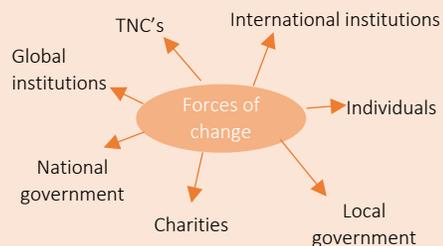


## Dynamics of Change

Places are constantly changing and must be understood as dynamic NOT static.



**The global shift** – The international relocation of different types of industrial activity eg: Detroit car manufacturing to China.

**Technological change** – Online retail has meant many shops have had to shut eg: ghost towns

**Demographics changes** – Eg: UK population has increased to 67million due to migration and longer life expectancy

**Cultural changes** – Immigration will change local areas eg: in 2011 >80% of the population considered themselves as 'White British'.

### Conflict resulting from change

#### Immigration into the UK

- |  |   |
|--|---|
| +Bigger workforce for the UK.<br>+More contributions to the economy. | -Racism and social tension.<br>-Ethnic segregation can occur. |
|--|---|

#### Suburbanisation on Greenbelt – Curborough, Lichfield

- |  |  |
|--|--|
| +Slow down loss of 1500 people a year.<br>+4500 new homes being built. | -Homes not affordable (£188 000)<br>-Contradicts the point of the greenbelt. |
|--|--|

#### HS2 - Trainline from London to Manchester

- |   |   |
|---|---|
| +More industry and businesses locating in north of England<br>+Jobs created benefiting £92 billion for UK economy | -Locals cant afford housing (£291 000).<br>-Loses its sense of community. |
|---|---|

### Relationships and Connections

A place can change due to its relationships and connections with other places. This can lead to intentional or unwanted change which can last over a period of time.

#### Continuity Example

**BOURNVILLE, BIRMINGHAM**  
Bournville was developed in 1879 when the Cadbury family built their factory there. The town was built as homes for their workers. Despite this not being the case anymore the character of Bournville is still the same.

#### Change Examples

**LAS VEGAS**  
Las Vegas grew due to the road that ran through the desert to South California. This meant the tourist industry grew and it has developed in a place known for gambling.  
**LICHFIELD**  
Lichfield has changed due to our connection to the EU. 3% of the population from EU.

## Categories of Place

**Experienced Places** – When you have visited a place. Likely to have a deeper attachment

- Topophilia = the human love of a place
- Genius Loci = The spirit of a place
- Topophobia = A dread or hatred of a place

**Media Places** – How places are portrayed in films, music, pictures etc. We live in the 'information age' where we are provided with different perspectives of places before we even visit. This makes us make sense of the world but not understand it

**Near Places** – It is a place like home where we feel secure and safe. We have a sense of belonging here

**Far Places** – Places we see as alien and different. Not just to do with distance but foreign ideas.

"With the forces of globalisation, some geographers propose that space is reducing the importance and the near is an expanding domain" (Levy, 2014)



## Unit 2b: Changing Places



### What is place?

The geographical concept of place has 3 aspects:

- **Location** – its literal place on a map. (longitude and latitude)
- **Locale** – the activities that take place there.
- **Sense of place** – how people feel about that place based on their experiences. This is based on culture, demographics and home places.

A **SPACE** becomes a **PLACE** when it is given a meaning.  
"place is security, space is freedom" – Yli Fu Tuan (1977)

### Endogenous and Exogenous factors

These are the factors that can cause a place to change. Endogenous factors are **internal** forces whereas exogenous factors are **external** forces.

#### ENDOGENOUS:

- Land use
- Economic characteristics
- Physical geography
- Topography
- Demographic characteristics
- Built environment
- Location
- Infrastructure

#### EXOGENOUS:

These are flows in and out of a place including:

- People (migration)
- Money (free trade)
- Resources
- Ideas

### Key Words

- **Place** = A portion of space that has meaning attached to it
- **Place character** = the physical characteristics and settings of a place
- **Lived experience** = How people feel about a place based on their own experience
- **Regeneration** = When a place is redeveloped and changed to encourage improvement
- **Gentrification** = When an area's status is upgraded to improve an area's wealth
- **Place making** = The deliberate shaping of an environment to facilitate social interaction

### Regeneration and Rebranding

**Laissez-faire** – do nothing. This theory believes that change will leave society better in the long term as businesses will move to an area where there is surplus unemployment

**Place re-making** – Describes the collected physical, social, economic and cultural changes to a place: redevelopment, reimagining rebranding

**Redevelopment – TEMPLE QUARTER, BRISTOL** – Area was derelict due to flooding and slum housing being cleared. It was regenerated by enterprise status zones, transport access and entertainment area

- |  |  |
|--|--|
| +Created 4000 new jobs<br>+240 000m <sup>2</sup> of new homes or offices | -cost £21 million<br>-Home prices have increased by 75% forcing people out |
|--|--|

**Rebranding - LLANDUDNO** – place where Alice in Wonderland was written. Rebranded as 'Alice Town' for tourism.

- |  |  |
|--|--|
| +Trail takes people around the town which means money is spent in the economy. | - Some people are opposed to the statues being built in a conservation area. |
|--|--|

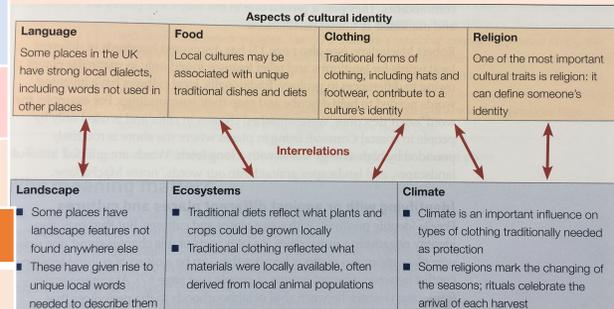
**Reimagining - LONDON** – Regenerated to improve environmental impacts

- |   |   |
|---|---|
| +Gave international recognition for its environmental impacts<br>+More attractive area using modern and local architecture. | -Has caused conflict as some businesses cannot afford the rent or homes<br>- Many calling pointless as traffic still an issue |
|---|---|

**Flagship development** – High profile projects with signature buildings (eg: Selfridges, Birmingham = £60million in 2003)

## Perception of Place

The interrelationships between a society's cultural identity and place identity explains why people have different perceptions of place.



### Aspects of place identity

Insider	Outsider
Someone who feels secure and at ease in a place. <ul style="list-style-type: none"> <li>• Often plays an active social and economic role</li> <li>• Understands social norms</li> </ul>	Someone who feels homesick, alienated or excluded <ul style="list-style-type: none"> <li>• Language barrier</li> <li>• Tourist</li> <li>• Immigrant</li> <li>• Disabled</li> </ul>

Tourist gaze = Marketers will present the site in a way that they want it to be viewed to prevent tourists from feeling like outsiders eg: Ground Zero (911)

### Social and Spatial exclusion

<b>Voluntary exclusion:</b> Some people may choose to be excluded and separate from society. Some people feel safer in Gated Communities	<b>Involuntary exclusion:</b> Some outsiders may feel like they don't belong. EG. Anti-homeless benches have been created to stop rough sleepers.
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### Cultural Diversity

<b>Homogenous:</b> A single ethnic group. May also be described as ethnoscape (Smethwick)	<b>Heterogenous:</b> A mix of a number of ethnic groups (Erdington)
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### Placelessness

Some places lose their sense of place and uniqueness. This means they become placeless as they could be anywhere in the world. We call these **clone towns**. The driving force behind this is: **GLOBALISATION**: The interconnection between countries including trade.  
**TNCs** have expanded across the globe meaning you could walk down any high street and see all the same shops!



## Meaning and Representation

Places can be represented in a variety of ways:

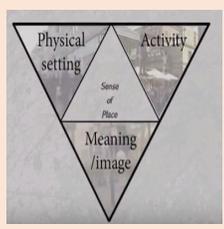
- Formal** – Objective representations such as OS maps and census data – there is limited bias.
- Informal** – more creative and stylised representations that may not be as factual. They may only show certain aspects of a place via the news, paintings, TV etc.
- Abstract** – Sources that may be harder to understand. EG. London Tube map.

Places may be represented in certain ways to create certain **place meanings**. EG. The council may represent a place in a positive way to encourage people to move there whereas a local resident may represent a place in a negative way to reveal the truth of what that place is really like.

## Place Identity

The meaning and significance of the place to the people who live there and its users. It is how people experience a place and the meanings they give to it. A place needs to have 3 things to form an identity:

**CAMBRIDGE:**  
Cambridge is a city that has a strong identity. It is symbol of education and has a very distinctive style of buildings. It meets all 3 criteria.



**HEATHROW AIRPORT:**  
While Heathrow has activity and a physical setting, it doesn't have any meaning as it looks like any other airport, therefore it lacks identity as it is purely functional.

## Multiple Identities: Digbeth, Birmingham

### Relationships and Connections

Digbeth developed during the industrial revolution as a place of manufacturing. The change Birmingham has undergone since then has caused Digbeth to develop lots of different identities.

### Identities

- Place of industry – the style of buildings are old factories.
- Quirky – full of street art and home to Digbeth Dining Club (pop up food stalls).
- Seedy and unsafe.

## Sustainable places

Creating sustainable places has been at the heart of development projects since 1992 UN conference. It is about meeting the needs of the present without compromising future generations to meet their own needs eg: Curitiba

## LOCAL PLACE STUDY: LICHFIELD

Age <19	21%	White	96.6%
Age 20-49	43%	Asian	2.4%
Age 50+	36%	Black	1%

Lichfield is located in South East Staffordshire, Central England.

**Lived Experience Quotes:**  
*Insider:* "Excellent transport links." "House prices higher than surrounding areas." "Highly educated environment". "Sense of pride from local residents".  
*Outsider:* "Posh area." "Low crime rates and lots of professionals". "Shopping centre is good with a range of shops"

**Endogenous Factors:**  
-Flat land – developed as a suburb.  
-Area of Outstanding Natural Beauty – Cannock Chase  
- Demographics – Lichfield has an ageing population which means that its over

**Exogenous Factors / Relationships and Connections:**  
-HS2 – 12miles of HS2 will run through Lichfield connecting 30million people with faster travel.  
Creates jobs in local area  
Negatively impacts the environment  
Historic sites (such as wall) being destroyed  
Homes sold when many do not want to lave (such as Packington Moor Farm).  
  
-Government want to build 750 homes on a greenfield site in Curborough.  
Helps to meet the demands of the UK housing supply. With an estimated 300,000 homes needed each year  
Lichfield has a 30 year back log of affordable housing, so it is a good area to locate to  
Government desire for new homes has been given over precedence over local views  
Unsustainable as using green land.

**Rebranding -**  
2018 Lichfield district council unveiled plans to raise the profile of Lichfield as a regional and national tourist destination at key hubs such as NEC and Heathrow airport. Their rebranding focuses on Lichfield having 6 key themes: being a city of: heritage, culture, leisure, festivals, browsing and hospitality. This has been successful with 70% increase in website views and over 1 million tourists visiting in December 2019



### Quantitative Advantages

Measured by the quantity – the use of data

- |  |  |
|--|--|
| + More reliable and less bias.<br>+Can infer what a place may be like.<br>+Easily comparable | -Can't give a sense of place<br>-Some may not show what exactly is there |
|--|--|

### Qualitative Advantages

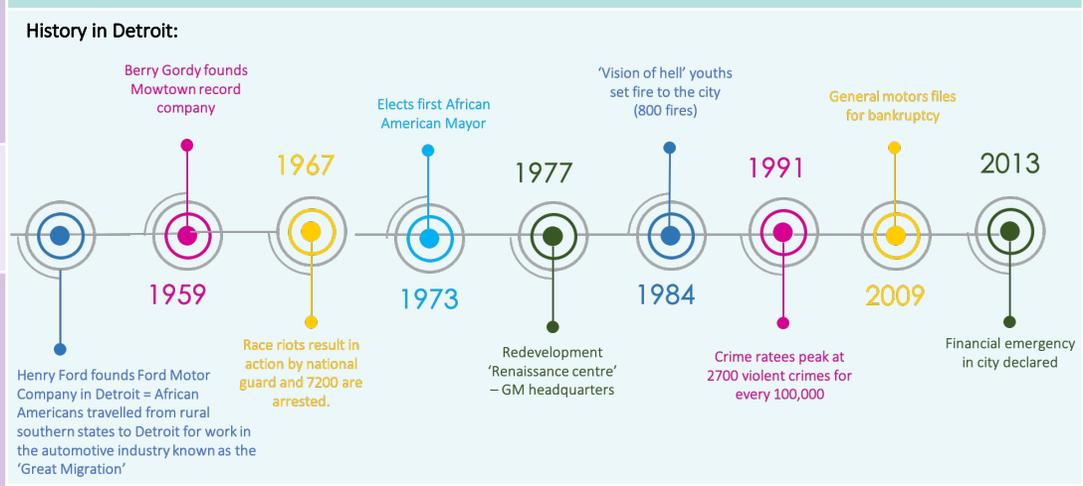
Non-numerical. Collected through methods of observations.

- |   |   |
|---|---|
| +Learn how people experience a place.<br>+See what a place actually looks like and feels like.<br>+Open to our own interpretation | -Subjective and may be bias<br>- Unreliable as often secondary sources<br>-Certain aspects may be hidden. |
|---|---|

## DISTANT PLACE STUDY: DETROIT

Age <19	31.1%	White	14%
Age 20-49	39.2%	Asian	2.9%
Age 50+	29.7%	Black	78%

Detroit is the largest, most populous city of the USA-Canada border. It is located on the Detroit river that links Lake Hiron and Lake Erie.



**Lived Experience Quotes:**  
*Insider:* "Young have to leave for job opportunities." "Homelessness is a problem." "Decline in shops and services." "It is very much a divided city"  
*Outsider:* "Detroit is an abandoned city of ruins, like an American Pompeii", "No one would live in Detroit if they could leave.", "If you go to Detroit, you will get shot"

**Endogenous Factors:**  
-Topography – canals and rivers  
-Economic characteristic – rust belt  
- Land use – derelict buildings

**Exogenous Factors / Relationships and Connections:**  
-Relationship with other places – twinned with Minsk, Dubai and Toyota  
-Great Migration '1930'  
-TNC's headquarters = GA headquarters

**Racial Segregation –**  
During 1900's the cities troubled encouraged white middle class people to migrate to suburbs 'white flight'.  
-8 mile = an 8-lane road dividing the city and its suburbs. Separating the rich and the poor, white and black.  
- Grosse Point Park – Physical barriers made of concretes blocking roads from haves and have nots.

**Rebranding -**  
This was needed as it was the crime capital of the USA with high unemployment. Detroit rebranded using non traditional methods such as podcasts and social media. The aim was to increase tourism through flagships developments (Hudsons site) and hosting sporting events such as the Superbowl. However, it wasn't very successful because it widened the wealth gap and middle-class power in the suburbs as development occurred more outside the city centre.

### 3.1 The Coastal system

Systems terminology helps us to understand the connections between processes and landforms

<b>Input</b>	Material or energy moving into the system from outside	e.g. precipitation, wind
<b>Output</b>	Material or energy moving from the system to outside	e.g. ocean currents, rip tides, sediment transfer, evaporation
<b>Energy</b>	Power or driving force	e.g. energy associated with flowing water, the effects of gravity on moving cliffs
<b>Stores / components</b>	The individual elements or parts of a system	e.g. beach, sand dunes
<b>Flows / transfers</b>	The links or relationships between components	e.g. wind-blown sand, longshore drift, mass movement
<b>Positive feedback</b>	Where a flow/transfer leads to increase or growth	e.g. coastal management can lead to an increase in erosion elsewhere along the coast
<b>Negative feedback</b>	Where a flow/transfer leads to a decrease or decline	e.g. when the rate of weathering and mass movement exceeds the rate of cliff-foot erosion
<b>Dynamic equilibrium</b>	A state of balance within a constantly changing system	e.g. constructive waves build up a beach, making it steeper. This encourages the formation of destructive waves that plunge redistributing the sediment.

### 3.5.1 Erosion

The break down and transport of rocks – smooth, round and sorted.

<b>Attrition</b>	Rocks that bash together to become smooth/smaller.
<b>Corrosion</b>	A chemical reaction that dissolved rocks.
<b>Corrasion</b>	Rocks hurled at the base of a cliff to break pieces apart.
<b>Hydraulic Action</b>	Water enters cracks in the cliff, air compresses, causing the crack to expand.

**Hydraulic action:** Waves crash against the coast, forcing air into cracks and breaking up the rock.

**Attrition:** Pebbles picked up by the waves, bash into each other, wearing down into smaller, rounder particles.

**Abrasion:** Waves pick up rocks from the seabed and smash them against the coast, wearing it away.

**Solution:** Rocks like limestone slowly dissolve in the water.

### 3.5.2 Transportation

A natural process by which eroded material is carried/transported.

<b>Solution</b>	Minerals dissolve in water and are carried along.
<b>Suspension</b>	Sediment is carried along in the flow of the water.
<b>Saltation</b>	Pebbles that bounce along the sea/river bed.
<b>Traction</b>	Boulders that roll along a river/sea bed by the force of the flowing water.

### 3.2.1 How are waves formed?

The formation, size and shape is a result of the exchange of energy from wind blowing over the sea.



### 3.2.2 Different types of waves

There are two main types of wave: **constructive** and **destructive**

<b>Formation</b>	Distant weather systems in the open ocean	Local storms
<b>Wave form</b>	Low, surging. Long wavelength	High, plunging. Short wavelength
<b>Wave break</b>	String swash, weak backwash	Weak swash, strong backwash
<b>Beach</b>	Beach gain Gentle profile	Beach loss. Steeper profile

# Unit 1, Section B, Topic 3 Coastal systems and landscapes

## 3.3 Sediment sources, cells and budgets

Rivers are the main source of coastal sediment. Other sources include cliff erosion and offshore marine erosion

### Sediment cells

- Largely self contained natural systems
- Usually found between two headlands
- The movement of sediment is pretty much contained

### Inputs (sources)

- River and coastal erosion

### Transfers

- Longshore drift
- Rip currents

### Stores (sinks)

- Beaches
- Sand dunes
- Bars

### Sediment budgets

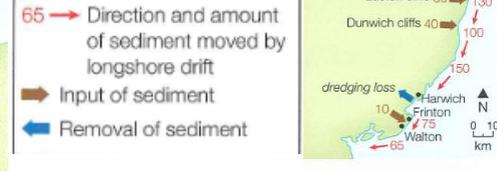
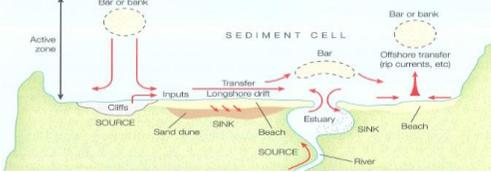
- The total sediment in a sediment cell

### Losses

- Deposition into sediment sinks

### Gains

- Coastal erosion
- Sediment brought into the system by rivers or other offshore sources.



### 3.5.3 Deposition

When the water loses energy transported sediment is dropped.

### 3.4.1 Weathering

The breakdown or decay of rocks.

<b>Mechanical</b>	The break-up of rocks without any chemical changes e.g. frost shattering, salt crystallisation, wetting and drying.
<b>Chemical</b>	A chemical reaction e.g. carbonation, oxidation and solution.

<b>Biological</b>	The breakdown of rocks by organic activity e.g. plant roots, burrowing animals and birds.
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### 3.4.2 Mass movement

The downhill movement of material under the influence of gravity. This can be classified into creep, flow, slide and fall.

### 3.6.1 Landforms of erosion: cave, arch, stack, stump



- 1) Hydraulic action widens cracks in the cliff face over time.
- 2) Abrasion forms a wave cut notch between HT and LT.
- 3) Further abrasion widens the wave cut notch to form a cave.
- 4) Caves from both sides of the headland break through to form an arch.
- 5) Weather above/erosion below –arch collapses leaving stack.
- 6) Further weathering and erosion leaves a stump.

### 3.9 Coastal management

#### Hard Engineering Defences

<b>Groynes</b>	Wood barriers prevent longshore drift, so the beach can build up.	<ul style="list-style-type: none"> <li>✓ Beach still accessible.</li> <li>✗ No deposition further down coast = erodes faster.</li> </ul>
<b>Sea Walls</b>	Concrete walls break up the energy of the wave. Has a lip to stop waves going over.	<ul style="list-style-type: none"> <li>✓ Long life span</li> <li>✓ Protects from flooding</li> <li>✗ Reflects energy rather than absorbing it.</li> </ul>
<b>Rip Rap/rock armour</b>	Cages of rocks/boulders absorb the waves energy, protecting the cliff behind.	<ul style="list-style-type: none"> <li>✓ Cheap</li> <li>✓ Local material can be used to look less strange.</li> <li>✗ Intrusive and does not fit in with the local geology.</li> </ul>

#### Soft Engineering Defences

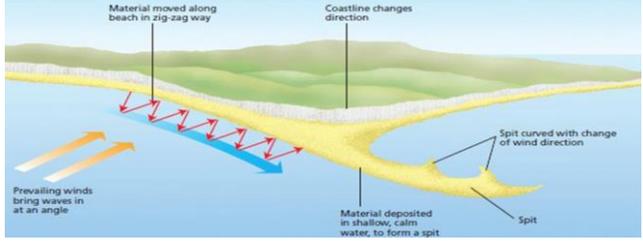
<b>Beach Nourishment</b>	Beaches built up with sand, so waves have to travel further before eroding cliffs.	<ul style="list-style-type: none"> <li>✓ Cheap</li> <li>✓ Beach for tourists.</li> <li>✗ Storms = need replacing.</li> <li>✗ Offshore dredging damages seabed.</li> </ul>
<b>Marsh creation</b>	Low value areas of the coast are left to flood and erode naturally.	<ul style="list-style-type: none"> <li>✓ Reduce flood risk</li> <li>✓ Creates wildlife habitats.</li> <li>✗ Compensation for land.</li> </ul>

### 3.6.2 Landforms of erosion: Headlands and bays



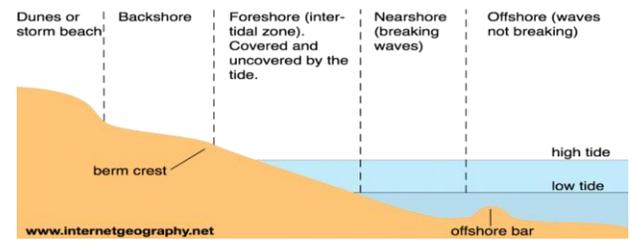
- 1) Waves attack the coastline.
- 2) Softer rock is eroded by the sea quicker forming a bay, calm area cases deposition.
- 3) More resistant rock is left jutting out into the sea. This is a headland and is now more vulnerable to erosion.

### 3.7.1 Landforms of deposition: Spit

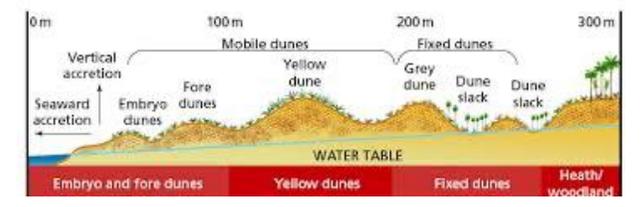


- 1) Swash moves up the beach at the angle of the prevailing wind.
- 2) Backwash moves down the beach at 90° to coastline, due to gravity.
- 3) Zigzag movement (Longshore Drift) transports material along beach.
- 4) Deposition causes beach to extend, until reaching a river estuary.
- 5) Change in prevailing wind direction forms a hook.
- 6) Sheltered area behind spit encourages deposition, salt marsh forms.

### 3.7.2 Landforms of deposition: Beach



### 3.7.3 Landforms of deposition: Sand dunes



- 1) Large quantities of sand from constructive waves
- 2) Large tidal range, creating a large exposure of sand that can dry out at low tide
- 3) Dominant onshore winds, to blow dried sand to the back of the beach.

### 3.8.1 Sea level change

Sea levels respond to climate change, in particular the onset of glacial and interglacial periods.

<b>Eustatic change</b>	<b>Isostatic change</b>
- Changes in sea level (rise or fall)	- The land itself changes in height, relative to the sea

### 3.8.2 Landforms: caused by changing sea level

<b>Emergent coastline</b>	<b>Submergent coastline</b>
- A fall in sea level exposes land previously covered by the sea.	- A rise in sea level floods the coast.

#### Raised beaches

When wave-cut platforms and their beaches are raised above the present sea level.

#### Rias

Sheltered, winding inlets formed when a rise in sea level drowned river valleys

### 3.8.3 Contemporary sea level change

- Until recently sea levels have been stable for the past 3000 years.
- Over the 20<sup>th</sup> century global sea levels have rose by 1.7mm per year.
- By 2100 it is estimated that sea levels could have increased by up to 1m.
- This increase is largely due to thermal expansion of water due to warming and the melting of ice.

#### Fjords

Formed when deep glacial troughs are flooded by a rise in sea level

#### Dalmatian coasts

Formed when valleys running parallel to the coast are flooded by a rise in sea level.

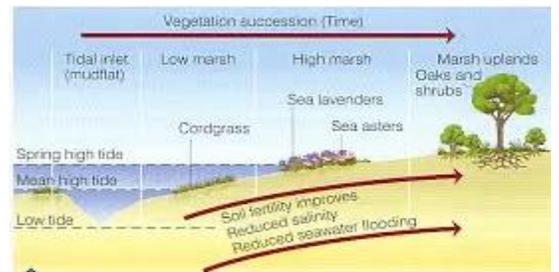
### 3.7.5 Landforms of deposition: Barrier beach (bars)

Where a beach or spit extends across a bay to join two headlands

### 3.7.6 Landforms of deposition: Offshore bar

Are submerged or partly exposed ridges of sediment created by offshore waves

### 3.7.7 Landforms of deposition: Saltmarsh



Develop in three types of environment:

- Sheltered areas where deposition occurs.
- Where salt and freshwater meet.
- Where there are no strong tides or currents to prevent sediment deposition.