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# Imaginary Cities

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## ROBERTS AYDIN

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The Black Map of American Life Routledge Cultural Writing. This issue of DETROIT: IMAGINARY CITIES includes contributions from a wide range of writers, artists, urban planners, architects, elementary and high school students based in Detroit, New Orleans and Berlin, among other places. "The project invites artists, architects, filmmakers, journalists, and sociologists from different cities to examine what kinds of things happen in once thriving urban centers with current diminishing populations. The show's rich material demonstrates - among other things - that out of verifiable decline can emerge multiple, and surprising, reconstructions,

even forms of rebirth. A third source for our title is the notion of a city as a location, where separate things co exist; where people, cars, squares, businesses, buses, parks, bikes, lots, playgrounds, fountains, pets, trains, function apart and together"-- Lynn Crawford.

*Imaginary Cities* University of Chicago Press

"This book examines the elements of Spain's attempt at expanding its empire. Part One tells the story of Cabeza de Vaca, along with three other survivors of the ill-fated Panfilo de Narvaez expedition. Their tales served as inspiration for two epic but fa

*Automatic Cities* Routledge

Spanish conquistadors attempted to conquer the New World nearly a century before the English colonists established a permanent settlement at Jamestown. This

book examines the unsuccessful elements of Spain's attempt at expanding its empire in the Americas, focusing particularly on the misadventures of three conquistadors. Part One tells the story of Cabeza de Vaca who, along with three other survivors of the ill-fated Pánfilo de Narváez expedition to Florida, spent nearly eight years among the various tribes that wandered across Texas, New Mexico, and northern Mexico before finding his way back to civilization. Their tales of lands rich with earthly delights served as inspiration for two epic but failed expeditions that make up the second and third parts of the book: Francisco de Coronado's quest to find the golden cities of Cibola and Hernando de Soto's efforts to find the rich kingdoms of Florida.

**A Tour of Dream Cities, Nightmare Cities, and Everywhere in Between**

Columbia University Press

This book delves into the ethical dimension of urban life: how should one live in the city? What constitutes a 'good' life under urban condition? Whose gets to live a 'good' life, and whose ideas of morality, propriety and 'good' prevail? What is the connection between the 'good' and the 'just' in urban life? Rather than philosophizing the 'good' and proper life in cities, the book considers what happens when urban conflicts and urban futures are carried out as conflicts over the good and proper life in cities. It offers an understanding of how ethical discourses, ideals and values are harmonized with material interests of different groups, taking up cases studies about environmental protection, co-housing schemes, political protest, heritage preservation, participatory planning, collaborative art production, and other topics from different eras and parts of the globe. This book offers multidisciplinary insights, ethnographic research and conceptual tools and resources to explore and better understand such conflicts. It questions the ways in which urban ethics draw on tacit moral economies of urban life and the ways in which such moral economies become explicit, political and programmatic. The Open Access version of Chapter 11 in this book, available at <https://doi.org/10.4324/9780429322310>, has been made available under a Creative Commons Attribution-Non Commercial-No Derivatives 4.0 license.

*Imaginary Cities of Gold* Little, Brown Books for Young Readers

What is real about city life? *Real Cities* shows why it is necessary to take seriously the more imaginary, fantastic and emotional aspects of city life. Drawing inspiration from the work of Walter Benjamin, Sigmund Freud and Georg Simmel, Pile explores the dream-like and ghost-like experiences of the city. Such experiences are, he argues, best described as phantasmagorias. The phantasmagorias of city life, though commonplace, are far from self-evident and little understood. This book is a path-breaking exploration of urban phantasmagorias, grounded empirically in a series of unusual and exciting case studies. In this study, four substantial phantasmagorias are identified: dreams, magic, vampires and ghosts. The investigation of each phantasmagoria is developed using a wide variety of clear examples. Thus, voodoo in New York and New Orleans shows how ideas about magic are forged within cities. Meanwhile vampires reveal how specific fears about sex and death are expressed within, and

circulate between, cities such as London and Singapore. Taken together, such examples build a unique picture of the diverse roles of the imaginary, fantastic and the emotional in modern city life. What is "real" about the city has radical consequences for how we think about improving city life, for all too often these are over-looked in utopian schemes for the city. *Real Cities* forcefully argues that an appreciation of urban phantasmagorias must be central to what is considered real about city life.

**Modernity, Space and the Phantasmagorias of City Life** Simon and Schuster

The term "psycho geography" is used to illustrate a bewildering array of ideas, from ley lines and the occult to urban walking and political radicalism—where does it come from and what exactly does it mean? Psycho geography is the point where psychology and geography meet in assessing the emotional and behavioral impact of urban space. The relationship between a city and its inhabitants is measured firstly through an imaginative and literary response, secondly on foot through walking the city. This creates a tradition of the writer as walker and has both a literary and a political component. This guide examines the origins of psycho geography in the Situationist Movement of the 1950s, exploring the theoretical background and its political applications as well as the work of early practitioners such as Guy Debord and Raoul Vaneigem. Elsewhere, psycho geographic ideas continue to find retrospective validation in much earlier traditions from the visionary writing of William Blake and Thomas De Quincey to the rise of the flâneur on the streets of 19th century Paris and on through the avant-garde experimentation of the Surrealists. These precursors are discussed here alongside their modern counterparts, for today these ideas hold greater currency than ever through the popularity of writers and filmmakers such as Iain Sinclair and Peter Ackroyd, Stewart Home and Patrick Keiller. This guide offers both an explanation and definition of the terms involved, an analysis of the key figures and their work, and practical information on psycho geographical groups and organizations.

**Dream Cities** Holt Paperbacks

When you think of a map of the United States, what do you see? Now think of the Seattle that begot Jimi Hendrix. The Dallas that shaped Erykah Badu. The Holly Springs, Mississippi, that compelled Ida B. Wells to activism against lynching. The Birmingham where Martin Luther King, Jr.,

penned his most famous missive. Now how do you see the United States? *Chocolate Cities* offers a new cartography of the United States—a "Black Map" that more accurately reflects the lived experiences and the future of Black life in America. Drawing on cultural sources such as film, music, fiction, and plays, and on traditional resources like Census data, oral histories, ethnographies, and health and wealth data, the book offers a new perspective for analyzing, mapping, and understanding the ebbs and flows of the Black American experience—all in the cities, towns, neighborhoods, and communities that Black Americans have created and defended. Black maps are consequentially different from our current geographical understanding of race and place in America. And as the United States moves toward a majority minority society, *Chocolate Cities* provides a broad and necessary assessment of how racial and ethnic minorities make and change America's social, economic, and political landscape.

**Urban Space and Memory in Berlin, Tokyo, and Seoul** W. W. Norton & Company

This volume critically challenges the current creative city debate from a historical perspective. In the last two decades, urban studies has been engulfed by a creative city narrative in which concepts like the creative economy, the creative class or creative industries proclaim the status of the city as the primary site of human creativity and innovation. So far, however, nobody has challenged the core premise underlying this narrative, asking why we automatically have to look at cities as being the agents of change and innovation. What processes have been at work historically before the predominance of cities in nurturing creativity and innovation was established? In order to tackle this question, the editors of this volume have collected case studies ranging from Renaissance Firenze and sixteenth-century Antwerp to early modern Naples, Amsterdam, Bologna, Paris, to industrializing Sheffield and nineteenth-and twentieth century cities covering Scandinavian port towns, Venice, and London, up to the French techno-industrial city Grenoble. Jointly, these case studies show that a creative city is not an objective or ontological reality, but rather a complex and heterogenic "assemblage," in which material, infrastructural and spatial elements become historically entangled with power-laden discourses, narratives and imaginaries about the city and urban actor groups.

*The Republic* Edinburgh University Press  
This book offers original interdisciplinary insights into cities as a diachronic creation of urban art. It engages in a sequence of historical perspectives to examine urban space as an object of apparent quasi-cycles and processes of constitution, exaltation, imitation, contestation and redemption through art. Urban art transforms the city into a human-made sublime which is explored in the context of the Eastern Mediterranean. The book probes this process primarily through the example of Athens and Byzantine Constantinople, but also Jerusalem, Cyprus and regional cities, revealing how urban space unavoidably encompasses a spatial and temporal palimpsest which is constantly emerging. It presents new ideas for both the theorization and sensuous conception of artistic reality, architecture, and planning attributes. These extend from archaic, classical and Byzantine urban splendour to current urban decline as constitution and attack on the sublime and back. Urban processes of contestation and redemption respond recently to the new 'imperialism of debt' and the positivist, technocratic understandings and demands of Euro-governments and neoliberal institutions, while still evoking older forms of spatial power. Offering fresh notions on art, architecture, space, antiquity, (post)-modernity and politics of the region, this book will appeal to scholars and students of geography, urban studies, art, restoration, and film theory, architecture, landscape design, planning, anthropology, sociology and history.

**Smart Cities for Technological and Social Innovation** Routledge

The definitive, bestselling book on the origins of nationalism, and the processes that have shaped it. *Imagined Communities*, Benedict Anderson's brilliant book on nationalism, forged a new field of study when it first appeared in 1983. Since then it has sold over a quarter of a million copies and is widely considered the most important book on the subject. In this greatly anticipated revised edition, Anderson updates and elaborates on the core question: what makes people live and die for nations, as well as hate and kill in their name? Anderson examines the creation and global spread of the 'imagined communities' of nationality, and explores the processes that created these communities: the territorialization of religious faiths, the decline of antique kinship, the interaction between capitalism and print, the development of secular languages-of-state, and changing conceptions of time and space. He shows

how an originary nationalism born in the Americas was adopted by popular movements in Europe, by imperialist powers, and by the movements of anti-imperialist resistance in Asia and Africa. In a new afterword, Anderson examines the extraordinary influence of *Imagined Communities*, and the book's international publication and reception, from the end of the Cold War era to the present day.  
*Keeper of the Lost Cities* McFarland  
The classic work on the evaluation of city form. What does the city's form actually mean to the people who live there? What can the city planner do to make the city's image more vivid and memorable to the city dweller? To answer these questions, Mr. Lynch, supported by studies of Los Angeles, Boston, and Jersey City, formulates a new

criterion—imageability—and shows its potential value as a guide for the building and rebuilding of cities. The wide scope of this study leads to an original and vital method for the evaluation of city form. The architect, the planner, and certainly the city dweller will all want to read this book.  
**A San Francisco Atlas** Routledge  
Immerse yourself in 45 spectacularly imagined virtual cities, from Arkham City to Whiterun, in this beautifully illustrated unofficial guide. Spanning decades of digital history, this is the ultimate travel guide and atlas of the gamer imagination. Dimopoulos invites readers to share his vision of dozens of different gaming franchises like never before: discover Dimopoulos's *Half-Life 2's* City 17, *Yakuza 0's* Kamurocho, *Fallout's* New Vegas, *Super Mario Odyssey's* New Donk City, and many more. Each chapter of this virtual travel guide consists of deep dives into the history and lore of these cities from an in-universe perspective. Illustrated with original color ink drawings and—of course—gorgeous and detailed maps, readers can explore the nostalgic games of their youth as well as modern hits. Sidebars based on the author's research tell behind-the-scenes anecdotes and reveal the real-world stories that inspired these iconic virtual settings. With a combination of stylish original maps, illustrations, and insightful commentary and analysis, this is a must-have for video game devotees, world-building fans, and game design experts.

**Imaginary Cities of Gold** Columbia University Press

How can we understand the infinite variety of cities? Darran Anderson seems to exhaust all possibilities in this work of creative nonfiction. Drawing inspiration from Marco Polo and Italo Calvino, Anderson shows that we have much to

learn about ourselves by looking not only at the cities we have built, but also at the cities we have imagined. Anderson draws on literature (Gustav Meyrink, Franz Kafka, Jaroslav Hasek, and James Joyce), but he also looks at architectural writings and works by the likes of Bruno Taut and Walter Gropius, Medieval travel memoirs from the Middle East, mid-twentieth-century comic books, *Star Trek*, mythical lands such as Cockaigne, and the works of Claude Debussy. Anderson sees the visionary architecture dreamed up by architects, artists, philosophers, writers, and citizens as wedded to the egalitarian sense that cities are for everyone. He proves that we must not be locked into the structures that exclude ordinary citizens—that cities evolve and that we can have input. As he says: "If a city can be imagined into being, it can be re-imagined as well."

**Lost Youth in the Global City** Prabhat Prakashan

The metropolis of the future — as perceived by architect Hugh Ferriss in 1929 — was both generous and prophetic in vision. This illustrated essay on the modern city and its future features 59 illustrations.

**Chocolate Cities** University of Chicago Press

The metaphor of the palimpsest has been increasingly invoked to conceptualize cities with deep, living pasts. This volume seeks to think through, and beyond, the logic of the palimpsest, asking whether this fashionable trope slyly forces us to see contradiction where local inhabitants saw (and see) none, to impose distinctions that satisfy our own assumptions about historical periodization and cultural practice, but which bear little relation to the experience of ancient, medieval or early modern persons. Spanning the period from Constantine's foundation of a New Rome in the fourth century to the contemporary aftermath of the Lebanese civil war, this book integrates perspectives from scholars typically separated by the disciplinary boundaries of late antique, Islamic, medieval, Byzantine, Ottoman and modern Middle Eastern studies, but whose work is united by their study of a region characterized by resilience rather than rupture. The volume includes an introduction and eighteen contributions from historians, archaeologists and art historians who explore the historical and cultural complexity of eastern Mediterranean cities. The authors highlight the effects of the multiple antiquities imagined and experienced by persons and groups who for generations made these cities home, and also by travelers and

other observers who passed through them. The independent case studies are bound together by a shared concern to understand the many ways in which the cities' pasts live on in their presents.

Psychogeography Yearling Books

Italo Calvino's beloved, intricately crafted novel about an Emperor's travels—a brilliant journey across far-off places and distant memory. "Cities, like dreams, are made of desires and fears, even if the thread of their discourse is secret, their rules are absurd, their perspectives deceitful, and everything conceals something else." In a garden sit the aged Kublai Khan and the young Marco Polo—Mongol emperor and Venetian traveler. Kublai Khan has sensed the end of his empire coming soon. Marco Polo diverts his host with stories of the cities he has seen in his travels around the empire: cities and memory, cities and desire, cities and designs, cities and the dead, cities and the sky, trading cities, hidden cities. As Marco Polo unspools his tales, the emperor detects these fantastic places are more than they appear.

Global Insecurity and Urban Resistance

The Countryman Press

At age 12, Sophie learns that the remarkable abilities that have always made her different from others actually identify her as an elf, and after being brought to Eternalia to hone her skills, she discovers that she has secrets buried in her memory for which some would kill.

*A Tour of Dream Cities, Nightmare Cities, and Everywhere in Between* Routledge

The daily lives of ordinary people are replete with objects, common things used in commonplace settings. These objects

are our constant companions in life. As such, writes Soetsu Yanagi, they should be made with care and built to last, treated with respect and even affection. They should be natural and simple, sturdy and safe - the aesthetic result of wholeheartedly fulfilling utilitarian needs. They should, in short, be things of beauty. In an age of feeble and ugly machine-made things, these essays call for us to deepen and transform our relationship with the objects that surround us. Inspired by the work of the simple, humble craftsmen Yanagi encountered during his lifelong travels through Japan and Korea, they are an earnest defence of modest, honest, handcrafted things - from traditional teacups to jars to cloth and paper. Objects like these exemplify the enduring appeal of simplicity and function: the beauty of everyday things.

Imaginary Cities Vintage

Everyone loves to color! Now the whole family can relax and enjoy creative time together by bringing to life wondrous cities of the imagination—from majestic skyscrapers and ornate palaces to fantastic modes of transportation. Each of these twenty-four eye-popping designs features a vibrant splash of color to start the journey...and when you're finished, sturdy and easy-to-remove pages make displaying your amazing artwork simple.

The Image of the City Camden House

From the acclaimed landscape designer, historian and author of *American Eden*, a lively, unique, and accessible cultural history of modern cities—from suburbs, downtown districts, and exurban sprawl, to shopping malls and "sustainable" developments—that allows us to view them through the planning, design,

architects, and movements that inspired, created, and shaped them. *Dream Cities* explores our cities in a new way—as expressions of ideas, often conflicting, about how we should live, work, play, make, buy, and believe. It tells the stories of the real architects and thinkers whose imagined cities became the blueprints for the world we live in. From the nineteenth century to today, what began as visionary concepts—sometimes utopian, sometimes outlandish, always controversial—were gradually adopted and constructed on a massive scale in cities around the world, from Dubai to Ulan Bator to London to Los Angeles. Wade Graham uses the lives of the pivotal dreamers behind these concepts, as well as their acolytes and antagonists, to deconstruct our urban landscapes—the houses, towers, civic centers, condominiums, shopping malls, boulevards, highways, and spaces in between—exposing the ideals and ideas embodied in each. From the baroque fantasy villages of Bertram Goodhue to the superblocks of Le Corbusier's *Radiant City* to the pseudo-agrarian dispersal of Frank Lloyd Wright's *Broadacre City*, our upscale leafy suburbs, downtown skyscraper districts, infotainment-driven shopping malls, and "sustainable" eco-developments are seen as never before. In this elegantly designed and illustrated book, Graham uncovers the original plans of brilliant, obsessed, and sometimes megalomaniacal designers, revealing the foundations of today's varied municipalities. *Dream Cities* is nothing less than a field guide to our modern urban world. Illustrated with 59 black-and-white photos throughout the text.