

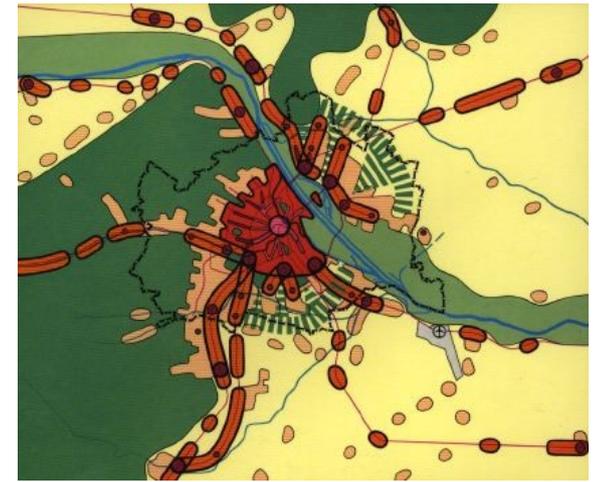
The New City and the New Countryside

A NEW PARADIGM ?

Urbanization no longer meaning moving to the cities—and rural life no longer meaning being precarious, endangered, in decline ?

This panel discussion is meant to explore how „on-the-ground urbanization“, digital connectivity, and new spatial models are - finally - reshaping the relationship between cities and rural areas.

By Franz Nahrada, GIVE Research Lab
Vienna and Bad Radkersburg
REAL CORP Panel 24.3.2026



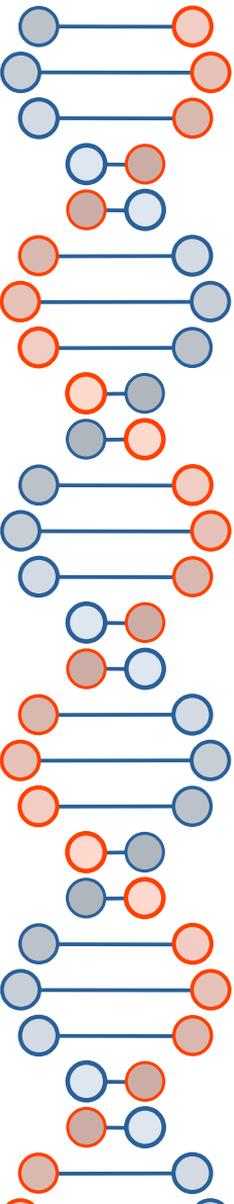
Nineties Vienna „Space of Flows“ planning



Richard Rogers original Parc BIT plan 1994 from my personal archive !

Idea of this Panel

- By linking highly specialized urban knowledge systems with vibrant rural and small-town “front ends,” a win-win dynamic emerges: **cities are relieved of demographic pressure, while rural areas gain vitality, services, and future-oriented relevance.**
- Drawing on Austrian examples and international perspectives, the session is meant to discuss how this new synthesis can take shape in physical space — **sustainably, scalably, and with a high quality of life for both city and countryside.**

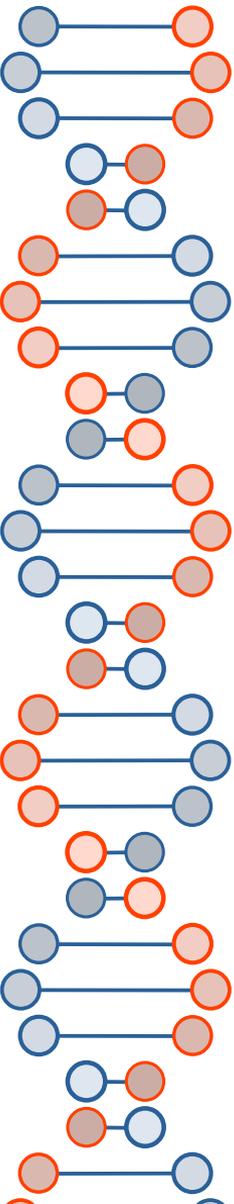


“In Situ Urbanization” – UN DESA

<https://desapublications.un.org/policy-briefs/undesa-policy-brief-104-situ-urbanization-key-leaving-no-one-behind>

(2021)

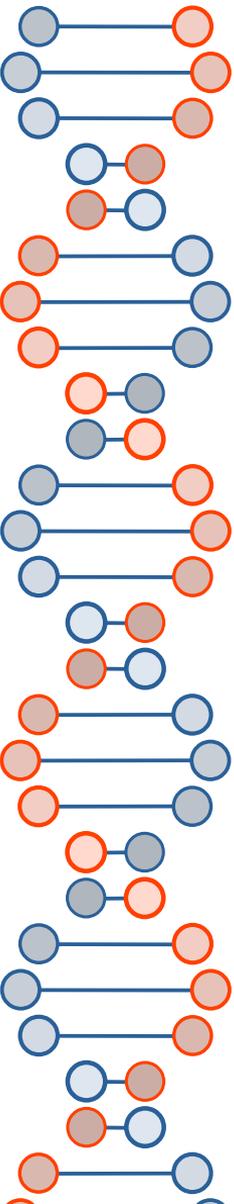
- 80% of people living in poverty reside in rural areas.
- Despite progress, significant development and income disparities between urban and rural areas persist.
- **Traditional urbanization often leads to rural exodus, urban overcrowding, and the emergence of slums.**
- An alternative to traditional urbanization is needed.



Why In Situ Urbanization (ISU)?

- An approach to rural development in which rural areas become more „urban“ without people having to migrate.
- **Expansion of non-agricultural job opportunities**
- **Improved infrastructure (transportation, education, healthcare)**
- **Stronger economic ties with surrounding regions**
- **Goal: Raise living standards to urban levels without losing rural identity.**

Idea: Reduce poverty and inequality, alleviate migration pressure on cities, and promote geographically and demographically balanced development

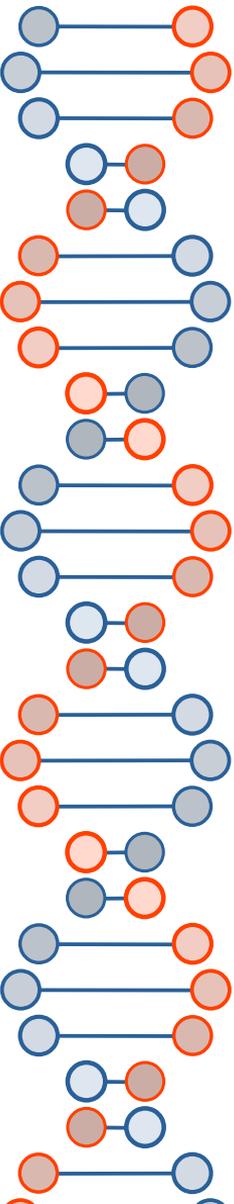


Description 1 : The Case of Japan

- **After World War II: land reforms, mechanization, strong government support.**
- **Farmers became landowners, and productivity rose.**
- **Many households became part-time farmers with income from non-agricultural activities.**
- **Health, education, and transportation played a central role.**
- **Result: Higher incomes than in urban households and balanced regional development.**
- **(Lots of parallels to Austria)**

2nd Example: China

- Since the 1970s: **The emergence of 20,000 small towns and over 100 million non-agricultural jobs.**
- Township and Village Enterprises (TVEs) as the engine of development.
- Factors:
 - **High population density and infrastructure („Village“ and „Small Town“ in China is different from European concepts!!)**
 - **Family-run businesses, Township enterprises and Big Capital merge (Example „Shein fast fashion village“ Guangzhou with 5000 factories)**
 - Political framework (e.g., the **hukou system** which classifies citizens as urban or rural residents, controlling access to social services, employment, and mobility.)
 - *Result: Massive poverty reduction and structural transformation of rural areas. But also extreme long labor – times and tough work conditions.*



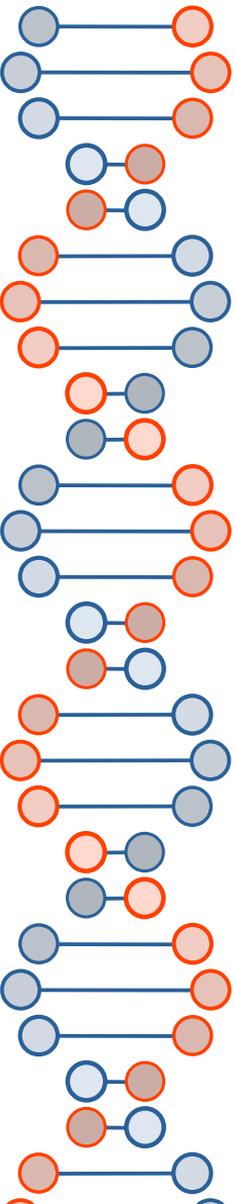
3rd Case: Sri Lanka – “Rural First”

- Very low rural-to-urban migration despite a growing economy.
- Free education and healthcare, affordable public transportation.
- High quality of life in rural areas, minimal regional disparities.
- Result: Spatial equality and fewer incentives to migrate.

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What do all three have in common?

- *A holistic approach rather than purely technological solutions. * Universal healthcare * Free or affordable education * Good transportation infrastructure * Promotion of non-agricultural activities*

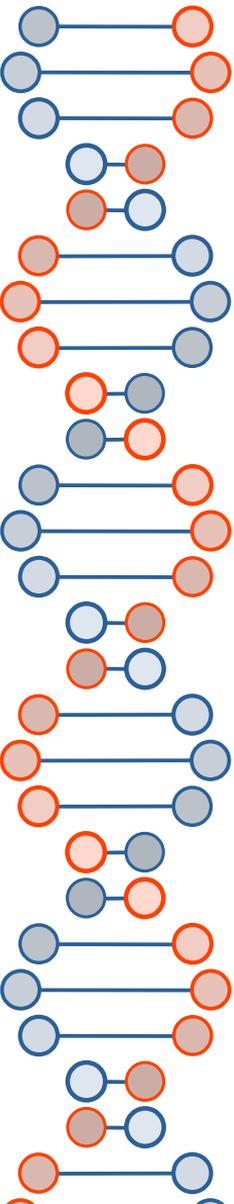
GIANT DATA CENTERS AND DARK FACTORIES ARE LIFE-KILLING „ANTI-PATTERNS“ (**my frustration with Rem Koolhaas!*****) and **have nothing to do with ISU** !!!! (Lets talk about „Edge AI“ and „Village OS“ later !)***



The real crux of the matter:

The concept is appealing, but not trivial:

- 1) **Infrastructure** (broadband, mobility) (this is usually the focus)
- 2) A critical mass of **committed people**
- 3) New governance models (lot of self governance and participation required)
- 4) Funding beyond traditional funding models
- 5) **Risk of “half-baked urbanization” without real urban quality and loss of rural qualities (historic example of Soviet „Monotowns“)**



A need to go deeper ...

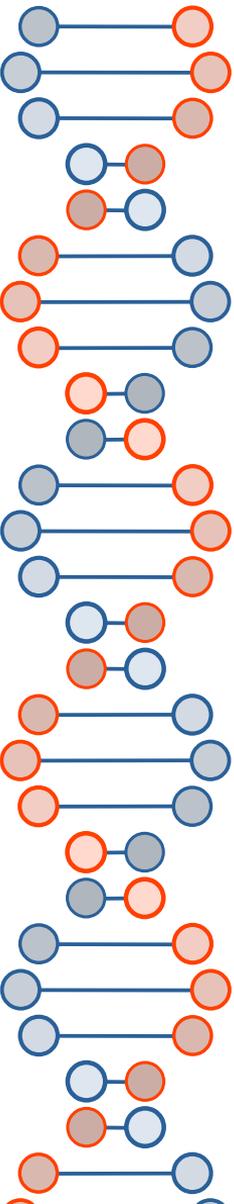
- **SoIn-situ urbanization is more than just a matter of „urban / regional planning“.**
- **(Of course, it cannot do without spatial planning, but it will fail if spatial planners do not understand this „more“ better).**
- **It is a cultural project:**
- **How can people live in a highly connected way while remaining rooted in their local communities?**
- Or to put it even more pointedly:
- **How do we bring the quality of the city to the countryside without destroying the quality of the countryside?**

A Tentative Typology of In-Situ Urbanization

- 1. Infrastructure-driven ISU (**Urbanity arises from access**—not from density. **Broadband – Mobility – Energy infrastructure**)
- 2. Knowledge- and institution-driven ISU (**Urbanity arises from connection to knowledge systems.**) Hybrid universities, telemedicine, digital culture
- 3. Production- and supply-driven ISU (**Urbanity arises from local value creation at a high technological level**) (Automation, makerspaces, circular economy) (spans from dense „company villages“ to post industrial bio - economies)
- 4. Socio-ecological ISU (**Urbanity arises from genius loci**) (eco-villages, bioregions, commons & governance, cultural heritage – the PLACE is leading)
- 5. Morphological ISU (**Urbanity arises from „Leapfrogging cities“ and proximity**) (Otto Wagner’s “unlimited metropolis,” polycentric cities, village centers 2.0, Otterpohls „garden ring villages“ reviving Ebenezer Howards „garden city“)

1. Infrastructure-driven in-situ urbanization





Infrastructure-driven in-situ urbanization

Logic:

- **Urbanity arises from access—not from density.**

Drivers:

- *Broadband / digital networks*
- *Mobility (rail, micro-public transit)*
- *Energy infrastructure*

Examples:

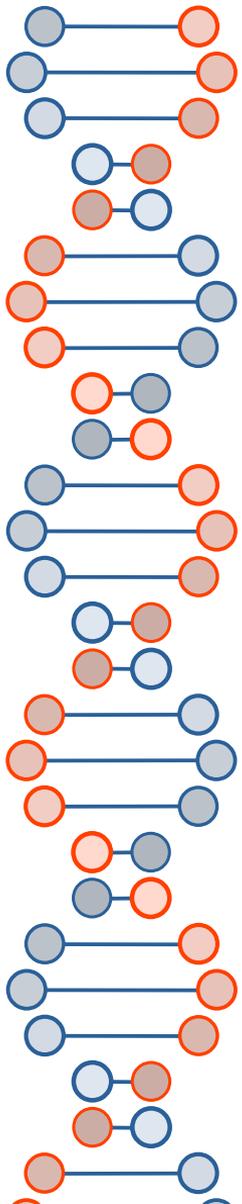
- Work-from-home villages
- Telemedicine hubs
- Rail-supported settlement axes (“string of pearls”) → Example „Tram region“

Planning question:

- 👉 Where does infrastructure immediately create new lifestyle options?

2. Knowledge- and institution-driven ISU



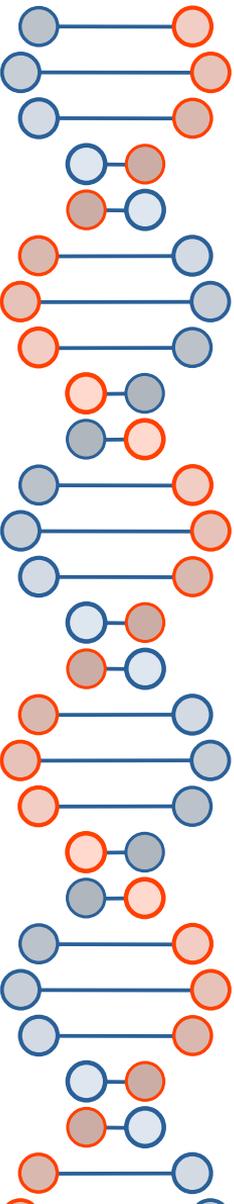


Knowledge- and institution-driven ISU

- **Logic:**
- Urbanity arises through connections to knowledge systems.
- **Drivers:**
- Universities (hybridized)
- Hospitals (decentralized and expanded)
- Cultural institutions (distributed)
- **Examples:**
- Village University / distributed learning centers (*The case of Rottenmann*)
- Satellites of research institutions (Reality Labs)
- Regional health hubs (example Austrian „Gesundheitsviertel“ Waldviertel)
- **Key point here:**
- 👉 Rural areas as “front ends” of the knowledge society

3. Production- and supply-driven ISU



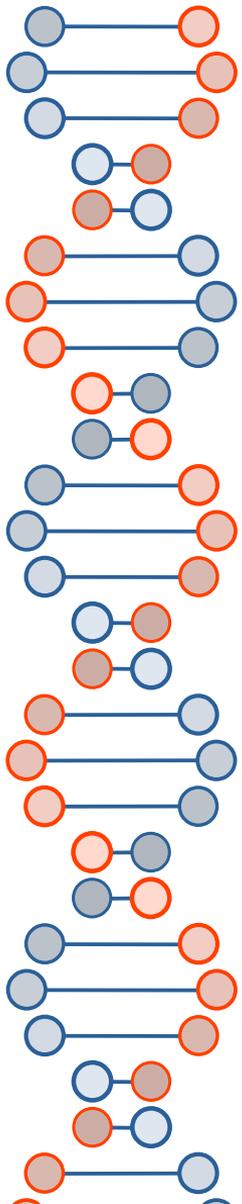


Production- and supply-driven ISU

- **Logic:**
- **Urbanity arises from local value creation at a high technological level.**
- **Drivers:**
 - Embedded Automation as opposed to industrial automation
 - Regional circular economy
 - Digital manufacturing
- **Examples:**
 - Makerspaces / FarmLabs / Container Factories
 - Regional food ecosystems and value chains
 - Distributed clustered micro-industry
- **Key departure from traditional planning:**
 - 👉 Work is no longer city-bound → Production can return „home“

4 Place-based (socio/ecological/cultural) ISU

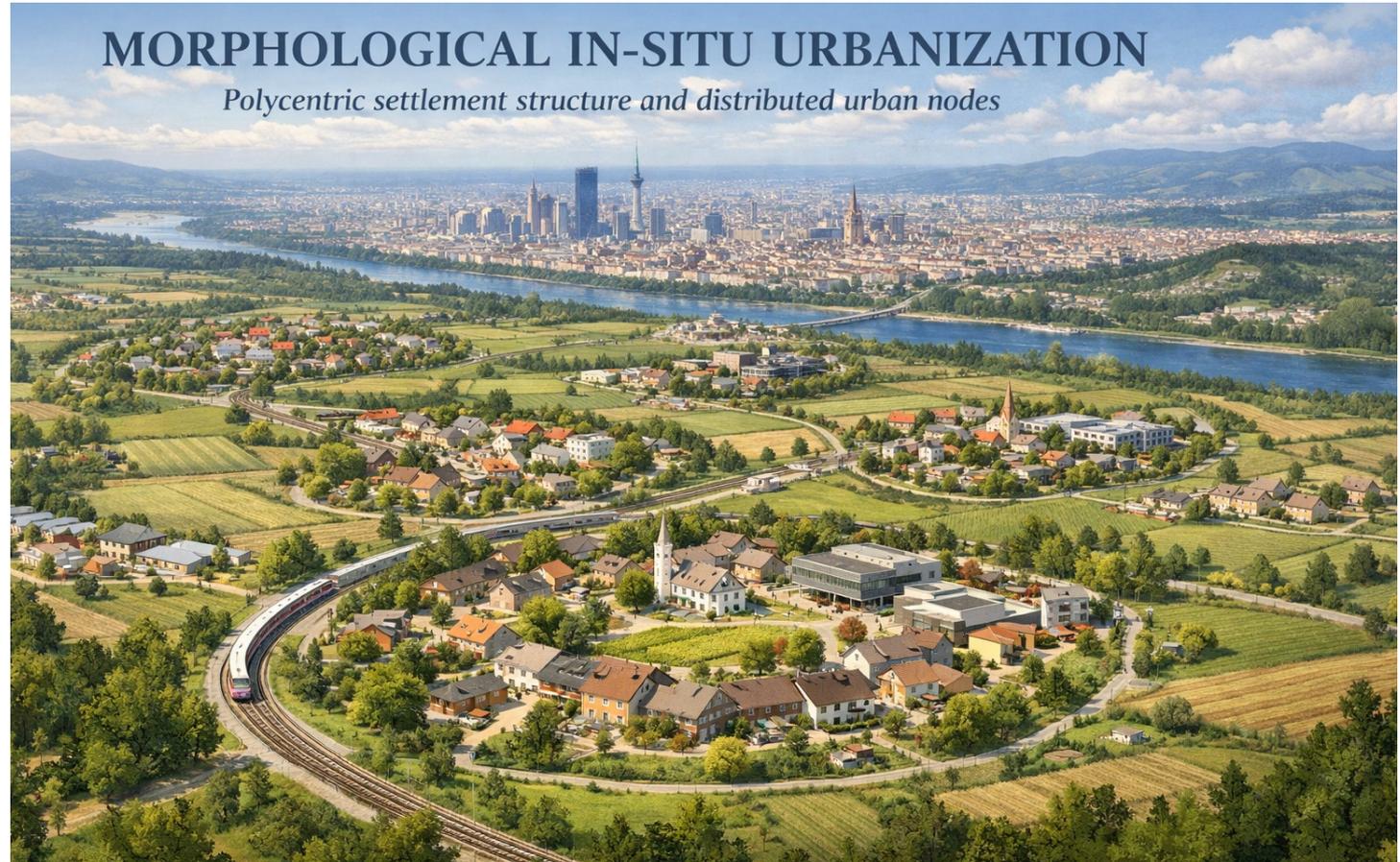




Place-based (socio/ecological/cultural) ISU

- (*Place creates intelligence*)
- **Logic:**
- **Urbanity arises from contextual knowledge and quality of life.**
- **Drivers:**
 - Human–nature interfaces
 - Commons (self-managed shared infrastructures)
 - Local governance
- **Examples:**
 - Regenerative villages (Village OS), „smart villages“ like **Stanz im Mürztal (must see!)**
 - Community-based supply (from CSA to CSX !)
 - Bioregional systems ([Enhancing the Bioregional Operating System – Possible Planet Lab](#))
- **Key argument:**
 - 👉 Complex problems are location-bound – solutions are too

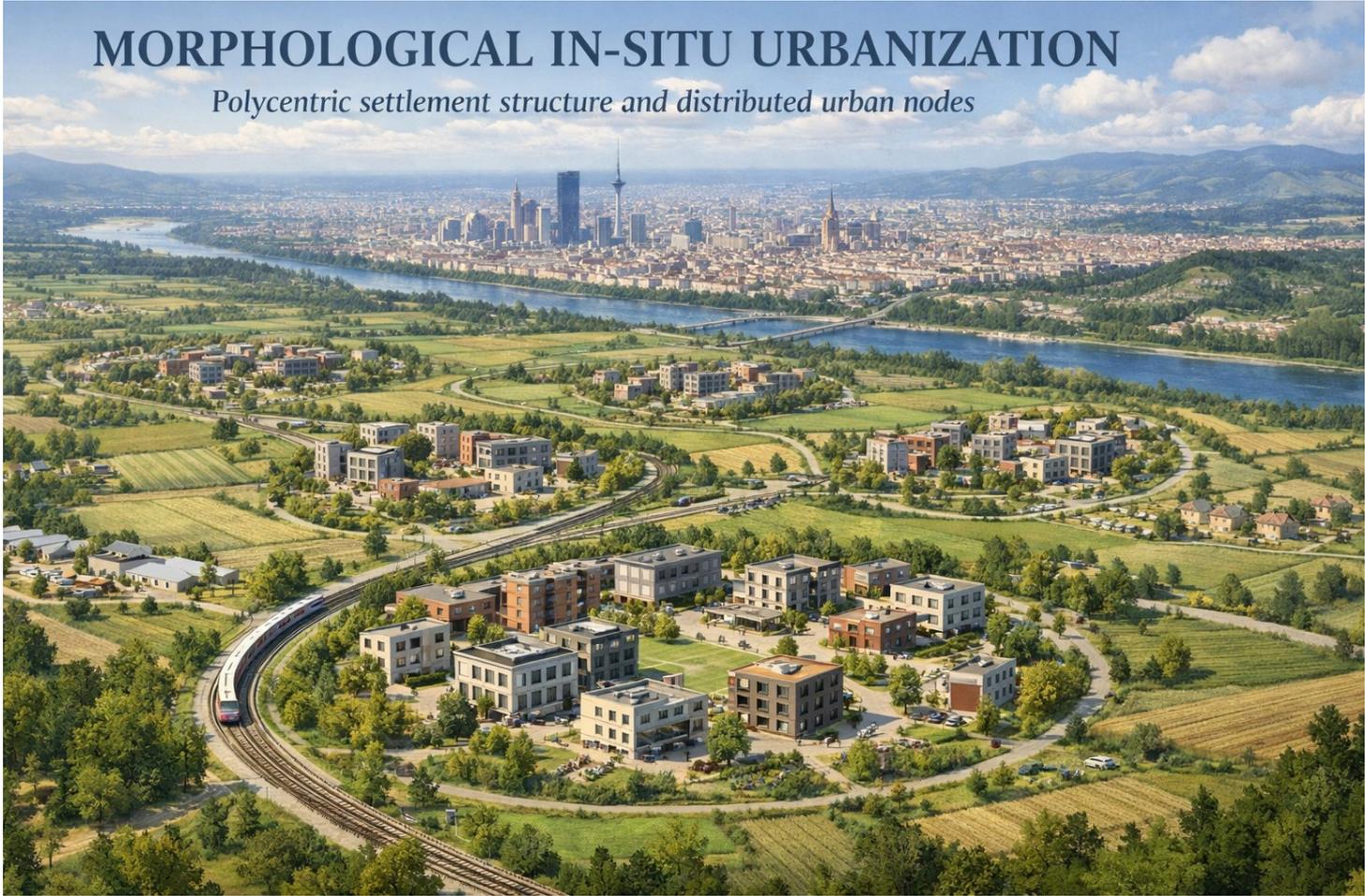
5. „Morphological“ ISU – variant 1



5 „Morphological“ ISU 2 – more „Otto Wagner“

MORPHOLOGICAL IN-SITU URBANIZATION

Polycentric settlement structure and distributed urban nodes



„Morphological“ ISU

- **Logic:**
- **New functions generate new spatial forms.**
- **Drivers:**
- Re-polycentrism * Rural Densification without metropolization
- “Village Centers 2.0”
- **Examples:**
- Revitalized town centers and „Multifunctional buildings“
- Seestadt Aspern as „daughter city“
- GardenRing Villages and Fab Cities/Regions (Hamburg)
- **Otto Wagner reference:**
- 👉 “Places” as distributed nodes in the infinite metropolis

The coupled transformation

- **These types are not alternatives, but overlapping layers.**
- And above all:
- **In-situ urbanization only truly occurs when the city and the countryside are conceived as a functionally coupled system.**

We are not urbanizing the countryside.

We are de-concentrating (distributing, virtualizing) the city, deeply respecting what makes us healthy and alive, natural and cultured landscape, the spirit of places

Thus we create a new form of settlement: we might call them „Global Villages“