advertisement for company 1, but give less money, because city A is still developing. (The advertisement can help make company 1 famous among the cities, establishing reputation, dominating to turn)

They both agree on each other's requirements. Company 1 makes residential buildings for city A. Company 1 get domination again (more reputation).

## **Scenario: city A**

How does city A run?

There are a bunch of people going to city A as new citizens. Because of their moving, city A prepares to build more residential buildings and invites one of real estate companies to do this project.

City A is developing, but not able to afford the cost of the project. So city A tells company 1 that "I don't have enough money to pay you, but I can help you do propaganda, making your company much famous among these cities." (The company which is more famous has higher chance to grow business, dominating the turn.)

Company 1 exactly wants more reputation and doesn't care about money, so City A matches company 1 and they talk to each other (making buildings).

Company 1 is constructing buildings, but if City A get interruptions (disturbance), the construction will be stopped, City A cannot provide money and reputation to company 1. (Company 1 will suffer financial damage.)

When they finish cooperation, they separate. Now, there are more people at City A who want to do business, which lead to need for commercial buildings. Now, City A is seeking a company which can construct commercial buildings.