The Zoning of Things

This course introduces students to zoning as an urbanistic tool related to representation, classification, and design. Readings investigate zoning as a form of both ideation and technology through texts that include Michel Foucault, Aristotle, Walter Benjamin, Christopher Alexander, Keller Easterling and Isabelle Stengers, as well as the Zoning Resolution of the City of New York, video games, films, and canonical urban plans. Using these references and the conceptual framework introduced, students will complete two texts that either analyze an existing zoning or propose a new zoning to operate on the built environment, socio-economics, ecology, demographics, or other aspects of urbanity for a site of the student's choosing.

Course readings and assignments are organized within 6 modules: Zoning as Classifying; The Politics of Technical Inventions; The Living City; The Double Life of Rules. Order, Interpretation, and Resemblance; and Boundaries.