## TOWARDS A HYBRID CITIES LAB interrogating the changing relationship between physical and digital spaces in cities

March 2024 LSE Cities Workshop

LSE Cities London School of Economics and Political Science

The Ove Arup Foundation



THE LONDON SCHOOL OF ECONOMICS AND POLITICAL SCIENCE



# **01** Introduction

- Towards a Hybrid Cities Lab -

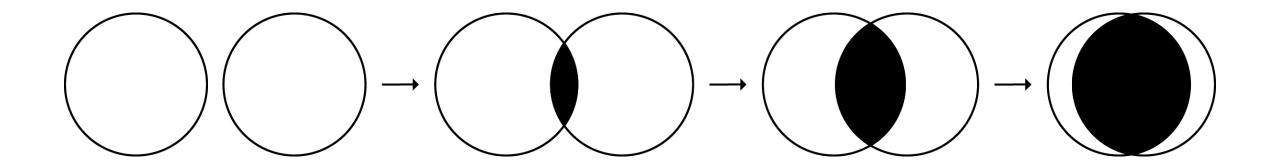
Interrogating the changing interrelationship between physical and digital spaces in cities and how this evolving interdependence informs the future trajectory of urban development at multiple scales.

## POTENTIAL INQUIRIES

- How are the **physical behaviours** of people changing when a formerly physical space becomes hybrid?
- What circumstances may require full and exclusive on-site engagement without any digital connectivity?
- Can hybrid spaces significantly **reduce the need** to travel?
- What has the **regulatory response** to hybridisation of space been to date?



### THE SHADES OF URBAN HYBRIDITY



# 02 Hybrid Disruptions







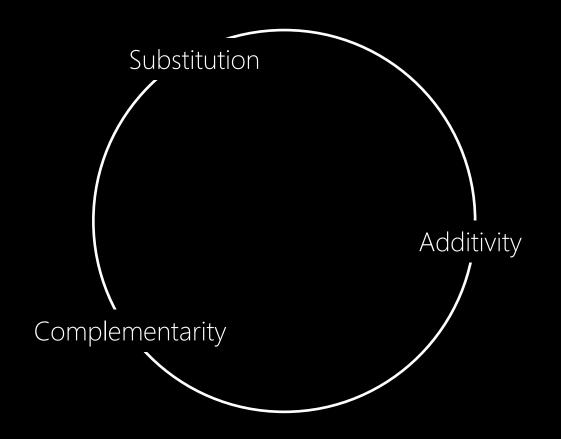
## Hybrid Retail

## Hybrid Knowledge Work

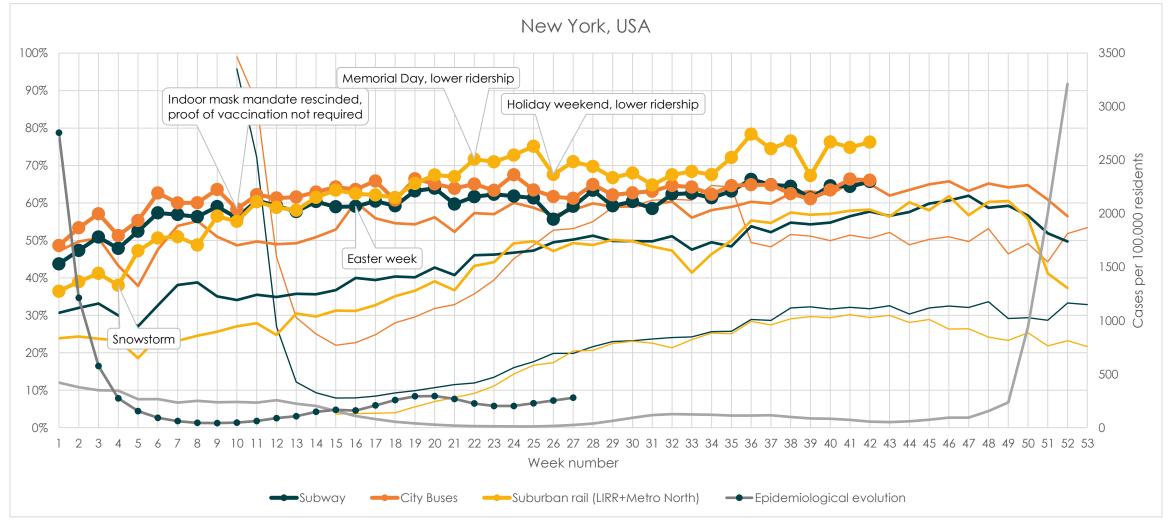


## SPATIAL MOBILITY AND VIRTUAL MEDIA

Source: based on Kellermann 2014



## NEW YORK CITY – PUBLIC TRANSPORT USE 2022



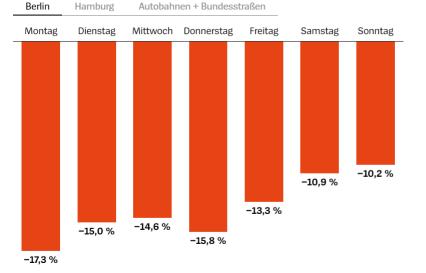
\*Comparison with 2019 average for corresponding days

## **REDUCTION IN CAR USE - GERMANY**

#### Berlin 2023 compared to 2019

#### Deutschland lässt das Auto stehen

Erfasste Pkw 2023 im Vergleich zu 2019\* nach Wochentag



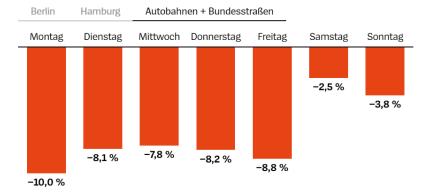
\* an 143 Zählstellen in Berlin, jeweils Januar bis Juni

S • Quelle: Digitale Plattform Stadtverkehr, eigene Berechnungen

## Federal Highways and Roads 2023 compared to 2019

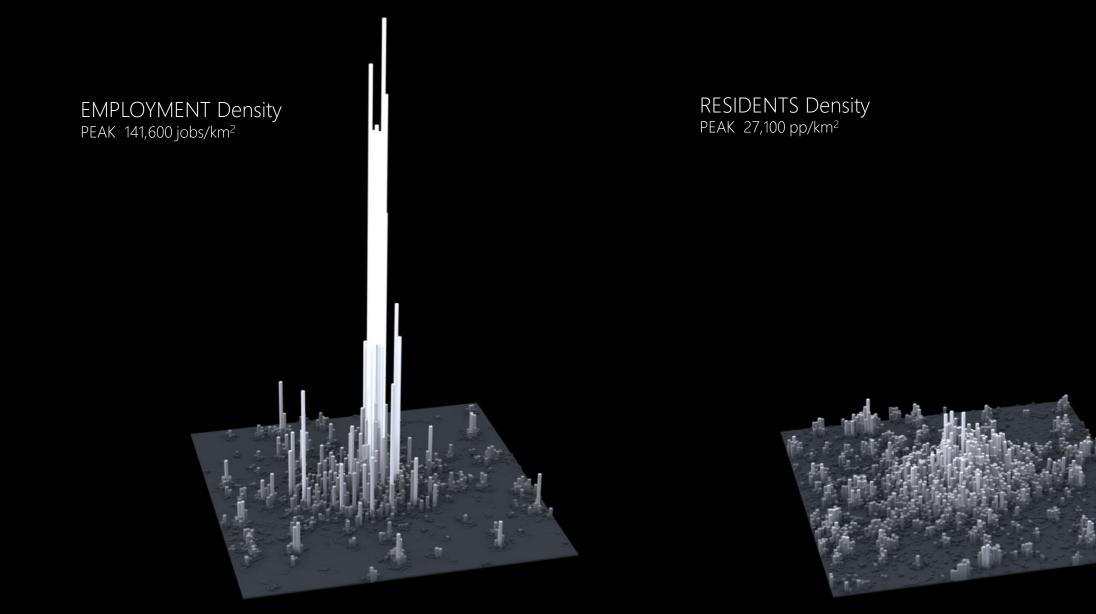
#### Deutschland lässt das Auto stehen

Erfasste Pkw 2023 im Vergleich zu 2019\* nach Wochentag



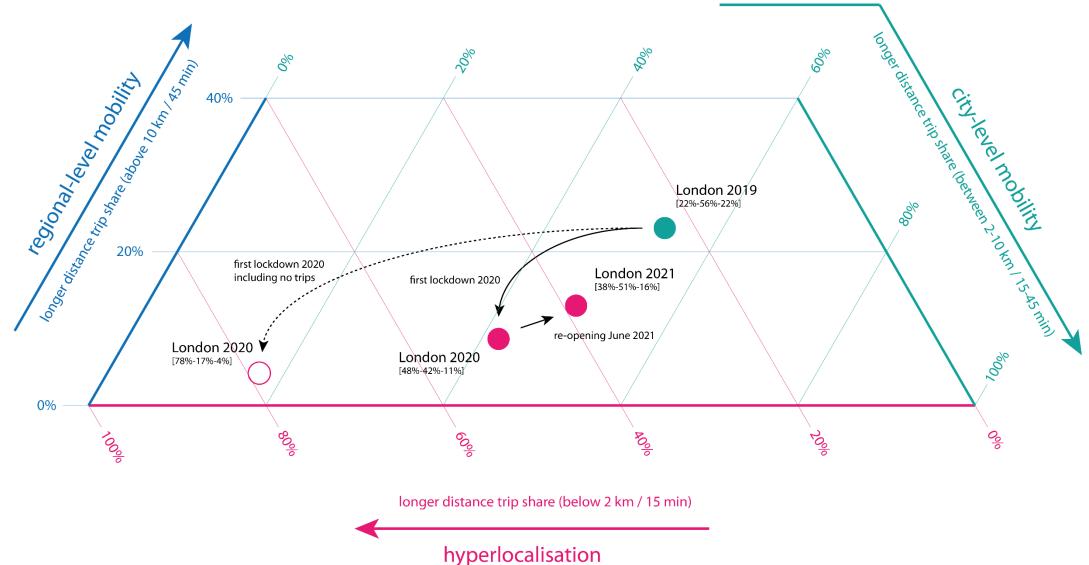
\* an 917 Zählstellen auf Autobahnen und Bundesstraßen, jeweils Januar bis Mai **S**•Quelle: <u>Bast</u>, eigene Berechnungen

## LONDON: WHERE PEOPLE WORK AND LIVE



## LONDON HYPERLOCALISATION | 2019-2021

Source: Rode 2021 based on data by Teralytics





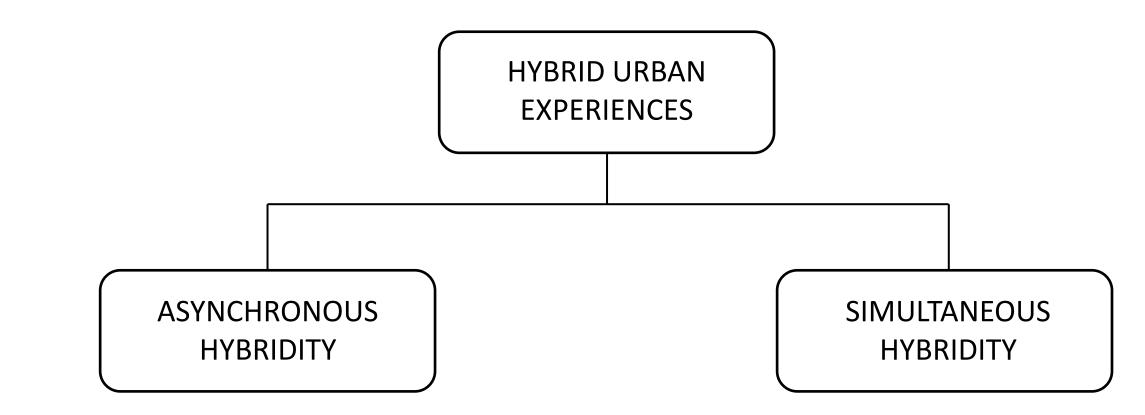








## HYBRID CITIES | TOWARDS A CONCEPTUAL FRAMEWORK



## ASYNCHRONOUS HYBRIDITY (BACK & FORTH)

A2



#### Low Frequency

The combination of related physical and virtual activities over a period of <u>years</u>

- Infrastructure engineering based on virtual design
- Filming followed by virtual editing and effect processing



#### Lower Frequency

The combination of related physical and virtual activities over a period of <u>months</u>

- Discretionary hybrid retail
- Hybrid learning
- Travel planning



#### Higher Frequency

The combination of related physical and virtual activities over a period of <u>days</u>

• Hybrid dating



#### **High Frequency**

The combination of related physical and virtual activities over a period of <u>minutes</u>

- Cash withdrawal
- Navigating

## SIMULTANEOUS HYBRIDITY (AT THE SAME TIME)



## Hybrid Connection of People

People are physically and virtually connected **at the same time** 

- Hybrid meeting
- Hybrid reality game
- Telesurgery

**S1** 

- Hybrid classroom
- Hybrid policing
- Hybrid participation
- Hybrid deliberation



#### Hybrid Activity of People

Individual people are active in physical and virtual space at the same time

- Digital navigation
- Working online on public transport
- Online gaming while traveling
- Platform-based delivery
- Handsfree phone call
- Hybrid multitasking in the home



Autonomous Systems

Autonomous systems operate in physical space shared with people

- Autonomous goods vehicles in public spaces
- Autonomous passenger vehicles in public spaces
- Automated factory
- Manufacturing robots
- GoPro drones in sports
- Care/hospital robots
- Autonomous home appliances



#### Augmented Space

Physical and virtual environments are combined through digital devices

- AR job training
- AR work collaboration
- AR design
- AR real estate
- AR public art
- AR reality games
- Extended reality healthcare
- AR classroom
- AR navigation



#### **S5** Virtual Space

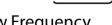
Virtual environments with limited connection to physical space

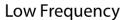
- VR work
- VR games
- Virtual tourism
- VR healthcare
- Virtual real estate
- Virtual city models

### **SUMMARY**

#### ASYNCHRONOUS HYBRIDITY | TYPES A







The combination of related physical and virtual activities over a period of years



Lower Frequency

The combination of related physical and virtual activities over a period of months



#### **Higher Frequency**

**A**3

The combination of related physical and virtual activities over a period of days



#### **High Frequency**

The combination of related physical and virtual activities over a period of minutes

#### SIMULTANEOUS HYBRIDITY | TYPES S



Hybrid Connection of People

People are physically and virtually connected at the same time



Hybrid Activity of People

Individual people are active in physical and virtual space at the same time



Autonomous Systems in Physical Space

Autonomous systems operate in physical space shared with people



Augmented Space

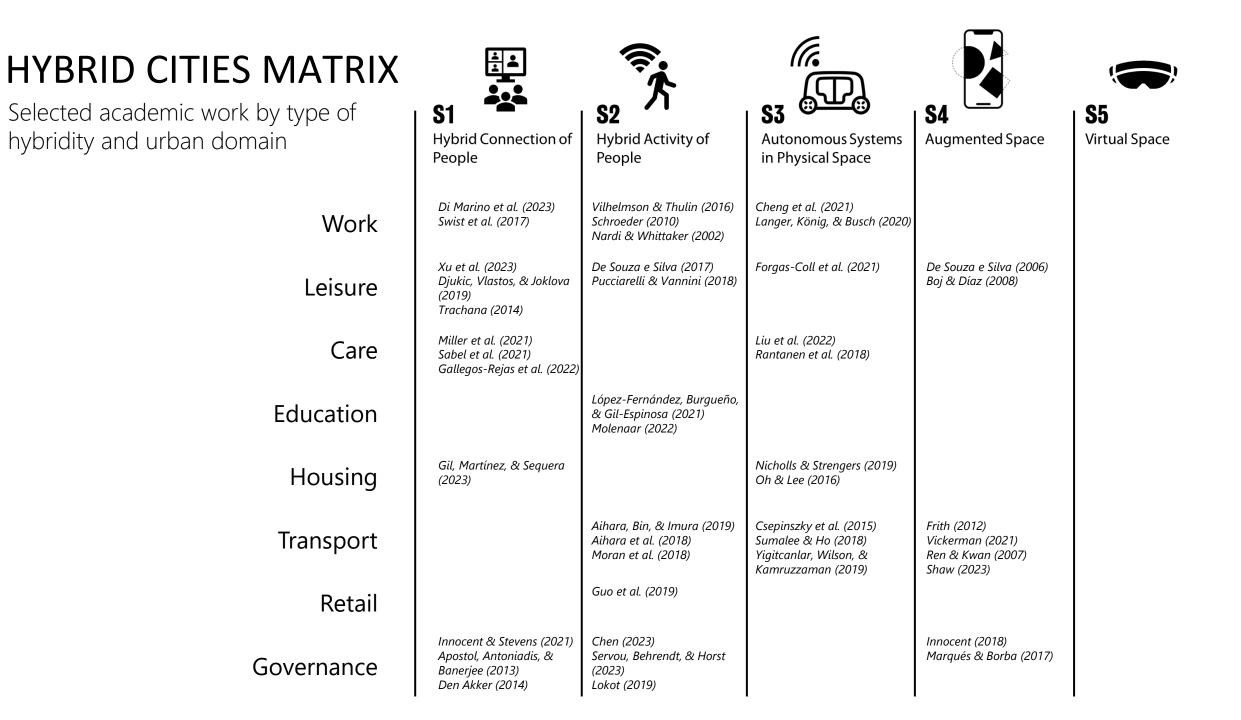
Physical and virtual environments are combined through digital devices



**S**5 **Virtual Space** 

Virtual environments with limited connection to physical space

# 04 Critical Hybrid Cities Ecosystems



## HYBRID CITIES MATRIX

Web hits by type of hybridity and urban domain (based on related key terminologies)

Legend (web search results) > 1m 500k-750k

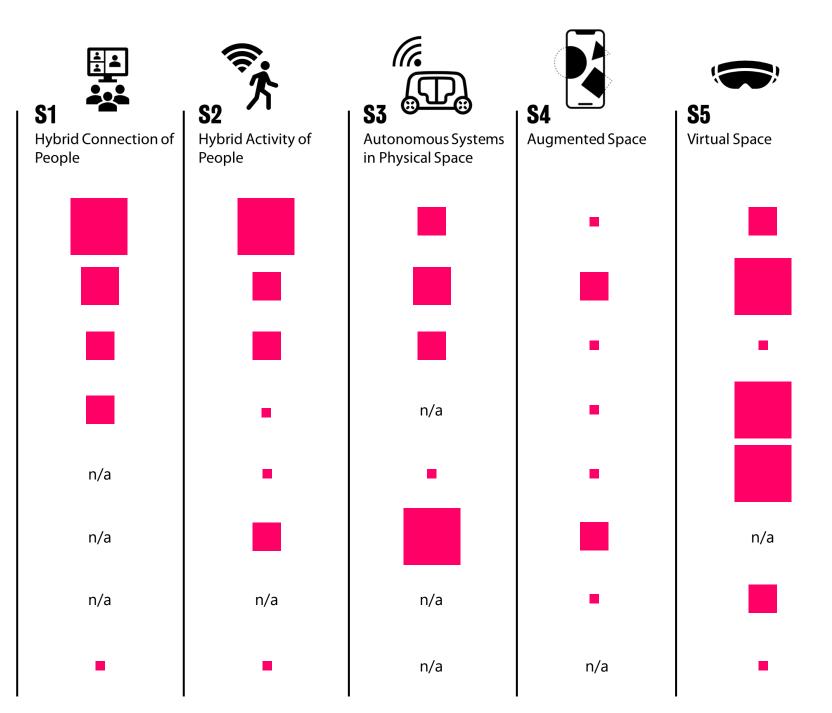
100k-500k

< 100,000

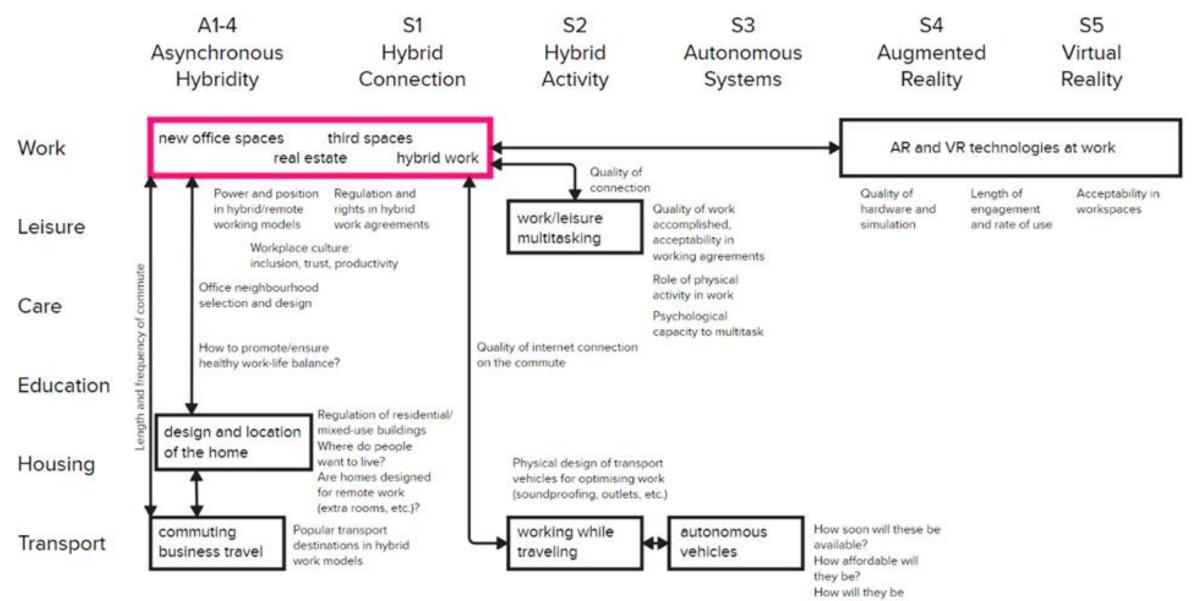
Care Education Housing Transport Retail Governance

Work

Leisure



## 01 | THE EVOLVING GEOGRAPHY OF KNOWLEDGE WORK

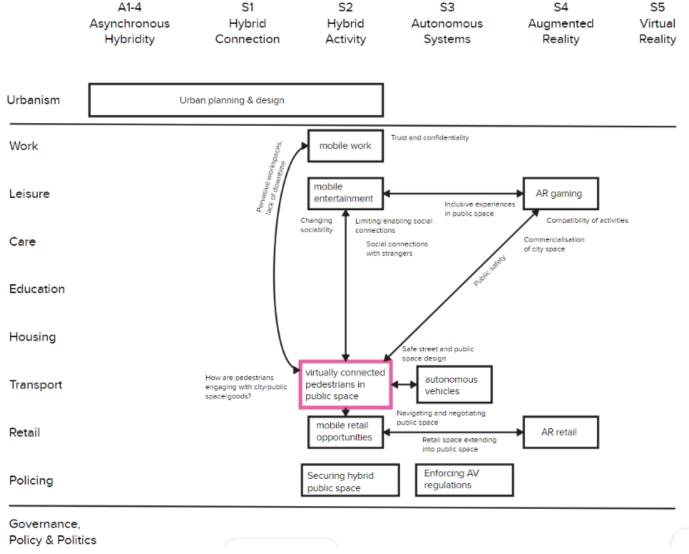








## 02 | PUBLIC SPACE, CONNECTED PEOPLE AND AUTONOMOUS SYSTEMS





### 03 | HYBRID RETAIL, DELIVERY AND LOGISTICS

