URBAN ASSEMBLAGE: THE CITY AS ARCHITECTURE, MEDIA, AI AND BIG DATA.

• Paper / Proposal Title:
‘When the city dealt as an e-product’
A critical review of the computational city services and platform urbanism

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• Abstract (300 words):
The computational societies are witnessing a social transition from the physical destination to cyberspace. Innovation applications are reconfiguring reality into virtual reality. The virtualization is reconnected the city’s daily life, spaces, infrastructure, behavior, and real-time into a digit. Thus, Everyday life is transitioning into virtual logistic service, while the society is generating city knowledge via its app users and digital platform model.

All these activities are transforming into logistic networks that have to meet the just-in-time delivery, so the services as a product have to achieve its demand on time and its exact place with zero defects. The delivery process is operating at a global scale, introduced by the digital platform business model to the local scale. Therefore, the platform model with its digit service is changing the way our cities are built, use of city
spaces, and rehabilitate. As well as how its citizens are interacting and moving throughout its ground.

The research paper is proposing a framework to explore the digital role of the computational cities elements and its urbanization process. The research methodology used is the inductive approach to understand the digital platform urbanism phenomena and its implication on our city.

The proposed critical framework supports that the computational city is relying upon the digital role that embedded into its urban capital, spatial and daily life data, algorithm, and time-space matrix. These elements are aiding and offering a range of computational services that are transferring the consumption activities to the virtual hubs, spaces, and places as a contemporary urban phenomenon. Thus, our cities are challenged by this platform capitalism that relies on new virtual space activities and services. It brings up questions about the potential of a ‘Non-Urban’ process era.

Keywords, computational city, cyber-spaces and places, last-mile delivery network.

• Author(s) Biography (200 words each):

Architect Heba is sharing the position of Assistant professor in the Architectural Department, Dhofar University, based in Sultanate of Oman. She was awarded a PhD degree majoring in Architecture and City Planning, at Sapienza di Roma University in 2019. Her PhD Studies, heavily involved in the study of technology and smart applications impacting contemporary cities. She had focused on the digital platform business model and the effects of its smart e-commodity chains on city communities, metropolitan areas, and regional transport corridors. She further honored that her PhD research scope won a mobility grant twice, which allowed her to collaborate with the Geography departments at Ghent University and the State University of New York at Buffalo.

She has extensive experience and background skills in architecture, sustainability, urban geography that have been developed through her professional and academic career. She had graduated from Cairo University, Architectural Department in 2004, then awarded her Master’s Degree in Landscape and Environmental Planning in the Mediterranean area from Scuola Superiore Di Catania, Italy. While she has participated as a team leader and mentor in many international competitions and projects. Besides, she had run many international Course exchange programs in the field of urban Landscape and sustainable cities based in Egypt – the UK - Greece - Italy.