

Settlements

Settlement is any inhabited and enclosed area that contains residential and non-residential units. Approximately 14 millions settlements in the world

Division: urban vs. rural
hamlet vs. megalopolis

Municipality – is self governing region consisting of one or several settlements.

Village – it is a settlement with small number of inhabitants (**less than 2000**). Its function is mainly **agricultural and residential centre**. Services are not so developed there. **Built-up area** can be either **diffused or concentrated**

Town – is a settlement with number of inhabitants from 2 000 – 100 000.

City – is a settlement with number of inhabitants higher than 100 000.

Metropolis – is a city with particular tributary area. It is a seat of central bodies and institutions.

There are three types of metropolises:

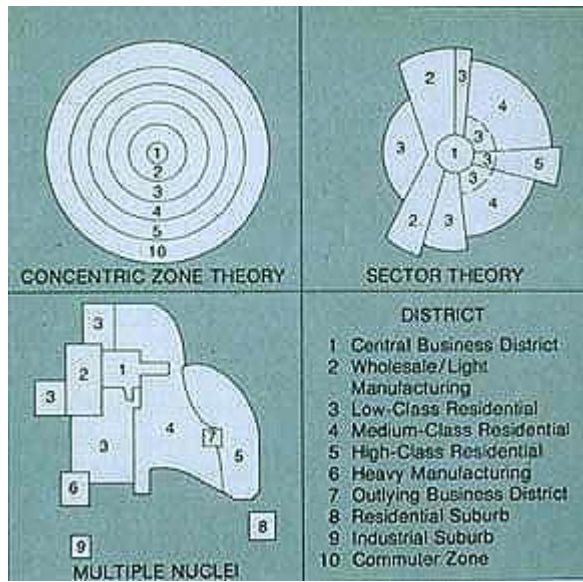
World:	Mexico City, New York, Tokyo, Sao Paulo, London, Paris...
Continental:	Montreal, Brussels, Cairo, Jakarta...
State:	Bratislava, Košice
National:	Nitra

Agglomeration – is an aggregation of a city and surrounding settlements that are tied together by mutual bonds. It creates homogenous unit that has no fixed boundaries. E.g. Bratislava, Vienna, Budapest...

Conurbation – is an aggregation of cities that are mutually interconnected. Each city in a conurbation has its specific role that is concentrating on the most.

Megalopolis – is a large urbanized area at which are agglomerations, cities, and rural areas tightly interconnected into one unit that can be large hundreds of km². E.g. Bos-Wash (spreads from Boston, trough New York, Philadelphia, Baltimore, Washington to Norfolk), Chi-Pits (area between Chicago and Pittsburgh) Osaka-Kobe-Kyoto, Yokohama-Tokyo.

City models:



The concentric zone model of a city was put forth by Robert E. Park, Ernest W. Burgess, and Roderick D. McKenzie in *The City* (1925). Also known as the bull's eye model, the concentric zone model holds that a city begins with a business district surrounded by a transition zone filled with low-income, high-crime area. Outside of that is a working-class residential zone, then a middle-class residential zone, and finally an upper-class residential zone.

Proposed in 1939 by economist Homer Hoyt, **The sector model** in urban land use and demography modified the concentric zone model of city development.

While accepting the existence of a central business district, Hoyt suggested that various groups expand outward from the city centre along railroads, highways, and other transportation arteries. Using Chicago as a model, an upper class residential sector evolved outward along the desirable Lake Michigan coast, while industry extended southward in sectors that followed railroad lines.

In developing this model, Hoyt observed that it was common for low-income households to be found in close proximity to railroad lines, and commercial establishments to be found along business thoroughfares. Recognizing that the various transportation routes into an urban area, including railroads, sea ports, and trolley lines, represented greater access, Hoyt theorized that cities tended to grow in wedge-shaped patterns -- or sectors -- emanating from the central business district and centred on major transportation routes. Higher levels of access meant higher land values, thus, many commercial functions would remain in the CBD but manufacturing functions would develop in a wedge surrounding transportation routes. Residential functions would grow in wedge-shaped patterns with a sector of low-income housing bordering manufacturing/industrial sectors (traffic, noise, and pollution makes these areas the least desirable) while sectors of middle- and high-income households were located furthest away from these functions.

The Multiple Nuclei Model. In demography, an ecological model put forth by Chauncy D. Harris and Edward L. Ullman in the 1945 article "The Nature of Cities." While a city may have started with a central business district, similar industries with common land-use and financial requirements are established near each other. These groupings influence their immediate neighborhood. Hotels and restaurants spring up around airports, for example. The number and kinds of nuclei mark a city's growth.