knowledge neighbourhoods

spatial arrangements and social interactions of arts and sciences

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aag annual meeting
february 25, 2012
new york

LOCAL IDEAs

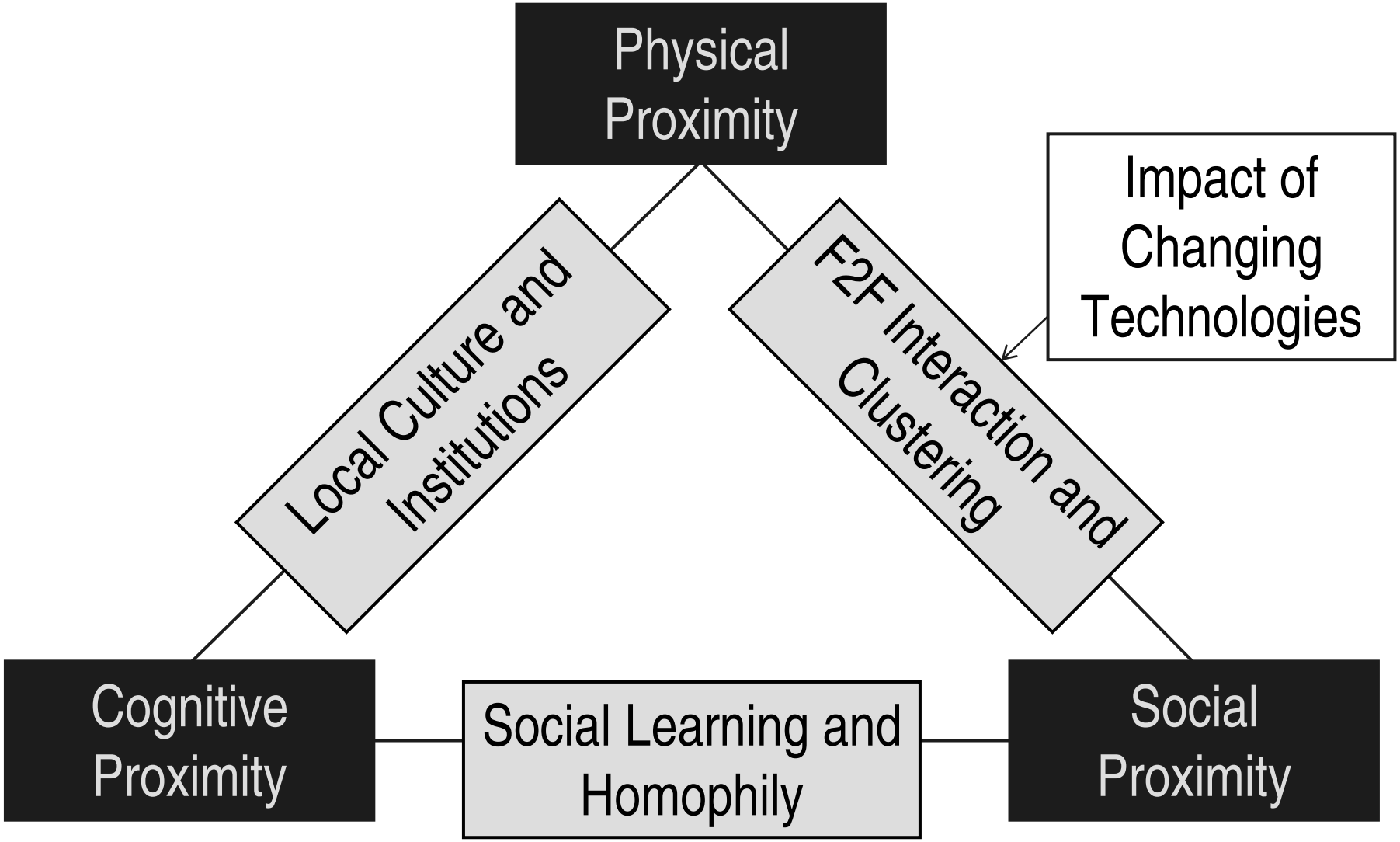
MUNK SCHOOL OF GLOBAL AFFAIRS
UNIVERSITY OF TORONTO

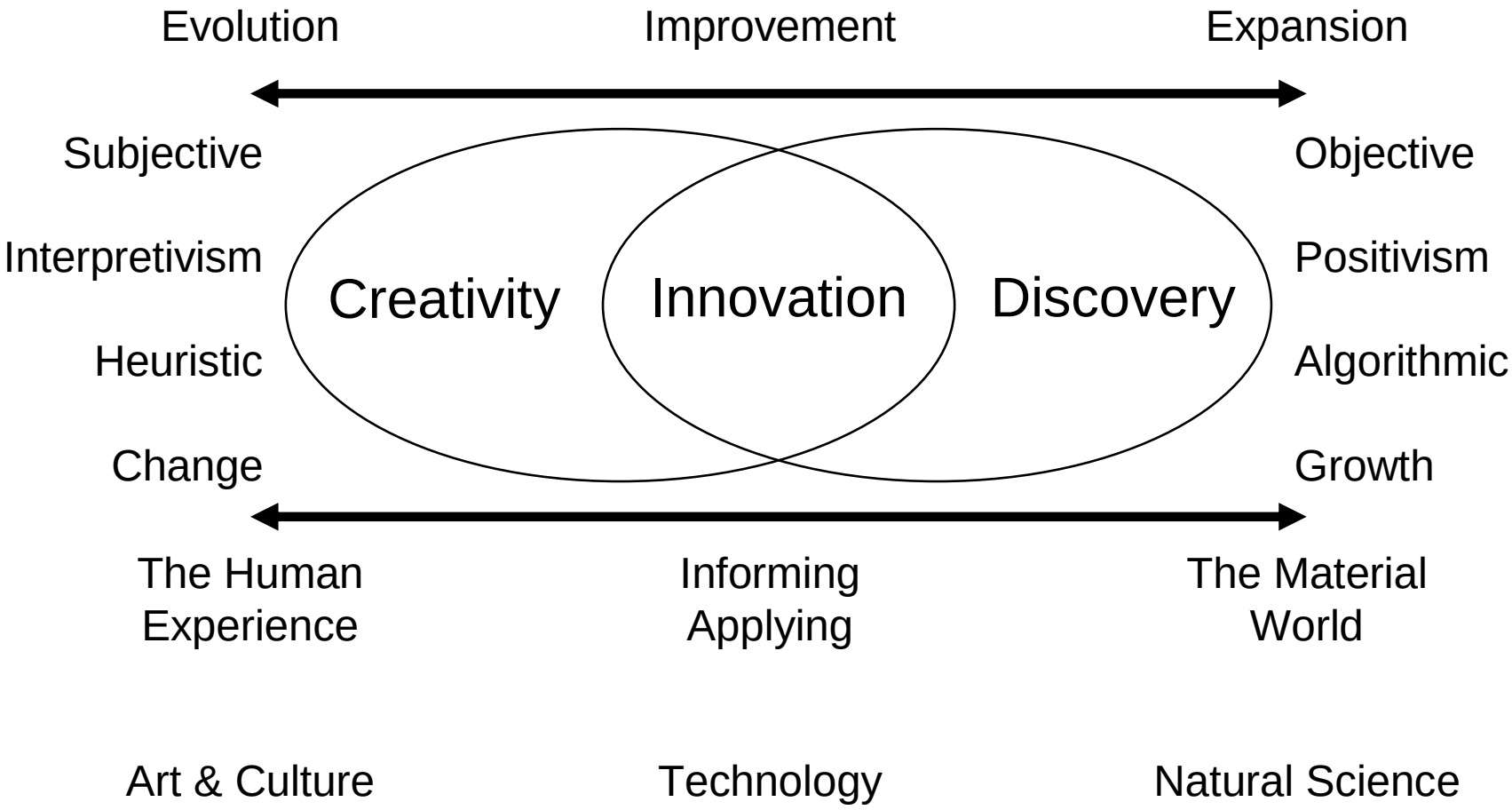
Aims of the paper:

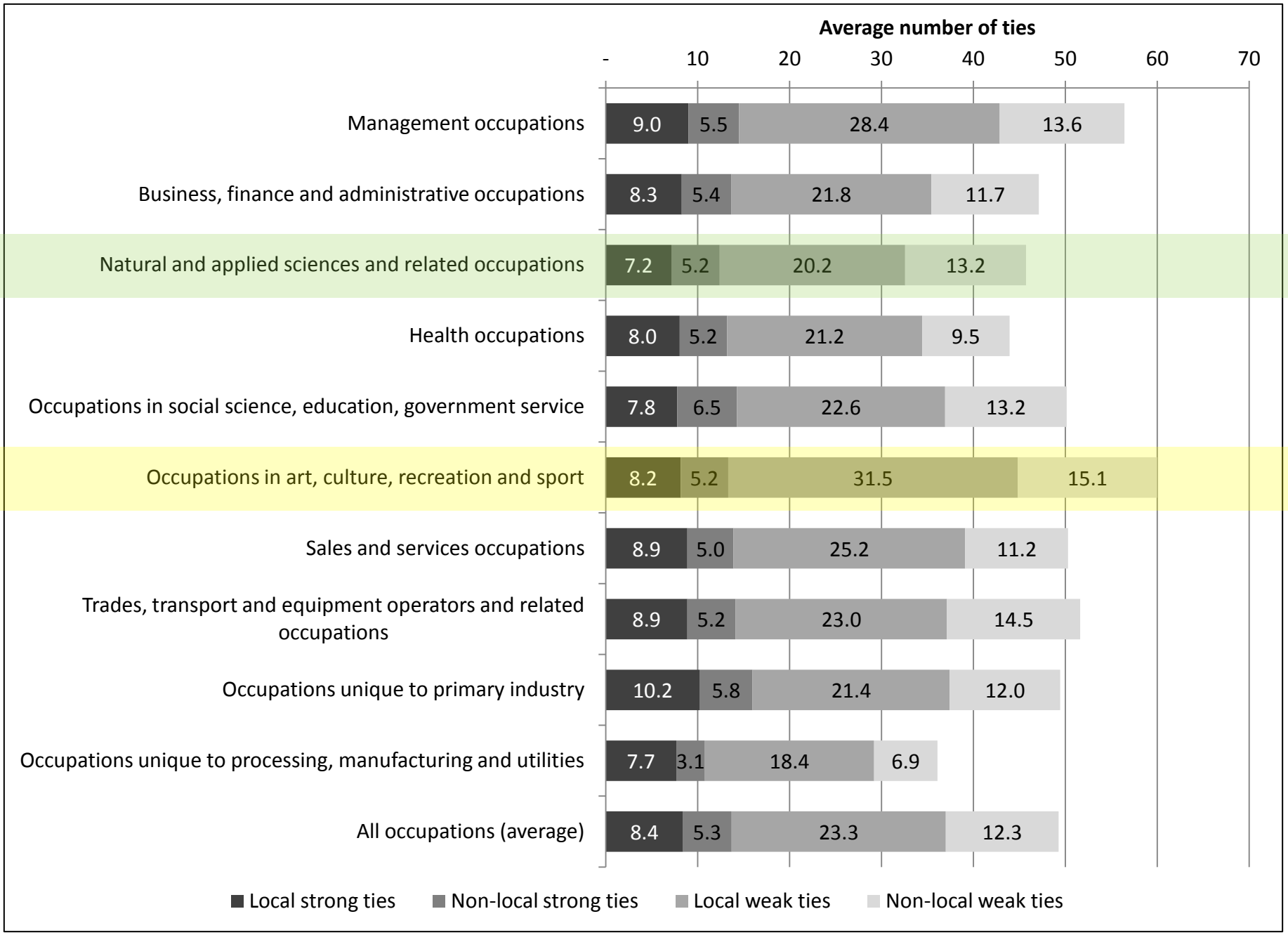
a) research at the sub-regional scale can improve our understanding of how and why clustering occurs
   - Investigation of urban landscape for clues about patterns of interaction

b) demonstrate that the patterns of local clustering varies between creative industries and science-based industries
   - patterns of social interaction also differ significantly between knowledge-bases (amount of interaction + intra/inter-firm)

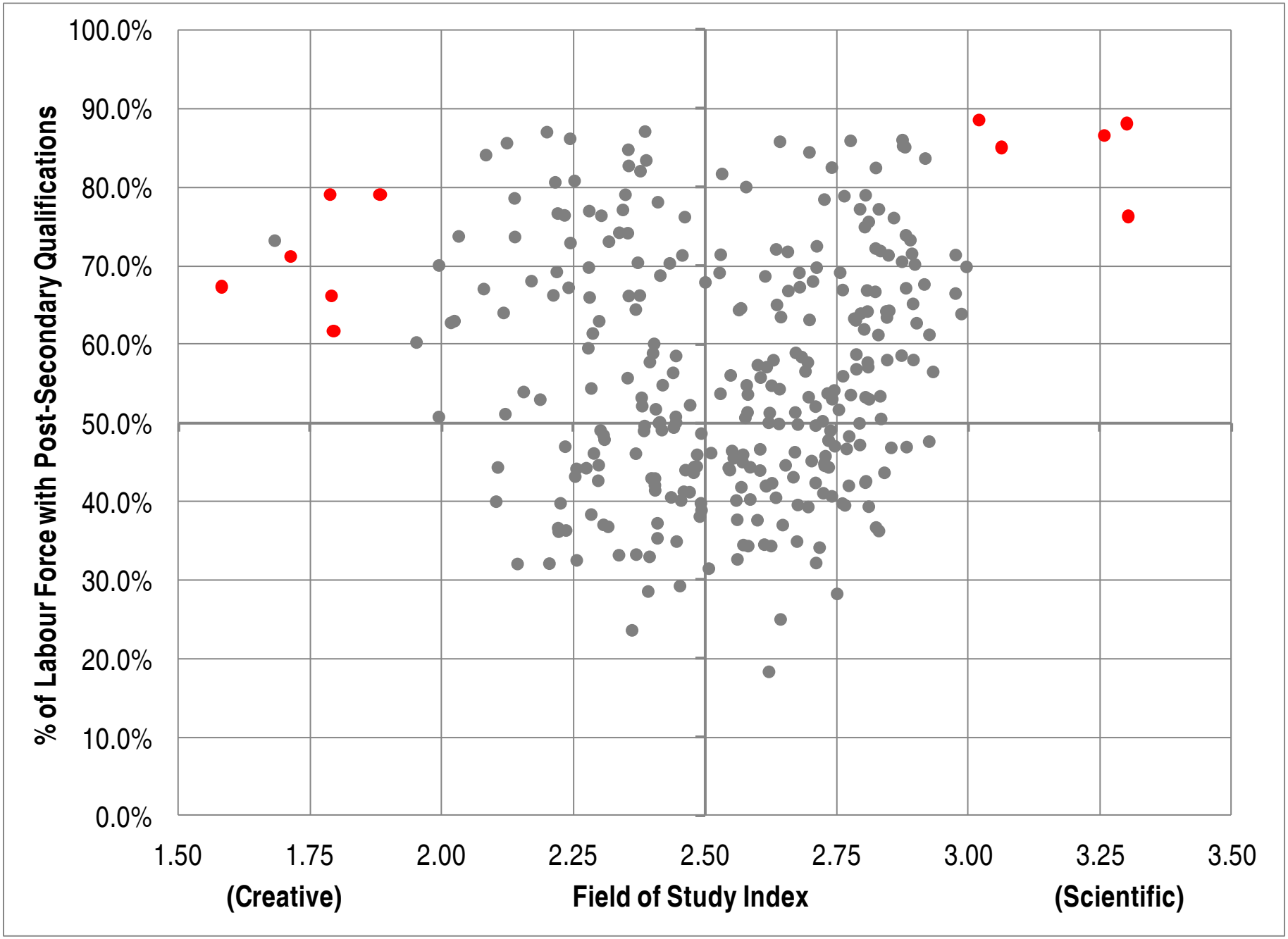
c) suggest that these nuances need to be reflected in the policy recommendations of local economic governance


Physical Proximity
Impact of Changing Technologies
Local Culture and Institutions
F2F Interaction and Clustering
Cognitive Proximity
Social Learning and Homophily
Social Proximity


Evolution
Improvement
Expansion
Subjective
Objective
Interpretivism
Positivism
Heuristic
Algorithmic
Change
Growth
Creativity
Innovation
Discovery
The Human Experience
Informing Applying
The Material World
Art & Culture
Technology
Natural Science



Source: Canadian General Social Survey, 2008



Source: Census of Population 2006

creative industries

5121 Motion picture and video industries (excluding 512130 movie theatres)
5122 Sound recording industries
5151 Radio and television broadcasting
5414 Specialized design services
7111 Performing arts companies
7115 Independent artists, writers and performers

science industries

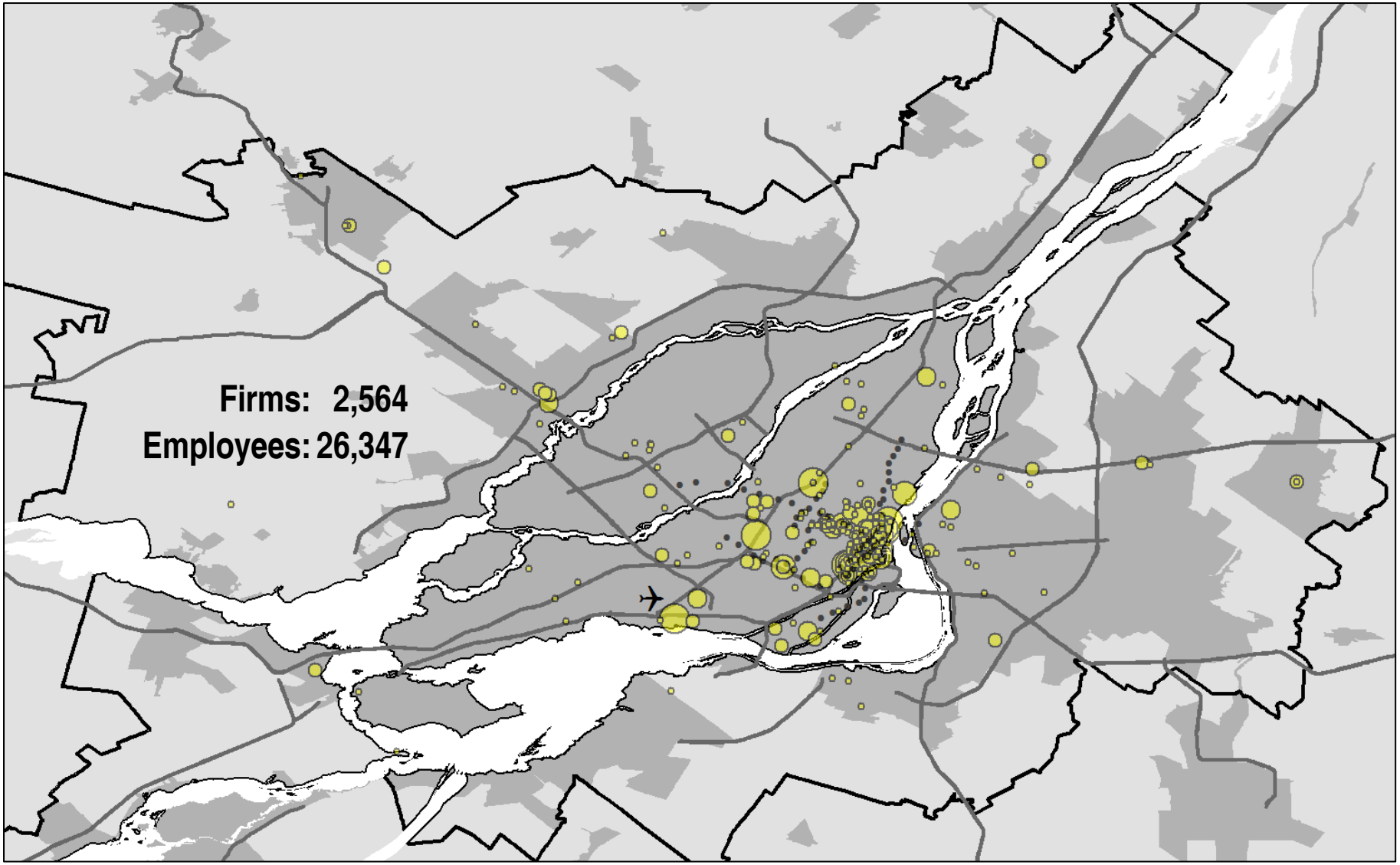
3254 Pharmaceutical and medicine manufacturing
5112 Software publishers
5415 Computer systems design and related services
5417 Scientific research and development services
6215 Medical and diagnostic laboratories

	Creative Industries			Science Industries		
	Employment	LQ	% share of national	Employment	LQ	% share of national
Montréal	43,550	1.62	18.4%	68,455	1.61	18.4%
Toronto	62,855	1.63	26.6%	98,505	1.62	26.4%
Vancouver	28,385	1.76	12.0%	37,075	1.46	9.9%
3 region totals	134,790	1.65	57.1%	204,035	1.58	54.7%

Source: Census of Population 2006

creative industries

MONTREAL

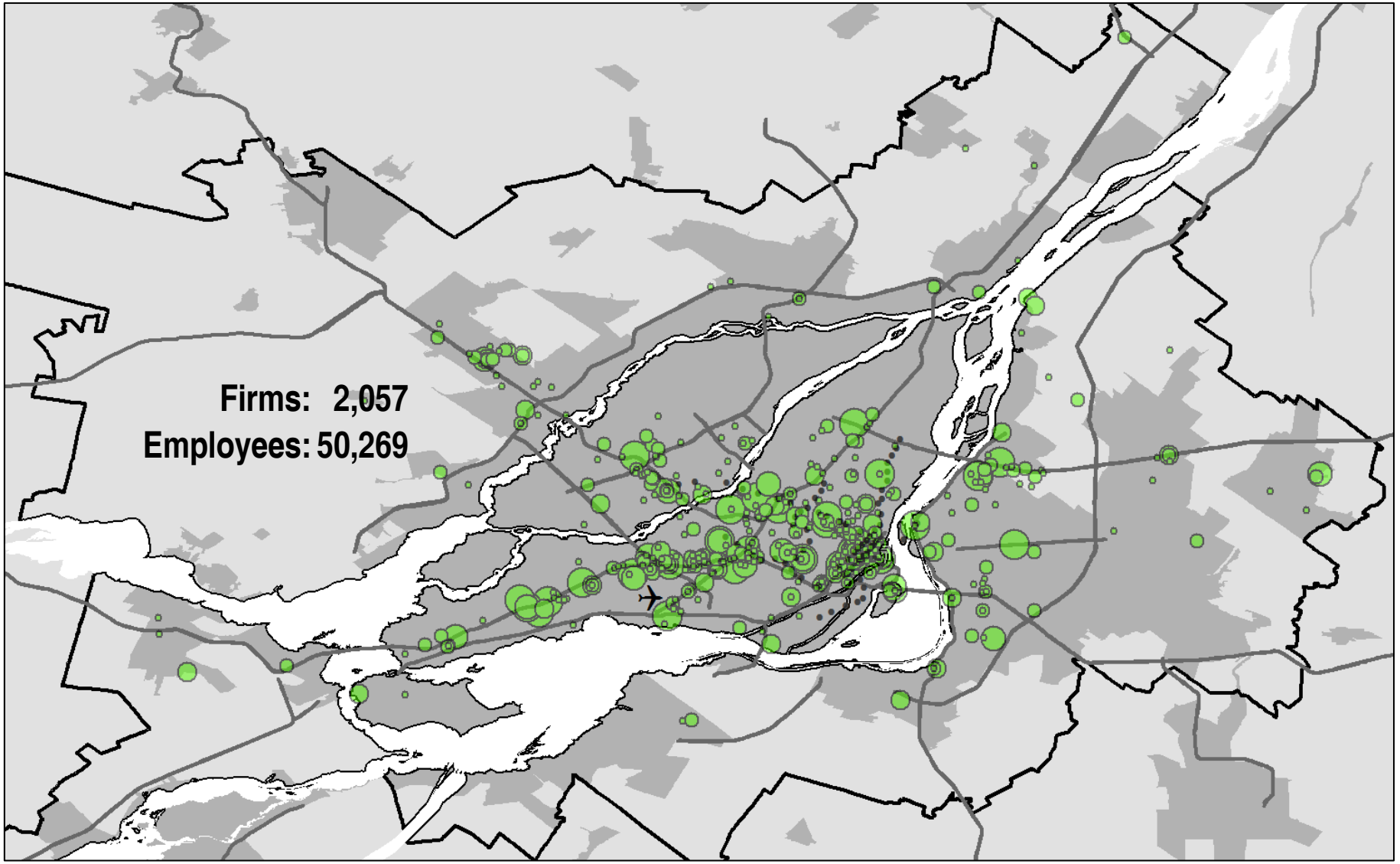


Source: Dun & Bradstreet 2011

Employees 10-19 20-49 50-199 200+

science industries

MONTREAL



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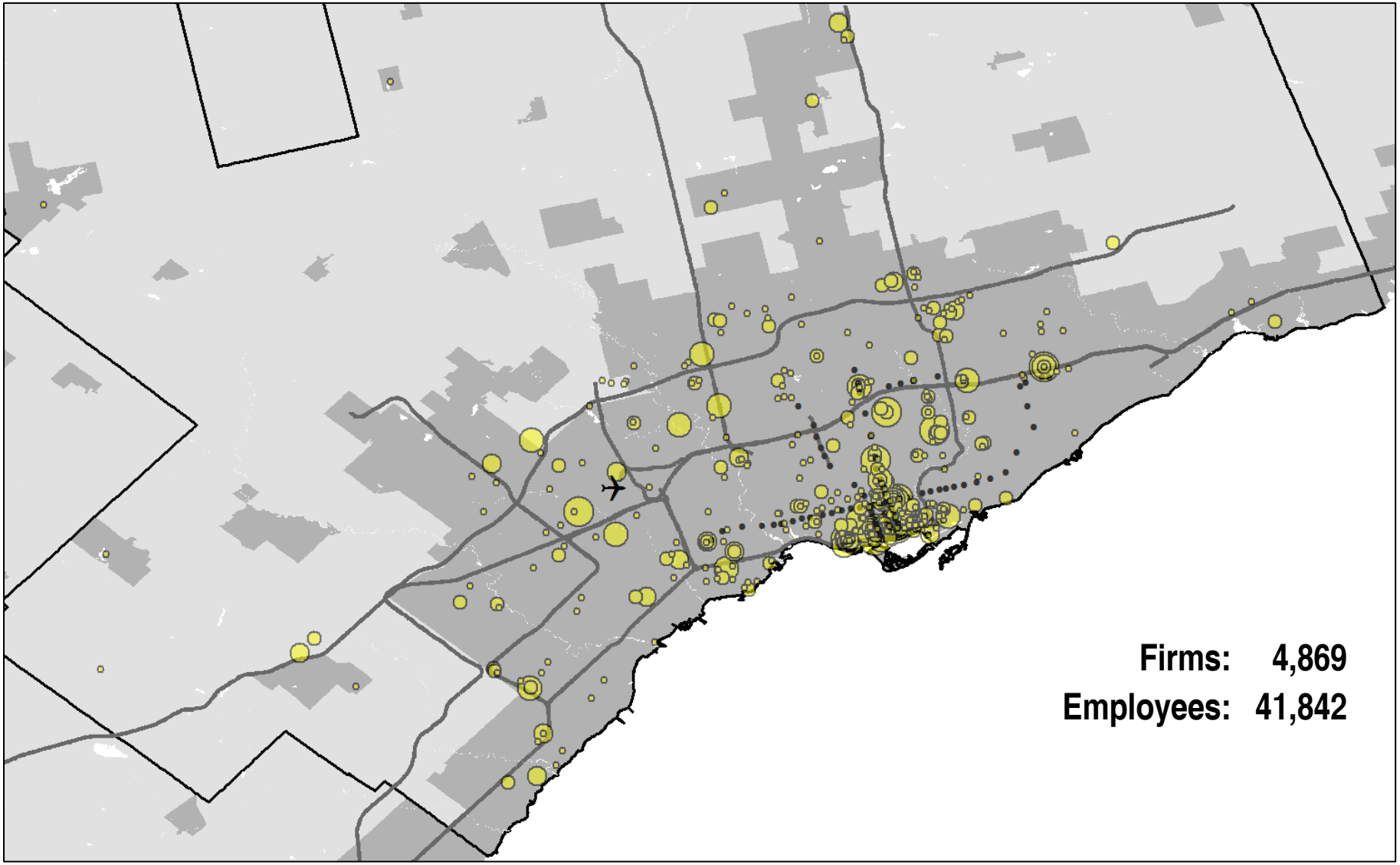
Employees 10-19 20-49 50-199 200+

creative industries

TORONTO



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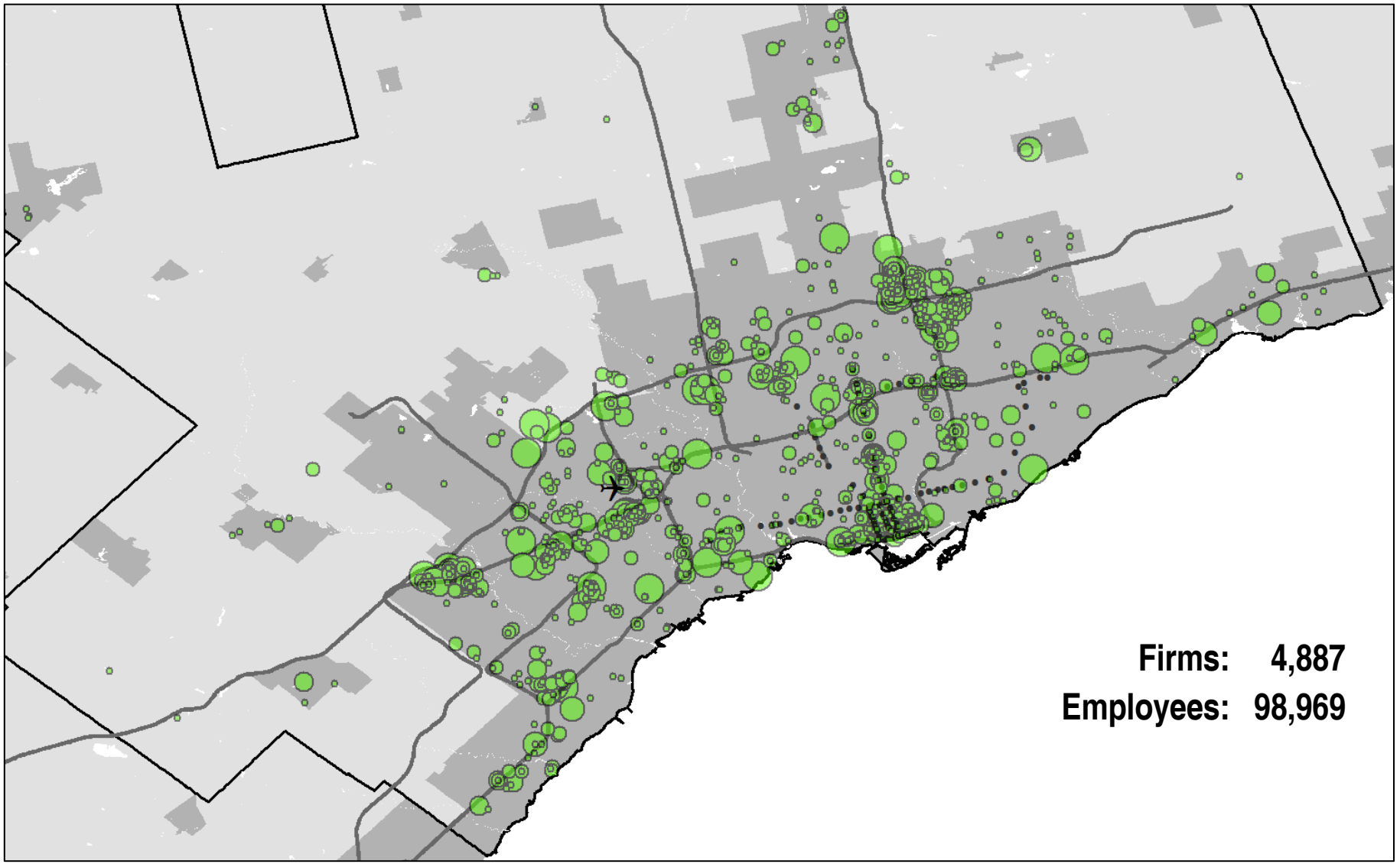

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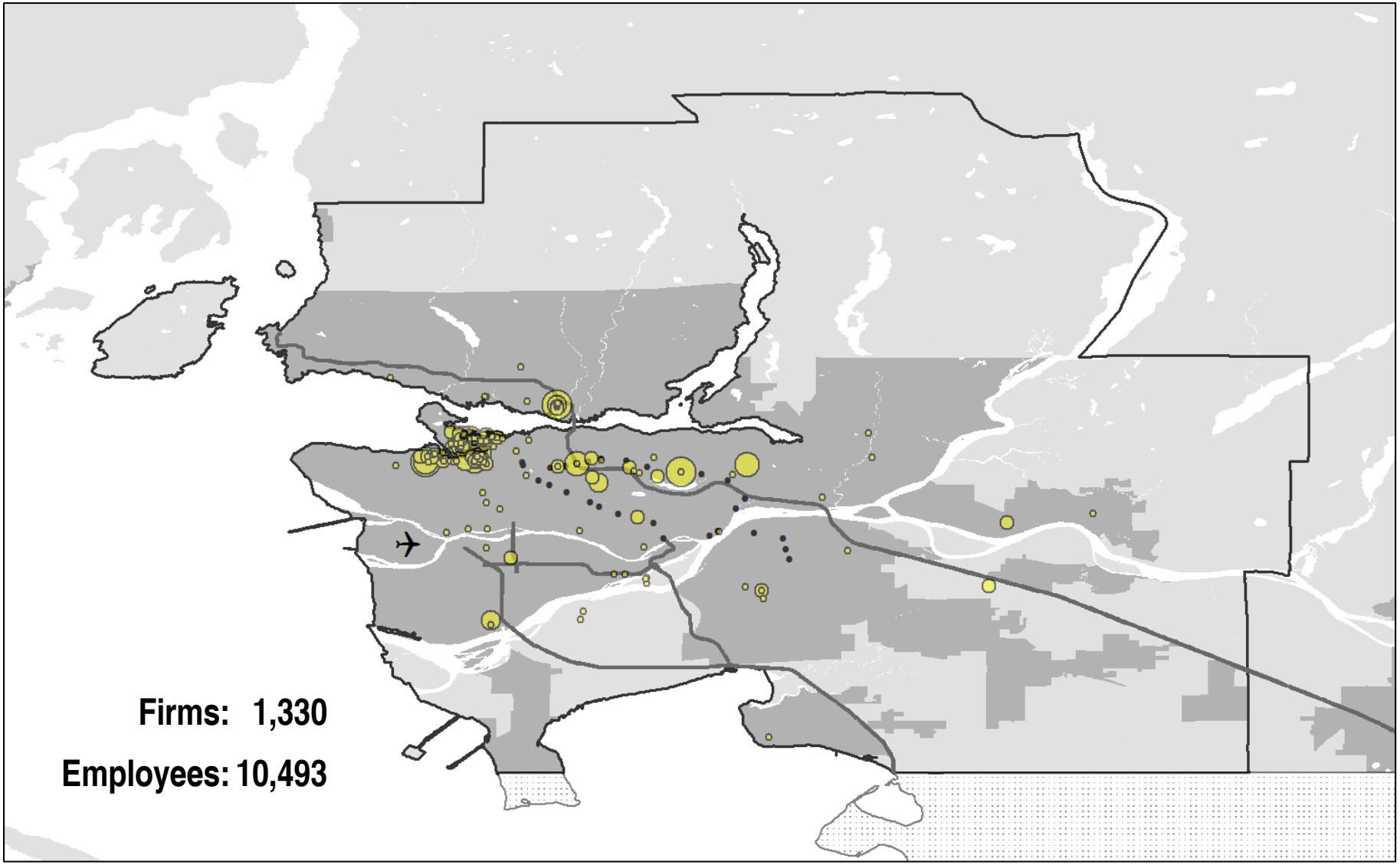
creative industries

VANCOUVER



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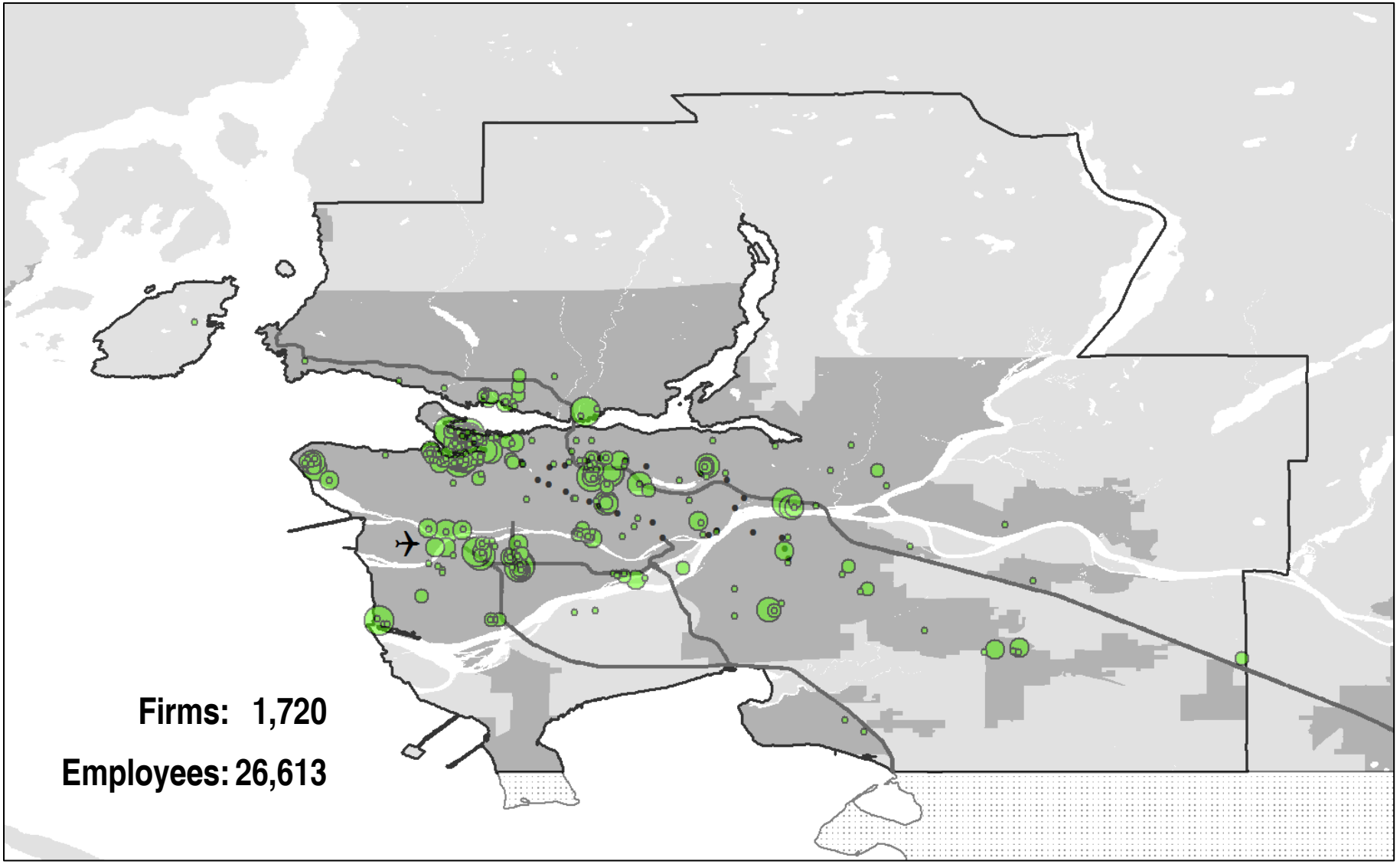
VANCOUVER



Source: Dun & Bradstreet 2011

Employees 10-19 20-49 50-199 200+

artist & **scientist** neighbourhoods

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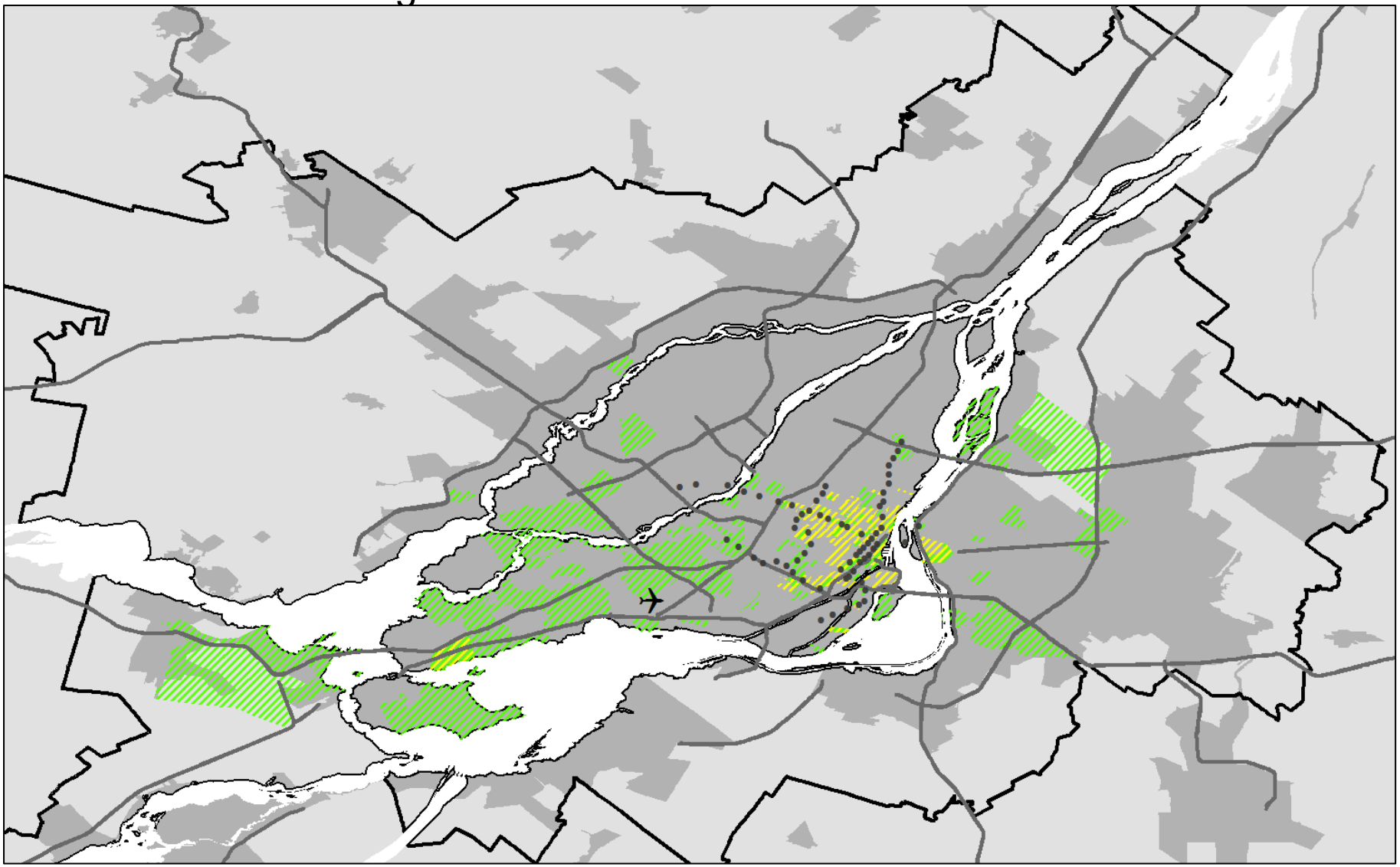

Source: Census of Population 2006

Residential neighbourhoods where occupational (NOC C&F) LQ > 1SD above mean LQ

artist & **scientist** neighbourhoods

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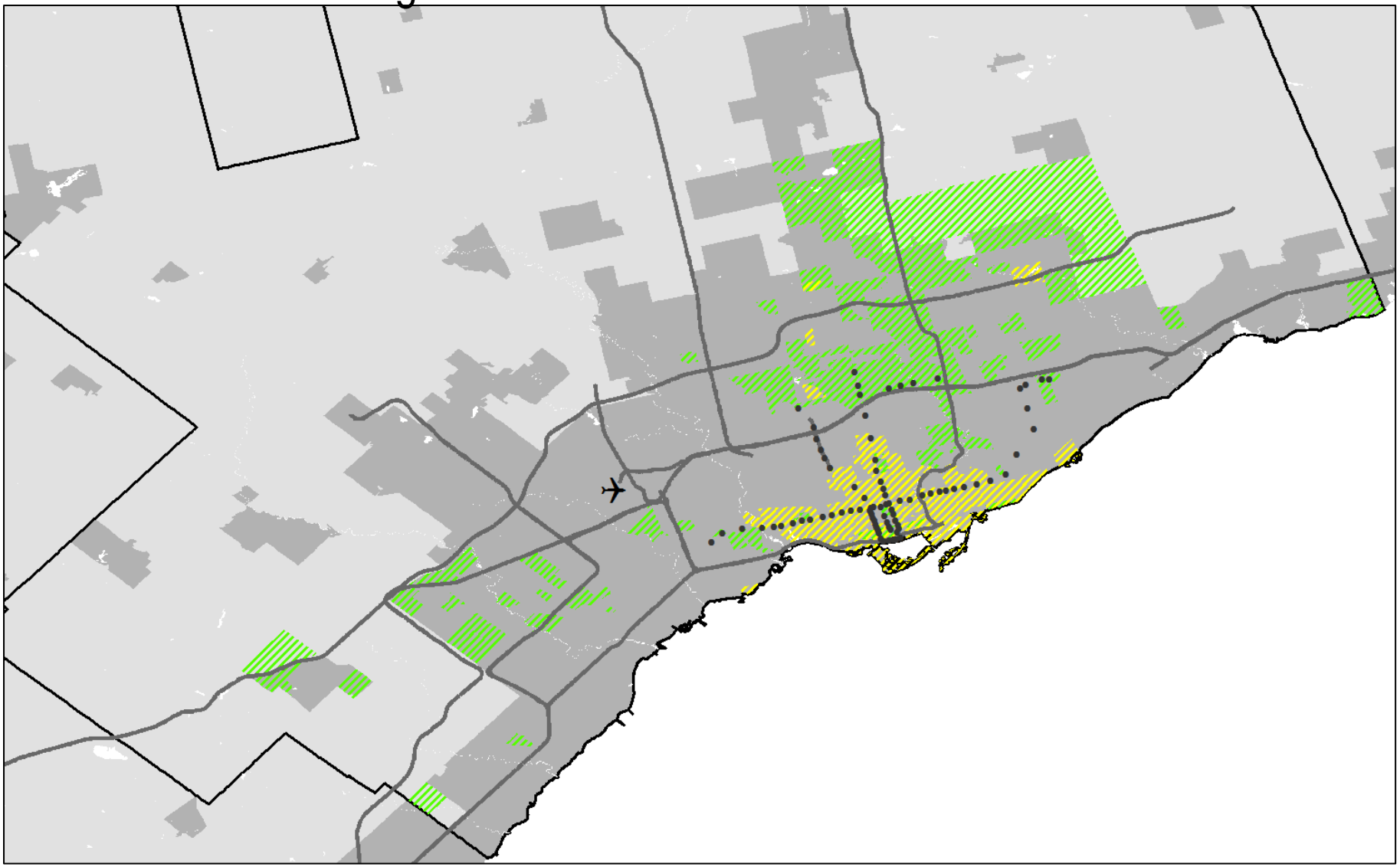

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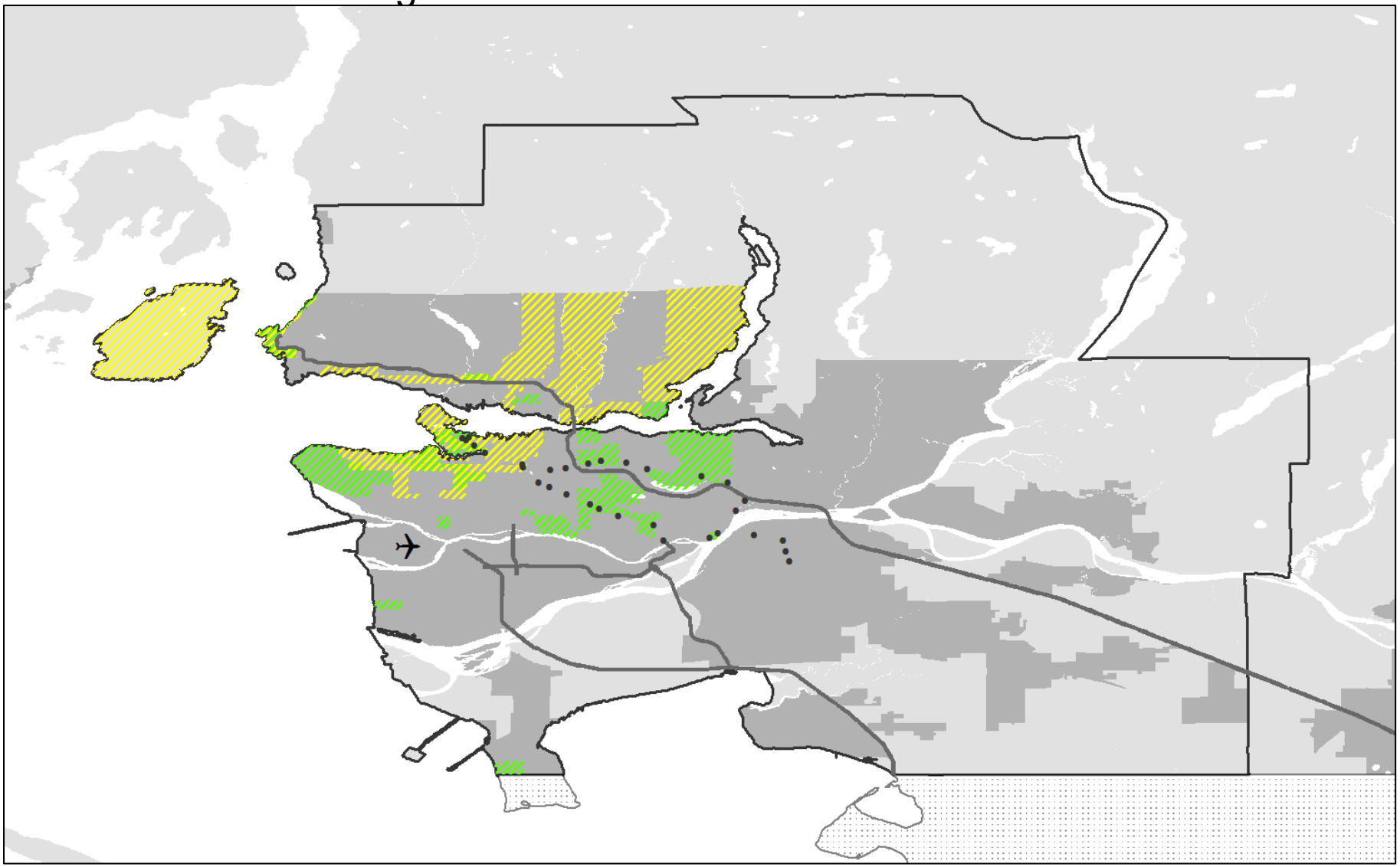


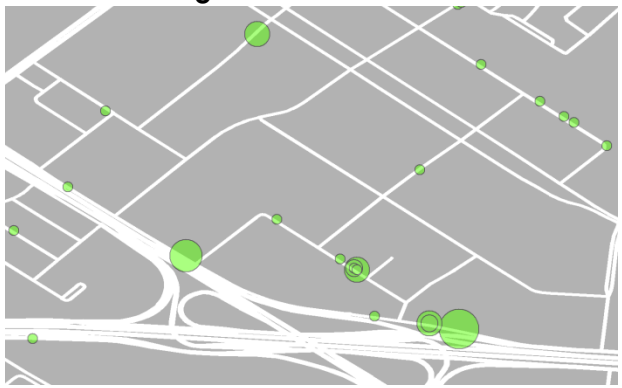
Source: Census of Population 2006

Residential neighbourhoods where occupational (NOC C&F) LQ > 1SD above mean LQ

creative neighbourhoods

science neighbourhoods

Old Montreal
MONTREAL



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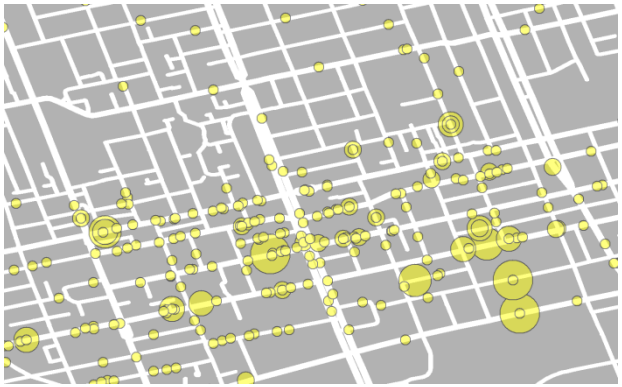
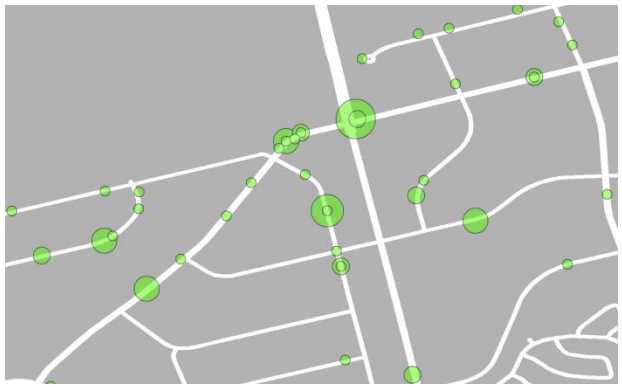
King & Queen W
TORONTO





404 & 407
TORONTO

Yaletown
VANCOUVER

Knight St. &
East-West
Corridor
VANCOUVER

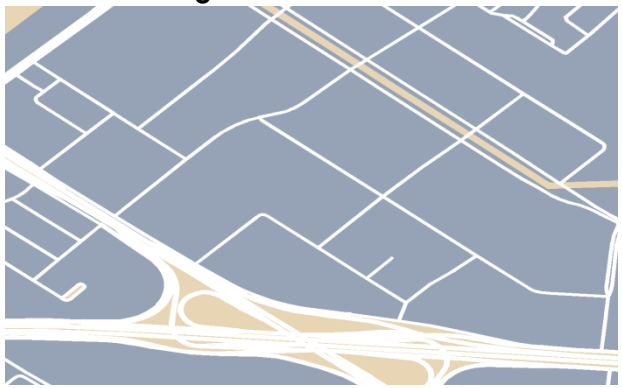
creative and scientific business locations

source: Dun & Bradstreet

creative neighbourhoods

science neighbourhoods

Old Montreal
MONTREAL



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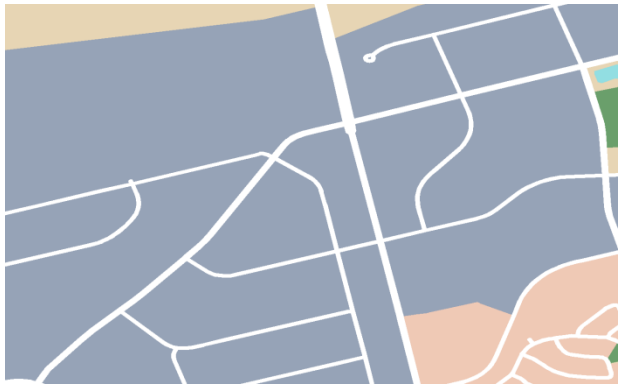

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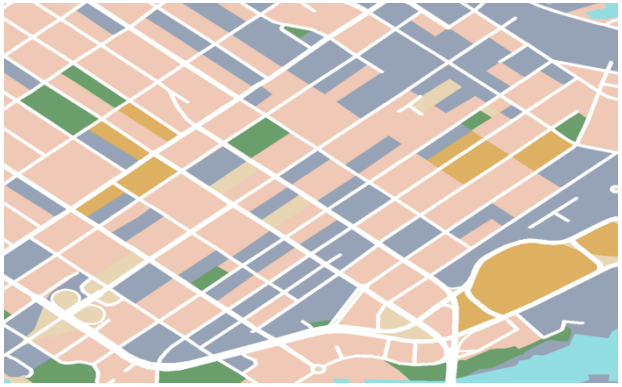

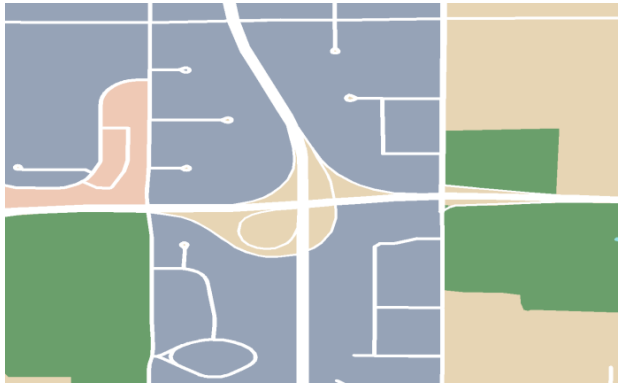

Knight St. &
East-West
Corridor
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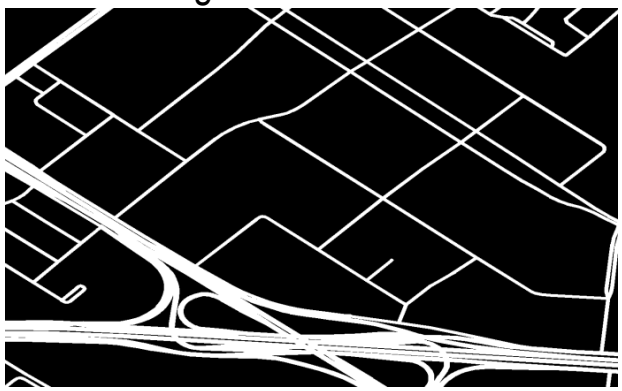
land use
source: CanMap 2011

creative neighbourhoods

science neighbourhoods

Old Montreal
MONTREAL



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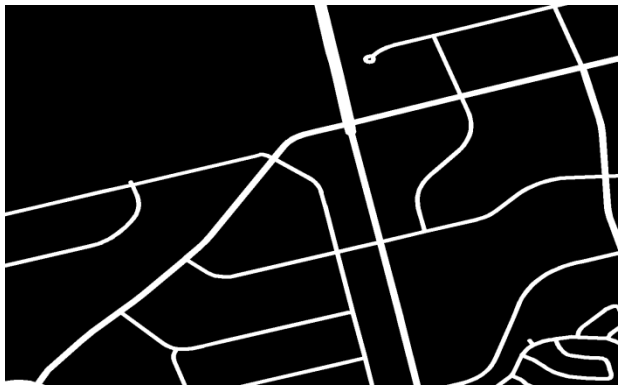

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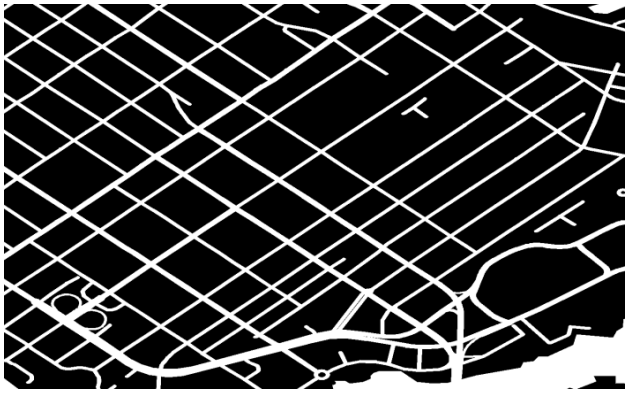
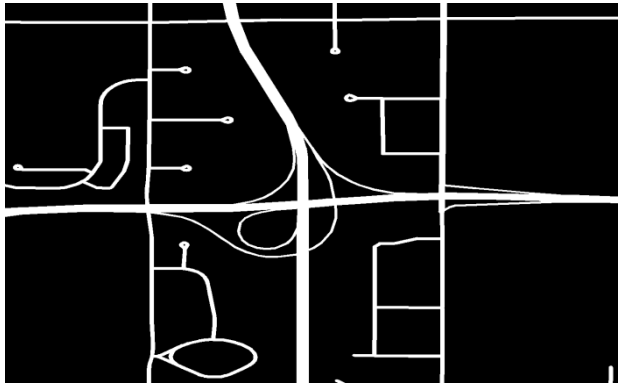
Yaletown
VANCOUVER





Knight St. &
East-West
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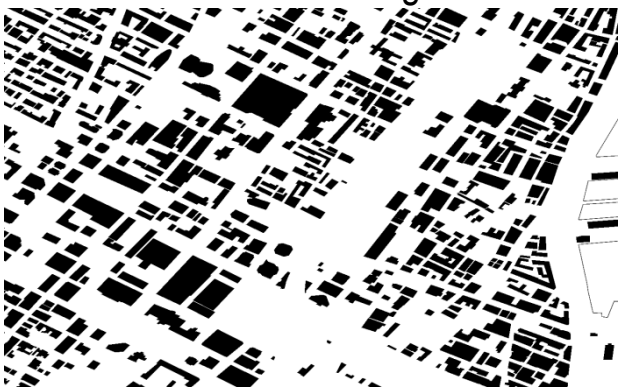
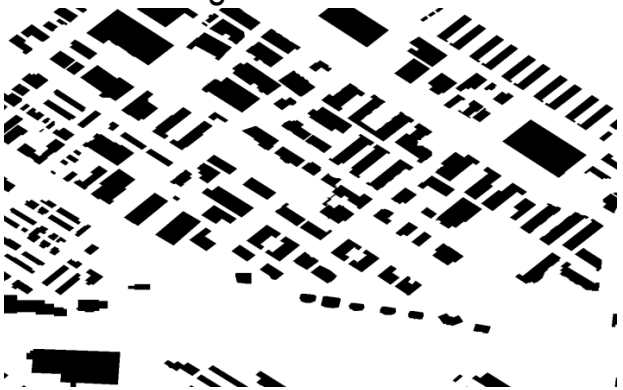
block diagrams
source: CanMap 2011

creative neighbourhoods

science neighbourhoods

Old Montreal
MONTREAL





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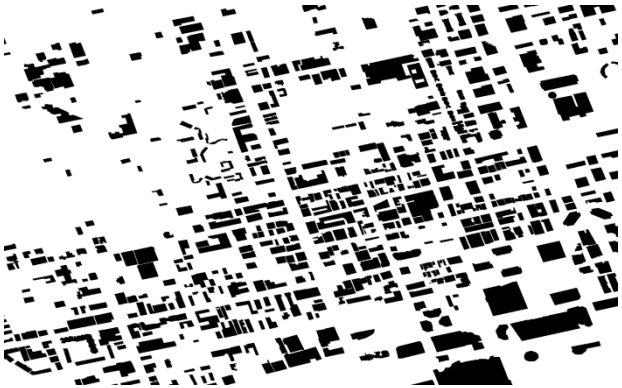

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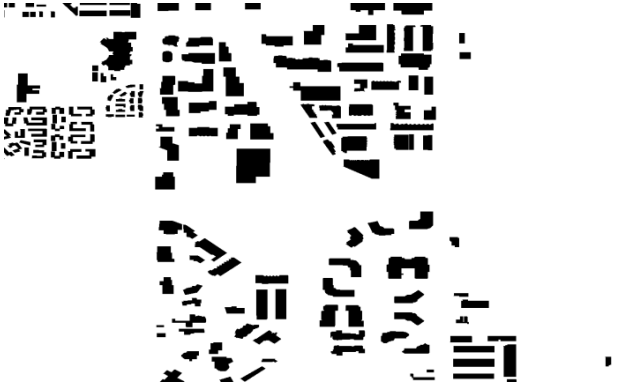

Knight St. &
East-West
Corridor
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commercial building footprints

source: CanMap 2011

creative neighbourhoods

science neighbourhoods

Old Montreal
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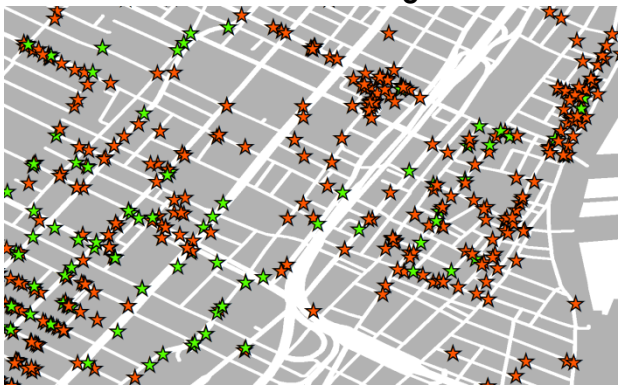

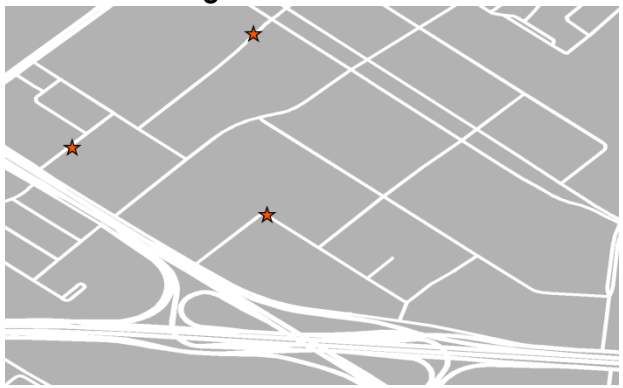

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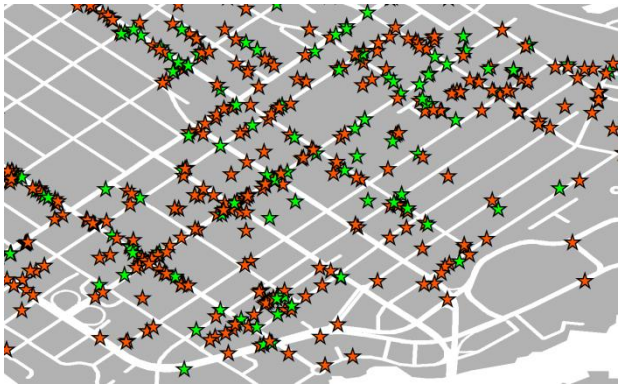

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cafes, restaurants & bars by single (orange) and multiple (green) locations

source: Dun & Bradstreet

Characteristics	Creative Neighbourhoods	Science Neighbourhoods
Firm Location	Edge of core	Suburban
Office Rents	Medium-high	Low-medium
Firm Structure	Micro-Small	Medium-Large
Anchors	Venues; institutions	Large firms; institutions
Work force location	Overlapping	Adjacent
Transportation	Public; walk; bike	Private (cars)
Density	Very High	Low-medium
Land Use	Mixed	Mono
Building Types	Varied; adapted re-use	New; purpose-built
Bars, restaurants, cafes	Dense; authentic	Sparse; inauthentic
Change/evolution	Gentrification	Sprawl
Key social dynamics	**Inter-firm**	**Intra-firm**

At this point more questions than answers:

How does urban form influence social interaction?

- some landscapes likely foster more interaction (especially inter-firm)

How does urban form affect knowledge production?

- links to diversity (creative-based) versus specialization (science-based)?

How does this impact the spatial patterns of economic activity?

- creative industries occupy highly specific spaces
- science-based industries in disposable/temporary landscapes?

Possible policy implications

a) Universal models of clusters/RIS/learning need to be differentiated (i.e. knowledge-bases)

b) Not all industries can be expected to thrive in all types of local environments (i.e. questioning the wisdom of promoting creative and cultural industries ‘everywhere’)

c) The regional scale is not *necessarily* always the optimal scale of local economic governance

d) Should urban design/planning be better integrated with economic development?

creative industries firm growth 2001-2011

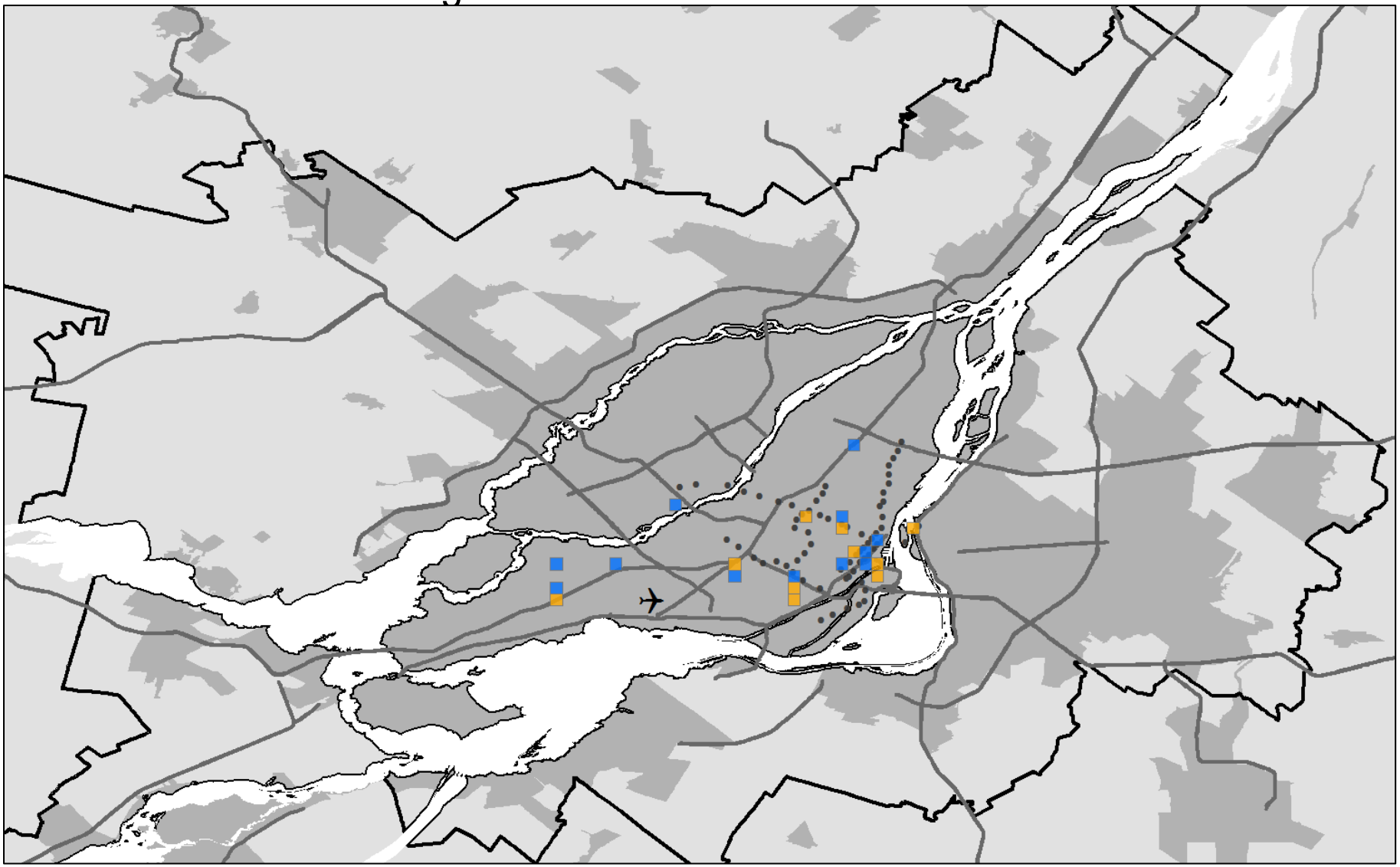
MONTREAL

Source: Dun & Bradstreet 2001, 2011

Change => 5 firms Orange (+) Blue (-)

science industries firm growth 2001-2011

MONTREAL



Source: Dun & Bradstreet 2001, 2011

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creative industries firm growth 2001-2011

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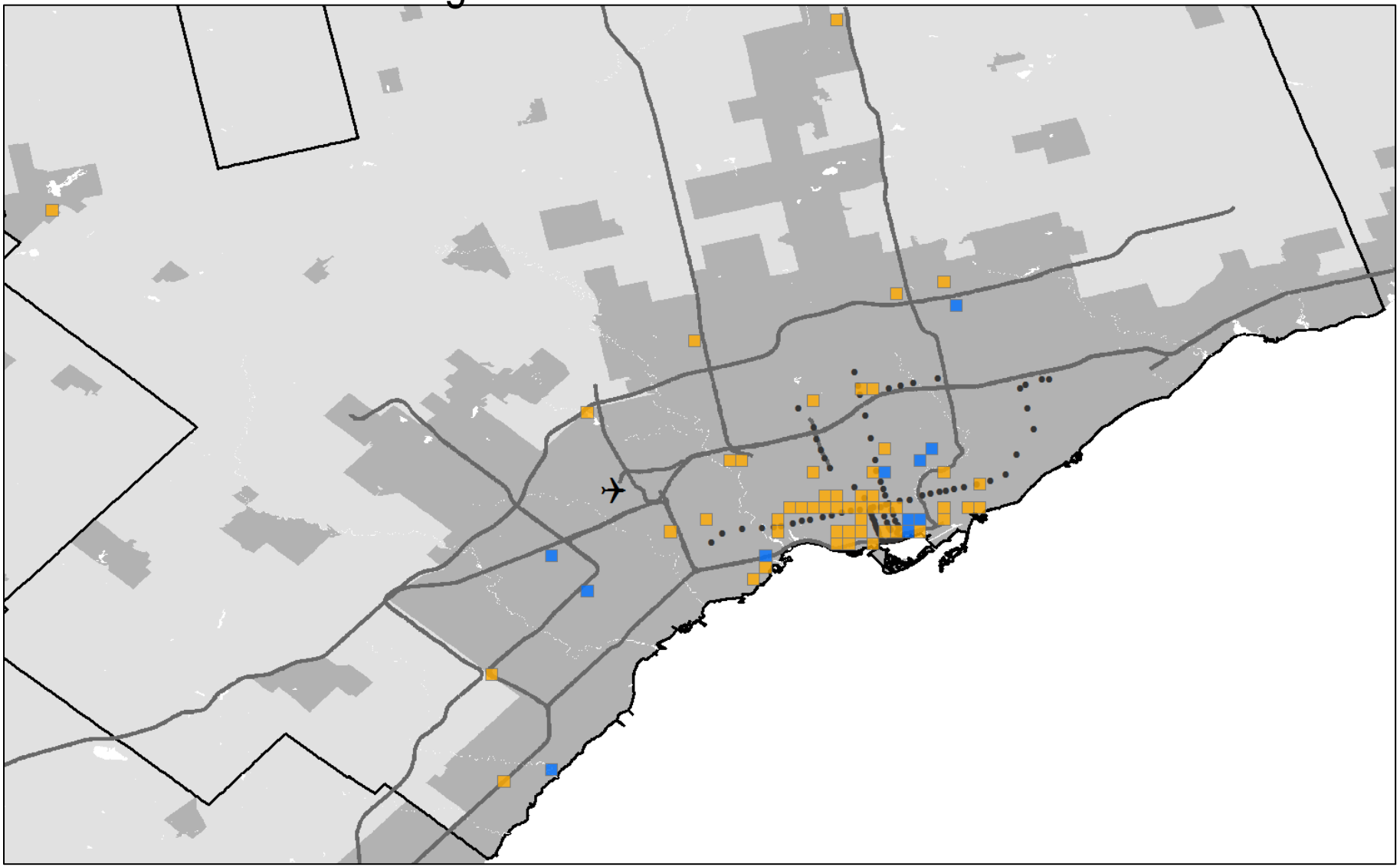

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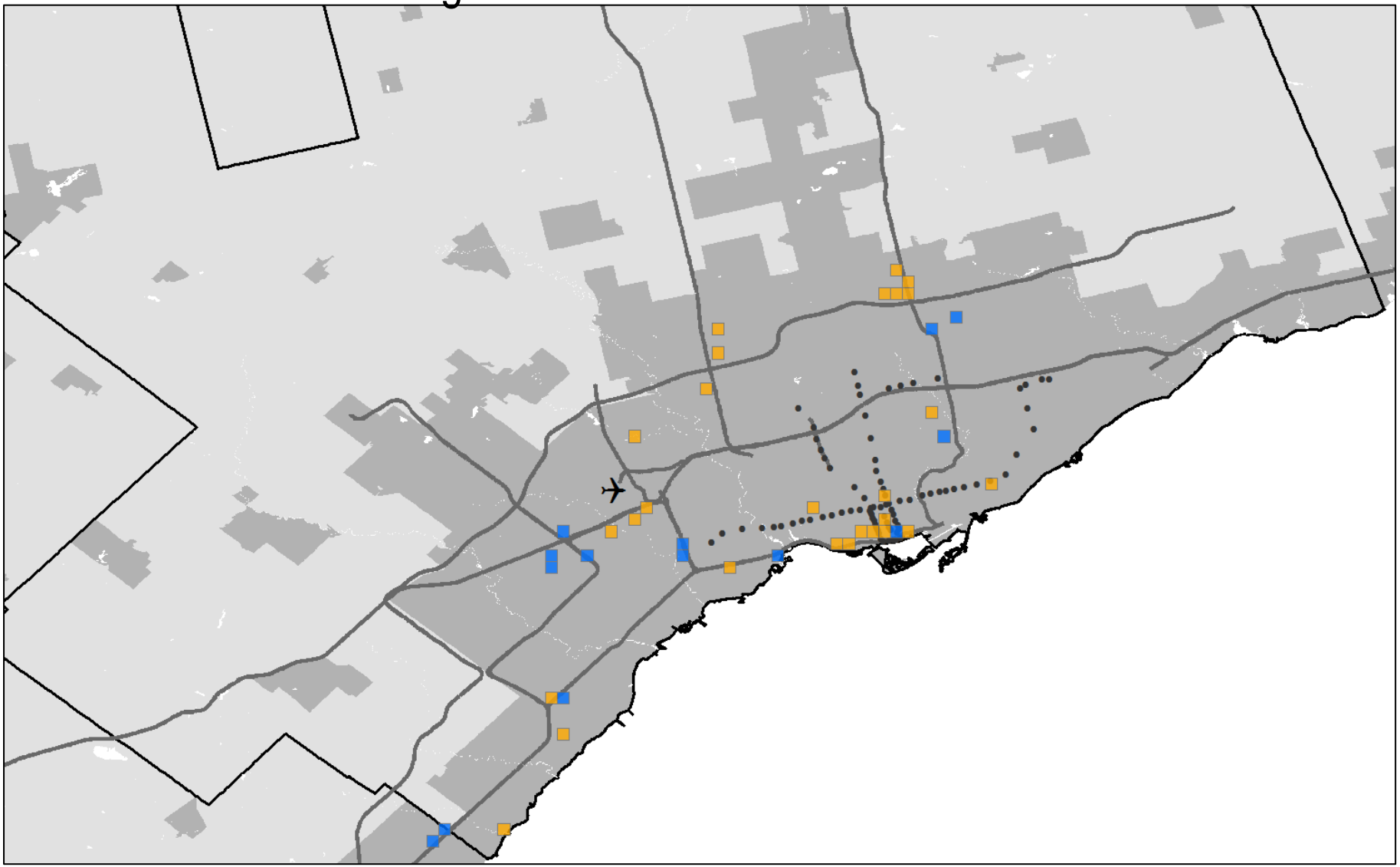

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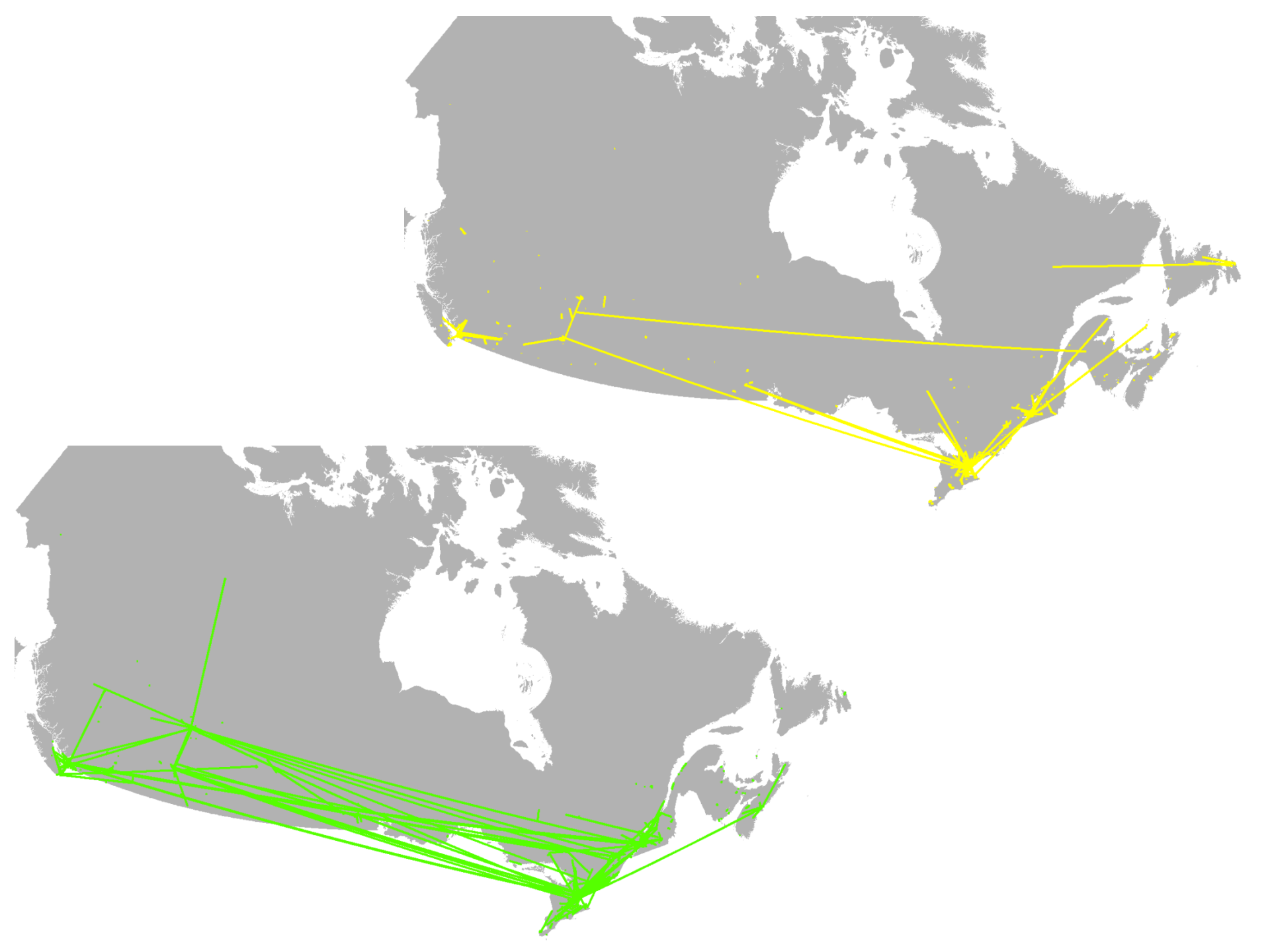
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