

## The Impact of New Technologies in Urban Space

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### Abstract:

The world today lives in the age of information technology, and the impact of this event was and still is on all axes of life, and among the axes that have been affected by modern technology is the urban space, so the diversity has become very clear through the choice of building materials, the expansion of garages, methods of construction and their succession in indefinite forms.

With the acceleration of the urban renaissance and the use of the means of technology and access to information has become accessible to everyone and very quickly, which requires speed in the performance of work to synchronize the development in the technology of urban space and determine the mechanism to use it to ensure its use in the art of architecture and architectural thought.

**Keywords:** ICTs. Urban space.hybrid zone

### INTRODUCTION

Today, information technologies (ICTs) allow us to maintain continuous communication with a person who is anywhere in the world, it allows us to know their location, receive information about their trajectories ... approximately 3.5 billion are carried out every day in Google of searches ... almost half of the world's population is on social networks: we are facing a society of speed, immediacy, image and power. We are facing a society capable of having all the knowledge just by doing this great revolution that has led to the proliferation of new technologies has created the name of today's society as the knowledge society.[1]

Throughout history, the city has indisputably emerged as the great stage of human socialization. Revolution after technological revolution, has reaffirmed his role. However, each of these revolutions (agriculture, the wheel, the printing press, electricity, etc.) entailed a change in the very shape of the city and, with it, indirectly, in the socialization processes that took place in it. Therefore, if the city underwent changes then ... How can there not be changes now? Imbued with the inertia of overwhelming growth, society has been unable to understand, shape and thus turn into a tool the influence that new technologies have had on the city and its processes, on the other hand, a large number of catastrophic prophecies appeared that predicted the end of the city as it was known until then, and predicted a future full of fantasies resulting from technological innovation.



Fig.1. The six waves of innovation and their influence on the shape of cities

Today the prophecies can be considered refuted: technologies have not meant the end of cities. However, they have become part of everyday urban life to levels that society is not yet aware of. Since writings on the subject began to appear in the 1990s, ignorance of the true scope of ICTs and of their possible evolution in their relationship with urban space was possibly the main reason why for many authors it has been easier to develop catastrophic theories and utopias than technology that speak of the future and avoid facing and evaluating the present. [2]

However, in the 2000s, the evolution of technologies itself shortened this present, turning it faster and faster into the future: speed increased, quantity grew, distances shortened ... current development has created a state of constant change and uncertainty, and the knowledge society, more unfamiliar than ever, is engulfed in it. And that is why, in this case, looking to the future has stopped making sense: it is time to fully understand what is happening in the present.

## **2 .MOTIVATION FOR INVESTIGATION**

The world faces the most urban era in history. The 7750 million people who inhabit the planet are increasingly concentrated in large cities without shape or limit that are spread over different areas of the planet. Today, more than half of the people live in a city, but it is predicted that by 2050 it will be 65%.

The city is the great invention of man, the maximum expression of his condition as a social being, and at this moment he faces a great challenge: how can he continue to give value to his role as a vehicle for human socialization when his own limits are diffuse, his size is immeasurable and its scale is no longer the human scale? How to make a city as it has been done up to now, if presence is no longer a requirement for social interaction, distances have lost value and identity is detaching from the place? , How to make a city now?

Interest in this work arises from trying to understand this reality which, because it is too broad, it was decided to focus on the effect that the development and proliferation of new technologies has on it. In this sense, this work has been conceived as an opportunity to investigate the effect that the current continuum in which the development of these technologies is immersed in today's society is having on the urban environment.

Since the great revolution in terms of size and cost of technologies in the early 2000s, certain changes began to operate in the city and its processes that, although they were occurring gradually, were undoubtedly definitive.

Obviating these changes and their effects on the experience of the urban would leave incomplete the analysis of the city as a whole and its space. On the other hand, it would mean a loss of opportunities to detect parameters applicable to the design of urban spaces that are better and more suitable for the demands of today's society. As designers, this is our responsibility.. [3]

## **3 .HYPOTHESIS**

Since its appearance, ICTs have been gradually introduced at different levels of urban practices and, consequently, of our routines.

Predictions related to ICTs and urban public space predicted a catastrophic end for it, which would end up being replaced by virtual space as a place for human socialization. However, today, empirical reality shows that this is not the case and public space is even more active than ever. So, are ICTs really influencing the most important capacity of urban public space, that is, its capacity as a vehicle for human sociability, as so many other activities that occur in the city have been influenced? At what levels have changes occurred, if so? Have these changes been positive both for the citizen and for the city's own public space?

The hypothesis from which the research is based is that ICTs are in some way affecting the urban public space and its primary function: to constitute a space for meeting, exchange and expression from freedom and autonomy with which the citizen identifies and from which builds city.



Fig. 2. View of a street in New York City.



Fig. 3. Virtual database.

#### 4. OBJECTIVES

—Sketching the reality of urban public space in the informational society, as well as understanding the mechanisms of operation and the dimensions that determine sociability in it.

—Confirm that urban space is still in force as a space for socialization in the cyber city despite the predictions that condemned it to degradation, including disappearance and substitution of its virtual analogues (2016) as spaces for socialization.

—To defend that ICTs have not only not ended the sociability of urban space, but have revitalized it by reinforcing old practices and generating new unthinkable until now.

—To emphasize the benefits that ICTs have brought to urban life, because despite the fact that there have been many debates about interference in privacy and the emergence of the digital divide, ICTs have ended up becoming part of our routines to unsuspected points facilitating activities, enhancing them and even generating new ones.

— Vindicate the relationship between the place and the citizen's experience of the informational society in it, since this has been modified by the action of the new technologies of the communication.. [4]

#### 5. THEORETICAL FRAMEWORK

##### 1. URBAN SPACE AND TECHNOLOGIES: CHRONICLE OF A BREACH

###### 1.1 .Initial stage: From academic disinterest to predictions

The current confusing and conflicting academic (and also citizen) vision on the relations between the city and communication technologies is a direct result of how this issue was approached in the initial stages of technological development.

In the 70s, the proliferation of ICTs began and their development and extension was so overwhelming and unstoppable, that it is incomprehensible how experts did not begin to study the possible new realities, their potentialities and their repercussions. Quite the contrary: what prevailed was a general lack of interest in the subject and how the transformations that were already taking place in all areas (economic, social, cultural), could be affecting the city at a structural level and, therefore, in the functions Social organizations that depend on it, for example, sociability, did not occupy the time of sociologists, architects, or urban planners (Fig. 3).

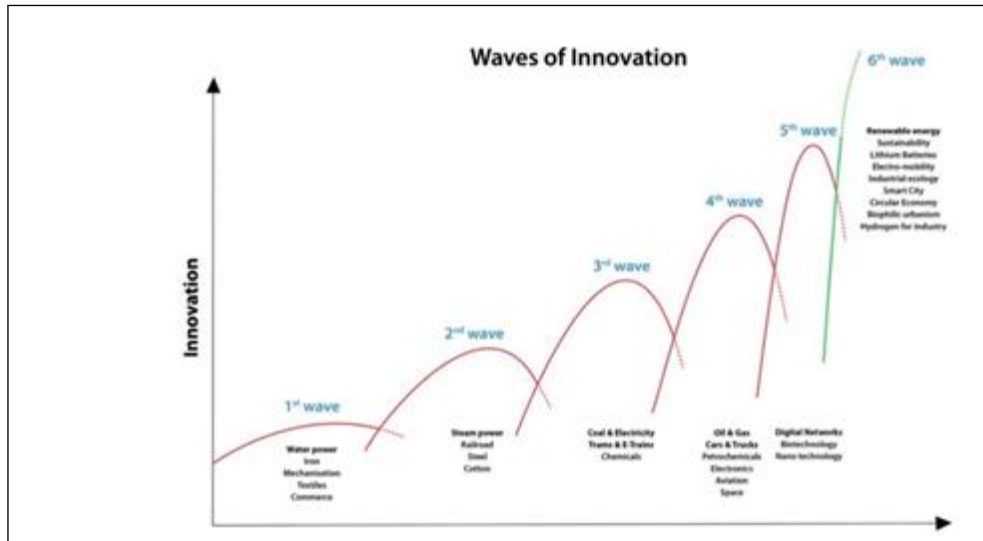


Fig. 4. The six waves of innovation and their influence on the shape of cities

This absence of studies was probably due, apart from the interest in the spheres of power themselves in not addressing the confluence of both from the administration and the economic centers, to the very character of the disciplines of Architecture and Urbanism. These are essentially practical disciplines and in this vein, urban sciences have tended to ignore the role of electronic media due to their apparent invisibility compared to other physical communication media.

The absence of complete, objective, well-founded and focused studies had an imminent effect: a series of “similar” concepts began to appear, comparative metaphors, with which man is seen to be capable of handling the new realities, although he was not yet capable to understand them completely. It is a time when neologisms and expressions related to the world of technologies proliferate that end up generating more confusion.

This lack of real interest on the part of the researchers had another consequence: it led to the literature on the subject being written from other perspectives and cultural forms that were far from carrying out a formal investigation as such. This is how futuristic predictions, theories and speculations appear about the repercussions of the development of technology in the world and where they would be leading humanity.

These theories, broadly speaking, can be divided into two groups: one made up of optimistic technology gurus (technophiles) and the other made up of those with a pessimistic and apocalyptic vision of technological development (technophobes).

The technophiles elaborated utopias, materializations of rationalist visions of the world and society in which the construction of an egalitarian and liberating environment is achieved, where all the problems of the industrial city have been solved thanks to technological development.

At the other extreme are technophobes, who associated technological advancement with the path to apocalyptic scenarios. These visions are called dystopias and Cyberpunk is the most important cultural product. He was so influential that he laid the foundation for science fiction as

we know it now. His whole vision emanates that the savage capitalism and development in which the world is engulfed would eventually lead to a world with a very high level of technology, but a very low standard of living.

Although both positions are essentially antagonistic, the speeches of the authors defending both ended up converging on several points.

In the first place, they agreed that rapid development would lead to the fact that physical transport flows could gradually be replaced by increasing flows and electronic communications capabilities<sup>3</sup>, that is, bit streams would substitute of atoms. Therefore, the consequent absence of the need to supply material proximity, a function exercised until now by cities, would condemn them to their disappearance.

Second, and as a consequence of the disappearance of the city proposed by both visions, a new structural order appears shared by both and which has turned out to be the most profound in post-urban discourses: cyberspace (and its variations such as cybercity.) .

**At this point:**

”The implications of these predictions seemed depressing to those who appreciated and valued cities in all their physical juxtaposition, their conflicts, their unpredictability, their social and cultural density. Naps If situations were credible, human dependence on urban spaces, infrastructures, transport flows, and even corporeal presence could and would ultimately be overcome

**1.2 .Second stage: A wrong approach. The urban space is in danger**

It is not until the 90s that literature to be seen on the relationship between ICTs and urban space begins to appear. However, it is not done in the expected way: technologies are openly adopted as production, analysis and planning tools (CAD, CAM, GIS, virtual realities). That is, an instrumental approach to the relationship is adopted instead of analyzing the impact of technologies on the urban processes themselves, in the configuration of new spaces and programs and in social relations and practices. Technologies were being used in a manifest way to transform architecture, however, cities themselves and life in them were also being transformed, and yet the issue was not yet addressed. That is why:

”The disciplinary foundations of planning face a paradigm crisis when the concern for ordering space and physical configurations seem less and less important if it is put in relation to the various socio-technological worlds of mobility, flows and connection between multiple scales found between and within cybercities ”<sup>3</sup>.At this time, blogs and the first social networks were feeding the predictions that augured the substitution of the urban public space for the virtual one (cyberspace) as a place of socialization.. [5]

**1.3. Third stage: The city survives the predictions. Revitalization of public space.**

Little by little studies begin to be written that address in a more scientific way the undeniable reality of the influence of technologies in urban space. You had to deal with the residue that futuristic predictions and theories were left so much in the academic world and in society. The great change takes place progressively with the proliferation of platforms of instant messaging, especially Facebook. However, the turning point was marked by the emergence of 3G, mobile Internet data, and smartphones .

Geolocation, ubiquitous communication and universal access to information individually changed the world and our way of seeing and interacting with it. These changes were gradually introduced into our routines until modifying the previous ones or living with them, without sometimes replacing them, as was predicted in the 90s.

Today, it is true that superstitious visions within society have not been overcome. However, in the academic world there is a universal assumption: the technological (the digital), the urban (the spatial) and the social are intertwined and cannot be understood separately.

## **2.SOCIABILITY IN CONTEMPORARY URBAN SPACE**

### **2.1 .Building with new urban space**

Sociability is the behavior that encourages us to interact and relate to others. It is a trait that defines our species, an acquired evolutionary mechanism, from which the knowledge that guarantees the survival of the individual and the collective emerges, transmits and is assimilated and preserved.

Associated with sociability are two concepts: communication, which satisfies the need to socialize, and the city, as the medium in which it occurs and the social and spatial materialization of this more evolved need.

The city is, therefore, the territorial, material form that shapes the social organization of people who communicate. It makes possible the storage and transmission of knowledge by providing, in the physical order, networks of contacts and accessible exchanges. Within the urban space, due to its characteristics, the public space is the ideal place for communication. This has made throughout history streets and squares in the privileged settings of human sociability. .[6]

However, technologies today allow other forms of communication that have gone beyond the physical. These forms have been superimposed and mixed with the previous orders and have been able to become "progenitors of new urban geometries" 1, causing what would be the third urban revolution (first-the agricultural-, second-the industrial).

Perhaps it is still very severe to assure, but it is true that ICTs, although to a different extent depending on the historical, social and cultural characteristics of each city, have had an impact on the urban public space, even affecting its capacity as structuring space of the city throughout history, as well as its public spaces and their operation.

One of the most important objectives of urban design is to generate what is known as "sense of place" - a sensation or sense of place. Much has been written, related to identity, on the fact of the need of man to feel belonging to a group. In this sense, the places themselves fulfill this function, since they can become beacons of identity, by bringing together shared experiences that link groups of people over time.

Globalization is a process that has affected many areas. It consists of the construction of an increasingly interconnected world (physically and virtually) that tends to favor more centralized, larger-scale and more standardized economic policies. This has generated an increase in tension in the problem of relationships between the global and the local, which are essential in the construction of a sense of place.

According to Castells (1998), the phenomenon of informational globalization that began in the 90s has brought about a series of changes in the structure of the contemporary city: the predicted cultural standardization (or undifferentiation), possible thanks to ICTs, has reached certain heights and It has affected certain areas, but has had reactions of resistance within the city itself. ICTs and the Internet have restructured urban hierarchical relationships within the city, reinventing the concept of monumentality and centrality that governed urban planning and its relationships in modern cities. In the contemporary city, the physical city coexists with the virtual city: the space of flows (Internet and ICTs) dominates the space of places, built on historical tradition.

The consequence is that the city has lost its historic center, its identity reference; that is, if it did, it has lost its meaning. Now, the city spreads and disperses as a network<sup>3</sup> of connections and nodes in the territory. But I don't just knowbuilds on the physical, but also on the virtual and that causethat the need for new communication channels appears, since both are in continuous influence and mutual modification.

### **2.2. The cyber city**

The cyber city is understood as a fiction due to the discourses from which heaven was born. As a result, as has been said, a series of metaphors arose to try to explain reality. But in the end

they all referred to the same thing: the universe of data, connections, information and processes that make up the Internet and ICTs.

Within all the metaphors that have appeared to try to explain the concept, it is decided to choose *cyberciudad*, based on the proposal of (2004). The reasons why he chooses it are:

—”Capture the hybrid and sociotechnical interconnections of the new media, and the specialties and mobilities of urban life contemporary, in its physical, social, economic and cultural aspects.[6]

—It allows paying attention in parallel to the changing materialities of urban and mediated life, to the changing social relations that surround these displacements, and to the ways in which the ideas, and representations, of the city and the new means of communication are being changed from different shapes in different places.

—It emphasizes the ways in which the creation, use and experience of knowledge and technology affect the experiences of the place in a capitalist society in the process of internationalization.[7]

—Supports interdisciplinary, critical, multidimensional, international and parallel research, since it considers ICT tools capable of changing the shape, profile, nature and experience of cities, as well as tools that can influence the idea that a city can, currently, to be".[8]

In short, the concept of *cybercity* proposes the overlapping and convergence of two relationships in (and between) urban places: those mediated by new technologies and those articulated through human presence and movement. And it does so because it is both (if that distinction can even be made) that constitute it.

That is why in it the dimensions of traditional time and space are modified and reconstructed by the impact of new technologies, especially the Internet, which makes it a:

### 2.3 .Methodology

Objective elements and factors inherent to the selected public space that are decisive when it comes to its functioning and perception. It is not only about the dimensions, proportions, architectural elements, etc., but also about other aspects that scholars such as have considered key to the success of a public space, such as the border, the scale and distances.

#### -The edge

It is about the limit - at eye level - between public and private spaces (, 2011). Configure and define spaces visually and contribute greatly to the spatial experience.

The border (the plinth, Fig. 5) has the ability to exalt or mute the public spaces of the city according to their physical characteristics. Limits can generate a feeling of comfort, security and a certain organization that allows people to locate and feel within a contained environment (2010). For Jacobs, these city spots, the baseboards, also provide "eyes on the street."

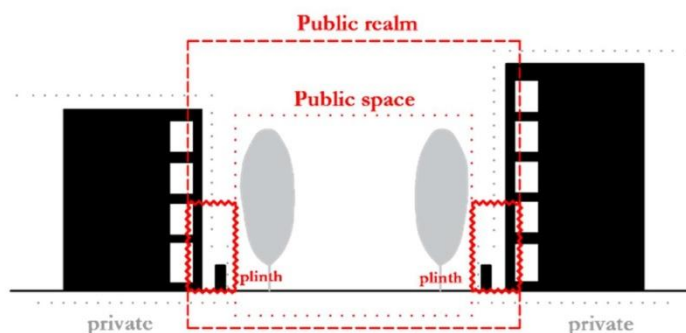


Fig. 5. The hybrid zone, transition between the public and the private, is the most public part of the architecture.

Thus, the important thing about the ground floors of buildings is that they contain activity, that they generate visual experiences, but it is enough that they do so at the visual field level.

The idea is that they create pleasant living spaces to be in, since they are more pleasant temperature areas, in the shade, and also spaces that make the route more attractive, shortening the sensation of distances through the introduction of different types of stimuli (2010)

#### — **The distances**

It refers to the dimensions between different elements, such as benches, trees, entrances, etc. within public spaces, so that they determine the experiences that can be had of these. There are several distances to take into account: the intimate, the personal, the social and the public.

The intimate distance occurs between 0-0.5 m and is the distance that gives rise to acts of consolation, fights or affection. Vision is blurred or distorted except for the outline. They are frequent distances in pairs, for which Whyte stressed that there is not much furniture for this type of public, despite the fact that their stay is longer than in the case of solo users.

The personal distance is between 0.5-1.20 m, there is no longer any deformation of the features and it occurs between acquaintances and relatives. Although people are also positioned like this when there is an element or event of great interest. The social distance is 1.20-2.70 m it is usually adopted by friends, colleagues, neighbors.

The public distance is greater than 3.70 m and corresponds to formal situations or one-sided conversations (teacher-student, for example).

It is also important to highlight the distance from which social interaction begins to be unlikely: from 25 m horizontally and 13.5 m vertically.

In a complementary way, it is also important to take into account in the design the maximum distances that an individual can travel comfortably on foot; this is usually between 400-500 m for an adult. But it is necessary to distinguish between the real distance and the distance experienced, which is determined by the physical conditions that influence the image and perception of the space traveled.

#### -**The scale**

The ability of the human senses to perceive their environment is enhanced as the physical environment presents information with more detail and proximity (2010). Those that are part of the user's experience are those that make up their image of the space; For example, the detail of a tall building is stops perceiving from a height.

That is why we can affirm that the area equivalent to the human scale is comprised of the elements that, close to the passer-by, have sufficient dimensions, materials, textures and detail to contribute to the experience of a journey or a stay in an urban space.

Sociability in an urban space, that is, the success of its operation depends on the physical design explained above, however, we must not forget that urban space is above all a container of activities and that it is these that are ultimately the proof. whether the space works.

Within the social practices that take place in the public space of the city, according to the classification made by Jan Gehl, three types of activities can be distinguished. Each of them is associated, due to its intrinsic characteristics, a different degree of interaction, the development of which depends on the quality of the urban space, that is, if it encourages said activities to occur or not. These activities are: activities necessary, optional activities and purely social activities

The necessary activities are characterized by the fact that people are more or less obliged to carry them out. This generates low situations of interaction and sociability. Some are going to the supermarket, to work, waiting for someone, etc.

Optional activities are done if there is a desire to do so. Some can be walking, sitting and watching other people, etc. They generate a higher degree of interaction than the previous ones.

Finally, purely social activities, which are also voluntary, are characterized by being essentially spontaneous. Therefore, they depend on the activity and presence of other people in public spaces. Normally, this presence of other people is usually linked to the other two activities.



Some examples would be chatting or playing with others. They are the activities that cause the most interaction.

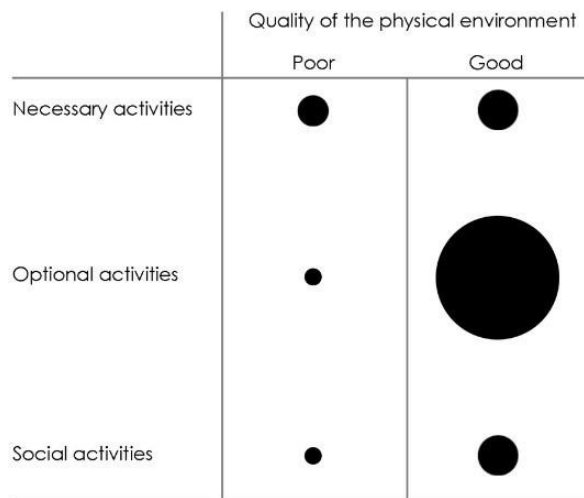


Fig. 7. The hybrid zone, transition between the public and the private, is the most public part of the architecture.

## 6. WORK METHOD

### 1 .POSITIONING IN THE ANALYSIS OF URBAN SPACE IN CYBERCITY

ICTs and social practices are intertwined in a way that, although subtly, we can already observe, yet we cannot yet understand<sup>1</sup>. The forms of sociability generated since the appearance of ICTs have not replaced old forms of sociability, but have gradually modified previous routines and patterns, overlapping and intermingling, generating new realities, a kind of hybridization that has already blurred the boundary between the real and the virtual, a scenario very different from that proposed by all the predictions.

”And, therefore, a very appropriate way to approach these processes is through an analysis in the daily context, of their conceptualization as generalized, although heterogeneous, practices that sometimes crystallize in events or places where they are very visible, but which they are fundamentally intertwined with our daily journeys and tasks” .

Lastly, it is specified that this analysis does not pretend to be a valid approximation for all moments and places (global theorization), but rather a systematization of some intuitions about social processes and practices: historical and structural particularities must be taken into account in the analyzes. cities and spaces, the cultural specificities and the times in which they take place, since the virtual dimension is constantly changing and (re) construction<sup>6</sup>.

### 2 .DELIMITATION OF THE ANALYSIS

The first thing to clarify is that the virtual dimension has characteristics that differ from the physical dimension. Cyberspace is not linked to a specific site or to a person or to a time, which gives arbitrariness to the place where it can be studied:

The concept of protection refers to the fact that a suitable space must provide, through its spatial configuration, a sense of security against external conditions.

The concept of comfort is related to the opportunities that space offers to host different activities.

The concept of delight is related to the possibility of enjoying pleasant experiences in the urban environment.

Each of the indicators is evaluated on a scale of three values: one maximum (3), one intermediate (2) and one minimum (1). The former implies an optimal situation and, consequently, the latter an unfavorable one.

The edge of the square (plane 02) is essential in its operation. The square has a fairly active edge, since almost all the shops / services that there are encourage activity: shops, cafes, supermarkets. The presence of the Teatro Nuevo Apolo stands out, which generates activity at night. In this way, the activity of the square extends beyond the day



Fig.7. Area of the plaza with an unattractive and rather passive border.



Fig. 8. Area of the square with a more attractive border and consequently more active.

The edge also affects, due to its shape, the capacity of the square to favor or not the stay due to the shadow that the buildings project. In this way, two specially favored areas appear (considering other design conditions<sup>1</sup>): one in winter and the other in summer (plan 02). On the other hand, the height of the buildings in relation to the square affects the feeling of openness that it generates within the urban fabric. In this sense, the square has a ratio of 1: 2 in the most critical part. Furthermore, as there are areas at different levels, it is perceived as a "cloister" in areas such as the playground<sup>2</sup>.

To evaluate the operation of the space in the square and the practices that take place in it, the results of the survey are counted and analyzed together with the cartography.

The results obtained suggest a fairly high valuation of the space by users. In general, the square is comfortable for many activities, excluding sports, which the design does not favor. However, the square invites both to sit and observe and to chat or consume in the cafeterias. For this, it offers various scenarios loaded with sensory variety: water, vegetation, flowers, food, architecture and movement of people. All this is perceived from quite positively, except for the quality of the materials used and the layout of the stone benches.

All the banks, which are also fixed, do favor conversations between two people, but the distribution complicates group interaction. However, on other occasions it does the opposite: it interferes with privacy as there are banks that are not far enough away.

As for the opportunities to move, the least valued is the presence of obstacles. The break in the visual line and the distribution of furniture around the square create a feeling of obstructing the paths. That is why almost all the traffic occurs either in the northern part of the square, or near the facades of the southern edge.

Another noteworthy aspect is that the activity on the ground floor is quite varied but it is not perceived as having a high quality. During the surveys, the cafeterias in the lower part of the square, the supermarkets and the supermarket stand out above all other businesses.

theater; the rest, probably uninteresting, happens unnoticed and reduces the sense of variety.

In terms of protection indicators, it generally presents lower ratings.

The elevation variation in the square has been resolved with the containment of the land with a wall-planter, turned into a place of intense activity. However, in the whole of the square it supposes a visual barrier: from some points the whole of the square is not perceived. This, as obtained in the survey, is perceived in a very negative way, since "hiding places" are formed, which generates a feeling of insecurity due to not having control of the space. However, on the other hand, this separation also isolates the square from road traffic, which is positive and is perceived as such. Not so much the circulation of bicycles, scooters, etc., for which there is no clear traffic lane and they contribute to obstructing traffic.

Finally, the delight or enjoyment of the space has been valued in an average way. As a whole, the square seems to be generating a welcoming place in which the presence of vegetation and water, as well as the richness of the facades invite you to stay. Inside the square, Tirso de Molina's sculpture surrounded by a fountain is one of the most suitable places for it. However, the distribution of the furniture does not favor it.

The obstruction of visual lines is negatively evaluated again, since they do not allow to enjoy the space either.

In conclusion, Gehl's quality parameters have made it possible to evaluate the site and detect great design-related activity. From this it follows that it is still important and that the offline city as a vehicle for sociability continues to function: things related to the design of the space still happen in the city.

### **3 .THE VIRTUAL INTERACTION**

Accessibility, visibility, presence and citizen action are the conditions that are considered determining to characterize the degree to which a space is public, as well as its ability to be used as such.

The basis of all the change comes from the fact that ICTs changed the relationship between experience and place. When ICTs ended up generating new connections and practices by creating new tools, the debate about its application in restricting freedoms and as a generator of the digital divide was lowered, although for this, citizens have had to suffer a certain "loss of the level of privacy"

In terms of accessibility, it is true that ICTs have created new entry control systems that, although not physical (such as passwords or profiles), come to fulfill the same objective: limit access. But, on the other hand, they have also generated a surprising effect: having more tools and possibilities to get to know the other and control the information, hitherto unthinkable interactions occur.

This has revolutionized the meeting of people, both known and unknown in urban space. The Predictions predicted the end of the need for contact to maintain and establish relationships, so that urban space would lose its meaning and would be replaced by digital.

However, the birth of ubiquitous communication made it possible to put an end to limitations in terms of the encounter and forms that promoted it appeared. On the one hand, social networks allow to organize any meeting between acquaintances in an autonomous and almost instantaneous way. On the other hand, networks appeared that encourage the meeting of strangers using the information of each one in an affinity profile. However, the revaluation of the place as something significant came from the hand of geosocial networks, which make it possible to connect unknown people even while ignoring where they are. This has increased the degree of spontaneity in interactions between strangers.

Faced with such possession of the other's information, mistrust is overcome, which encourages the search for interaction, hence the applications and websites for encounters between two or more people who share an interest have been so successful.

On the one hand, the development of ICTs has promoted an increase in the tools to monitor urban spaces by the authorities. However, in contrast, the proliferation of capture technologies (cameras, mobiles, etc.), but of a personal nature, and the platforms that allow the sharing of these images have made every citizen a "potential informer and builder of urban reality".

This situation has substantially modified our perception of the control of what happens in public spaces. Traditionally, surveillance in society was produced based on a clear hierarchy, from top to bottom, however, today anyone can capture images: "the whole of society can control what happens and report".

There are also applications that make it possible to directly collaborate in actively monitoring community well-being in neighborhoods, such as Fixmystreet, which allows reporting situations that generate insecurity or unrest, as well as that degrade the neighborhood.

Being in possession of control of visibility grants a power that is transferred to the use of public space. The sense of security and freedom increases and, therefore, citizen expression and action are favored.

Presence is the first determining factor of sociability predicted was going to be affected. However, the opposite happened. As has been shown, the presence in public spaces continues to be a reality, but also ICTs have enhanced sociability at this level.

Thanks to ICTs, people are able to maintain social relationships that would otherwise be complicated, while allowing new ones to be generated around common interests that otherwise would not have been possible. All of them have been seen to develop in the virtual to eventually be able to materialize somewhere. For this reason, it is shown that ICTs have not canceled the presence in public spaces, but have enhanced it, generating new opportunities to be present and new ways of being present that, due to their progressive acceptance, can already be considered.

The technologies of ubiquity have created the so-called ubiquitous presence, which has "redefined the concept of space, a priori trivializing it." However, the ability to communicate anywhere and at any time makes the choice of location meaningful.

## **7.Result:**

The place has been revalued: the feeling of wanting to be part of a place and being able to do so is no longer limited to those who live in it or have the possibility of moving around. This is manifested in meetings of people in which another person is present by phone or video call or in

the fact that mass events are more so than ever, when today it is possible to access an event in real time at any place. All this shows that the desire to be present and to be able to tell it has been intensified thanks to the means offered by ICTs.

In conclusion, the place with an attributed meaning and the presence as a requirement of the interaction in it have not been removed from the urban scene, but have been reworked with the intention of fueling that desire.

It is in terms of citizen action that the greatest change occurs. Citizen action has found in ICTs a place to interact and build the city. It is also a habitable place, "superimposed on the real one" 3, which is totally linked to it thanks to locative technologies. In this way, the actions in one transcend in the other. It is about cyberspace, and the cyber citizen has turned it into a tool with which they can build the cyber city. The cyber citizen uses the means generated by ICTs to obtain forms of participation and decision in the practices that occur in public spaces.

An example of this are associations of all kinds that share a series of interests or have joint objectives to meet.

In the neighborhood there are neighborhood and business associations that manage the space for participation and expression from the web that allows them to build their neighborhood based on the interests shared by the community.

## **8. Conclusion**

With the emergence of the fifth generation of modern technology in which the professional practice has been transformed into a digital state at the level of design, manufacture and implementation, either at the level of buildings by interacting with the elements that make up the building in order to complete the building's infrastructure, and examples of these buildings are places for the definition of certain matters Museums, for example, through the virtual reality of the building, which interacts with visitors through simulations between them and between the wall, ceiling and floors in order to present information through them>

In the exposed context of the persistence of the perception of ICTs as degrading agents of social activity in the public spaces of the cyber city (a vision inherited from utopias and dystopias on cyberspace and their effects), it has been shown that after time and Normalization of its use, ICTs have precisely caused the opposite effect: they have been dynamizers of sociability and, in these processes.

The work has tried to defend and demonstrate precisely that: that it is wrong to affirm that technologies have replaced public spaces as a place for socializing, condemning them to disappear. Furthermore, an attempt has been made to value how ICTs complete the role of public space in the sociability of cybercities.

The place chosen to evaluate social activity in urban space is the Plaza de Tirso de Molina. After applying the 12 criteria of Gehl it is concluded that space works, and that it does so thanks to its design, which confirms that it is still decisive in the social practices and continues to play a dynamic role.

ICTs have been gradually and subtly introduced into everyday practices until they become completely interwoven with them in such a way that it is impossible to indicate in an activity where the virtual activity began and where it ends.

This is because new technologies have affected the very foundations of public sociability. The determining factors of the degree of use of a space (accessibility, visibility, presence and citizen action) are those that have undergone a definitive transformation.

Being able to access more places with greater quantity and control of information, as well as autonomy, being able to see more and be more seen, thereby being able to participate more in collective actions generating greater opportunities for interaction and identity construction, have intensified the desire, on the other hand, natural, to be part of places, to feel part of them. That is why places have not become

in mere scenarios where intense virtual activity materializes in a specific way, but now they have acquired an added value as a connecting link between the two realities that make the cyber city possible.

It is the place where the activities that arise in real space and those that are generated in virtual space are hybridized. It is the place that treasures the memory and identity of the city at the same time that it receives the actions generated by virtual flows of expressive, participatory and creative citizen activity. Understanding this double dimension can help focus the design of space towards urban space 2.0, the urban space of the cyber city, a conscious and aware space. Aware of the capabilities and potential that make it possible and aware of the importance of the two dimensions that make it up.

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