

**Unequal
Neighbourhoods in
European Cities: Are
there solutions
or only problems?**

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Why do poor neighbourhoods emerge?

- Urbanisation sifts precarious incomers
- Precarious neighbourhoods emerge
- Economic growth
- Magnet for the ambitious and desperate
- Rapid urbanisation carries high social costs
- Social problems concentrate in poorest areas
- Deprived areas attract little/no investment

The poorest areas of Tarantaize, San Salvario



Why do poor neighbourhoods recreate themselves?

- Intrinsic and acquired characteristics
 - Impossible or very difficult to change
- Intrinsic drivers
 - Location
 - Industry/pollution
 - Physical assets/liabilities
- Acquired characteristics
 - Population
 - Skills/education
 - Economic change

What we know about neighbourhood problems

- Industrial boom > rapid growth and wealth creation
- Social upheaval, dramatic divisions, fear of revolution
- Dense, unplanned additions
- Influx of essential new workers created squalid slums
- Elegant inner and outer suburbs for rich

Unrest

Digging up railways



Leipzig



Mass housing solutions

- 'Factory' response to social and economic pressures
- Government subsidised/owned homes
- Mechanistic, replicable, unmanageable models
- Factory production methods for housing
- Mono-class, mono-structures, dehumanising
- Defects built in – hard to rectify
- Giant block forms difficult to manage
- Sharp break with tradition
- Costly to government
- Concentrate low-income new communities

Quartier Sud Est: view from the motorway



Original blocks in Quartier Sud Est – still cared for



Park Hill, Sheffield

- Before renovation



- After renovation



Migrants from abroad

- Legacy of depleted inner cities, decayed housing, slums
- Exodus of more skilled workers
- Inflow to fill lowest paid, least skilled, dirtiest jobs
- Crowded into declining, emptying inner cities
- Established workers move into 'mass estates'

Racial divisions grow

San Salvario

- central immigrant area next to train station



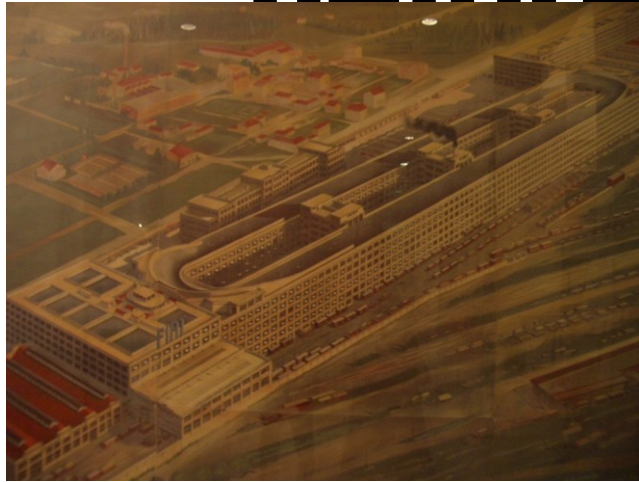
Gröpelingen, Bremen – old port area with many immigrants



Collapse of heavy industry

- European industry loses dominance over 50 years
- Low-income work force loses economic rationale
- Working class neighbourhoods > marginal
- Immigrant communities > target of resentment
- Ambitious skilled young workers leave industrial cities
- Better-off families move out
- Sprawl housing compounds inner city/estate problems
- Mass unemployment > commonplace

Fiat Lingotto Factory: before and after



Mass building, sprawl, abandonment - Leipzig



Legacy of disinvestment

- Changing fortunes of high rise
- Expensive to maintain
- Expensive to demolish and replace
- Increasingly unpopular/popular
- Occupied by marginal groups
- Talk of European 'ghettos' forming

Mass estate rescue – Ostenholz-Tenever



Weak Market Cities

recognise neighbourhood

- 1995-2005 – decade of targeted effort
- Inner areas and mass estates > focus and draw funds
- Government recognises multiple impacts
- Social, environmental, economic
- EU-driven social cohesion programmes
- Weak market cities attract extra help
- Funds support multi-stranded renewal
- Spread area-based projects

Social/community enterprises emerge

Porto Palazzo, Torino



Community Enterprises – Sheffield



Lan Ekintza, Bilbao



Community Enterprises – Bremen and Torino



Recovery in dense cities

depends on:

- Neighbourhood reinvestment
- Constant renewal of housing conditions
- Social integration/tolerance
- Upgrading poorest areas
- Recognising their physical and social assets
- Counting true costs of demolition
- Limiting sprawl
- Valuing the environment

Community budgeting – Ostenholz-Tenever



Neighbourhood renewal becomes part of city's

recovery plan

- High costs of tearing communities apart
- Need to house minorities
- Cities need low-skill, low wage service workers
- Mass estates prove difficult and expensive to knock down
- Opportunities for social enterprise and skill development abound
- Poor communities fight their corner

Poor communities fight their corner



Belfast Peace Walls



Key methods of renewal

- Physical reinvestment and upgrade
- Environmental improvements
- Resident involvement
- Social and community spaces
- Intensive management of conditions
- Economic development
- Skill and enterprise development

Skill and enterprise



Bochum

– reclaiming industrial reli



Restoring old buildings – Bochum



What works?

- Local management of problems – ‘intensive care’
- Giving residents a say
- Activity that brings the community together
- Support for vulnerable residents
- ‘Low level’ reinvestment
- Greenery
- Children’s activities
- Generating pride and loyalty

Moroccan bread-making co-op



Do neighbourhood problems go away?

- If we care for places, conditions hold
- But problems don't disappear
- Many problems are 'intrinsic'
- Inequality is a big long-term driver
- Some problems persist, some recreate themselves
- Have neighbourhood policies failed?
- On the contrary, multiple evidence of progress
- Stalled by economic crisis

Upgrading Mira Fiore, Torino



Belfast

– Cathedral Quarter

- Merchant Hotel
- Black Box Cultural Centre



Torino

– Social caretaking



International Slow Food Festival, Torino



2008-11 financial crisis hits low-income

- New threat to Weak Market Cities
- **neighbourhoods hard**
- Collapse of special funding
- Big investment plans thrown off course
- Job losses, business shrinkage, public cuts
- Youth unemployment
- Unrest

Bilbao's encampment by 'los indignados'



Birmingham

– Riots, August 2011

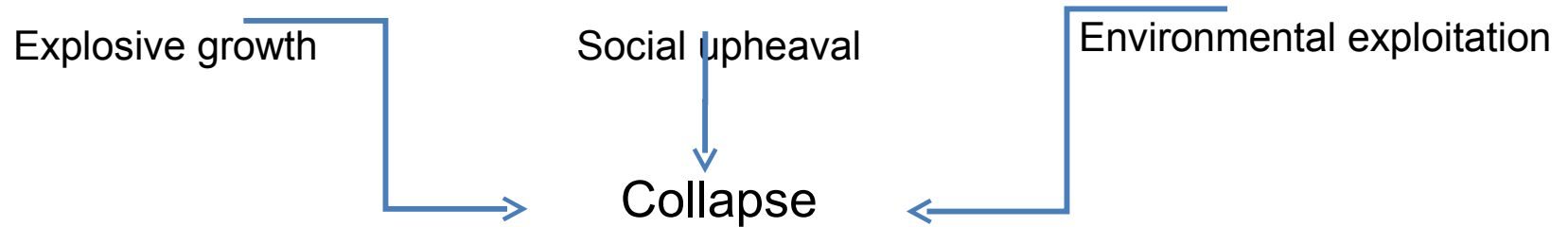


Manchester - Riots August 20



Three stages of development

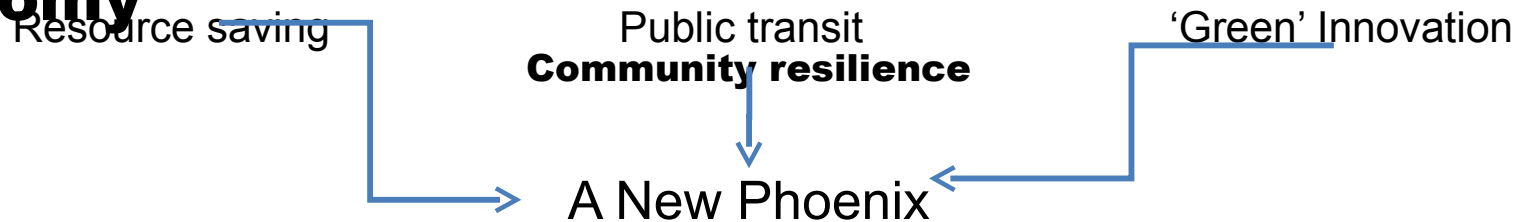
First Industrial Economy



Second Post-Industrial Economy



Third Resource-Constrained Economy



Scenarios for weak market cities

Scenario I: Hit by further decline	Scenario II: Low level survival economy	Scenario III: New resource-constrained economy
<ul style="list-style-type: none"> Follows recovery burst 	<ul style="list-style-type: none"> Ticks over, on past investments 	<ul style="list-style-type: none"> Grows within finite energy and material limits
<ul style="list-style-type: none"> Current resource use unsustainable 	<ul style="list-style-type: none"> Recycling helps 	<ul style="list-style-type: none"> New breakthroughs / research and development
<ul style="list-style-type: none"> Loss of public support 	<ul style="list-style-type: none"> Shaky public support 	<ul style="list-style-type: none"> High public support
<ul style="list-style-type: none"> Rapid de-skilling 	<ul style="list-style-type: none"> Retraining / rethinking 	<ul style="list-style-type: none"> New knowledge / skills

Will green, social innovation help?

- Labour intensive
- Retrofit, repair, recycle
- Potential of bicycles
- Potential of over-cladding
- Reuse of old industrial infrastructure
- New value of old space
- Only game in town