CONSOLIDATING THE IMAGE OF THE CITY: MOBILE PHONES AND NEW IDENTITIES OF MEETING PLACES

A THESIS SUBMITTED TO
THE GRADUATE SCHOOL OF NATURAL AND APPLIED SCIENCES OF
MIDDLE EAST TECHNICAL UNIVERSITY

BY

MELTEM ŞENTÜRK

IN PARTIAL FULFILLMENT OF THE REQUIREMENTS
FOR
THE DEGREE OF MASTER OF SCIENCE IN URBAN DESIGN
IN
CITY AND REGIONAL PLANNING

FEBRUARY 2010

Approval of the thesis:

CONSOLIDATING THE IMAGE OF THE CITY: MOBILE PHONES AND NEW IDENTITIES OF MEETING PLACES

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ABSTRACT

CONSOLIDATING THE IMAGE OF THE CITY: MOBILE PHONES AND NEW IDENTITIES OF MEETING PLACES

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Supervisor: Assoc. Prof. Dr. M. Adnan Barlas

February 2010, 158 pages

The aim of this thesis is to examine the affects of mobile communication practices on urban public places, particularly on meeting places in urban space. The contribution of mobile communication technologies into daily practices and rapid penetration of them into everyday-life is quite obvious in the last decade. The inevitable presence of mobile phones in everyday-life practices encourages urban researchers to consider their impacts on urban social context and consequently on urban public places. The objective of the research is to understand the incompatibility between the existing urban image and the mental image of mobile society.

Mobile phones enable people to organize meetings independent from the scheduled program. This device not only increases the mobility of the user within the city but also enhances the individual's ability to develop coherent cognitive maps; because it gives the freedom of choice to pick-up the location for "meeting places". For instance, beside landmarks, paths have been given new identities by mobile society. An increase in the number of indoor or outdoor meeting places (some being entirely random in selection), contributes to the cognitive maps and thus to the identity of the city. This stands as a contradicting argument to the classical understanding of

the city and its parts, which is by and large accepted to be based on visual experiences. The predetermined and limited components (nodes, landmarks) which help individuals meet (and socialize) are now modest items of a larger inventory of settings. This thesis is aiming to analyze the behavioral and perceptual changes that derive from mobile communication practices. Through this research, the architectural and spatial qualities of the old and new inventories of meeting places are also a part of the study to reveal the differences, if any.

Keywords: Urban Image, the Identity of Meeting Places, Mobile Communication Practices in Urban Space, the Behavioral and Perceptual Changes.

ÖZ

KENTİN PEKİŞTİRİLEN İMAJI: MOBİL TELEFON VE BULUŞMA MEKANLARININ YENİ KİMLİKLERİ

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Şubat 2010, 158 sayfa

Bu tezin amacı mobil iletişim pratiklerinin kent mekanı, özellikle de buluşma mekanları üzerine etkilerini incelemektir. Son on yıllık süre içerisinde mobil telefon kullanımının günlük yaşamın bir parçası haline gelmesi ve günlük hayatımıza hızlı bir şekilde girmesi oldukça açıktır. Mobil telefonun günlük pratiklerimiz arasında kaçınılmaz bir şekilde var oluşu, araştırmacıların bu konuyu özellikle kamu alanları ile ilgili çalışmalarda ve kent sosyolojisi gibi konularda değerlendirmelerini özendirmektir. Bu araştırmanın hedefi mobil toplumun zihinsel haritası ile mevcut kent imgesi arasındaki uyumsuzlukları anlayabilmektir.

Mobil telefonlar insanların buluşmaları herhangi bir mekana ve belirli bir programa bağlı olmadan örgütlenebilme olanak vermektedir. Bu aygıt, insanların kent içindeki dolaşım/hareket olanağını arttırmakla kalmayıp, bireylerin uygun kavramsal haritalar geliştirmesi olanaklarını da genişletmektedir bunun nedeni mobil telefonların buluşma noktaları için bireylere seçim özgürlüğü tanımaktadır. Örneğin, nirengi noktalarının yanı sıra dolaşım rotaları da mobil toplum tarafından yeni kimlikler kazandırılmaktadır. İç ve dış mekan buluşma noktalarındaki (kimileri tamanen rasgele seçilen), kavramsal haritaları oluşturmaya katkıda bulunurlar, nitekim şehrin kimliğinin oluşmasına da, bu durum şehir ve şehrin parçalarının sadece görsel deneyimlere dayanarak, klasik, gerekirci bir anlayışla yorumlanması ile çelişki

göstermektedir. Bireylerin kent içinde buluşmalarına yardımcı olan, şehrin öncelerde tanımlanmış belirli elemanları (düğüm noktaları, nirengi noktaları) şimdilerin bu geniş envanter dizininin arasında pek o kadar da gösterişli olmayan parçalar haline gelmiştir. Bu tez mobil kominikasyon pratiklerinin neden olduğu davranış ve algıdaki değişimleri analiz etmeyi amaçlamaktadır. Bu araştırma vasıtasıyla, eğer varsa, eski ve yeni buluşma mekanlarının mimari ve uzamsal nitelikleri arasındaki farklılıkların ortaya çıkarılması amaçlanmıştır.

Anahtar Kelimeler: Kent Imajı, Buluşma Mekanlarının Kimliği, Kent Mekanında Mobil Kominikasyon Pratikleri, Davranışsal ve Algısal Değişimler.

To my sister Melda...

ACKNOWLEDGEMENTS

I express my deepest gratitude to my supervisor Assoc. Prof. Dr. M. Adnan Barlas for his guidance by always offering valuable advice and for the genuine dialogues that encourages me to develop this study. I would also thank to Assoc. Prof. Dr. Baykan Günay, MCP. Can Kubin. I learned too much from you in the field of Urban Design; beside this research, they are like the hidden side of the iceberg. Many thanks also to Assoc. Prof. Dr. Ela Babalık Sutcliffe and Asst. Prof. Dr. Müge Akkar Ercan for their advices and encouragements. I owe special thanks to Dr. Katharine S. Willis who introduced me with this subject and Prof. Dr. Ibrahim Kushchu who was always on my side in the process.

I would like to specially thank to my friends, Ezgi Abacı, Özlem Ünaldı, Gülperi Küpeli Kıymaz and Zeynep Ünver Ağzıtemiz, Eser Köken İşleyici: you taught me the real friendship that lasts despite the long distances. I also thank to the crew of my high-school friends with whom I have grown up and learned to endure the difficulties. I don't remember a world without them and I cannot imagine also.

I owe dearly thanks to my parents Emel Şentürk and Ertuğrul Şentürk, my grandmother Şöhret Şenyurt who have given a shape to my life and my dear sister, my soul twin Melda Şentürk. I cannot finish without mentioning my cat Minka who was always with me literally in this process, put up with my odd working hours and made me smile. At last, I would like to express my special thanks to my darling Onur Dokuz who proved the material world fake against true love that can exist for years despite the lands between us. I thank you for holding my hand throughout the journey.

Finally, never enough thanks to Mustafa Kemal Atatürk who inspires me and a whole nation to believe in achievements.

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CHAPTER 1

INTRODUCTION

1.1. Problem Statement and the Aim of the Study

The aim of this study is to observe and understand the transformation process of meeting places in terms of both physical features and meanings. In this respect, regarding the meeting activity, mobile phones are considered as one of the main factors behind the transformation of individuals' behaviors and habits in urban space. Along with the modification of behavioral patterns, the physical place that is required by individuals stays no longer in the same content. Consequently, the reflection of recent behavioral features of 'mobile society' on urban space triggers the old rituals to dissolve. Eventually, identities of old-known meeting places have also been affected. Substitute for conventional meeting places in urban space, increasing numbers of new meeting places and fragmentation of them into the urban area is observed. This can be interpreted as a mismatch between the designed environment with its expected usage on one hand and everyday life practices that is shaped by technological progress on the other. The assumption will be tested through the in-depth investigation and analysis of conventional, well-known meeting places as against the meeting places that are preferred recently by mobile phone users in Ankara.

Urban public places are the places generally admitting of some active or passive social activities that are surrounded by buildings and transportation network. There also must be symbolic, public meeting places, accessible to all and publicly controlled (Jacobs & Appleyard 2007, p.107). Considering social interaction as a

goal, from the notions behind the concepts of space to physical organization, there are many components which determine the degree of success. However, physical urban sphere is not the only factor. In order to conceptualize public place; existing everyday rituals, special events and activities are needed to be well defined for professional works of design and planning. Special activities and everyday rituals are able to modify the determined concept and the character of the urban space in time. Hence, the success of public place should be interpreted together with the design principles that give a visual character and the social content; since the identity of public places might not last forever as the same. In this respect, urban designers have to consider both ongoing practical (de)formations in urban space and further physical requirements.

In the last decade, contribution of mobile communication technologies into daily practices and rapid penetration of them into everyday-life is quite obvious. The aim of the thesis is to understand if there is a contradiction between the existing urban image and individuals' mental image or not. Furthermore, this work is aiming to analyze the behavioral changes reflecting on urban space that derives from mobile communication practices and the transformation of 'urban image' in terms of the identities of meeting places. The main argument of the thesis is on the transformation process of meeting activity related to the behavioral changes caused by mobile communication possibilities in urban space. It is evident that mobile communication possibilities enlarge the perspective of being aware of the community, enhance the possible places of meetings and environmental perception. Consequently, the research is aiming to find out how far the meeting places of Ankara are changed in their meanings and identities since mobile phones have become a part of everyday life. What are the recent choices of meeting places? The research is a commemoration of old, crowded, vivid meeting places in urban sphere and it is a comparison between the old meeting places and the new ones.

Additionally, this research is a departure from the determinism while searching for new definitions for meeting places pro 'mobile society'. What are the physical features required for a meeting place for 'mobile society' and how different these are comparing to the old ones. In this respect, the old meeting places and people's habits in urban public places in Ankara are examined to understand how mobile

phone has affected on. The habitual transformation, such as determination process of the meeting places and time spent in these places are interpreted depending on some preliminary research and surveys and conceptualized according to an extensive questionnaire.

In this study, two main aspects are taken into consideration. One aspect is more related to the changes in individuals' perception and cognition maps; how they see particular public places or urban squares and meeting places after mobile phone has become one of the indispensables. The other aspect has strong emphasis on spatial definition of meeting places, considering their transformation in their use and the fragmentation of them on the urban sphere after the penetration of mobile phone in everyday-life intensively. It is more related to the disappearing identity of some particular meeting places regarding the loss demand of people who used to chose and use these places in previous years. This research is seen as comparison between the given identities and symbolic values of meeting places before mobile communication era and the created values after. Additionally, it is a survey aiming to define the behavioral changes of people in terms of urban social (communication oriented) activities. Hence, the thesis indicates the incompatibility of the environment designed by determinist thoughts and the urban reality which is shaped by the recent life style of 'mobile society'.

Essentially, within the wide perspective of the 'perceived urban space' discourse, the thesis is aiming to enlarge the window by including mobile communication devices, particularly mobile phones as a factor behind the formation of pedestrian circulation patterns, behavioral phenomena and their impacts on meeting places in the city. Hereby, the mental image of the city, the identities of particular places and the transformations in activity pattern are very crucial to be analyzed so as to understand the contribution of mobile communication in environmental perception process. It is clear that, while the penetration of mobile phones were increasing, the demand for face-to-face communication has diminished and the notion of 'place in-depended societies' has been emerged so far. Then, how far the image of the city is perceivable by the 'mobile' societies? Could we assume a possible end of significant meeting places after we have witnessed anytime-anywhere-meetings as a part of everyday life?

1.2. Theoretical Framework and the Principal Concepts

The urban design field in spatial terms and the urbanism notion maintains a long tradition of thinking on where people and things are located, and how the places are shaped by activity pattern in coordination with the mental maps. A mental map is an individual's selective representation of their known world and it is originated from the science of cognitive psychology. In daily life, the mental map of a physical environment, a legible city, which is consisted of the identifiable elements or urban structure, is essential for individuals to find their ways in reality. Lynch has defined the elements of a city image in 1960 (The Image of the City, 1960). According to Lynch (1960), landmarks are point of reference that helps people to orient themselves in the city. They act as primary features in the way-finding with their dominance of visible form. The nodes are centers of attraction. Edges, districts, nodes, and landmarks are favorable contributors to imageability if they are meaningful, distinct, and not confusing (Lynch, 1960). Considering the meeting places in a city, landmarks and nodes are seen as essential elements among the others. They should exist in legible form and in relevant proximity with each other and in conceivable distance to the circulation paths in order to increase ability to notice, reach and remember.

Porteous (1977) classified urban space by a user oriented approach into three types in accordance with territorial control, personalization, security and identity concerns. These are; microspace, mesospace and macrospace. Microspace is personal space which is the minimum space necessary for the organism to exist free of physical or psychic pain. When not expanded to cover fixed features of the environment, personal space is mobile, carried along with the body as the individual moves through space. Mesospace is usually semipermanent spaces. The area operates as the home base for the individual or group, the area in which much time is spent in feeding, grooming, resting, reproducing, and sleeping behaviors. Macrospace is an undefended public area within which various individuals wander, coalescing into groups and disaggregating once more according to need (Porteous, 1977, p.28-30). Porteous (1977) identifies the space relying on individual perspective and social roles of individuals' that are gained in/inside these environments.

On the other hand, Porteous (1977) criticizes Lynch (1960) with his definitions on the image of the cities. According to Lynch (1960), greater legibility would result in easier path-finding on the part of both inhabitants and strangers alike. Streets, therefore, must be clearly identifiable, must clearly proceed toward a goal, and should be organizable into a visual hierarchy (Porteous, 1977, p.105-107). Porteous (1977) claims that the image studies which Kevin Lynch was pointed out, would provide clues for urban designers, so that cities might be made more legible, but Lynch (1960) regarded the disparities between environmental richness and individual satisfaction as a simple relationship. Despite the importance of identifying public images, however, much post-Lynch research has emphasized a variety of variables which appear to relate to individual and group differences in the perception and evolution of the townscape (Porteous, 1977, p.107). Porteous (1977) introduces Klein (1967), Appleyard (1970) and Gulick (1963) as a reaction to Lynch's pioneer effort, with their different perspectives and content in urban studies in which some other issues like age and sex, socioeconomic status, experience, race and culture are also taken into consideration. Gulick (1963) had noted earlier, it is not sufficient to consider the city as a visual construct, for a city's elements, besides being visual phenomena, are also behavioral and social phenomena (Porteous, 1977 p.115). Furthermore, the same elements may be seen in completely contradictory ways by different groups and their preferences and cognitions may be quite different (Rapoport, 1977, p.356). Willis (2008), states that our wayfinding activities are almost never undertaken for the pure purpose of moving physically from A to B. Instead they are motivated, influenced and affected by out interactions in the social world; we travel to and from places to visit people, to work and to pleasure. In this manner, wayfinding is not an activity that can be studied by focusing on one aspect, but must be seen in a wholistic manner as a process undergoing change affected by a whole range of dynamic aspects (Willis, 2008, cited in Eckardt, Geelhaar, Collini, Willis, Chorianopoulos, Hennig, 2008, p. 21).

The individual's image of the city, which is used to navigate and orientate within urban space, is no longer simply confined to physical elements and configurations. Batty (1990) noted that 'cities are becoming invisible to us in certain important ways', and in another paper set out a research agenda which would look at a series of methods for enabling a visualization of these nodes and networks (Batty in Hodge

et al. 2000, p.128). Townsend (2000) and the others have also highlighted how the temporal quality of wireless and mobile networks reconfigure the spatial and visual qualities of the city, and so should cause us to question the nature of city infrastructure and how we plan out cities and physical and social sites of activity (Alessandro and Fiorella, 2008, p.10). Mobile communications devices profoundly affect cities as they were woven into the daily routines of urban inhabitants. But beyond the general neglect of mobile communications in social science research, practicing urban designers and architects have only addressed these new technologies on a cosmetic level, such as the design and placement of antenna towers. Most importantly, widespread and fundamental transformations in the very nature of mobility in cities for the growing masses of wirelessly-connected inhabitants are being overlooked (Townsend, 2000, p.1).

Webber was one of the first urban scholars to seriously address the complex relationships between electronic media, growing mobility, and the nature and experience of late twentieth-century cities. Webber (1964) argues that the idea of community has similarly been tied to the idea of place. Although other conditions are associated with the community – including "sense of belonging", a body of shared values, a system of social organization, and interdependency – spatial proximity continues to be considered a necessary condition. He (1964) further states that with the contribution of two major technological developments which are air transportation and telephone, accessibility becomes further freed from propinquity, cohabitation of a territorial place – whether it be a neighborhood, a suburb, a metropolis, a region, or a nation – is becoming less important to the maintenance of social communities (Webber 1964: 108-109).

The theoretical discussions have suggested so far that, sacred space dominated the Greek and medieval city, the public space dominated the Renaissance city and the space of economy dominates the modern city. In contemporary space, this traditional model of a city consisting of houses (private, economic space), market places (political, public space) and temples (sacred space) seems no longer valid. Today, those three models of space blur and intermesh and we feel unsheltered, exposed, and disoriented. Public spaces are penetrated with 'private' cars, and lately with cellular phones in the parks (Gotsch and Karlsruhe, 2001, p.5). It is claimed in

most literature that, by the mobile society, the penetration of individuality has been also accelerated. We have witnessed similar process within modernism era. The priorities of private life instead of public or collective one have increased by the impulse of individual technologies and the irresistible medium that they serve. Sennett writes of a city which has become the stage for a particular drama of the late modern psyche. Private anxieties increasingly displace public or collective issues as objects of social and political concern, and the space of private life are valorized over those of public belonging. The erosion of public life degrades the city as a social and imaginative space which is shared by strangers. As privacy and interiority are valorized, 'the world outside, the impersonal world, seems to fail us, seems to be stale and empty' (Sennett, 1974, p. 5, cited in Tonkiss, 2005, p.25).

Castells states that cities and in particular global cities are transformed in the process of being absorbed in the IT network rather than in place. Information City inhabitants may be rescued by the unexpected and unpredictable faith in the ability of reinterpretation of technology itself. One fascinating characteristic of most technologies being that people end up employing them for something different than what they were initially created for, generating new spaces of possibility for the public (Colini, 2008, cited in Eckardt, Geelhaar, Collini, Willis, Chorianopoulos, Hennig, 2008, p.110-111). Hence, the features of urban space which have been defined by traditional methods are no longer easy to understand especially, by only looking at the physical content and social structure superficially.

Essentially, there is a wide body of research on the relation and consistency between designed physical environments and behavioral presence in these places. It was very crucial for this research to look at the acknowledged thesis and theories written or stated on the links between perceived physical urban space and the behavioral extents of the urban social life. For instance, Rapoport (1987) stated that, there are two types of pedestrian activities: those related walking or strolling, which require dynamic spaces such as streets; and those related to sitting and standing, which require static spaces such as plazas (Rapoport, 1987, p.85). Lefebvre argued in 1991 that the social production of space operates on three levels, which space is produced is as an effect of spatial practice. The geography of social practice is based on relations and locations of production and reproduction: it

also includes the routine forms of spatial ‘competence’ and ‘performance’ which are required of social actors (Lefebvre, 1991, p.38). However, considering the present contribution of new communication technologies; the content of the nature of social practice is not that simple any more. Kellerman states that the mobile society constitutes four dimensions: people and societies, places and spaces, technologies, and human activities. Generally, these four dimensions joinly comprise people’s daily routine movements embedded within societal structures and trends (Kellerman, 2006, p.4). Like as the data transformation and the way of communication have gained new forms along with the new life style, the forms of occupancy on urban public places have also been modified in time.

Because of the fact that changing the decision point and time in the absence of mobile communication was quite impossible, individuals used to wait on the predetermined meeting point until the other arrives. Nowadays, in most cases, the random meetings are determined on phone without even considering the meeting time precisely. Because there is always option to reschedule meetings. Therefore, a regular place is also sufficient as a meeting place and the meeting time does not need to be defined precisely. Hence, the particular meeting places have been dissolving in practical mobile life. In other words, before the mobile communication era, urban squares and some specific places in urban space had been occupied by crowd who agreed on meeting. Hereby, one could say that these vivid meeting places have started to be replaced by regular places or interiors that are determined for meetings spontaneously.

However, instead of conceding meeting places and urban squares as abandoned places by virtue of less demand or lack of use; perhaps we, as designers, would rather try to understand the changing demands of individuals and find a way to appropriate the new meeting places. Thus, first of all we have to pursue the evolution of technologies which transform social structure and be aware of the modified behaviors that come into practice in urban public places. These are the behaviors and rituals which can determine or destroy the identities of urban public places.

Regarding the personal experiences, since 1990s; the meeting places in Ankara have been changed both in their way of use and the location. Before 1990s, there were some particular meeting places in Ankara most of which had been arranged via home based phones one or two days ago. Nowadays, the places of meetings are able to be changed randomly by using mobile phones in urban space. In order to be sure about that and be convinced on the considerable change on meeting places in Ankara, a preliminary research had been carried out. Çankaya District and Kızılay District in where the majority of pedestrian activity occurs are selected as case study areas and maps with a prepared a questionnaire are distributed. The preliminary research details are presented and discussed in the third chapter. Concisely, the results show that there is a significant change in how individuals use urban space as meeting place before and after mobile phone penetration. Accordingly, it is understood that mobile phones have been modifying behaviors that occur in public place, especially meeting activity relying on communication phenomenon. Hence, the visual elements, the images of the city which, help us to identify and to be indicated in urban space, have no more the same importance and identity in individuals' point of view. Mobile phones became tools for the process of everyday creation of meaning. They are powerful means for social actors to rebel against labels assigned by the dominant culture and against the normative nature of everyday knowledge. Tools for creating different meanings for social times, places, and identities mobile phones participate in the process of (re)constructing a shared culture (Caron and Caronia, 2007, p.144).

Goffman thinks that the variations of interaction organized on ritual principles must be held within certain bounds and nicely counterbalanced by corresponding modifications in some of the other rules and understandings. Similarly, the human nature of a particular set of persons may be specially designed for the special kind of undertakings in which they participate, but still each of these persons must have within him something of the balance of characteristics required of a usable participant in any ritually organized system of social activity the general capacity to be bound by moral rules may well belong to the individual, but the particular set of rules which transforms him into a human being derives from requirements established in the ritual organizations of social encounters (Goffman, 1967, p.45). Furthermore, Barlas (2006) tells the mutual reflection between urban social life and

urban physical structure intensively by focusing on street as a fundamental medium for face-to-face interaction. He emphasizes that in public place, people can learn about their fellow citizens as well as themselves and their cultures and face-to-face interactions are prerequisites for such processes. He looks at the transformation of street from different perspectives, (including social, psychological variations, technological innovations and urbanism movements) and indicates the disappearance of face-to-face interactions in essence (Barlas, 2006, p.72-76, 80, 103-145). In this sense, mobile communication devices can be considered one of the driving forces behind the disappearance process, particularly in consequence of modernism era that is followed by individualism. Katz and Aakhus defines mobile phone as the communicative instrument that favors the progressive encroachment of intimacy in the public sphere and of extraneousness in the private sphere. Since the appearance of the mobile, the connotations of some concepts and dimensions have changed radically (Katz and Aakhus, 2002).

On the other hand, perhaps wireless internet services that are provided in parks and urban squares can cause a positive radical change and encourage people to use these open places more often. Hence, internet reception can help to regenerate value of urban public places in some other forms. Thus, some of the disappearing meeting places might become popular again after wireless internet reception. Adrian Mackenzie introduces how wireless connection opens up a re-generation in open space in the report called 'From Cafe to Parkbench'. He says Wi-Fi as constellation of attempts, projects, experiments, marketizing initiatives and regulatory policies, generates constantly varying forms. These forms negotiate differences, uncertainties, obstacles in the 'fine-grained practices of everyday life'. Put more baldly, the plethora of figurations, practices, commodifications, pricing-models, gadgets and modifications associated with Wi-Fi can be seen as an image of movement as well as an infrastructure that re-positions people in relation to movements of data. According to Mackenzie (2005), individuals, groups and corporations develop embodied, institutional or commodified forms that feed further imaginings of mobility, ubiquity, portability and affordability. Images of data moving and data in movement follow each other (Mackenzie, 2005, p.6).

Eventually, in order to evaluate the degree of the contribution of mobile phones into daily life, a preliminary research is carried out that is presented in the next chapter. The preliminary research is based on some common criteria of the extended research which is also going to be explained in the following chapters. In order to understand the positive and negative effects of mobile phones on urban sphere the main research is carried out including 630 participants most of who live in Ankara more than 10. The inventory is aiming to discover how the perceived environment is changed in time, in terms of the perception of significant elements in the city that Lynch has introduced. The questionnaire research enables to superpose the meeting point and observe the influence of mobile phone penetration/addiction on environmental perception of different age groups. The questionnaire is asking where the meeting places of the 'mobile society' are in order to understand the speed of constant change of meeting place, new meanings, physical configuration and identities of meeting spots and landmarks.

The cognition maps have been used as a tool to understand how legible the landmarks in the city center. As an urban planner Kevin Lynch was one of the pioneers who has worked on the image of the city that is seen from users' perspective. He interested in the identities of particular places according to the mental maps. However, the socio-cultural significance of these images and how they are affected by the contribution of new behavioral settings have been underestimated in many urban design discourses. Moreover, the change in behavioral patterns that reflects on urban space, the reason, the process and the representation of this change is very important issue to be discussed in detail. Mobile society is a reality and the fundamental reason behind the necessity of looking at the public places from different perspectives. Hence, this dissertation is aiming be a departure from the architectural determinism through conceptualizing identities of meeting places including the impacts of mobile communication on everyday life practices.

CHAPTER 2

SOCIAL AND SPATIAL DIMENTIONS OF MEETING PLACE

In Ankara case, it is quite hard to mention any identified square which is congruous to some acknowledged physical norms and can be seen as meeting/gathering place like as in European cities. However, there are for sure some places which have been identified by individuals as meeting places most of which are in easy reach and close to the service points. According to the personal observations, it is necessary to be clarified that most of the meeting places in Ankara had been appointed due to the social values, temporary popularity or identity given by inhabitants rather than their physical identities. For instance, old VAKKO Store on the Atatürk Boulevard and DOST Bookstore on Kafanfil Street stand out as more special and favored in Kızılay district. On the other hand temporarily popularity of a place, imposing meanings and identities to the places in a certain period of time could be under some external circumstances like weather conditions or accessibility. But no matter the reason is, regarding the meeting places, the constant shift of interest from one place to another is crucial due to the spatial concerns. This part of the research is aiming to understand the circumstances under which inhabitants feel comfortable to designate a place as a meeting place and do not hesitate to wait in there for long time if necessary. So as to understand the required conditions for a meeting place and to draw a broad picture; it would be necessary to examine spatial diversification from old meeting and gathering places to the recent ones.

2.1. Where We Meet

Many researches and inventories have been realized by philosophers in order to interpret the notion of meeting, gathering and the broad range of interaction based

social activities in urban space. Through not legally regulated, the design principles in many cases to built social environment is determined by only the entrepreneurs who are carefully following transformations in human needs, behaviors and technological innovations. In Ankara case, we have witnessed that the choice of attraction places have been shifted from one district to the other for years. For example, the places from where the majority prefer shopping and the places in which young population are entertained; even the center of the city is changed in time according to the popularity of places. Likewise, the preferences of meeting places are also transformed in time depending on many reasons.

In a sense, the constant change in behaviors and meeting place of choice could be a downside of place identities. Hence, it is crucial to identify the meeting activity and the early mediums of meeting. In 1959, Zucker was pointed out that the central square or a residential quarter within a larger city, the monumental plaza of a metropolis – all serve the same purpose. They create a gathering place for the people, humanizing them by mutual contact, providing them with a shelter against the haphazard traffic, and freeing them from the tension of rushing through the web of streets (Zucker, 1959, p.1). Then, Kevin Lynch (1981) defined the plaza as an activity focus, at the heart of some intensive urban area. Typically it will be paved, enclosed by high-density structures, and surrounded by streets, or in contact with them. It contains features meant to attract groups of people and to facilitate meetings (Lynch, 1981, p.443, Cited in Marcus and Francis (eds.), 1990, p.10). On the other hand, Marcus and Francis (1990) stated that the medieval town square, or piazza, was often the heart of the city: its outdoor living and meeting place: a site for markets, celebrators, and executions; and the place where one went to hear the news, buy food, collect water, talk politics, or watch the world go by (Marcus and Francis (eds.), 1990, p.1).

Apart from the variety of activities and facilities in central urban squares, first of all, it is essential to focus particularly on meeting activity and prerequisites of individuals in choosing meeting places. In this respect, I aim to focus on the first physical settings of meeting places in the beginning of civilization and try to follow up the process so as to conceptualize physical preferences of recent meeting places better. Mobile communication opportunities are considered in the second phase as a

fundamental factor which has direct effects on choice of meeting place. Eventually, it is aimed to provide new perspectives on the ways of looking at the meeting places and the meeting rituals.

2.1.1. Meeting Places of Old Times

From the beginning of the history until today, pedestrians have been utilized public place as a platform so as to learn, perform, and socialize or as a meeting place, a starting point of a social activity. There might be the lack of urban square or a gathering place for all these public activities to be realized, however meeting activity can never be excluded from daily life, rather than, no matter how, inhabitants make a room for meetings. Essentially, the most crucial thing is how the meeting activity in urban public places and the places where people prefer to meet have been transforming through years. Since, meeting is one of the very fundamental needs; the society retiles this ritual by adding or removing some meanings.

2.1.1.1. Agora

If we go back to Greek cities, Ophir states that citizens shared similar access to the site of power, the place where power was distributed and exercised, but also regulated and controlled. Power in the city was placed en mesoi, in the middle: authority and legitimation in all spheres of common life were drawn from actions taking place in that middle ground (Ophir, 1991, p.19). Additionally, Zucker thinks that agora makes the town a *polis.* As originated by the Greeks, the polis introduced an entirely new element into the civilization of the West and the Near East. Usually the agora, as the focal point of the town, was located in the center, if topographical conditions allowed it; in harbor cities as close to the port as possible (Zucker, 1959, p.31). From at least the seventh century B.C. on, an *acropolis* existed in connection with each larger settlements as well as a void of irregular shape which later would become the *agora*. These two district elements were characteristic of Greek towns as long as Greek civilization prevailed and shaped the life of the inhabitants (Zucker, 1959, p.27).

In ancient Greek cities, an open space is understood as a meeting ground for various activities of the citizens. The agora was located either in the middle of the city or near the harbor, which serves a platform for activities of their life such as; their daily religious, political, judicial, social and commercial. The agora is known to serve for theatrical and gymnastic performances until special spaces, buildings were reserved for these purposes.

2.1.1.2. Forum

As stated in literature, in Roman cities multipurpose and centrally located open area that was surrounded by public buildings and colonnades served as a public gathering place. Zucker (1959) says that Greece and Rome manifest itself in the difference between Greek post-Hippodamic and Roman city planning, evident especially where the greatest possibility of spatial expression is given: in the center of the town, in the forum, or in the sequence of fora (Zucker, 1959, p.45). The forum served both public and commercial purposes, and the sacred temples were surrounded by taverns and simple market. This combination of functions was gradually changed and the forum became more and more public domain (Zucker, 1959, p.49).

Both forum and agora in most cases was located in the heart of the city as a particular part of the open space served as meeting grounds for various activities. The meeting and gathering places should not be considered without taking the early versions of city centers into account. Thus, the urban square especially the cities in Italy were crowded with towns of Roman origin. France and Germany developed urban space from about the tenth century on.

2.1.1.3. Medieval Square

Plazas of today have little in common with those of the Greece and Rome and Medieval Europe. What connects them with the Greek agora, the Roman forum and medieval piazza is the image of the plaza as an open-air, heterogenous concentration of activity and focus of the city. Zucker (1959) has noted that the agora has also a typical shape from the very end of the fifth century on, the late

classical and Hellenistic times. Although it would be a mistake to suppose that the completely closed rectangular space now became the common ideal of all Greek town schemes. The space, in contrast to earlier times, was conceived as a district configuration, a Gestalt. The single structures surrounding it were architecturally subordinated to the idea of the enclosed space as a whole (Zucker, 1959, p.37).

The enclosed structural form, in various organizations, has manifested itself in many European cities. Apart from the purpose of *agora* in Greek cities and *forum* in Roma; *plaza* in Italy and *platz* in Germany are still experienced as central meeting places, besides their multifunctional presence. Therefore, a real journey is needed to be taken into the cities with central urban squares to think over meeting activity exhaustively.

2.1.2. Urban Square

Urban Square reminds of a focus, a center, and an ultimate space of civic expression or a medium for meetings. Like the forms of these squares, the aim of building these places is diversified as well, depending on the era, economic structure, culture, and so on. One could say that an overall thought is to call public attention and allow social interaction. Through centuries, the central urban squares have been used by various purposes but kept its image as a meeting place. Hence, visual character and elements of these places should be one of the concerns of this research so as to distinguish identities of meeting places among the other components of urban structure.

Kevin Lynch (1981) suggested that the plaza is intended as an activity focus, at the heart of some intensive urban area. Typically it will be paved, enclosed by high-density structures, and surrounded by streets, or in contact with them. It contains features meant to attract groups of people and to facilitate meetings (Lynch, 1981, p.443, Cited in Marcus, Francis, 1990, p.14). Whether the square lays on the boundary of the town as a gate or a central gathering point, it has an identity considering its physical distinctness and conspicuous character among the near physical organizations. However, like almost all urban structures, meeting and gathering places are also changed in their physical structure, subjected to political,

economical or behavioral modification processes. Since, alteration of the preferred meeting places is the part of subject matter, it is crucial to follow up the transformation processes in meeting – gathering places and varieties of these places.

> Quite generally the meaning of the square as a spatial experience can be grasped only by those who are aware of the phenomenon that the human reaction toward the form and dimensions of shaped and molded space changes continuously. It grows from a specific and characteristic mode of human behavior and attitude, articulated in specific forms by the creative process either of an anonymous collective, as in the Middle Ages, or of an individual artist, as in the Renaissance and during later centuries. In each instance it represents an integrated complex of reason, feeling, and will (Zucker, 1959, p.236).

Figure 2.1. Markt Platz Weimar, Germany
Source: Personal Archive

Except for specific solutions in Italy and in the north, Zucker (1959) classified medieval squares into six due to their principal types;

- The market square as a broadening of the main thoroughfare
- The market square as a lateral expansions of the main thoroughfare
- The square at the town gate
- The square as the center of the town

- The parvis
- Grouped squares (Zucker, 1959, p.74).

Zucker states that Spanish colonies in the Americas are of much greater importance and interest for the development of the square than is the motherland. It is here in the New World, rather than in Spain proper, that the “plaza” actually represents the center of civic life (Zucker, 1959, p.136). Salamanca’s Plaza Mayor, dating from 1720-33, is generally regarded as Spain’s most beautiful square (Figure 2.3). It had preserved its medieval irregularity until the early eighteenth century. The square owns its monumental splendor to the strict discipline of its surrounding structures: the continuous repetition of horizontals which are contrasted with the vertical motif of ornament Bourbon lilies on the balustrades of the roofs. Streets run into the square without destroying its closed character since their entrances are hidden behind the arcades (Zucker, 1959, p.229) (Figure 2.2).

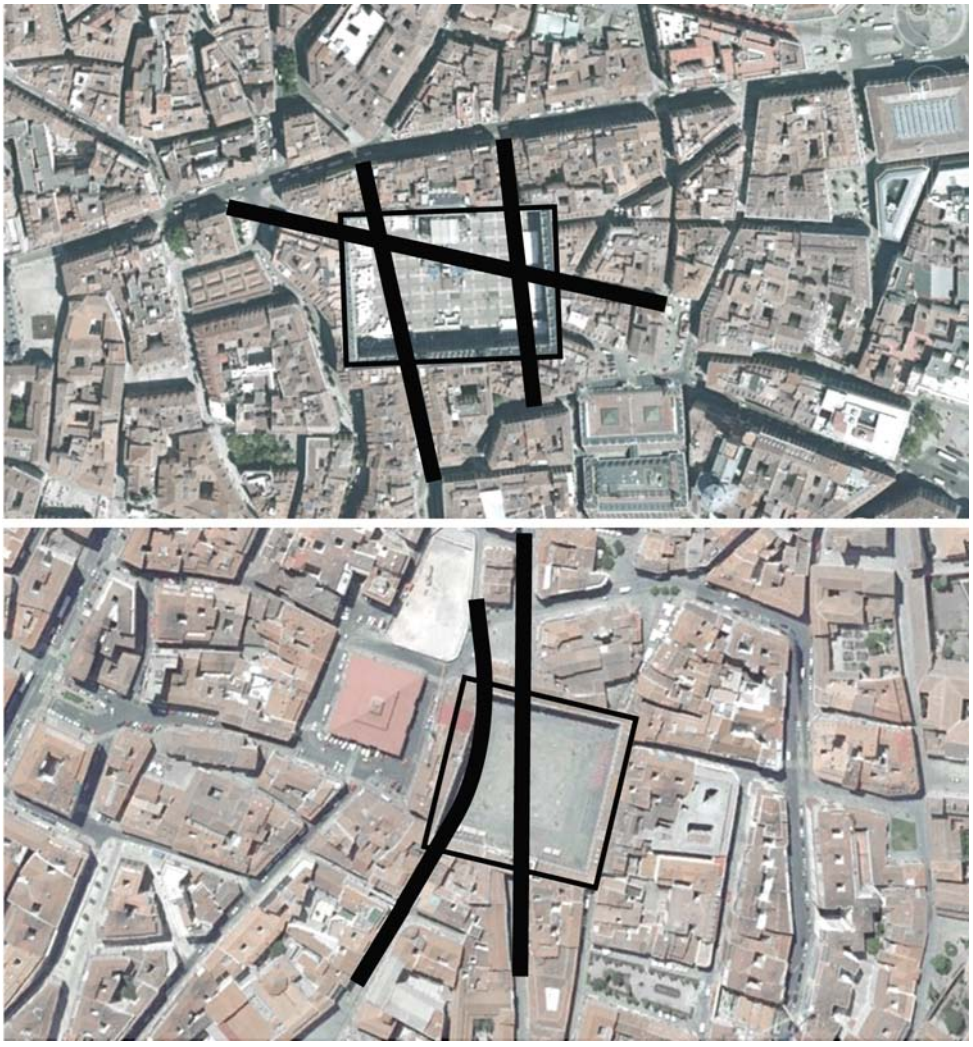
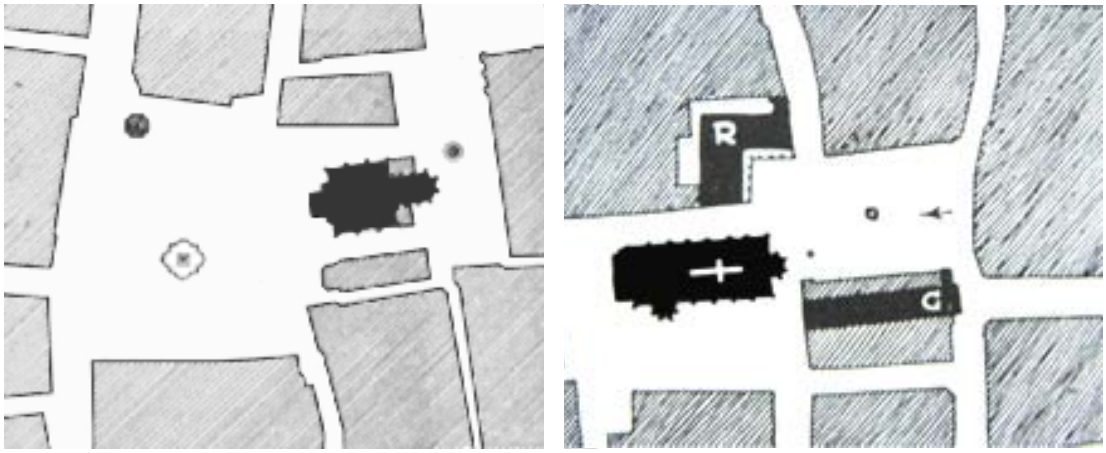


Figure 2.2. The circulation plans of Plaza Mayor, Madrid (on the top) and Plaza Mayor, Salamanca (on the bottom).
Source: Google Earth [Accessed on 15.11.2009], Personal Illustration.

Figure 2.3. Plaza Mayor, Madrid and Plaza Mayor, Salamanca. Plaza Mayor, Madrid is seen on the top and Plaza Mayor, Salamanca is seen on the bottom.
Source: Personal Archive

Zucker defines most of the German squares, which because of their monuments or façades of adjacent buildings are so often called Renaissance squares, have been discussed here as medieval creations (Zucker, 1959, p.131). One could say that church is the most crucial elements in squares; it appears as a landmark, adjacent to the square or in the square in most cases. Zucker mentioned Brauschweig in where the church with its own square, town hall, and market square create an entirely different situation. The Altstädter Markt in Brauschweig represents an almost completely closed square. The neighboring Martinskirche does not appear as an isolated unit, but becomes part of the sides surrounding the market square, since the architectural elements of the east side of the church and of the arcaded town hall are almost identical (Zucker, 1959, p.82). Meanwhile, he emphasizes Nurenberg as another different sample for which we can speak of “isolation”. The adjacent Frauenkirche is merely a part of one side of the square (Zucker, 1959, p.83) (Figure 2.4).



Figrure 2.4. Braunschweig, Altstädter Markt Plan (on the right hand side) and Nuremberg, Hauptmarkt Plan (on the left hand side).
Source: Zucker, P., 1959, p.82,83.

If we look at the examples from U.S. in comparison with European squares, the influences of European typologies and similarities are seen. Marcus, C.C. and Francis, C. (1990) collect U.S urban plaza typologies into categorizations moving from the smallest to the largest in size as follows;

- The street plaza
- The corporate foyer
- The urban oasis
- The transit foyer
- The street as plaza – pedestrian and transit malls
- The grand public place (Marcus, C.C. and Francis, C., 1990, Cited in Larice, M. and Macdonald, E., 2007, p. 373, 374).

Among these typologies; *the grand public place* comes closest to our image of the old-world town square or piazza. *The corporate plaza* is the type which a part of new, generally high-rise building complex which is usually privately owned but accessible to the public (Marcus and Francis, 1990, Cited in Larice and Macdonald, 2007, p.373, 374).

Including agora, forum examples and some European squares, these open spaces are partially or entirely enclosed by structures and they are accepted as popular public meeting places of old ages. In order to conceive the recent requirements of recent meeting places, it is necessary to deduce from the old structural appearances of meeting or gathering mediums. Essentially, the goal is to understand the modification and diversification of these places. Since these modifications are consisting of social requirements depending on behavioral settings and habits; to observe the modifications of everyday life is one of the indispensables of this research. But primarily, we should keep our focus on design variations of urban squares.

> While the medieval, direct environmental awareness could exhaust itself in the communal space defined by city walls and shaped by houses, streets, squares, and spires our expanded awareness, Banz stated in 1970 that the demands an urban environment conceived on a scale equally expanded, where buildings lose their box shape and emerge as elements of landscape: islands, mountains, cliffs and promontories, molded and shaped to reflect the dynamism of man's new global community while drawing the individual out of the privacy of his spatial cocoon into the extended environment of the new community (Banz, 1970, p.36).

Zucker (1959) stated that the square, in contrast to the street, was already perceived as space, and therefore the individual volumes of the surrounding buildings were subordinated to its spatial unity by continuous arcades and other connecting architectural elements (Zucker, 1959, p.141). The eighteenth century conceived of a square not as closed space, as did the seventeenth century, but rather as a center for expanding space, its frame well pierced. The primary idea was to create and organize the best possible intra-urban integration between the square and its surrounding quarters (Zucker, 1959, p.192). Later on, the streets have begun to gain ground and started to be considered as an attraction point beside squares. Zucker (1959) defines, in nineteenth century, out of the classicistic prevalence of the axis, the street, and no longer the square, evolves into the leading element in town planning, from Percier and Fountaine's Rue de Rivoli to Haussmann's boulevards in Paris (Zucker, 1959, p.235).

> Accordingly, the straight line became predominant in architecture and hence rectangularity in city planning – in other words, the gridiron scheme. Thus, quite naturally, the street, conceived of as a continuous perspective, mostly of similar units, became more important than the square (Zucker, 1959, p.189, 190).

While in early examples squares were seen at the heart of cities as social attraction points, then social attraction places has been started to be considered together with circulation paths. As the matter of fact, among the circulation paths in cities, streets are seen as the most valued social mediums in many cases.

> Barlas (2006) emphasizes that street is the most important element of the urban fabric. This is so, because each of its physical/spatial elements function to contribute to the satisfaction of one or more of our needs, and it does that in a unique way. There is a hierarchical organization of its components in accordance with unifying conceptual/notional attributes. Most important of the attributes are related to publicness, beginning and end, linearity, and passage like form of the street (Barlas, 2006, p.95).

Hence, regarding the notion of meeting, since it is in correlation with social values, streets which provide a sense of community should also be taken into consideration. Aurigi and Cindio states that it is no accident that a city map is a street map. In the

urban public space there is an emphasis on the social domain of the street as a means of organizing or even coordinating space. In addition to the landmarks, paths and edges of the city we also have an acute awareness of socially defined structures; neighborhoods, the places where we call home, even our favorite meeting place or the spot in the park where we can catch the afternoon sun (Aurigi and Cindio, 2008, p.10). Thus, the social value, the identity of a space is essential. The particular places of meeting have identities due to either their visual uniqueness or social values, or both. Therefore, the issue of what are the significances of meeting places among others is quite necessary to be examined.

2.1.3. The Significant Criteria of Meeting Places

2.1.3.1. Significant Elements of Meeting Places

As Lynch (1960) has stated, the creation of urban image is a two-way process between observer and cityscape. The value of the place is also depends on a collective act on it. This part investigates the factors that determine particularly the places of meeting. First of all, in order to be accepted as a meeting place by majority of people, the place should be distinguished easily form its surrounding, admittedly visible, safe and comfortable for waiting. These places are expected to be visually unique.

Lynchian image of the city is consisted of five elements: *paths, nodes, edges, districts* and *landmarks* (Lynch, 1960, p.46-48). Paths and landmarks are two important components particularly in the process of cognition mapping. In respect to the visual character, landmarks have a crucial value for inhabitants' orientation as Lynch (1960) introduced among the legible elements of urban space. Rubenstein defines paths as being the circulation routes along which people move. Major paths should have their own identities. Each should have some quality that distinguishes it from the surrounding network (Rubenstein, 1992, p.47, Cited in Akit, 2004, p.8, 20). People observe the city while moving through it, and along these paths the other environmental elements are arranged and related (Lynch, 1960, p.46-48).

Interchanges or junctions between routes are called nodes. Landmarks and nodes typically live in districts. Routes pass through districts and connect them (Darken and Peterson, 2002, p.493- 518). Many of planners, urban designers and sociologists define those components which can serve people to attach themselves physically or symbolically into the environment. If symbolic components of space are poorly defined, the process of cognition and concentration would be slow in order to obtain orientation and navigation.

Lynch (1991) offered five basic “dimensions of city performance”, which refer to bundles of standards of quality (practical, aesthetic etc.) for cities: The first one is vitality, meaning a lively and well-functioning human environment. Second, sense, which signifies clearly perceived places, mentally structured in time and space. Fit is the third dimension, exposing the degree of how form characteristics match the pattern of actions. Access, the fourth, denotes the reach ability to people, activity, resources, places and information. Finally, control, simply means control of use, access, creation and management. It is a complex issue and includes concerns ranging from security to marketing (Lynch, 1991, p.111).

Sorrows and Hirtle (1999) identify three types of landmarks. *A visual landmark* is an entity used as landmark primarily because of contrast with its surrounding, because it has a prominent spatial location, or because its visual characteristics are easily memorizable. *A structural landmark* is defined as having a significant spatial role or location in the structure of space, while *a cognitive landmark* stands out because of its typical or atypical characteristics in the environment (Sorrows and Hirtle, 1999, Cited in Richter, 2007, p.2). Additional to this, Ruddle, Payne and Jones (1997) suggested that users apply landmarks in two ways: (1) the connection cues among objects; (2) the reference of orientation. That is landmark in one way; it is used as a visual reference of orientation based on its cognitive meaningfulness and structural identification to users (Golledge, 1999; Sarrows and Hirtle, 1999, Cited in Lee, 2008). As Lynch (1981) also mentioned, landmarks are personal point references that provide the feeling of environmental awareness while guiding them during their circulation in urban space. From person to person a landmark reminds different object or structure in the same environmental view. This situation causes landmarks to diversify from a kiosk to a skyscraper or a sculpture in urban sphere.

The most significant meeting places are in where individuals agreed on a landmark as a point reference which enables individuals to describe the place easily. Therefore landmarks are the most important element of urban space that is to be chosen as a meeting point. Consequently, Willis also says; legible elements in the environment are easier to remember and to orient ourselves in our daily lives. In this way certain types of predominantly visual form and structure are more easily identified and acted upon. They make it easier to form associations with other aspects of place; and weave more smoothly together with the social meanings in space. Thus a dominant landmark in a city becomes an obvious meeting point for friends and so on (Willis, 2008, p.1-3). Landmarks, nodes and paths are evaluated extensively in the next Chapter regarding to the discussion of cognition mapping issue.

2.1.3.2. Identity

> *"Man may readily identify himself with his own hearth, but not so easily within the town which he is placed. 'Belonging' is a basic emotional need – its associations are of the simplest order. From belonging and identity comes the enriching sense of neighbourliness. The short narrow street of the slum succeeds where the spacious redevelopment frequently fails"* [1] (Frampton, 1992, p.271).

The value that gives a character to an urban environment is constructed via the physical image of the space primarily, then the identity given by users in time. In this sense, identity emerges if conventional activities; daily rituals have been realized in the same place for a long period of time. Since identity is not a feature given by designers, like as in Lynch's definition of fit which is seen above, the form characteristics should match the patterns of actions as well in order to talk about the notion of identity.

Unique public places are one of the most important elements of cities, which contribute directly in the orientation process, and provide the creation of cognition maps in individuals' mind. Therefore, to create an 'identity' is an important goal and an inevitable component among other design principles so as to build recognizable

[1] Team 10 response to the CIAM 8 report 1951

urban public places. Lynch, Carr and Appleyard are some authorities have manifested basic definitions on the components of urban space depending on particular methods of their own. Additionally, meaning and memorability are also in the context of uniqueness and identity. The identity is in relation with both physical and social composition. De Carteau says, place, seen as meaningful location, is an important aspect of identity. Where we are (or are not) influences our personal sense of selfhood and our shared cultural identities. So is space, which we take as "a practised place" (De Certeau, 1984, p.117).

There are some meeting places in urban space which have special meanings for these people who use these places permanently beside the others who only pass through. In fact, these kind of specific places are perceived as local landmarks even though there is a place in front of a local shop, a cafe, a sculpture on a pedestrian road or urban furniture. There are many meeting places in Ankara like that but, by the contribution of mobile communication in urban space these local landmarks or ordinary places on the way have become more convenient to be picked as meeting place.

2.1.3.3. Publicness

Publicness in public places would be analyzed with regard to some criteria and design principles like accessibility and interest. Additionally, publicness of the public place is defined also by the actors. To quantify the success of the designed environment is quite difficult in most cases but the quantity of the users in public places can be the determinant in some cases. Moreover the results of surveys and the correlation between the idea and the actual use might be also accepted as a success. The publicness can be also obtained by the given meanings in particular period of time or seasonally.

Essentially, if we call somewhere as public, the place should be accessible to all avoiding segregation and outlast at least one generation. The degree of social interaction and social activities are considered in accordance with the notion of publicness.

In terms of social interaction, Goffman (1967) classifies communication behavior in two steps; the first deals with *unfocused interaction*, that is, the kind of communication that occurs when one gleans information about another person present by glancing at him, if only momentarily, as he passes into and then out of one's view. The second step deals with *focused interaction* that occurs when persons gather close together and openly corporate to sustain a single focus of attention, typically by taking turns at talking (Goffman, 1967, p.24). The focused interaction is the goal oriented interaction that is considered as situated activity. Conversely, unfocused interaction is the simultaneous interaction which is random activity that is realized according to many random factors occur in urban space. In fact, unfocused activities plays important role for a place to come into prominence with its publicness.

> The street, as such, is the most important element of the urban fabric. This is so, because each of its physical/spatial elements function to contribute to the satisfaction of one or more of our needs, and it does that in a unique way. There is a hierarchical organization of its components in accordance with unifying conceptual/notional attributes. Most important of the attributes are related to publicness, beginning and end, linearity, and passage like form of the street (Barlas, 2006, p.95).

Banz (1970) defines the viability of the urban environment as a direct function of the number, location, and quality of its meeting places. The term "quality" refers to their attractiveness and the degree to which they permit and encourage informal contact between members of the community who might be interesting in meeting each other (Banz, 1970, p.30,31). The most preferred meeting places in urban space with aura of activity and pedestrian circulation are accepted the places with public values in essence.

2.1.3.4. Scale and Proximity

A plaza is typically identified by high-density structures around an open space, the space and structures are usually surrounded by streets, or in contact with them. The literature findings on the evolution process of meeting places show that the early examples of urban squares are enclosed, confined by structures, later on the

sense of ‘closure’ turned into the ‘continuity’. Boulevards and wide pedestrian streets are built in nineteenth century as fundamental elements of public realm. This transformation can also be considered in relation with the contribution of automobile in urban life and transportation network system. In this sense, there is a link between meeting places of today and proximity of transportation service points.

Campos (2009) clarifies the evolution of urban squares within the context in relation with buildings.

> Historically the square represented peculiar activity, performance, release. Spatially, the area was surrounded by unbroken architecture, and its character was defined precisely by this architecture, its proportion, texture and color. While 19th century urban planning maintained the design of squares as a valuable element in its expansions of cities, the great vacuum caused in this respect by the architecture of the Modern Movement left our cities bereft of them. The contemporary square has to no specific function, nor does it depend on one building; it is a meeting place. (Campos, 2009, p.10,11,12).

Before pedestrian activity spots were started to be carried into the pedestrian malls through contemporary developments, they are realized to be fragmented in urban sphere in modernism era. If we go back to the urban square typologies, we remember Marcus, C.C. and Francis, C. (1990)[2] mentioned *the corporate plaza* which is developed and seen in the residential clusters in modernism times.

Campos, C. (2009) has also stated that the last group of interventions on plaza contribute to the development of a way of building cities that is individualized, or personalized, not only in these new spaces of public representation, but also in residential areas (Campos, 2009, p.10,11). With the intention of working through individualized public places and see if they are appropriate as a meeting place in terms of social values, Queenstown was taken as an example. Queenstown is one of the first new towns in Singapore and it is designed by modernist approach.

[2] As stated in ‘Urban Square’ part above; *The corporate plaza* is the type which a part of new, generally high-rise building complex which is usually privately owned but accessible to the public (Marcus, C.C. and Francis, C., 1990, Cited in Larice, M. and Macdonald,E., 2007, p. 373, 374).

2.1.4. Experiencing Meeting Place in a Singaporean New Town

With respect to the criteria which are able to turn a public place into meeting place, this part of the study aim to test whether the design principles[3] are appropriate to create convenient meeting places in modern new towns. Queenstown research is taken as an example so as to conceptualize the link between decisions given by authority and requirements of society. This research is consisting of inventories, personal observations and interpretations as an initial work on meeting places. The research has been realized while taking part in Bauhaus Kolleg X (2008-2009) postgraduate research group which was aiming to work on modern urbanism in Bauhaus Stiftung Dessau.

Singapore is an island of only 647 square kilometers, the size of cities like Chicago or Madrid. The impossibility of the extension of the land, Singaporean Government accomplished to find a solution by building up new towns with high rises to accommodate the population one of which is Queenstown.

In the new development process, the story of Queenstown begins in 1960s by Singapore Improvement Trust and goes on with new master plans and public housing implementations by HDB (Housing and Development Board). In Queenstown almost all residential complex considering both the residential blocks and their environment have been transformed in their visual character rapidly according to some policies. Depending on the questionnaire realized in the field and the meeting in HDB, it is understood that sourcing from the rapid change in physical environment, there were some social connection problems has occurred among families and neighbors eventually. In order to cope with these social problems, development areas in Queenstown have been started to be constructed to compose a focal point with the purpose of regenerating social interaction. These focal points are surrounded by high-rise residential blocks that are facing to the center of a cluster. These central meeting places are thought to ensure an attraction point and at the same time a controlled space to avoid vandalism.

[3] The design principles for the public housing in Singapore: http://www.hdb.gov.sg/

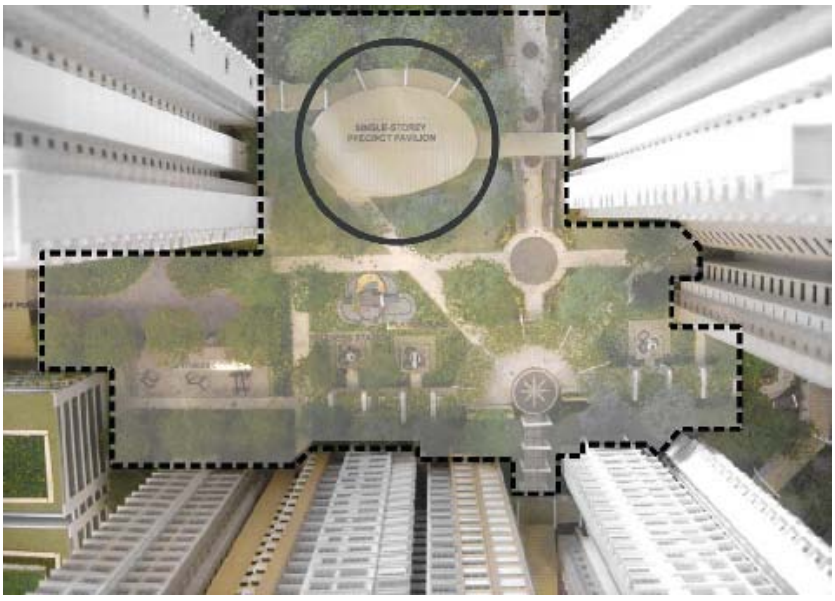


Figure 2.5. A Precinct[4] model, by HDB (Housing and Development Board) Singapore.
Source: Personal Achieve and Illustration.

This research was a comparison between HDB[5] design principles and design criteria that have been described in the previous parts. I was wondering particularly if creating enclosed, controlled spaces is proper to ensure public places that can be used as meeting places. In this manner, Queenstown is examined via personal observations, interviews and a questionnaire to see whether these enclosed residential clusters increase the sense of belonging and quality of meeting places or not.

In fact, HDB[2] has implemented almost all basic needs of residents' into these clusters precisely in order to attract inhabitants. Playground, pavilion, drop-off poach are some of the essential elements of precincts[3] and they are also stated in HDB Public Housing design principles. However, inhabitants are not very pleased to have these public places depending on some psychological reasons. The lack of *sense of belonging* is one of the identified reasons.

[4] Each neighborhood or estate is divided into the precincts.
In planning terms, a precinct is a tool for HDB to demarcate a territory with which the residents can identify, as well as a setting which, through use of common facilities, will increase social interaction and community spirit.
[5] Housing and Development Board of Singapore Government

The *scale* is one of the important visual features of public places which can both encourage and discourage people. *Human scale* is considered as a design principle so as to create suitable public places. The question of how to ensure the feeling of comfort in public place is examined by an amalgam of various dissertations in sociology and psychology fields. In Singapore, so as to meet the needs of increasing population, reconstruction process has been given a start in new towns by building high-rise residential blocks and residential clusters. It is observed that from the early structures to the late examples, Queenstown is getting less and less adhere to the environmental design in human scale (Figure 2.6).

In the case of Queenstown, each neighborhood or estate is divided into precincts. A precinct[6] is a cluster of blocks that are arranged around a central open space with common facilities. One could say that a precinct structure is considered as a home range according to the definitions of Barlas (2006) that other drivers of the individual(s) are satisfied (Barlas, 2006, p.30). But, according to the hierarchy model of Newman (1972)[7] which comes out from his study of the multi-level dwelling units, the precinct is a semi private space. However, since these are the spaces built with the purpose of regenerating social activity and soul, they would be considered in semi public places. Such that, whatever the expected identity for these places is, together with the positioning of the blocks and inappropriate scale these are appeared to be enclosed semi private places. According to Fruin (1971), the primary goals and objectives of an improvement program for pedestrians are: safety, security, convenience, continuity, comfort, system coherence and attractiveness. All goals are interrelated and overlapping (Fruin, 1971, p.115). In fact, one could say that the recent precinct typologies are the controlled spaces, reinforced by the enclosure effect of the high-rise blocks which diminishes attractiveness (Figure 2.8).

[6] In precints, entrances are marked by gateways and plazas. These are prominent meeting places. Driveways for service access are incorporated with strategic drop-off points serving each apartment block. Many of these driveways are paved to make them more attractive and pleasant.

[7] Newman, O. (1972), Defensible Space: Crime Prevention through Urban Design, New York: MacMillan, Cited in (Barlas, M.A, 2006, p.30, 31).

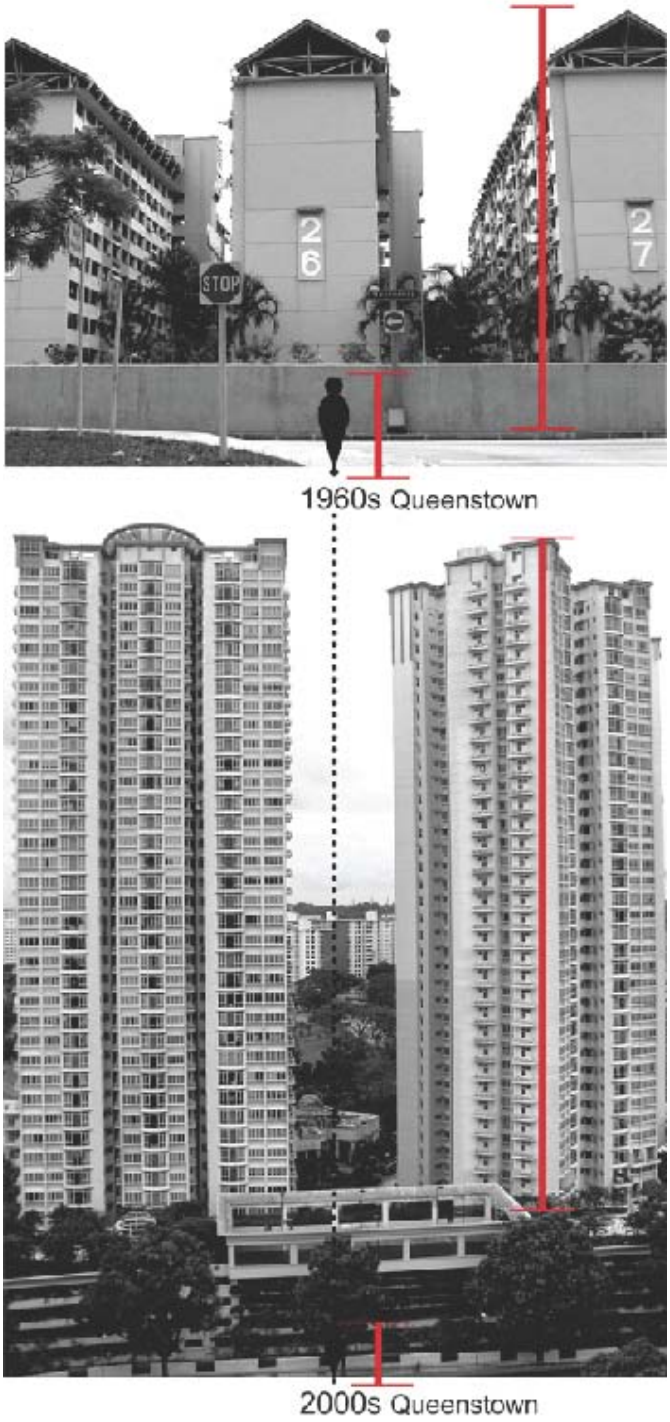


Figure 2.6. Representation of the Comparison. (The Comparison between old development area that is consisted of slab-buildings and the condominiums as one of the new residential complexes)
Source: Personal Achieve and Illustration.

Consequently, it was very interesting to realize in the Queenstown case that the enclosed public places by architectural structures in inappropriate proportions and high density, discourage inhabitants to use these controlled places (Figure2.5). Furthermore, due to the fact that Singaporeans has no right to own the land even if they own an apartment or a building, the common space in the precincts is not allowed to be privately owned. However, the design of the precincts gives the feeling of privatized places. According to Banz (1970), yet the fact that thinking in terms of a global community has become possible indicates that, as in the Middle Ages, urban space may once more become communal space. Communal space is extended private space, while public space is akin to non-space set aside to permit public movement and activities (Banz, 1970, p.35, 36).

Additionally, the constant rapid physical change in almost all new town developments in Singapore is also one of the answers of why inhabitant could not concede new public places easily. The regenerated public space is not easy to be accepted by society despite being clean, quiet well designed and functionally adequate. Thus, the decision makers and form givers should consider the space in all dimensions, together with behavior settings, habits and activity patterns of social structure.

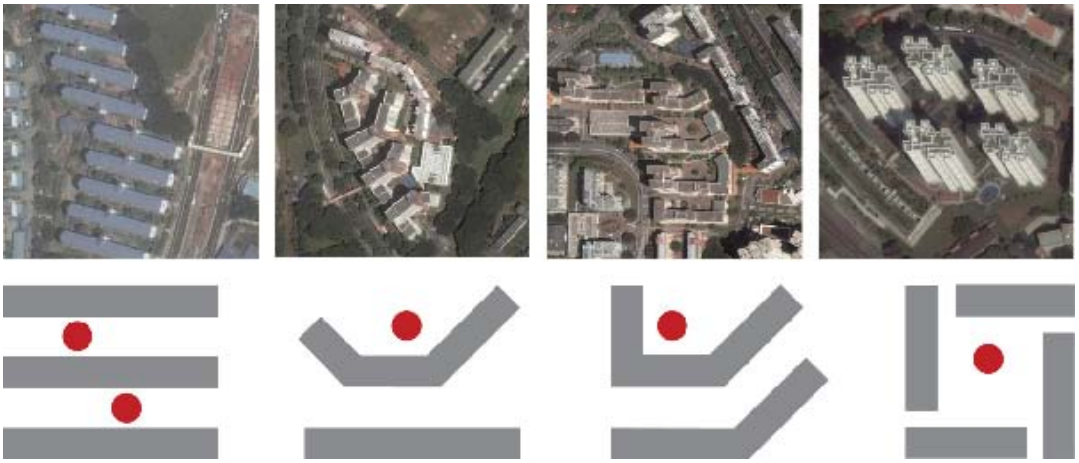


Figure 2.7. The evolution of the spatial configuration in Queenstown from 1960s until today[8]
Source: Google Earth [Accessed on 15 September 2009], Personal illustration

Figure 2.8. Forfar Heights, Queenstown, Singapore.
(The last one among the spatial configurations which are shown above)
Source: Personal Achieve.

[8] The historical order is from left hand side to the right.

We have witnessed the side effects of modernism, rapid growth and transformation of urban space in Queenstown case. First and foremost, the assumptions on individualization that has been experienced since modernism and the influence of automobiles in urban space were the signals of social presence without interaction, substitute for street life and its rituals. Barlas (2006) has examined street life and rituals in all aspects. He criticizes the way how modern people chose to live and he says; modern urbanization which disrupt the processes of integration between the self and society both of which cannot exist without the other one (Barlas, 2006, p.151). He concludes that people get isolated just like the deconstructed others of the built environment. Actually, the two rather feed each other. What are left for the individual are atomized and singular rituals from which he is deemed to choose freely and for that matter individually (Barlas, 2006, p.151).

2.2. Space and Place in other Dimensions

Since works on space is rooted from various fields of research, the notion of space has been described through years by designers, sociologists, psychologists.

> Whether we are inside the building or outdoors, we are inseparable from space. The space that surrounds us and the object enclosing that space may determine how far we can move, how warm or cold we are, how much we can see and hear, and with whom we can interact. So we demand a great deal from this space. At a rather higher level, we need space to help us to feel right about our current situation. Even this belief analysis suggests that to understand our interaction with space will involve us in a very wide range of psychological issues (Lawson, 2001, p.15).

Porteous is one of the philosophers describing the design of personal space drawing attention on behavior which is expected to go with it, its conceptualization, measurement and its principles that should be of value in management. He (1977) classifies space into three; microspace, mesospace and macrospace as follow:

> *Microspace:* Personal space is the minimum space necessary for the organism to exist free of physical or psychic pain. When not expanded to cover fixed features of the environment, personal space is mobile, carried along with the body as the individual moves through space.

> *Mesospace:* They are usually semipermanent spaces. The area operates as the home-base for the individual or group, the area in which much time is spent in feeding, resting, reproducing, and sleeping behaviors.
> *Macrospace:* It is an undefended public area within which various individuals wander, coalescing into groups and disaggregating once more according to need (Porteous, 1977, p.28-30).

According to Porteous (1977), Mesospace behavior is considered as home base. At the mesospace level, the human home-based comprises an individual core (the home) and a variable collective area around the core (the neighborhood) (Porteous, 1977, p.61). On the other hand, Macrospace behavior is defined as, home range. Home range is not a continuous area, but a network of public paths and public or semipublic nodes (Porteous, 1977, p.91).

> All these places are connected by an elaborate network of paths, along which the territory owner travels according to a more or less strict daily, or seasonal, or otherwise determined routine. The areas enclosed by the pathways, through more or less familiar, are seldom or never used (Leyhausen, 1965a, 249, cited in Porteous, 1977, p.91).

2.2.1. Personal Space, Home based and Home Range Space [9]

Individuals perceive and define the boundaries of physical environment depending on physical presence of space and experiences. In addition to this, according to the perception of space, they range the physical space into zones psychologically. Thus, behavioral status differs from place to place in terms of communication and intervention primarily. Porteous, J.D. (1977) classifies spatial zones into three; *personal space, home based* and *home range space* (Porteous, 1977, p. 28,29). Barlas (2006) defines that home base space have a collective (common) use, mot being occupied by an individual or a group, such as street or a neighborhood. On the other hand, home range refers to the area beyond home base where other drivers of the individual(s) are satisfied. It is different from the personal space and home base territories in terms of control and ownership (Barlas, 2006, p.30). Sommer (1969) uses the simile of a soup bubble so as to define personal space which is an emotionally charged zone around each person and helps to regulate the

[9] Porteous, J.D.,1977, p.28,29

spacing of individuals. The second usage of personal space is the process by which people mark out and personalize the spaces they inhabit (Sommer, 1969, p.viii). There is a considerable similarity between personal space and individual distance, or the characteristic spacing of species members (Sommer, 1969, p. 27).

> If there is only one individual present, there is infinite individual distance, which is why it is useful to maintain a concept of personal space, which has also been described as a portable territory, since the individual carries it with him wherever he goes although it disappears under certain conditions, such as crowding (Sommer, 1969, p. 27).

When we speak of behavior in urban space, we do not mean a concrete structure of behavioral presence, rather is a process that is created in synchronization by occupants in certain period of time. Barker (1968) has also emphasized *milieu* and *time* within the components of behavior setting.[10] For instance, in a certain spatial setting, different behavior patterns can be observed in daytime and nighttime or in the summer and in the winter. In fact, communication level differs according to some certain conditions in the same place. In this sense, a place has a public value when the spatial accommodation with all the other factors that affect behavior pattern encourages face-to-face interaction. However, beside these effects determines behavioral patterns in personal, home based and home range spaces, we have witnessed certain ways of the contribution of technology, which modifies particularly the communication patterns and navigation in urban space.

Additional to the personal space discourse, some of the tools which are like books, music players, and furthermore individual and mobile communication devices are able to turn a public place into personal space (ibid. Figure 5.8). Bull (2008) defined in mLife Conference (2008) that the majority of the citizens in industry culture posess the technology to create their own private mobile authority world wherever they go through the use of a variety of MP3 players. It is a world in which the majority of consumers possess mobile phones iPods or automobile (Bull, 2008). The effects of these individual practices on urban space and the ambiance of personal

[10] The concept of behavior settings defined by Barker (1968) which is cited in following parts (see Review on Behavioral Settings)

space which is created by using these tools are discussed comprehensively in the fifth chapter.

2.2.2. Virtual Space with Contribution of Mobile Technologies

Information and Communication technologies (ICTs), especially the effects of mobile phone have been recognized evidently in everyday life social patterns bit by bit within ten to fifteen years. Many researches that have been done since today added new notions to the literature to define cities that are reinforced by mobile information and communication technologies e.g., *mediacity, network-city, mobile-city, mediapolis, meta-city*. According to Elison, E.W. (1994), the sacred space dominated the Greek and medieval city, the public space dominated the Rennaissance city and the space of economy dominates the modern city. In contemporary space, this traditional model of a city consisting of houses (private, economic space), market places (political, public space) and temples (sacred space) seems no longer valid. Today those three models of space blur and intermesh and we feel unsheltered, exposed, and disoriented. Public spaces are penetrated with 'private' cars, and lately with *cellular phones in the parks* [11] (Karlsruhe, 2001, p.5).

> People are social animals and occasionally need the stimulation of other people. In this case private interactions are moving to public place, to fulfill the human need to be around other. However today, the way people think about their surroundings, the activities in which they engage, and the way they interact with others is the result of a combination of forces that are both unique and structured by social context and the technologies we use (Hanson, 2007, p.120-122).

The contribution of mobile communication technologies influence us to create new meanings for existing places or new names in order to describe *space* that we experienced previously. Therefore before we start to discuss on virtual space, it would be necessary to have a look at other dimensions of *space* in mobile

[11] Eric W. Elison; "Portable Phones in the Park: A new Approach to Understand Planning Urban Space", At the Ph.D. Conference: CYBERSPACE, PUBLIC SPACE AND THE HYPERGHETTO, New Conceptions of Urban Space; Avery Hall; Columbia University N.Y.c., Oct, 1994

communication oriented cities. Noted by Michiel de Lange, Joseph Pine classified *space* into eight;

> First is *physical space*. This is the geographical space as we know it, consisting of time, space and matter. Second is *virtual reality*. This is the exact opposite of physical space, and has no space, no time and no materiality. Third is *augmented reality*: digitally enhancing physical world. Fourth is *augmented virtuality*: adding physicality to virtuality. Like Wii. Fifth is *warped reality*: 'teleporting' to other places & materiality in 'no-time' through 'wormholes'. Sixth is *mirror worlds*: reproducing the real world in virtual worlds. Seventh is *alternate reality* (as in games). Eighth is *physical virtuality:* physical representation in virtual spaces (Lange and Pine, 2009).[12]

Additionally, Karlsruhe (2001), tries to develop and operationalize "new" concepts of understanding body-space along established narratives of space through K.Lynch's concept of cognitive mapping, Maeleau-Ponty's "escape corporel" and Henri Lefebvres "social space". He says, our need to recognize and pattern our environment is deeply grounded in our past and related to our emotional well being. If we lose orientation due to changes in our surrounding, we feel lost, unsheltered and exposed. A crisis of orientation evolves there, where the body can no longer understand and relate to environment (Karlsruhe, 2001, p.3-8). As Lee (2006) states that the recent development of information and communication technologies has transformed both cities and bodies into new forms through the implosion of humans and machines and the explosion of the body in the world (Lee, 2006, p.562).

> Before modernity, time and space were understood as parallel components of the same universe. Perception of space was possible through its inner contradictions. A gradual change in such an understanding emerged after modernity when spaces became vulnerable to indirect effects of different geographies. Thus, social relationships fell independent of the local context. In the literature related to post-modernism, space is formulated as a fractal unity and collage of parts. The socio-political discourse of this prevailing philosophy is based on spatial thought and local social opposition, which, in

[12] 'The Mobile City' Conferences and association: [Accessed on 15.10.2009] http://www.themobilecity.nl/2008/01/23/joseph-pine-at-mobile-monday-amsterdam/

> turn, provides us with the theoretical framework to interpret the social structure of the virtual environment (Barlas and Çalışkan, 2006, p.6).

Such that, we have witnessed the contribution of mobile communication practices in urban sphere and how virtual mediums making physical places up while compensating the required places for interaction and meetings. Thus, the identity of physical space has been transformed along with the changing notions of interaction, communication, the way and the meaning of meeting.

2.2.2.1. New Meanings of Meeting, New Forms of Accessibility

In terms of accessibility, the car and ICTs have consecutive influence in perceiving the notion of space, time and distances. Thulin,E, & Vilhelmson, B (2009) conceptualize mobility in three areas of expected effects; (a) *social impact, or changes in contact patterns and face-to-face interaction;* (b) *consequences regarding spatial mobility, that is, physical travel or virtual contacts made via the Internet;* and (c) *implications for individual planning, coordination, and use of time* (Thulin and Vilhelmson, Cited in Ling & Campbell (eds.), 2009, p.140). Furthermore, Barlas and Çalışkan has also stated that ICTs as a crucial impact and one of the ignorable components of urban life, declaring that while such a transformation has a potential to construct new socialities and political formations, it also has a challenge to trigger a kind of fragmentation in urban space, with its highly increasing dominance (Barlas and Çalışkan, 2006, p.1).

> First, representations of mobility and iconic mobile commodities influence the actual urban form, aesthetically and kinesthetically, in terms of design, form and capabilities; second, movements through space are scripted to perform urban space according to the dominant genres, rules, architectures and infrastructures; but, third, on-the-ground implementations of the new technologies of mobility and communication nevertheless have the potential to transform cities both through their power to re-make or re-deploy visual representations of urban form and through their inadvertent openness to the improvisations by which people enact the city (Sheller and Urry, 2006, p.10).

Bauman and May (2001) stated that the mobile phone ensures 'immediately-accessible' networks, reducing time we spend in accessing others. While the always-accessible networks relates to the extension of time, the immediately-accessible networks to the reduction of time. The mobile phone is a typical device to reduce the time taken in the intermediary zone. This aspect of mobile phones can be compared to that of private cars (Bauman and May, 2001, 40). Just as private cars are used for people to increase temporally accessibility to destinations, so are mobile phones (Lee, 2006, p. 572).

Many experts put forward their concerns on the decreasing quality of decision. Such that, the mobile phones enable us to negotiate and renegotiate agreements on meeting time and places constantly. In fact, plans and schedule have become more flexible through mobile communications that allows for more spontaneous or impulsive decision making. Hence, an unassailable result of this process is the people who became careless about timekeeping due to the fact that the meaning of *access* is no longer restricted to the physical space. Rather, access becomes access to the technology. Thus, one could say that the physical spaces are losing their identities. Ferraris (2005) wittily observes that the caller's opening question has gone from "Who are you?" to "Where are you?" as we no longer ring a location and attempt to reach a person, but ring a person and attempt to locate them (Light, 2009, Cited in Ling and Campbell (eds.), 2009, p.191). As Heidegger says, the act of using something effortlessly sends the medium into inconspicuousness (Light, 2009, Cited in Ling and Campbell (eds.), 2009, p.196).

Recently, way-finding and orientation processes have been assisted by portable devices both by providing person-to-person connection and by showing the exact coordinates with an internet connection. The way-finding process is realized depending on virtual interaction in many cases, instead of always relying on personal cognition maps. Meanings of urban visual components and the meaning of access have been transformed in time with real environment which is blending in virtual environment in the mobile communication era. Willis (2008) declines that nodes are understood more along the metaphor of a switch, which simply establish and break linkages. As such they equate with access to information, where the accessibility of information flows is replacing the visual and spatial quality of access

of sight and of body (Willis, 2008, p.86). Just as private cars are used for people to increase temporally accessibility to destinations, so are mobile phones. The socio-temporal networks on flexibility can lead to the socio-temporal networks of "uncertainty" in terms of "floating time-space coordinated". Furthermore, Willis addresses how concepts of separation, bounded-ness, bodily presence, linkage and temporality are impacted upon by the presence and use of ICT. She also draws people – and people's changing habits – into the picture and argues that 'spatializing these communication technologies and reconnecting them to spatial settings requires new views on the inter-connectedness of location and behavior' (Aurigi and Cindio, 2008, p.7-52).

Accessibility, in this sense, is complementary to extensibility. Whereas extensibility refers to the ability to move, or potential movement, accessibility refers to potential locations, or the fixed, to be reached by potential movement (Kellerman, 2006, p.9). So, it is very reasonable to declare that mobile and wireless technologies reconfigure the meaning of access in the sense that access to anybody or anyplace. On the other hand, the notion of access, essentially the realization of it, has become more crucial than the space itself, the locations and the distances between locations are underestimated in certain extent because access to the technology is important.

Willis defines (2008) that the visuo-spatial properties of public space enable and frame patterns of behavior and activity. For example we tend to meet people at commonly recognizable landmarks; below a clock or a street corner, and we relax in spaces which often have a physical openness. The presence of networks in public space exists in a manner more similar to our concepts of social network. Our notion of the social network of friends, relations and acquaintances exists as a highly developed framework in the mind of an individual, not as a visuo-spatial mental image, but instead as a network of possible relations connected through threads of weak and strong ties. Mobile and wireless technologies reconfigure the concept of access in the sense that access also becomes access to the technology (Willis, 2008, Cited in Aurigi and Cindio, 2008, p.23).

Hence, as the literature shows, mobile communication practices in urban space have been transforming the perception of some concepts like meeting, access and

interaction. This situation brings about an ambiquity in the meanings regarding the notions of public place, private place.

2.2.2.2. Vanishing Boundaries between Private and Public Place

Since the contribution of automobile into urban life, the discourse on changing perceptions of accessibility, public interaction, and mobility have been maintained. Appleyard (1981) shows that the heavier the volume of traffic in a street the less attractive the street life becomes. This situation impedes face-to-face interactions inevitably because constant flow of traffic destroys the modality of street (Barlas, 2006, p.95). The consumption of urban space by neglecting the physical environment has already been discussed. At one step further, the visual social interaction in virtual mediums via mobile communication tools which is quite possible today by high-speed wireless internet reception evokes new discourse on urban space. By 2009, we have witnessed the rapid penetration of mobile internet with 3G technology in Turkey. Hence, faster connection to the virtual medium in almost everywhere is quite possible. Thus, if people convert most of their required social interaction practices into virtual mediums, the significant distinction between public and private places would turn into an ambiguity. Essentially, in spatial norms, the line between where the private ends and where the public begins is becoming vague.

This situation creates an ebb and flow between public and private activities. Katz and Aakhus (2002) has been described the impasse of boundaries private and public in mobile communication era. “Perpetual contact” is the name that they give to the network ties of mobile communication; and they declare that the mobile phone is the communicative instrument that favors the progressive encroachment of intimacy in the public sphere and of extraneousness in the private sphere. Since the appearance of the mobile, the connotations of some concepts and dimensions have changed radically (Katz and Aakhus, 2002). Urban spaces can be regarded as in-between spaces where the boundaries between various binary categories such as natural/cultural, social/technological, human/machine, actual/virtual, global/local, public/private, inside/outside, present/absent and so on are blurred. In other words,

the city comes to be more and more hybrid and fragmented (Lee, 2008, Cited in Aurigi and Cindio, 2008, p.56).

Willis (2008) has also been examining the shift of meanings in the scope of public, private places and activities in relation with the mobile devices. She (2008) says that the underlying dichotomy of public versus private in public space is rendered more fluid by new mobile and wireless technologies, which in turn imply a fundamental transformation in the norms of public action and conduct (Willis, 2008, Cited in Aurigi and Cindio, 2008, p.14).

Namely, virtual mediums are creating *alternatives* for both private and public space in almost everywhere. These alternative solutions blur the frame and boundary of places which were specific for certain activities. Hanson (2007) also emphasizes the dilemma of public activities in private space or vice versa and says, we can see how the technology influences our senses of time and space by influencing our attitudes of appropriate public and private behaviors. Time and space-altering issues and the blurring of public and private activities (Hanson, 2007, p.23). Mitchell (1995) declares that communication technologies in urban settings further enable multiple social realities to occur in one place, since they can be understood as overriding the boundaries and definitions of situations supported by physical settings. Since "where" you are now no longer defines "who" you are, new media eliminate a traditional dimension of civic legibility (Mitchell, 1995, p.101, Cited in Willis, 2008, Cited in Aurigi and Cindio, 2008, p.13-14). The underlying dichotomy of public versus private in public space is rendered more fluid by new mobile and wireless technologies, which in turn imply a fundamental transformation in the norms of public action and conduct (Willis, 2008, Cited in Aurigi, and Cindio, 2008, p.13-14).

Batty (1990) further noted that 'cities are becoming invisible to us in certain important ways'. Townsend (2000) and the others have also highlighted how the temporal quality of wireless and mobile networks reconfigure the spatial and visual qualities of the city, and so should cause us to question the nature of city infrastructure and how we plan out cities and physical and social sites of activity (Batty in Hodge et al. 2000, p. 128, Townsend, 2000, Cited in Willis, 2008, Cited in Aurigi and Cindio, 2008, p.10). Hence in this study, I aim to emphasize mobile

phone as a factor behind a considerable change among the other mobile communication technologies. Thus, I aim to conceive how mobile phone can shake the acknowledged meanings up and reveal itself in everyday urban life. The behavioral changes and the new modes of using public places (esp. meeting places) due to the behavioral changes are planned to be examined.

2.3. Behavior Settings and Communication

Mental conceptualizations of space for example in way-finding process are based on behavioral patterns. Rather than structural concepts predominate or the physical character of a meeting place, the mental map of the route, memory of landmarks and recognized image of the space, depending on behavioral pattern is very crucial in order to decide on meeting points in urban space.

> *Static:* These change, but very slowly. Included are bone structure, the size, shape and location of eyes, brows, nose, mouth, or skin pigmentation-what one could call features.
> *Slow:* These change more rapidly and include bags, sags, pouches, creases, wrinkles, blotches, and the like.
> *Rapid:* These change very rapidly and include movements, skin tone, coloration, sweat, and cues such as eye gaze direction, pupil size, head positioning, and so on.
> *Artificial:* These include glasses, cosmetics, face lifts, wigs, and the like (Rapoport, 1982, p.97).

Behaviour that is both unconscious and uncontrollable we might call instinct. At the other extreme, behavior that is both conscious and controllable we might call 'cognitive', and this is clearly includes intellectual thought and the solving of problems (Lawson, 2001, p.15). Conscious but uncontrollable behavior we might call 'conative', which would include feelings and emotions. Unconscious and yet controllable behaviors might seem at first an impossible paradox, but it is not. It includes the sophisticated skills on which we rely every day of our lives –simple walking or swimming involves such behaviors, and even, frighteningly, the driving of a motor car (Lawson, 2001, p.15).

In common parlance, however, and increasingly in environmental psychology, architecture, and geography, the verb *perceive* and the noun *perception* are applied to the behavioral environment. Thus the personal image one has of the phenomenal environment is said to be one's perception of the environment (Porteous, 1977, p. 216).

One can speak of behavioral space or action space (Brown and Moore, 1971) which is related to movement space (Hurst 1971) – space used by given individuals or groups. The behavioral space of different groups (age, sex, ethnic or racial) may be very different from the total urban space (Haynes 1969; Tibbet 1971; Porteous 1971). Within that is the perceptual environment of which people are conscious directly and to which they give symbolic meaning and within that is the behavioral environment of which people are not only aware but which also elicits some behavioral response (Rapoport, 1977, p.13).

The full perception of a large space is closely related to its legibility and clarity of expression. If the visual elements that define the space convey purpose and orientation to the pedestrian, then a wider range of receptivity to other visual inputs is possible. If the visual elements that comprise a space are poorly defined, then a greater degree of concentration is required by the pedestrian to obtain orientation and direction. The required concentration on the specifics of identity and orientation within a poorly defined space, is like to reduce receptivity and awareness of the aesthetic elements of that space, since aesthetic become a secondary rather than primary information input (Fruin, 1971, p.33).

2.3.1. Review on Behavioral Settings

> *The physical environment that we construct is as much a social phenomenon as it is a physical one.*
>
> Harold Proshansky

Behavioral patterns of individual which are also depending on habits give a form to an urban space in terms of its social character. The crucial matter is the necessity to live through so as to realize the transformation in behavioral settings. Although the

habits and behaviors are seems to be transformed individually, behavioral settings in reference to urban public space is modified collectively. Barlas (2006), states that it is clear that we cannot define the built environment without reference to some kind of human behavior that the same also holds true for human behavior in the built environment. The basis of some of the human needs are physiological, sociological, and psychological or the combination of the three (Barlas, 2006, p.19-21).

Barker (1968) was probably the first elaborated the notion of 'behavioral Settings', when he described how our behaviors is influenced and even constrained by these settings. He pointed out that settings comprise both the physical and the social environment (Lawson, 2001, p.23). He (1968) developed a concept of behavior setting. A behavior setting is said to consist of a standing pattern of behavior which refers to a recurrent activity; the *milieu*, which refers to a particular spatial configuration; *synomorphy*, meaning a fitting relationship between a *standing pattern of behavior* and the milieu; and a specific *time* period (Barker, 1968, Cited in Barlas, 2006, p.33). Both man-made parts of a town (buildings, streets, and baseball diamonds) and natural features (hills and lakes) can comprise the milieu, or soma, of behavior setting. Often the milieu is an intricate complex of times, places, and things (Barker, 1968, p.18-22). A behavioral setting has one changeable attribute that results from the interaction of its stable, whole-entity attributes and variable properties of its actual and potential inhabits. That is its occupancy time (Barker, 1968, p.128). The occupancy time of a behavior setting is not a community behavior resource; it is, rather, a behavior product of the interaction of behavior-generating facility of a community and its more or less compliant inhabitants (Barker, 1968, p.129). Barker (1968) identified eight possible sources of the synomorphy of standing patterns of behavior and the physical-geographical milieu;

- Physical forces
- Social forces
- Physiological process
- Physiognomic perception
- Learning
- Selection of settings by persons.
- Selection of person by behavioral settings

- Influence of behavior on the milieu (Barker, 1968, p.29-31).

According to Barker (1968), physical arrangements can enforce some patterns of behavior and prevent others. The layout of streets and sidewalks, the size and arrangement of rooms and the distribution of furniture and equipment are often important factors in coercing certain features of standing patterns of behavior (Barker, 1968, p.29-31). However, the spatial presence is not only sufficient for social attraction to be composed. Thus, the quality or popularity of a place is composed of the interplay between occupants. A setting really consists of the space, its surroundings and contents, and the people and their activities. Lawson (2001) gives a football stadium as an example when it is empty to demonstrate dramatically the impact of occasion on place (Lawson, 2001, p.23) (Figure 2.9).

> Winston Churchill said that "First we shape our buildings and afterwards our buildings shape us." He was wrong because physical space and society have a reciprocal relationship. One of the roles of space is to create settings that facilitate the acting out of the range of identities we use in our lives. Much of this must be done not by architects but by the actors themselves, since the space is effectively an extension of their own behavioral mask (Lawson, 2001, p.31).

The never-ending interaction between the place and the social – practical presence is one of the main concerns of designers and sociologists. In fact it is also a link that congregates these professions in many dissertations. Lawson (2001) uses the picture of a stadium when it is empty and full and asks; is this really the same place? (Figure 2.9) This example is quite close to the concerns of this research which asks; what if virtual environments meet the demand of social mediums substitute for real.

Thus, aiming to conceptualize the extended form of behavioral settings, it is crucial to look into the same picture from alternative perspectives. Therefore, architectural determinism that interprets the image of the space by limited approaches and acknowledge the old definitions are needed to be avoided. Barlas and Çalışkan (2006) states, the terms environment determinism, physical determinism, and

architectural determinism are often used synonymously and refer to the belief that a change in the (surface of) environment will lead to a change in the social behavior and in the aesthetic values of the individuals involved (Barlas, 2006, p.36).

Figure 2.9. The gap between perceiving the same medium in the presence and in the absence of users
Sources:http://thumbnail061.mylivepage.com/chunk61/1570185/1473/small_san_paolo_2_1024x768.jpg.jpg
http://upload.wikimedia.org/wikipedia/commons/5/5c/Saitama_Stadium_1.jpg

However, the interaction between social presence and the physical structure and the competence of both to modify the feature of the other's are necessary to be remembered in all stages of this research. Porteous (1977) pointed out that planning, in essence, seeks to promote a better fit between behavioral needs and environmental props. It attempts to provide environments which help, rather than hinder, the individual in the performance of the thousands of actions that make up his everyday life. Planners may better perform this task if they are aware of any behavioral regularities which occur at the organism-environment interface (Porteous, 1977, p.311). Such that, urban place conserve its identity and concept as the same, according to the actual presence of society and behaviors of society in certain period of time or perpetually. Likewise, the place can be reloaded new concepts in due course. For instance, a café environment gains new character after it started to give wireless internet service besides cafe. It is the virtual space that modifies the identity of a physical space while encouraging people to focus on private, head-down activities. Or like as in the stadium example, in the absence of occupants the sense of place cannot be preserved the same. In this sense, there is a close relation between place identities and the behavioral patterns of inhabitants that are changing due to the technological innovations. Especially, mobile technologies that are taken into the urban sphere and serve communication possibilities beyond physical space are necessary to be taken into account.

2.3.2. The Activity Patterns Shaped by Mobile Society

The activity patterns are in reciprocal relationship with many factors in built environment. Barlas and Çalışkan have stated a place can be understood as a vital source of individual as well as social identity in terms of socio-spatial orientation (Barlas and Çalışkan, 2006, p.1). Hence, the space should reinforce social presence in every respect. Joardar and Neill states that "busy" open spaces have dense furnishings, attractive focal elements and defined edges. Their pedestrian circulation channels are effectively used. This is in contrast to non-articulated expansive plazas with dispersed facilities. The latter are found to be mere concourses for random pedestrian movement (Joardar and Neill, 1978, p.489, Cited in, Marcus and Francis

(eds.), 1990, p.21). The abundance of random activities comparing to situated activities determines the value of publicness.

Additional to the correlation between physical space and activities, new contributions have been realized in relation to the technological improvements. History tells that the spread of the car, for example, prompted a general transformation of physical mobility from slower to faster interaction, an extension of people's daily activity space, a fragmentation of their time use, and ensuring urban sprawl (Couclelis, 2000; Schroeder, 2002; Vilhelmson, 2005, 2007). By 'changing role of the street' Czarnowski means a change in the modes of communication sustained by the street. This, in turn, as he argues, suggests the disappearance or interpersonal and face-to-face interactions from the street (Barlas, 2006, p.74). Mobile communication tools have been transforming interaction and types of activities in urban space and eventually, meeting points and the time spend in these particular places stays not the same in evidence.

In contrast to random activities, situated activities are more like focused and goal oriented interactions which are defined in previous parts. The focused interaction are variously called encounters, focused gatherings, or situated activity systems by Erving Goffman (1959; 1961b; 1963a). He states that face-to-face interaction is dependent to situational action, and spatial gathering needs of physical proximity (Goffman, 1967, p.142, 143). When in the presence of others, the individual is guided by a special set of rules, which have been called situational properties. Upon examination, these rules prove to govern the allocation of the individual's involvement within the situation, as expressed through a conventionalized idiom of behavioral cues (Goffman, 1967, p.243). However, by contribution of mobile technologies the variety of behavioral cues has been increased like the options for activities. Townsend (2000) suggested that the arrival of mass mobile communication in the city results in the acceleration of urban metabolism through decentralized and complex information networks, producing the 'extension of the body' and the 'real-time city'. In the real-time city, mobile phones tend to make people move according to indeterminate and uncertain time-space coordinates at which people get together and meet each other through incessant mobile

communications (Townsend, 2000, Cited in Lee, 2008, Cited in Aurigi and Cindio, 2008, p.43).

Additionally, Carey (2004: 136) claims that the mobile phone engenders the 'indeterminate city': 'by virtue of the cellular phone, meeting places have become indeterminate; fluid territories rather than precise spots'. As such, time-space coordinates according to which mobile users move, meet each other and get together in urban space always remain uncertain, changeable, fluid and floating (Carey, 2004, Cited in Lee, 2008, Cited in Aurigi, and Cindio, 2008, p.43-52). In this manner, increasing spontaneity in decision making process and possibilities of random activities due to mobile communication could be taken into account as a positive fact (Even though, *random activities* here does not mean random literally like in the definitions of Erving Goffman (1963)). So, referring to the meetings of the old times as situated activities is not wrong owing to the fact that we had to be stick to the planned activities more than today.

On the other hand, new circumstances of communication inevitably transform the perception of the notion of space. This process also affects the quality of meeting plans and the emphasis on place and time for meeting activities. Kellerman (2006) explains that the process of perceptual change begins after mobility became a very crucial opportunity for people to use time and space more efficiently in urban realm. However, mobility does not only refer to the movement of people but also it refers to the information, messages, voices, ideas and so on. According to Kellerman (2006) Personal mobilities constitute self-propelled movements, which include, first, the natural corporeal (physical) non-technological selfmoving, more simply known as walking, and obviously those physical mobilities extended by technologies (driving automobiles and bicycling and motorcycling) (Kellerman, 2006, p. 2). The dependence on electronic media of communication will thus have to be balanced by a complementing urban environment offering ample opportunity for random face-to-face contact among individuals on the one hand, and for direct sensory exploration of the environment in all its manifestations on the other. Both requirements will make radically new demands on the spatial arrangement of cities (Banz, 1970, p. 12).

> Five major elements of personal mobility were outlined beyond the specific mobility modes and technologies: extensibility; access(ibility); speed; convenience; and fixity. Some of these elements may be approached and assessed as constituting both social values and geographical aspects in the facilitation and enhancement of personal mobilities (speed, fixity and convenience), whereas others constitute social values and geographical aspects that affect moving people (extensibility and accessibility) (Kellerman, 2006, p.18).

On the other hand, Willis says (2008); increasingly wireless access delivered through high-end mobile devices will start to change patterns of use, as these require less attention to the physical nature of the device, and are typically intended to be accessed for shorter periods. Interacting with wireless networks in public space may simply have the effect of literally slowing down the normal pattern of movements through the spaces, as people's attention is increasingly taken up by acting and reacting to flows of information (Willis, 2008, Cited in Aurigi and Cindio, 2008, p.24).

> By their nature, personal mobility constitutes four dimensions: people and societies, places and spaces, technologies, and human activities. Rather generally, these four dimensions jointly comprise people's daily routine movements embedded within societal structures and trends. These movements are executed through the use of technologies and they are carried out within and between places, involving or aimed at the performance of various human activities (Kellerman, 2006, p.4).

With the emergence of mobile and wireless technologies, which are becoming ubiquitous in public space, we are still limited by our essential metric perception of spatial settings. The complex and rich nature of social interaction in public space is transformed when these interactions are less defined by physical boundaries and frameworks. Spatial concepts such as separation, bounded-ness, linkage, presence and temporality are reconfigured by mobile and wireless technologies so that although the physical setting still influences our actions, many aspects of social connectedness are further elaborated and accentuated (Aurigi and Cindio, 2008, p.24).

It is stated in the book called 'Augmented Urban Spaces' that 'what is less clear, however, is how these technologies are actually modifying city living and the fruition of urban spaces. Influential scholars and critics from computing, media and social studies, and built environment disciplines have depicted scenarios that would range from the demise of the city altogether to leave the scene to a displaced "cyber" society based on nearly total fluidity of its spaces and related functions, to the establishment of a parallel, "virtual" city enhancing, rather than annihilating, the physical one (Aurigi and Cindio, 2008, p.1). Hence, till now it is hard to define concrete impacts of mobile communication technologies on physical space but, the new forms of use and the activities originating from habits are discerned predominantly. It would be essential to start analyzing social interaction patterns in order to achieve hypothesis on how mobile phone use modifies the character of meeting places in urban space.

Hence, in the next section the preliminary research is presented which has been realized as a trial before the extended research to pursue the changed social dynamics in relation to the mobile communication practices. This preliminary research includes the section from Kızılay district and another one from Çankaya district. My aim is to reveal whether preferred places for meetings are relocated in time or not. If so, how the contribution of mobile phone can be interpreted within the context of the choices of meeting places is the main concern of the research.

CHAPTER 3

AN OVERVIEW OF MEETING PLACES: PRELIMINARY RESEARCH IN ANKARA

This part of the research is realized to focus on two areas in Ankara in order to understand whether preferred meeting places in urban space have been changing constantly or not. Another concern is that; do the mobile communication practices in urban space have a considerable contribution to the changing locations of meeting places? Essentially, the literature review that are presented in the previous chapter show that mobile technologies have direct effects on behavioral patterns, forms of activities, place of choice e.g. pedestrian circulation paths and gathering places. The preliminary research is carried out as a local examination before an extended research aiming to understand whether 'mobile society' and its modified behavioral patterns are considerable for the preferences of meeting places or not.

Primarily, the contribution of new technologies brings out new forms of living in terms of time saving, mobility facilities and communication. The first impact of mobile phone is the negotiation possibilities of meetings or navigation. Depending on personal experiences, when people get lost in urban space, many of them call somebody to ask the way instead of getting contact with passersby. Relying on the participants of real space is less popular than a virtual contact. Thus, the value given to the decision points and the meeting time are not crucial any more comparing to the past times, before mobile communication possibilities.

If strictly defined meeting place and time has become less important than ever in the mobile communication era, what about the values of spatial configurations? We have acknowledged that physical space is very crucial in process of perception and

cognition mapping. However, by the extended usage of telecommunication technologies especially by mobile phone use, the social structure has become to be shaped in signal based virtual mediums instead of particular places. According to Lynch (1960), the 'image' of the city is a combination of identity and structure (Lawson, 2001, p.237). However, as already mentioned in the previous parts, some statements like; *to access an environment*, to *reach somebody*, *to keep in contact* evokes virtual activities in our mind.

The notion of behavioral settings and the harmony of physical and social structure have formerly been discussed with the definitions of Barker (1968). The question here; how identities of urban elements; landmarks, nodes and paths have been modified according to the prevalent perceptual attributes while individuals have been performing different kinds of behavior with perpetual contact?

3.1. Legible Nodes and Landmarks in Urban Landscape

Landmarks are easily recognizable and memorizable elements in urban landscape. It is visible from many locations and typically has a local contrast to nearby elements. Lynch (1960) highlights landmarks within the content of urban elements which create the image of the city in individuals mind. According to Lynch, in the mental mapping process, landmark might not be described by the same element in the same urban landscape. In other words the description of a landmark can be differentiated from person to person. Lynch's work is based on human perception. Thus, the legible cities are in which these elements are clear and recognizable by the majority of inhabitants. Among the urban elements, landmarks have a role in circulation patterns of individuals'. Lynch (1960) says that a sequential series of landmarks, in which one detail calls up anticipation of the next and key details trigger specific moves of the observer, appeared to be a standard way in which these people travel through the city (Lynch, 1960, p.83).

> The street network is represented as a graph, i.e. streets are represented as edges. Nodes that have a degree greater than three represent intersections. Nodes with a degree of two are used to reflect a street's geometry. Each node is associated with a coordinate. In the same

coordinate system, features that may serve as landmarks are represented as points, lines, or polygons depending on their geometry (Richter, 2007, p.5).

Then, why these points of references have such a crucial role for individuals in urban sphere? Willis says (2008), when we wayfind, we act in the environment based on the information it affords us; which landmarks stand out from afar, which routes are clear and easy to follow and how the overall layout helps us make sense of the environment (Willis, 2008, p.3). Additional to the landmarks, paths are also considerable for this research of human circulation and activity patterns. People observe the environment whilst moving through it on the path and environmental elements are perceived as arranged and related along these paths (Lynch 1960). Willis further explains that paths are channels along which the observer occasionally or potentially moves. They may be streets, footpaths, pavements, canals, rivers or railway tracks. For many people these are the predominant elements in their cognitive maps (Willis, 2008, p.1-12).

As seen in the model below, Siegel and White emphasizes that landmarks are strategic places that a wayfinder travels to and from to keep herself oriented (Siegel and White, 1975, Cited in Richter, 2007, p.4).

Table 3.1. The systematics of route direction elements

Global References	Environmental Structure	Path and Route
cardinal directions	edges	egocentric references
global landmarks	districts	landmarks at decision
point	landmarks between decision points	
slant		
distant landmarks		
linear and areal landmarks		
path annotations		

Source: Siegel, A.W., White, S.H., 1975, Cited in Richter, K.F., 2007, p.4.

Additional to the landmark types which are stated in the previous chapter[1], Sorrows and Hirtle pick up these considerations and list features that let a landmark stand out: *singularity*, *prominence*, *meaning*, and *prototypicality* (Siegel and White, 1975, Cited in Richter, 2007, p.4).

Besides the physical organization of elements in urban landscape, social values that are sourcing from habits and collective behavior pattern are taken into consideration. Rapoport (1977) emphasizes that landmarks depend partly on socio-cultural variables –uses, meanings, names, associations and preference rankings as well as perceptual and locational prominence (Rapoport, 1977, p.117).

Due to the issue of meeting, landmarks and nodes in urban space could be accepted as a departure point and they are necessary to be examined in Ankara case. In this journey, one thing would be kept in mind which is the complexity of bringing individual definitions of elements together in order to have a common urban image. Depending on the findings of early researchers, we have acknowledged that the interpretations should be carefully structured especially while referring to the subjective inventories. With the awareness of difficulties in conceptualizing urban image due to the restricted respondents, the following part is a try out to see if there are some landmarks and nodes determined in Kızılay district. Essentially, it is evident that a real mental map would be consisted of a tough series of inventories. As Porteous (1977) states; a market square may not merely noted as an area formally and functionally distinct from the urban matrix, but is seen as a node, the meeting-place of the paths, defined by edges, and identified by characteristic landmarks. The mental map often consists of a series of such feature clusters, held together by a very legible intraurban transportation net (Porteous, 1977, p.103). Thus in the following part the issue of environmental awareness is evaluated. The idea is to find out the recognizable, definable landmarks and nodes in the city center, if there are some.

[1] Significant Elements of Meeting Places. Source: ibid. page, 24. Landmark, Structural landmark, Cognitive landmark (Richter, K.F., 2007, p.2).

3.1.1. Cognition mapping

With the purpose of marking the landmarks and nodes in the city center, 10 people from different age groups and have been living in Ankara more than 10 years are selected. They are given a blank page and some pens. They are asked to draw the image of Ankara considering the city center without giving any statement of research and any clue. Some of the drawings are seen on the next page.

According to the cognition mapping samples (Figure 3.1 and Figure 3.2) of various age groups, the common image of Kızılay district is seen as follows;

- Landmark: YKM Store Building, GIMA Building, Güven Monument in Güvenpark
- Node: Kızılay junction
- Path: Atatürk Boulevard

Additionally, bus stops in Güvenpark, Karanfil Street and Milli Piyango Building are also important elements of urban image which are remembered by many participants of cognition mapping research. Assuming that the places in memory are the ones to be selected as meeting place, especially the landmarks stated above are most common meeting places in Ankara. In fact, these legible elements of urban space guide individuals to way-find.

> As a first strategy the stimulus-response approach of behaviorist psychology (Hull, 1943) would suggest that the individual, having initially learned his way by trial and error, proceeds in a given direction until a stimulus cue is perceived, such as a familiar building or the first decision point in the maze. Movement through space is thus viewed as a rather rigid sequence of learned operations. The second strategy suggests that the individual is guided, not by a programmed series of responses, but by a generalized image of the environment (Porteous, 1977, p.99).

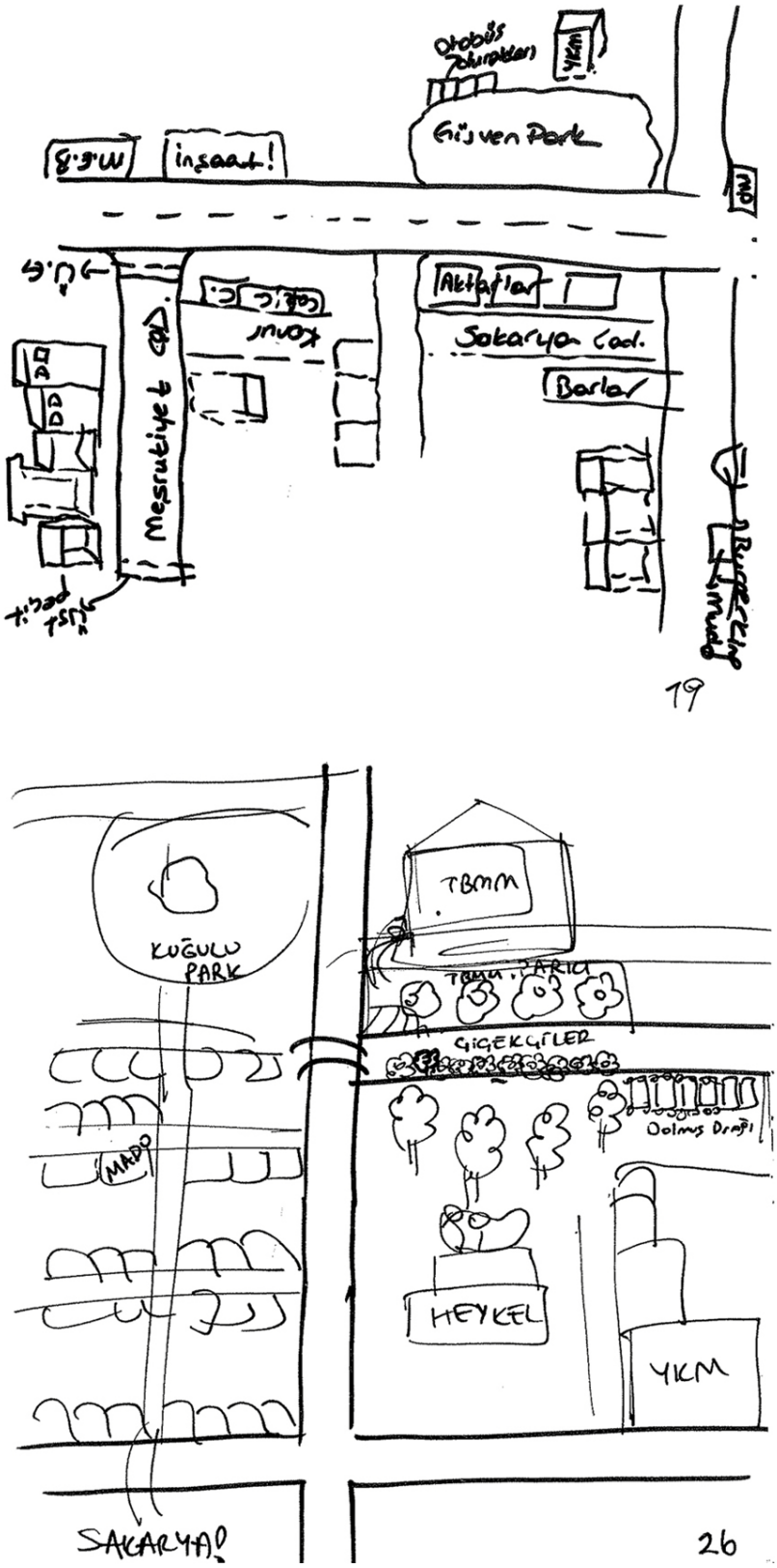
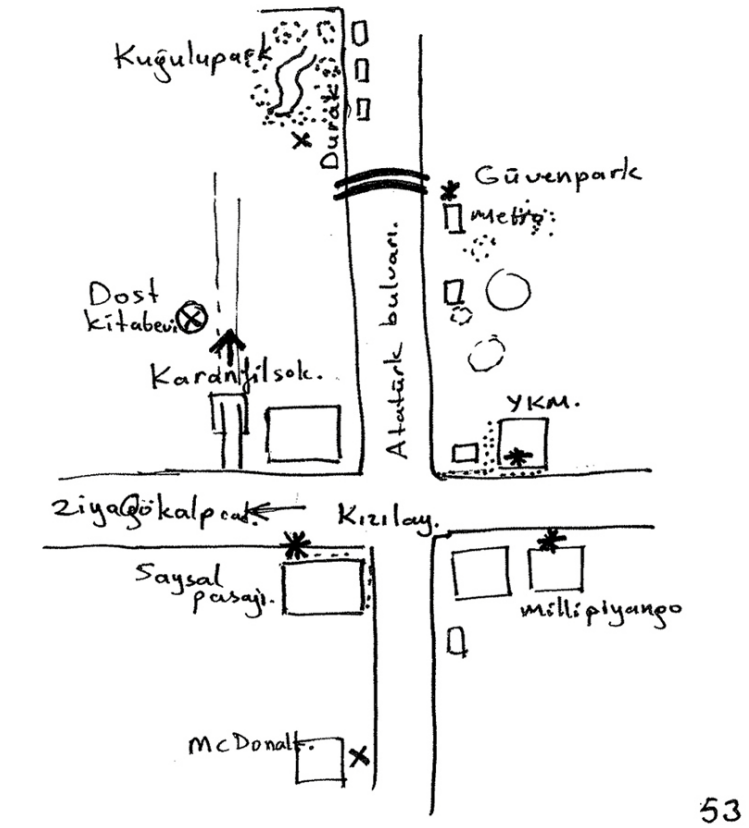


Figure 3.1. Cognition mapping samples of inhabitants who are in 19 and 26 years old



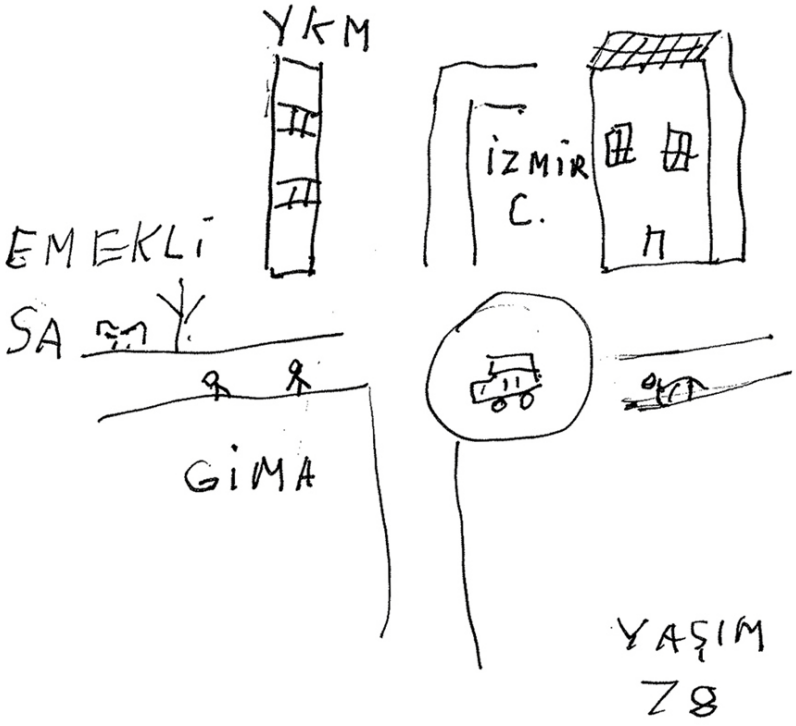


Figure 3.2. Cognition mapping samples of inhabitants who are in 53 and 78 years old

The perceived cue in the image of the environment plays an important role in our movement patterns and to remember the route for the next time. Additionally, landmarks are observed to be the first elements that individuals locate on the drawings of cognition maps because these specific elements guide us to remember the other elements and the proximity between these elements. The specific elements which are drawn on the papers are actually mental maps. According to these maps we define directions to the others who are unfamiliar with the urban space. Sack says, telling someone how to go somewhere may require imagining the route, especially if we were never asked this question before. Cognitive maps may also be used as mnemonic devices (Sack, 1980, p.101).

When people decide on meeting with somebody in urban sphere, these mental images are the sources which are able to influence individuals in order to appoint a meeting place. There is something to be emphasized in this manner, as Porteous (1977) states there are strong individual cognitive map variations in terms of age, sex, experience, class, race, culture and value system. However, the importance of the physical environment in map formation suggests that a public image exists, consisting of the overlap of individual cognitive images (Porteous, 1977, p.130). This simple inventory gives a clue that there are some defined point references in city center despite the fact that the interpretation is not attributed to the variations in social structure and value systems; it is realized by few participants. In fact, it would not be accepted as a reference to define urban image.

According to the definitions of Sorrows and Hirtle (1997)[2]; Güvenpark can be considered as a *cognitive landmark,* which is unique with peoples' intention to use and sustaining the identified character as being a park among urban structures. YKM Building is one of the definite elements in cognition maps. YKM Building (Figure 3.7), TBMM (Turkish Grand National Assembly), Ziraat Bank building can be considered as a *structural landmark* having a significant spatial role. These elements are environmental cues; they are quite visible to indicate people towards them or in order to indicate them to the other places according to these structural landmarks.

[2] The definitions of Sorrows and Hirtle are stated in part: 2.1.3.1. Significant Elements of Meeting Places (Sorrows, M.E., Hirtle, S.C., 1999, Cited in Richter, K.F., 2007, p.2)

Figure 3.3. Güven Monument in Güvenpark, Kızılay, Ankara.
Source: Personal Archive.

Figure 3.4. Kızılay Central Office Building (on the right) and Ziraat Bank Skyscraper (on the left).
Source (Kızılay Central Office Building): Personal archive
Source (Ziraat Bank Skyscraper):
http://www.skyscrapercity.com/showthread.php?t=173123&page=10.

Moreover, as an example to the *visual landmarks* again Ziraat Bank skyscraper can be taken into account because of its contrast with its surrounding (Figure 3.4). Additionally, the Güven monument in Güvenpark has also visual characteristics and it has ease to be memorized (Figure 3.3).

Furthermore, depending on the landmark explanations of Payne and Jones (1997)[3], Kızılay Central Office Building[4] and Ziraat Bank Skyscraper are *the reference of orientation* (Figure 3.4).

> Here, we need to distinguish two cases: the landmark spreads along the route which may, for example, hold for a linear landmark such as a river; or the landmark is distant to the route but visible from several decision points, for instance a church spire (Richter, 2007, p.5).

A cognition map is seen as a stage between spatial environment and perception patterns of individuals. At one step further, a questionnaire is required to conceptualize the behavior prediction depending on mobile communication tools in urban space. Therefore, the locations of meeting places are asked to be marked on the city map in order to see if there is a considerable change before and after mobile phone. The idea was to find out how congruent the individual's places of meetings and specific places like landmarks and nodes are. The meeting places are placed more on the paths according to the second map in comparison to the first map.

3.2. Meeting Places, Before and After Mobile Phone

> *Whatever space and time mean, place and occasion mean more. For space in the image of man is place, and time in the image of man is occasion.*
>
> Aldo Van Eyck (Lawson, 2001, p.23).

[3] Stated in the previous chapter, 2.1.3.1. Significant Elements of Meeting Places Landmarks are; (1) the connection cues among objects; (2) the reference of orientation (Payne and Jones, 1997).
[4] Kızılay Genel Merkezi Binası

In this preliminary research two central districts are taken as a case with an intention to reveal the links between the visible landmarks of inhabitants. They are drawn in the cognition mapping research and the places that individuals prefer to choose as a meeting place. Two maps were prepared; they are showing Kızılay and Kavaklıdere districts which are connected to each other via Atatürk Boulevard. Essentially, these are the places where high density of usage occurs almost every day and on which the most important nodes and landmarks of Ankara are located.

The aim is to understand how mobile technologies are fostering specific changes in traditional ways of doing things due to the inventory. Additionally the goal is to find out how the appointments for meeting place in urban area are simultaneously modified by individuals depending on communication by mobile phones. The challenge is to determine the differentiation of meeting points in everyday life before and after the contribution of mobile phones. Two detail maps (that are marked on a big map below) and questions that are seen below are used for this research.

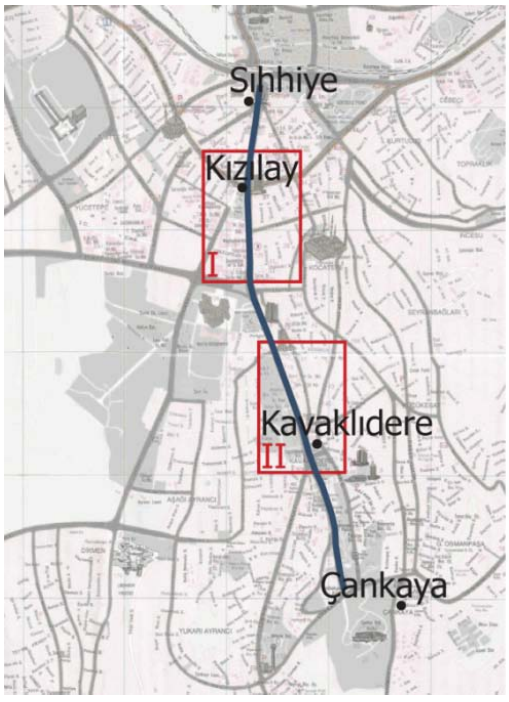


Figure 3.5. The location of two detail maps in Ankara map
Source: http://maps.google.com/ and personal illustration

1) Please mark the meeting places of yours on the maps or list them below, considering the time period before you started to use mobile phones.
2) Please mark the meeting places of yours on the maps or list them below, considering the time period after you started to use mobile phones.
3) Do you usually change your decision for the place or time of meetings?

These two detailed maps (I. and II.) are attached to the questionnaire and encourage people to mark on them to show their meeting places. Please see the following pages for these maps.

In this preliminary research, the questions were asked to 30 people. The respondents selected for this research are all over 25 years old and have been living in Ankara for more than 10 years. Because, in order to get considerable results from small amount of people, the places shown on the maps were necessary to be experienced before mobile phone use as well. The answers given to the first question were quite the same and when the maps are overlapped it is found out that the majority of meeting points are matching. The meeting places pointed out due to first question is seen below.

Table 3.2. The answers of the first question

Public Places that are marked as meeting places	Votes
The Entrance of YKM Building	22
The Entrance of GIMA Shopping Center	16
The Entrance of DOST Bookstore (on the Karanfil Street)	13
In front of the VAKKO Building (KIMLIK Store)	8
The Entrance of DOST Bookstore (on the Konur Street)	3
In front of MADO Café	2
In front of SSK Building	2
Kavaklıdere DOST Bookstore - Kuğulupark	13
The Square in front of KARUM Shopping Mall	12
The Entrance of MADO café in Kavaklıdere district	10
In front of Kavaklıdere Cinema	4

According to the second question, it was not easy to list the meeting places as seen above. Thus, the varieties of meeting points were increased pretty much in quantity. It is noticed that people list down many individual places which are defined by neither landmarks nor nodes. Regarding the Kızılay map, including the same places stated for the first question, approximately 20 different places were stated as meeting point e.g. bus stop in Güvenpark, bus stops on the boulevards, corner of some streets. A crucial point was that, the meeting points were quite difficult to mark on the maps because for instance one respondent defined that she wait for people while sitting on the benches (on Yüksel Street) which is chosen randomly (Figure 3.7).

> The wide acceptance of the scientific approach and its offspring, technology, has created its own cleavages between space and thing, and has made their recombination difficult. At the present, many decisions are so complex and rely so heavily on technology and social institutions that we can rarely describe the chains of influence in space or time which our decisions involve (Sack, R.D, 1980, p.16).

Another result was the distinction between the answers of first and the second question. Such that, for the first question, the signs of the meeting places were gathered in Kızılay district in majority, according to the second phase the meeting places of Kavaklıdere district have increased. This situation might be originally related to the issue of increasing number of activity places in Kavaklıdere district. Like as the shifted center of Ankara from Ulus to Kızılay district, the popularity of Kızılay district has been diminished against Kavaklıdere district. Çankaya district could be considered as the most preferred attraction center comprising almost all recent facilities, new pubs and restaurants. However, according to personal experiences, even if people prefer to spend their time in the places on Tunalı Hilmi Street, they used to meet in Kızılay district then walk together to the Çankaya district in the previous times. Conversely, by mobile communication era, individuals prefer to meet more close to the activity places. Therefore, it might be a reason why the meeting places have been drawn away from Kızılay district.

Figure 3.6. YKM Store Building, Kızılay, Ankara
Source: Personal Archive.

Figure 3.7. Yüksel Street, Kızılay, Ankara
Source: Personal Archive.

Moreover, the meeting time is not as crucial as before mobile phone usage because individuals are able to call the other in case of running late. People do not have to wait on exactly on the same point until the others arrive as in the past times. Therefore, the time spent in the meeting places have been diminishing that is also realized according to the third question. Even if the meeting place is kept the same after individuals started to use mobile communication tools, it is seen that either they do not have patience to wait in the same place more than a certain amount of time or they prefer to rearrange the meeting place according to their new location. In fact, 27 respondents defined that they usually change the decision point and time before the meeting is realized. This process is resulted in making poor plans for meeting activity and paying less attention to the features of meeting points.

> The old schedule of minutes, hours, days, and weeks becomes shattered into a constant stream of negotiations, reconfigurations, and rescheduling. One can be interrupted or interrupt friends and colleagues at any time. Individuals live in this phonespace and they can never let it go because it is their primary link to the temporally, spatially fragmented network of friends and colleagues they have constructed for themselves (Townsend, 2000).

Additional to the meeting points of the second phase; after mobile phone use, the considerable amount of indoors, e.g. cafes, restaurants and especially shopping malls are included in the meeting places. Moreover, some respondents preferred not to point any meeting places; they rather note down that they meet on a location of a street which is decided according to their locations when they call each other. These answers show that people are not looking for a landmark so as to wait close to it while they have mobile communication possibilities in urban space. If we look into the views of YKM Building and Yüksel Street in comparison, we can conclude that meeting places of mobile society is far from the places recognized by the spatial dominancy of landmarks and they are transformed from the *nodes* into the *paths* (Figure 3.6 and Figure 3.7).

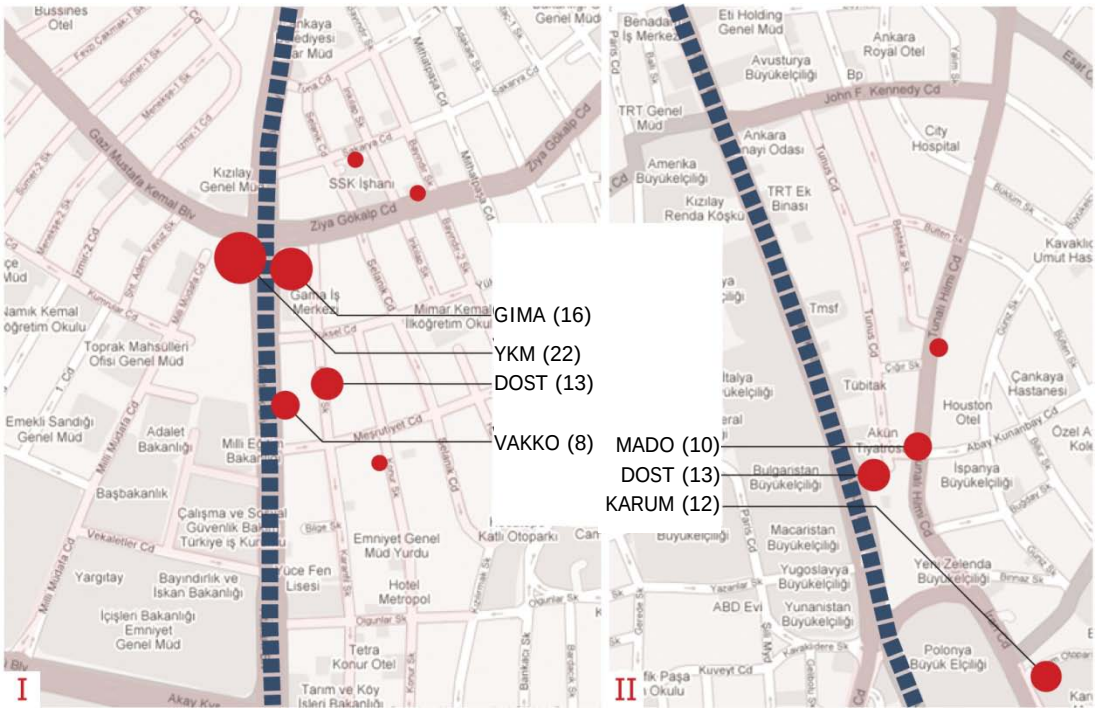


Figure 3.8. Meeting places, before mobile phone penetration.
Kızılay district is seen on the left, Kavaklıdere District is on the right.
Source: http://maps.google.com/, Personal illustration.

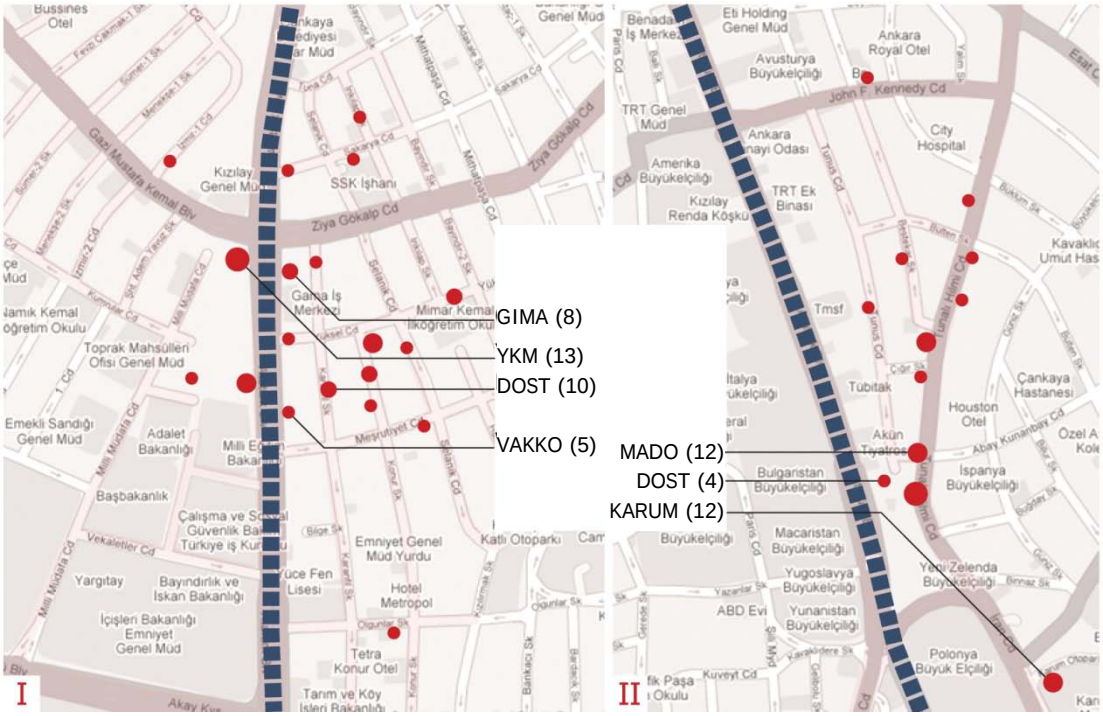


Figure 3.9. Meeting places, after mobile phone penetration.
Kızılay district is seen on the left, Kavaklıdere District is on the right.
Source: http://maps.google.com/, Personal illustration.

3.3. What is learned?

This preliminary research shows that during the last 10-15 years, meeting places have been changed in the same district of urban space. This change would be a result of two factors; (1) changing behaviors of individual due to the mobile communication devices and/or (2) the transformation in the spatial presence of urban image. To conclude this issue, an extended research should be realized additionally. However for now, the fragmentation of meeting places in urban space is seen quite obviously on the inventory maps. Thus, the preliminary research enables us to conclude that the image of meeting places and the collective use of the common meeting places are becoming less important whereas a departure from these significant common meeting places to the individual meeting places is observed. Godkin (1980) declares that many of the literature on the experimental dimensions of place have focused on places to which shared meanings or common symbols are attached by certain groups of individuals. These can be places which evoke some sense of belonging to a social group and provide a sense of group identity (e.g. Searles, 1960; Wenkart, 1961, cited in Buttimer and Seamon, 1980, p.73-74). However, the descriptions for many of the recent meeting places are far from the notion of sense of belonging and group identity.

> ... the cellular telephone, merely the first wave of an imminent invasion of portable digital communications tools to come, will undoubtedly lead to fundamental transformations in individuals' perceptions of self and the world, and consequently the way they collectively construct that world (Townsend, 2000).

The preliminary research shows that mobile communication possibilities might be considered as one of the factors modifying movement patterns of pedestrians that are eventually recognized as a driving force in meeting activity. Therefore it would be worthy to consider the character of meeting places in Ankara that are changing under the effect of mobile communication practices for the further extended research. The locations that were chosen for meeting that we call 'meeting point' are becoming 'meeting paths' (Figure 3.10 and Figure 3.11). The signal based society usually does not need even a landmark to determine for meetings.

Communication is now increasingly abstracted from the physical spaces. The mobile phone by reducing the time-based scheduling and coordination makes individuals to reach each other easily under any circumstances. The demand for a physical space for many activities as well as for communication has slowly been dissolving. This has resulted in individuals being increasingly engaged in the virtual spaces. Thereupon, it is wondered if the simultaneously changing behaviors, trends of relocating meeting point randomly, the recent communication rituals in urban space could be the part of consumerism. The question is now; do we consume the identities of places also while we became addicted to the mobile communication while we used to rely on the perpetual contact so as to make simultaneous plans and decisions for the places of meetings?

> Fragmentation of our actions and the use of technological devices which remove the paths and networks from our view and purview make visualization of many of our actions difficult if not impossible and unnecessary (Sack, 1980, p.100).

Consequently, the crucial question is ‘whence spatial identity?’ In the next chapter, an extended research is presented which is aiming to attain a comprehensive interpretation on the effects of mobile phones on place identities. If there is a transformation of behavioral presence in urban space depending on mobile phone and if this tangible situation reveals itself in on meeting place, then we may discuss on dissolving identities. On the other hand, without using the same place together or acting collectively, it is also possible to give new identities to some places. Thus, the places preferred by the majority of ‘mobile society’ might be imposed by new identities. Therefore, the features of recent meeting places which are preferred substitute for the conventional ones are also one of the research subjects.

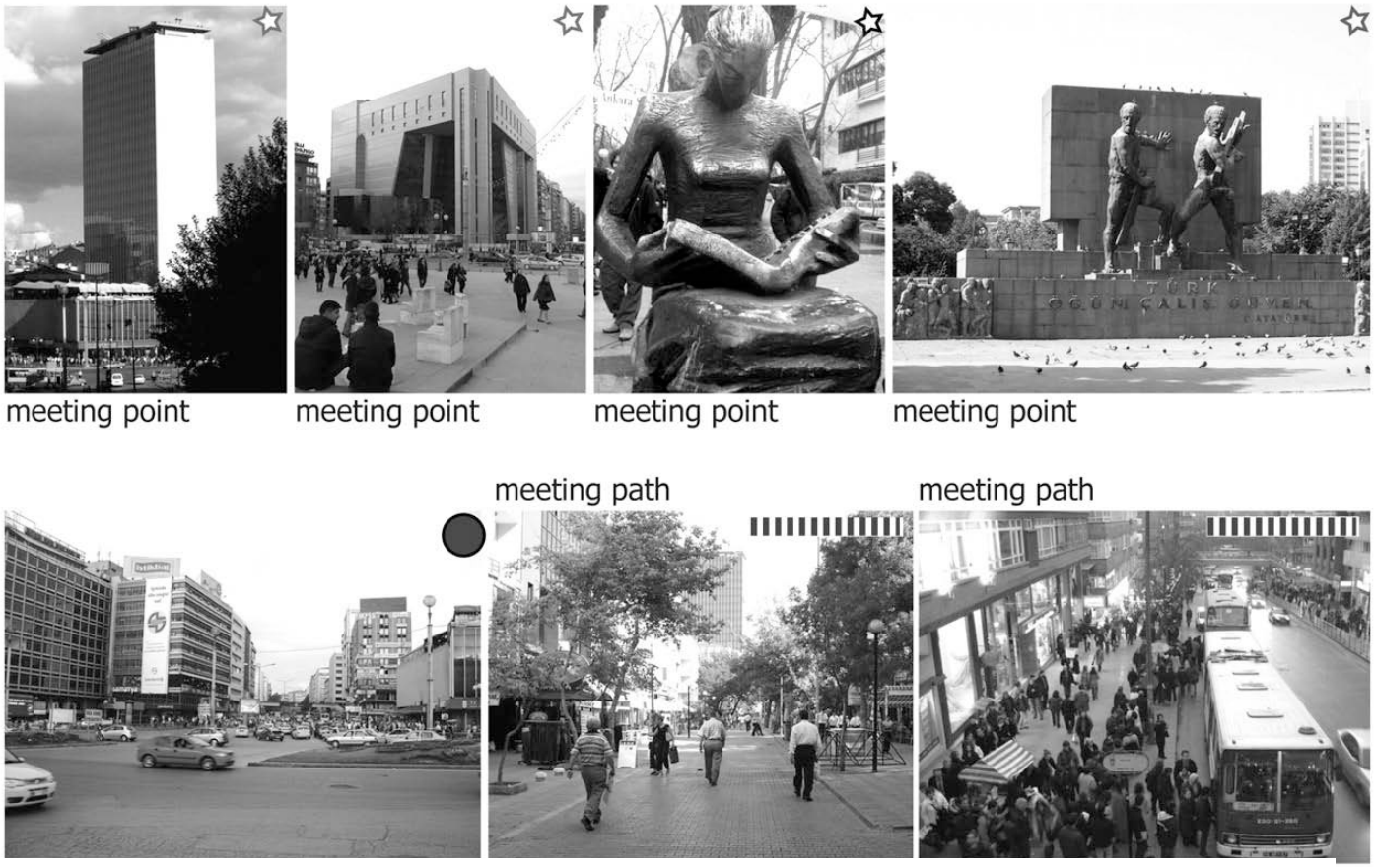


Figure 3.10. The significant urban elements, meeting points and meeting paths
Source: Personal Archive, Personal illustration

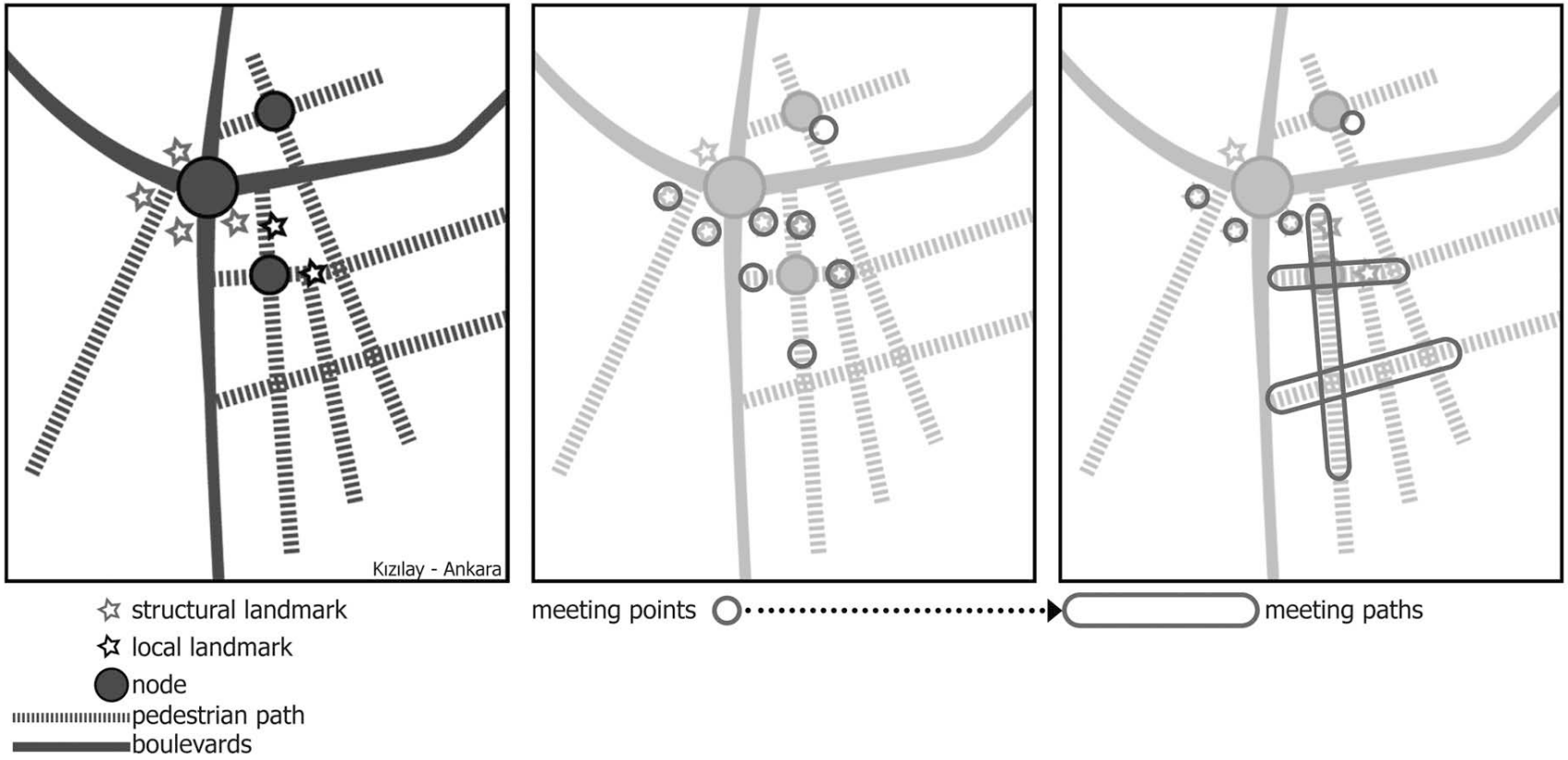


Figure 3.11. The proximity of meeting places and significant elements of the city and the transformation of meeting places
Source: Personal illustration

CHAPTER 4

THE EVOLUATION OF THE RESEARCH

This research is realized by 630 participants from different ages and backgrounds. Principally, the duration of residence should be more than the duration of mobile phone usage for all participants. Because this research is based on the comparison between *before mobile phone penetration* and *after mobile phone penetration* and it deals with the modified behaviors and practices of everyday-life. In this chapter the methodology of the study is presented.

Before getting into an extended study, the preliminary research results showed that there is a considerable change in meeting places of Ankara within 10 to 15 years time. The assumption of relocation of meeting places in Ankara might be stemming from several reasons. However the aim of the study is particularly to find an answer to the major question. **How far the meeting places of Ankara are changed in their meanings, identities and their location in the city, since mobile phones have become a part of everyday life?** The main argument of the thesis is on the issue of transformation process of meeting activity in relation with the behavioral changes that derives from mobile communication practices in urban space. This research is a departure from the architectural determinism and reinterpretation of acknowledged definitions for the notions of nodes, landmarks, paths, meeting points. Namely the research is examining the image of the city according to the perception of *mobile society*. In this sense, the main question of the research helps to reveal whether the urban space and the designed environment are relevant to the expectations for the meeting places.

Assuming that the mobile communication practices are changing the movement and behavior patterns of individuals, some sub-questions are the complements of the main concern.

- Are there any salient features of preferred meeting places of today?
- How different the physical features of preferred meeting places of today comparing the times prior to the mobile phone penetration?

In the previous chapters, the literature review is presented. It is consisting of ascertainments on the same issue from different perspectives and backgrounds. Referring to the acknowledged notions, this research aims to test if mobile communication changes the behaviors, the perspectives of individuals in looking at the spatial environment. Thereby, a preliminary cognition mapping research and questionnaire is carried out which are all presented in the previous chapter.

The cognition mapping survey is quite convincing on the issue that there are some significant point references in the city center according to the inhabitants from different age groups. Such as, the participants draw the dominant elements of the urban space at first and then in reference to these visual landmarks they remember and draw the connections and the other components of urban image. Additional to the mental maps the further concern was to test the relevancy between these recognizable elements of the urban image and the places they chose for the meetings.

Briefly, the preliminary questionnaire was examining whether the meeting places are in proximal relation to the specific elements of the urban image or not. In the second phase, the intention is to divide the inventory into two groups; *before mobile phone penetration* and *after mobile phone penetration* and evaluate the modification in different age groups. In this sense, it is aimed to systemize the relevancy between the meeting places of before mobile communication practices and the recent ones. Consequently, the result of the preliminary research was leading to evaluate the main concern in a comprehensive research. Due to the answers, comparing to the old meeting places, most of the actual meeting places

have less significant physical clarity, namely the meeting places are increased in quantity and they have spread into the urban sphere. This picture shows us that communication via mobile devices enable individuals to relocate the selected meeting point over and over again independent from the common meeting places in urban space.

In the comprehensive research on meeting places of mobile society, the questionnaire which is very similar to the preliminary research is prepared. Like in the preliminary research the main endeavor was to compare the preferred meeting places of the previous times with the meeting places of mobile communication era. The aim was to clarify the issue of "how far the meeting places of Ankara are changed in their meanings, identities and their locations in the city, since mobile phones have become a part of everyday life?"

4.1. Method

In this study, a questionnaire is carried out with the inhabitants from different ages, backgrounds and educational levels aiming to achieve an objective interpretation. With the purpose of realizing a collective work, it is required to reach as many respondents as possible, most of who have been living in the city more than 10 years.

The aim is to create maps showing the common predisposition of choosing specific places so as to wait in urban space for the others. These meeting places among the other spatial organizations can be considered as special spaces whereas they have recognizable qualities and provide safety. They are usually in easy reach and sheltered to ensure a comfortable waiting medium. Hence, the purpose is to reveal these meeting places in Ankara case and to find out if there is a considerable change comparing to the times before mobile communication practices. Essentially, some maps are realized for the city and peculiar to the city center by taking both before and after mobile phone usage into consideration. Before the mapping process, the answers are subjected to some classifications. These are going to be explained in the next parts but concisely the classification is based on how the

meeting places of different age groups are changed due to the mobile phone practices.

Hence, the classified answers are evaluated in *frequency analysis* by using the variables (age, gender, etc.) and by utilizing the tools of SPSS program. According to the mean components of the survey, various maps are created to analyze the change. These maps are increased in variety considering the different age groups and the ages that they started to use mobile phones.

4.2. Material

The extended questionnaire is used for the research. Among 8 questions, 4 of them are related to the variables; age, gender, the duration of residence and the duration of mobile phone usage. The other 4 questions are prepared in 2 parts; *before mobile phone* part and *after mobile phone.* On the strength of these two parts, the change in meeting places of Kızılay and the other districts are intended to be revealed.

The questionnaire answers are grouped into age groups and aggregated in Microsoft Office Excel. The age groups are explained in the following parts. Then each group is analyzed in SPSS 16.0 in order to assure the mean preponderance of respondents; (1) who are over 25 ages, (2) who have been using mobile phone more than at least 3 years and (3) who have been living in Ankara more than 10 years. These 3 features are the most important ones to get proper answers because;

- The respondents should have been familiar with the city.
- The respondents should have been experienced the city before and after mobile phone usage.

Additional to the questionnaire which is explained in the next part in depth, the maps of Ankara sourcing from Google Maps (http://maps.google.com/) are used as base maps. The idea is to create various maps depending on the variables in two groups: before and after mobile phone.

4.2.1. Questionnaire

The Questionnaire is consisting of 4 questions in 2 parts. The first part is questioning the meeting places in Kızılay in the first question and the other districts of Ankara in the second question before the respondents started to use mobile phones. The second part is to reveal the meeting places of today while people usually use mobile phones so as to arrange meeting activities, to negotiate on meeting time, meanwhile to carry on such organizations in urban space via wireless connection. This part is aiming to find out the popular meeting places in Kızılay and in the other districts in Ankara separately. The questionnaire form is prepared in two types; paper based and internet based that are seen below. In both types, the segregation of the first part from the second part is a design principle. Thus, the assumption of changing everyday life practices would be highlighted by an explicit separation of *before mobile phone part* from the *after mobile phone* part. Both forms of the questionnaire include the same questions. The questionnaire form for the internet based research is seen below. (For the questionnaire form for individual inventories, please see APPENDIX A)

This questionnaire is prepared as a thesis research for the degree of Master of Science in Urban Design in the City and Regional Planning Department of Middle East Technical University.

I thank you for allocating time in advance,

meltem:: **meltemsenturk@gmail.com**

Age: .....

Gender: .....

How long have you been living in Ankara: .....

How long have you been using mobile phone/cell phone:.....

Before you started to use mobile phone/cell phone,

which places* you had been using as meeting place in Kızılay district?

.....

which places* you had been using as a meeting place in Ankara apart from the Kızılay district?

.....

* Please note the **name of the streets and the district** you're your meeting places are located on for the ones which are not known by the majority.

In the time period that you have been using mobile phone/cell phone, recently,

which places* you have been using as meeting place in Kızılay district?

.....

which places* you have been using as meeting place in Ankara apart from the Kızılay district?

.....

* Please note the **name of the streets and the district** you're your meeting places are located on for the ones which are not known by the majority.

Figure 4.1. The questionnaire form which is distributed via e-mails

4.2.2. Study Area and Respondents

In order to have a broad idea on meeting places of Ankara, the city is considered as a whole unlike in the preliminary research. However, it would be interesting to provide an extensive result for the city center additional to the basic research. The thesis aims to reveal the meeting places in both urban scale and in the detail of city center. Therefore it would be constructive to examine Kızılay district and Kavaklıdere district separately depending on the same research questions.

This research is based on a comparison between the previous and the recent behavioral patterns in relation with the communication practices in urban space. Therefore, the participants of the research should have been using mobile phones for a while. Additionally, the respondents are very crucial to have been living in Ankara for a long while because the approach is depending on the data collection before mobile communication practices as well. Hence, all respondents should have been living more than the time frame since they have owned a mobile phone.

Aiming to get a collective idea and a considerable result, the questionnaire is carried out individually in various districts in Ankara. For instance, the respondents that have a more active life and that spend more time in city center comparing to the others shouldn't be in majority, or the inhabitants who live far from the city center shouldn't be excluded from the research. But first of all, the questionnaire is carried out in Kızılay and Kavaklıdere district by getting contact with individuals directly. The respondents are included in random selection from various age groups. Then, more participants are added to the research in some other districts like, Yenimahalle, Ümitköt, Bahçelievler, Yaşamkent in order to increase diversity. The aim at choosing to carry out the research in different parts of the city is to increase the variety of lifestyle in terms of the places of working, living and leisure activities.

Consequently, beside the people who are chosen on a random basis in the urban sphere, it was also important to communicate with people who have more routine life style like the employees. The purpose was to reduce the bias, because the respondents in the urban space give answers by influencing from the actual physical

space that they are standing on. Like in the cognition mapping research, I wanted to contact with people who are way from the urban space at the moment of inventory. So, they might answer the questions according to the mental maps. Therefore, TKI (General Directorate of Turkish Coal Enterprises) is visited and the research is carried out with the employee most of who are over 30 ages.

Finally, many of young respondents are included to the research among The Middle East Technical University (METU) students ranging from the age of 18 to 30. So, the response from 70 students from METU in the same age group (20-25) in majority but from different academic focuses, and facilities are added to the research.

The questionnaire research took 15 days to be realized. Beside the individual inventory, the questionnaire form is distributed via internet. In consequence of the internet responses 322 participants ranging from the age of 26-30 has been included to the research. In order to analyze the meeting places elaborately it was crucial to consider the inclinations of different age groups in using urban space individually. The first reason is the difference of meeting activity from young people to the middle aged ones. The second reason was the issue of modification of behaviors. Namely, the mobile phone penetration after 40s and after 20s cannot be accepted to have the same effects on life style and behaviors. Therefore, consideration according to age groups is important for this research. The respondents are divided into 5 groups as follows:

- 19 and below 19 ages
- Between 20 and 25 ages
- Between 26 and 30 ages
- Between 31 and 40 ages
- Over 40 ages

The meeting places of today for the respondents who are below 20 ages and locations of pre-mobile phone years for the age group 26 – 30 is needed to be compared. With this purpose, it would have been approximately equal sample size in the age group under 19 and over 26. The range of respondents is seen below;

Table 4.1. The chart showing the quantity of respondents

Age Groups &	Quantity
<19 & 19	125
20-25	150
26-30	135
31-40	120
40 & 40<	100

The relation of the results between the meeting places of young people in the first group (19 and below 19) and over 25 (26-30) is very crucial to be taken into consideration. Because before mobile phone exists the participants who are now over 25 ages were at the same age of today's below 19 ages group. It is explained in the next part but briefly, this comparison gives us a clue about how the preferences of young participants are changed by the mobile phone era.

4.2.3. Evaluation of the Survey

The classified age groups of the research are compared to each other in order to see the differences between the places that they selected. Essentially, the impact of mobile phone cannot be the same on each group, therefore, beside the activity places, the duration of mobile phone usage is also an important issue to be considered in this research.

4.2.3.1. The Comparison Groups of the Research

The first comparison is conducted by using the answers of the age groups over 25 and below 19. The participants who are under 19 are considered with the answers of second phase (after mobile phone use). Eventually, the participants below 19

years old had never experienced the city before mobile phone usage like as the other group. The group of over 25 years old respondents is included with the answers to the first phase (before mobile phone use). The aim is to see the difference between the meeting places of same ages one of which uses mobile phone and the other group does not. The Figure 4.3 shows the comparison for these age groups.

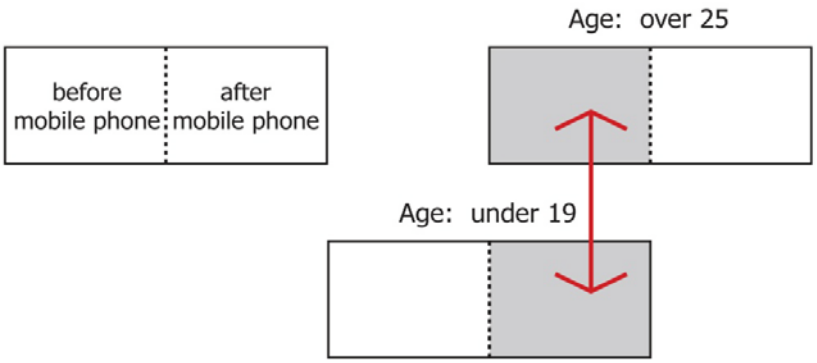


Figure 4.2. The comparison between the answers of the age groups; 'below 19' and 'over 25'

The comparison above is crucial to understand how mobile communication effects on behavioral patterns of young people. Another comparison is carried out with the age groups of 26 – 30 and 31 – 40 (Figure 4.4.). In this research group, the effects of mobile technologies might be on maximum level because these participants have both experienced the city before and after mobile phone usage. In this inventory how the choices of meeting places are changed for the same respondent in time is aimed to be conceived.

Consequently, the most comprehensive comparison is carried out including all of the respondents' answers. The final picture which is aimed to be achieved would show the general mismatch between the preferred meeting places of today and the meeting places of prior to mobile phone era.

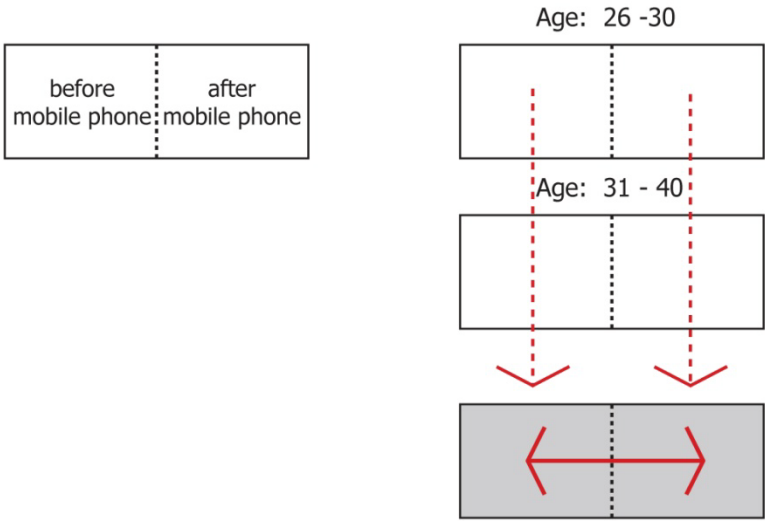


Figure 4.3. The graphic of comparison between before and after mobile phone penetration considering 26 – 30 and 31 – 40 age groups

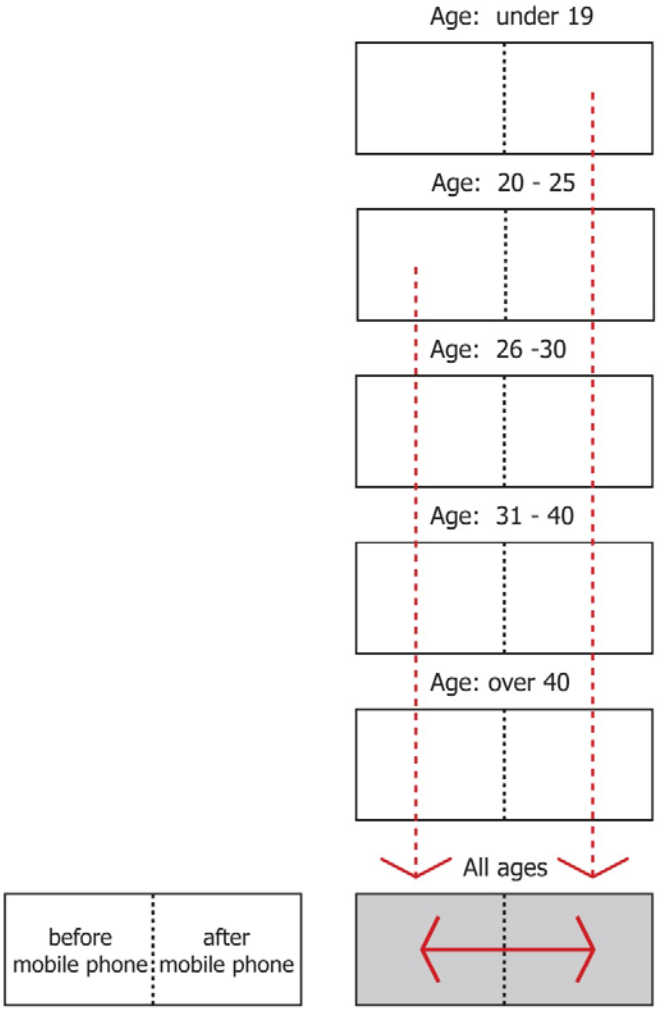


Figure 4.4. The graphical representation of the general comparison including all respondents

4.2.3.2. Frequency Analysis

In order to have a mean result, beside the age groups, responds would be classified into groups considering the issues of duration of using mobile phone and the duration of stay in Ankara. The answered questions are analyzed by using SPSS program. Data from the questionnaires is transformed to computer environment by coding them according to the SPSS techniques. Results are obtained by cross tabulation and frequencies techniques of SPSS. The concern of creating the charts is to reveal the rate of mobile phone users in comparison to the inhabitants who have been living in Ankara. Essentially, the responds from the participants who have been living in the city less than the duration time using mobile phone are not included to the research.

Concisely, the important data for me is to obtain the ratio of mobile phone usage to the duration of stay. With this purpose the charts are generated by using SPSS Data Editor. Individually for the age groups which are determined before, the answers to the age, gender, duration of stay and duration of mobile phone use are evaluated as follows.

The first group is in **19 and below 19 years old.** Most of them have been using mobile phone for 5 to 10 years. The survey provides mean data because most of the participants have been staying in Ankara for more than 15 years. The details are seen below;

Table 4.2. Gender Frequency Analysis I

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Woman	71	56,8	56,8	56,8
	Man	54	43,2	43,2	100,0
	Total	125	100,0	100,0	

Table 4.4. The Duration of Residence in Ankara Frequency Analysis I

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	5 - 10 years	21	16,8	16,8	16,8
	10 - 15 years	26	20,8	20,8	37,6
	Over 15 years	78	62,4	62,4	100,0
	Total	125	100,0	100,0	

Table 4.3. The Duration of Mobile Phone Usage Frequency Analysis I

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	0 - 5 years	38	30,4	30,4	30,4
	5 - 10 years	78	62,4	62,4	92,8
	Over 10 years	9	7,2	7,2	100,0
	Total	125	100,0	100,0	

The second group is consisting of the respondents from **20 to 25 years old.**

Table 4.5. Gender Frequency Analysis II

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Woman	87	58,0	58,0	58,0
	Man	63	42,0	42,0	100,0
	Total	150	100,0	100,0	

Table 4.6. The Duration of Mobile Phone Usage Frequency Analysis II

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	0 - 5 years	13	8,7	8,7	8,7
	5 - 10 years	131	87,3	87,3	96,0
	over 10 years	6	4,0	4,0	100,0
	Total	150	100,0	100,0	

Table 4.7. Residence in Ankara Frequency Analysis II

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	0 to 5 years	4	2,7	2,7	2,7
	5 - 10 years	39	26,0	26,0	28,7
	10 - 15 years	33	22,0	22,0	50,7
	over 15 years	74	49,3	49,3	100,0
	Total	150	100,0	100,0	

Almost all of them have been using mobile phone for 5 to 10 years. The details are seen above. The survey provides mean data because except 4 respondents, they have been living in Ankara for more than 5 years. The third group is consisting of the respondents from **26 to 30 years old.** The majority of the participants have been using mobile phone for 5 to 10 years. The most of them have been living in Ankara for 10 to 15 years. So, the survey is mean. The details are seen below;

Table 4.8. Gender Frequency Analysis III

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Woman	68	50,4	50,4	50,4
	Man	67	49,6	49,6	100,0
	Total	135	100,0	100,0	

Table 4.9. The Duration of Mobile Phone Usage Frequency Analysis III

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	0 - 5 years	12	8,9	8,9	8,9
	5 - 10 years	86	63,7	63,7	72,6
	over 10 years	37	27,4	27,4	100,0
	Total	135	100,0	100,0	

Table 4.10. The Duration of Residence in Ankara Frequency Analysis III

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	0 to 5 years	1	,7	,7	,7
	5 to 10 years	16	11,9	11,9	12,6
	10 to 15 years	37	27,4	27,4	40,0
	over 15 years	81	60,0	60,0	100,0
	Total	135	100,0	100,0	

The forth group is the participants from **31 to 40 years old.** Most of them have been using mobile phone for 5 to 10 years and most of them have been living in Ankara for more than 15 years. So the data is mean. The details are seen below;

Table 4.11. Gender Frequency Analysis IV

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Woman	62	51,7	51,7	51,7
	Man	58	48,3	48,3	100,0
	Total	120	100,0	100,0	

Table 4.12. The Duration of Mobile Phone Usage Frequency Analysis IV

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	0 - 5 years	5	4,2	4,2	4,2
	5 - 10 years	73	60,8	60,8	65,0
	Over 10 years	42	35,0	35,0	100,0
	Total	120	100,0	100,0	

Table 4.13. The Duration of Residence in Ankara Frequency Analysis IV

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	5 - 10 years	8	6,7	6,7	6,7
	10 - 15 years	28	23,3	23,3	30,0
	Over 15 years	84	70,0	70,0	100,0
	Total	120	100,0	100,0	

The last group is consisting of respondents who are **over 40 years old.** Most of them have been using mobile phones for 5 to 10 years and the majority of the participants have been living in Ankara for more than 15 years. The details are below;

Table 4.14. Gender Frequency Analysis V

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Woman	54	54,0	54,0	54,0
	Man	46	46,0	46,0	100,0
	Total	100	100,0	100,0	

Table 4.15. The Duration of Mobile Phone Usage Frequency Analysis V

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	0 - 5 years	17	17,0	17,0	17,0
	5 - 10 years	57	57,0	57,0	74,0
	Over 10 years	26	26,0	26,0	100,0
	Total	100	100,0	100,0	

Table 4.16. The Duration of Residence in Ankara Frequency Analysis V

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	5 - 10 years	11	11,0	11,0	11,0
	10 - 15 years	7	7,0	7,0	18,0
	Over 15 years	82	82,0	82,0	100,0
	Total	100	100,0	100,0	

4.2.3.1. The Diversity Analysis

The Diversity Analysis of the respondents according to the age groups is realized by the Crosstabulation Method via SPSS program. Depending on the data, the program gives the relation between *the duration time of mobile phone* use and *the duration of residence in Ankara.* The criterions to ensure mean results are listed below;

- The duration of stay in Ankara should not be less than the duration of mobile phone usage.
- The majority of the respondents in each group should be the ones who have been experienced the city adequately before mobile phone era and after as well.

Table 4.17. The duration of mobile phone usage and the duration of stay in Ankara (first part)

Mobile Phone Users & Residence in Ankara Crosstabulation (19 and below 19 ages)

			The Duration of Residence in Ankara				
			0 - 5 years	5 - 10 years	10 - 15 years	over 15 years	Total
The Duration of Mobile Phone Use	0 - 5 years	Count	2	8	2	26	38
		% within m.phone	5,3%	21,1%	5,3%	68,4%	100,0%
	5 - 10 years	Count	0	13	18	47	78
		% within m.phone	,0%	16,7%	23,1%	60,3%	100,0%
	over 10 years	Count	0	0	6	3	9
		% within m.phone	,0%	,0%	66,7%	33,3%	100,0%
Total		Count	2	21	26	76	125
		% within M.phone	1,6%	16,8%	20,8%	60,8%	100,0%

Mobile Phone Users & Residence in Ankara Crosstabulation (20 to 25 ages)

			The Duration of Residence in Ankara				
			0 to 5 years	5 - 10 years	10 - 15 years	over 15 years	Total
The Duration of Mobile Phone Use	0 - 5 years	Count	4	4	0	5	13
		% within m.phone	30,8%	30,8%	,0%	38,5%	100,0%
	5 - 10 years	Count	0	35	32	64	131
		% within m.phone	,0%	26,7%	24,4%	48,9%	100,0%
	over 10 years	Count	0	0	1	5	6
		% within m.phone	,0%	,0%	16,7%	83,3%	100,0%
Total		Count	4	39	33	74	150
		% within m.phone	2,7%	26,0%	22,0%	49,3%	100,0%

Table 4.18. The duration of mobile phone usage and the duration of stay in Ankara (second part)

Mobile Phone Users & Residence in Ankara Crosstabulation (26 to 30 ages)

			The Duration of Residence in Ankara				
			0 to 5 years	5 to 10 years	10 to 15 years	over 15 years	Total
The Duration of Mobile Phone Use	0 - 5 years	Count	1	3	7	1	12
		% within m.phone	8,3%	25,0%	58,3%	8,3%	100,0%
	5 - 10 years	Count	0	13	20	53	86
		% within m.phone	,0%	15,1%	23,3%	61,6%	100,0%
	over 10 years	Count	0	0	10	27	37
		% within m.phone	,0%	,0%	27,0%	73,0%	100,0%
Total		Count	1	16	37	81	135
		% within m.phone	,7%	11,9%	27,4%	60,0%	100,0%

Mobile Phone Users & Residence in Ankara Crosstabulation (31 to 40 ages)

			The Duration of Residence in Ankara			
			5 - 10 years	10 - 15 years	over 15 years	Total
The Duration of Mobile Phone Use	0 - 5 years	Count	2	0	3	5
		% within m.phone	40,0%	,0%	60,0%	100,0%
	5 - 10 years	Count	6	21	46	73
		% within m.phone	8,2%	28,8%	63,0%	100,0%
	over 10 years	Count	0	7	35	42
		% within m.phone	,0%	16,7%	83,3%	100,0%
Total		Count	8	28	84	120
		% within m.phone	6,7%	23,3%	70,0%	100,0%

Table 4.19. The duration of mobile phone usage and the duration of stay in Ankara (third part)

Mobile Phone Users & Residence in Ankara Crosstabulation (over 40 ages)

			The Duration of Residence in Ankara			
			5 - 10 years	10 - 15 years	over 15 years	Total
The Duration of Mobile Phone Use	0 - 5 years	Count	4	0	13	17
		% within m.phone	23,5%	,0%	76,5%	100,0%
	5 - 10 years	Count	7	3	47	57
		% within m.phone	12,3%	5,3%	82,5%	100,0%
	over 10 years	Count	0	4	22	26
		% within m.phone	,0%	15,4%	84,6%	100,0%
Total		Count	11	7	82	100
		% within m.phone	11,0%	7,0%	82,0%	100,0%

These analyses show that the questionnaire research ensures mean data to explore the change in choosing meeting places in urban space. The analysis of the duration of mobile phone use and residency in Ankara shows that the majority of the respondents have already been familiar with the city since prior to mobile communication technologies. This situation verifies the accuracy of the research results. The results are presented by the comparison maps in the next chapter. Additional to the data which is obtained from the questionnaire, observations are also carried out in the city center to conceive the degree of mobile phone penetration/addiction. The observations and video recordings are evaluated with the literature findings in order to provide interpretations in the next chapter.

CHAPTER 5

RESEARCH FINDINGS

As explained in the previous chapter, there are some general criteria for the participants to be included to the research. This chapter will define the evaluation process of the collected data and explain the mean parts of the survey that is used to create maps. Depending on the literature, in this chapter the visual representation of the survey, the analysis and the interpretations also take part. The main purpose becomes to reveal the changes in meeting activity and to trace out the distinction between the old and the new meeting places which are differentiated by the contribution of mobile phone penetration. In this sense, the perception of urban space is also re-examined according to the alteration of meeting places. Additionally, the notion of meeting place is re-evaluated in terms of its physical character and diversity in urban space due to the mobile phone penetration.

Including all the respondents, the great majority of the people consist of mobile phone users for 5 to 10 years (Table 5.1). It gives a mean data to us in order to examine the distinction between the preferred meeting places before and after mobile phone penetration. Additionally, more or less %63 of the respondents has been residing in Ankara for more than 15 years. Hence, most of the answers can be considered to acquire a mean result with reference to both before and after mobile phone penetration. The frequency analysis of mobile users and residents is seen below;

Table 5.1. The Duration of Mobile Phone Ownership Analysis

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	0 - 5 years	85	13,5	13,5	13,5
	5 - 10 years	**425**	**67,5**	**67,5**	**81,0**
	over 10 years	120	19,0	19,0	100,0
	Total	630	100,0	100,0	

Table 5.2. The Duration of Stay in Ankara

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	0 - 5 years	7	1,1	1,1	1,1
	5 - 10 years	95	15,1	15,1	16,2
	10 - 15 years	131	20,8	20,8	37,0
	Over 15 years	**397**	**63,0**	**63,0**	**100,0**
	Total	630	100,0	100,0	

The most important purpose is to attain the dominancy of residents who have been using mobile phone more than 5 years and who have been living in Ankara more than 10 years. Because, the aim of the research is to detect the transformation of behaviors that designate the change in utilization of urban space as meeting place. Therefore, the answers of the respondents who have been using mobile phone for longer time than their duration of residence in Ankara should not be taken into consideration. In appearance, the majority of the respondents are in the group in which the duration of residency in Ankara is more than the duration of mobile phone use and %60.5 of the participants of the research has been staying in Ankara more than 15 years which is a very positive status.

Table 5.3. The ratio of mobile phone penetration in all residents of Ankara

Mobile Phone Usage & Reside in Ankara Crosstabulation

			The Duration of Stay in Ankara				
			0 - 5 years	5 - 10 years	10 - 15 years	Over 15 years	Total
The Duration of Mobile Phone Use	0 - 5 years	Count	7	21	9	48	85
		% within M.phone	8,2%	24,7%	10,6%	56,5%	100,0%
	5 - 10 years	Count	0	74	94	257	425
		% within M.phone	,0%	17,4%	22,1%	60,5%	100,0%
	over 10 years	Count	0	0	28	92	120
		% within M.phone	,0%	,0%	23,3%	76,7%	100,0%
Total		Count	7	95	131	397	630
		% within M.phone	1,1%	15,1%	20,8%	63,0%	100,0%

Aiming to achieve a collective comparison map, it is required to gather and classify the meeting places of all age groups in two fundamental groups which are; *before mobile phone* and *after mobile phone*. However, first of all, it would be essential to have a look at the list of meeting places. Considering all participants of the research, the most preferred meeting places **before mobile phone use** and **after mobile phone use** are as seen below. In this context, it is crucial to emphasize the following; even though in the footnote indicates that participants have to state significant meeting points, the respondents insisted on writing down just the names of the streets as meeting places (this refers to surveys on internet). Additionally, during the process of the questionnaire research (face to face), the necessity of writing down specific places for meeting points instead of streets or boulevards is reminded and recommended to all respondents individually. However, it is noticed that some of the respondents called streets and boulevards as meeting places and those who didn't remember specific elements precisely on these paths. This information shows us that people who are used to communicate in urban space via mobile phones decide on meeting places and time randomly on phone. Additionally, they have been slightly loosing the sense of proximity, the ability to memorize the spatial features and order. The meeting places of all participants are seen below, the first part is consisting of Kızılay district and a part of Çankaya district. First part of the list (Figure 5.4) is used to create close up maps later on to see the impact of mobile phone in detail.

Table 5.4. The list of meeting places of Ankara (they are marked in the Figure 5.6)

The Meeting Places				
Before Mobile Phone Penetration			After Mobile Phone Penetration	
# of respondents				
YKM Store Building	245	▼	118	YKM Store Building
GIMA Building	149	▼	56	GIMA Building
Bus Stops in Güvenpark	28	▲	87	Bus Stops in Güvenpark
DOST Bookstore on Karanfil Street	144	▼	103	DOST Bookstore on Karanfil Street
DOST Bookstore on Konur Street	43		32	DOST Bookstore on Konur Street
KİMLİK store (old VAKKO Store)	110	▼	29	KİMLİK store (old VAKKO Store)
Ziraat Bank Skyscraper	44	▼	8	Ziraat Bank Skyscraper
McDonald's on Atatürk Boulevard	39		25	McDonald's on Atatürk Boulevard
Soysal Office Block	45	▼	15	Soysal Office Block
İmge Bookstore	18		6	İmge Bookstore
Post Office (PTT)	66	▼	11	Post Office (PTT)
Overpass connection to Güvenpark	25		9	Overpass connection to Güvenpark
SSK Office Block	36		9	SSK Office Block
The Entry to the Yüksel Street	29		15	The Entry to the Yüksel Street
Güvenpark	15	▲	68	Güvenpark
Overpass connection to the İzmir Str.	20		5	Overpass connection to the İzmir Str.
The Human Rights Sculpture	26		3	The Human Rights Sculpture
METRO Station: Milli Müdafa Street	1		0	METRO Station: Milli Müdafa Street
METRO Station: Soysal Office Block	6		5	METRO Station: Soysal Office Block
METRO Station: Yüksel Street	5	▲	41	METRO Station: Yüksel Street
METRO Station: Kafanfil Street	9	▲	49	METRO Station: Kafanfil Street
METRO Station: Güvenpark	0	▲	29	METRO Station: Güvenpark
METRO Station: GAMA	0		8	METRO Station: GAMA
Yapı Kredi Bank	2		5	Yapı Kredi Bank
The chamber of Architects	6		0	The chamber of Architects
Tenedos Cafe	18		12	Tenedos Cafe
METRO Station: YKM	3		5	METRO Station: YKM
METRO Station: Sakarya	4	▲	32	METRO Station: Sakarya
METRO Station: Kolej	4		6	METRO Station: Kolej
Ankara University Campus / Cebeci	3		0	Ankara University Campus / Cebeci
Beğendik Shopping Mall	3	▲	38	Beğendik Shopping Mall
Mimar Kemal High School at Kocatepe	1		0	Mimar Kemal High School at Kocatepe
TED College (old location)	5		4	TED College (old location)
Mülkiyeliler Café- Restaurant	18		15	Mülkiyeliler Café- Restaurant
ZARA Store	9		2	ZARA Store
On the İzmir Street	1	▲	32	On the İzmir Street
The Hekimanlar Union on İzmir Street	0		1	The Hekimanlar Union on İzmir Street
The Florists on Sakarya Street	8		24	The Florists on Sakarya Street
Turhan Bookstore	16		3	Turhan Bookstore
Tivoli in GAMA Office Block	6		0	Tivoli in GAMA Office Block
SET Cafe	4		1	SET Cafe
France Institute (old location)	14		0	France Institute (old location)

Table 5.4. Continue

The Meeting Places				
Before Mobile Phone Penetration			After Mobile Phone Penetration	
# of respondents				
ÇARŞI Store	37	⮟	6	ÇARŞI Store
Park Bravo Store	1		9	Park Bravo Store
Pizzaralla Restaurant	6		0	Pizzaralla Restaurant
HAPPY DAYS Cafe	12		1	HAPPY DAYS Cafe
The Sculpture on Sakarya Street	14		2	The Sculpture on Sakarya Street
Güven Monument	26	⮟	3	Güven Monument
Onur Office Block	7		3	Onur Office Block
Güral Porselen on Sakarya Street	5		0	Güral Porselen on Sakarya Street
Alp Billuriye	14		6	Alp Billuriye
The Entry of Olgunlar Street	11		24	The Entry of Olgunlar Street
The Kocabeyoğlu Passage	9		8	The Kocabeyoğlu Passage
Güvenpark Florists	2		1	Güvenpark Florists
Kök Passage	1		3	Kök Passage
Leman Cafe	1		18	Leman Cafe
Moda Shopping Center on İzmir Street	1		14	Moda Shopping Center on İzmir Street
On the Meşrutiyet Street	0	⮝	36	On the Meşrutiyet Street
The Entry of Meşrutiyet Street	6		0	The Entry of Meşrutiyet Street
German Institute	9		2	German Institute
FantasyLand	1		0	FantasyLand
POLO Store	6		0	POLO Store
Sıhhiye Overpass	2		26	Sıhhiye Overpass
Akman Cafe	2		7	Akman Cafe
The Bus Stops on Atatürk Boulevard	2	⮝	27	The Bus Stops on Atatürk Boulevard
Cinema / Theater Akün	1		3	Cinema / Theater Akün
Cinema Metropol	11		2	Cinema Metropol
The Overpass at Bakanlıklar	1		0	The Overpass at Bakanlıklar
The Corner of Kumrular Street	2		4	The Corner of Kumrular Street
Cinema Batı	4		0	Cinema Batı
Onaon Cafe on Konur Street	2		0	Onaon Cafe on Konur Street
Café Sting	1		0	Café Sting
Emek Office Block	1		0	Emek Office Block
Net Piknik Pub	1		1	Net Piknik Pub
19 Mayıs Stadium	1		0	19 Mayıs Stadium
Atatürk Sport Hall	1		0	Atatürk Sport Hall
Divan Patisserie	3		2	Divan Patisserie
Piknik Restaurant on Sakarya Street	2		0	Piknik Restaurant on Sakarya Street
Deniz Café on İzmir Street	2		0	Deniz Café on İzmir Street
Uzungil Pub on Sakarya Street	1		0	Uzungil Pub on Sakarya Street
Hosta Restaurant on Sakarya Street	1		2	Hosta Restaurant on Sakarya Street
Cinema Kızılırmak	4		3	Cinema Kızılırmak
The Cafes on Karanfil Street	1	⮝	37	The Cafes on Karanfil Street
Flamingo Patisserie on Selanik Street	1		0	Flamingo Patisserie on Selanik Street
Denizatı Patisserie on Skarya Street	1		0	Denizatı Patisserie on Skarya Street

Table 5.4. Continue

The Meeting Places				
Before Mobile Phone Penetration			After Mobile Phone Penetration	
# of respondents				
Ekin Café on Sakarya Street	1		0	Ekin Café on Sakarya Street
Blues Pub	1		0	Blues Pub
Ülküalan Passage	13		0	Ülküalan Passage
Papyon Burger on İzmir Street	2		0	Papyon Burger on İzmir Street
The pool in Güvenpark	11		8	The pool in Güvenpark
Mum Café on Selanik Street	0		3	Mum Café on Selanik Street
Nedjima Pub	0		2	Nedjima Pub
Burger King	16		10	Burger King
Limon Bazaar	0		3	Limon Bazaar
Bus Stops in front of VAKKO Store	2		12	Bus Stops in front of VAKKO Store
Orta Dünta Café	6		3	Orta Dünta Café
Maydonoz Café in Sakarya	0		1	Maydonoz Café in Sakarya
Yörem Café on Mithatpaşa Street	0		9	Yörem Café on Mithatpaşa Street
Şaman Pub	0		1	Şaman Pub
Fikrim Café	0		1	Fikrim Café
Café Felsefe	0		1	Café Felsefe
Banks on the Atatürk Boulevard	0		13	Banks on the Atatürk Boulevard
On the Konur Street	0	▲	24	On the Konur Street
Bus Stops on Meşrutiyet Street	0	▲	54	Bus Stops on Meşrutiyet Street
Park Bulvar Café-Restaurant	2		19	Park Bulvar Café-Restaurant
METRO Station: İzmir Street	0		3	METRO Station: İzmir Street
Ardıç Café	0		2	Ardıç Café
Cafes on Meşrutiyet Street	0		16	Cafes on Meşrutiyet Street
Starbucks on Atatürk Boulevard	0		8	Starbucks on Atatürk Boulevard
Kahve Evi Café	0		3	Kahve Evi Café
Eski Yeni Pub	0		7	Eski Yeni Pub
Taşfırın Café	0		1	Taşfırın Café
Ayakkabı Dünyası Store on İzmir Street	1		3	Ayakkabı Dünyası Store on İzmir Street
Cafes on Olgunlar Street	0	▲	17	Cafes on Olgunlar Street
The Benches on Yüksel Street	0	▲	6	The Benches on Yüksel Street
MADO Patisserie-Café / Kızılay	4		8	MADO Patisserie-Café / Kızılay
On Ziya Gökalp Boulevard	0		3	On Ziya Gökalp Boulevard
On Sakarya Street	0		5	On Sakarya Street
Aylak Madam Café on Olgunlar Street	0		2	Aylak Madam Café on Olgunlar Street
Anywhere on Karanfil Street	0	▲	18	Anywhere on Karanfil Street
Ona On Café	0		1	Ona On Café
Bus Stops at Bakanlıklar	0		5	Bus Stops at Bakanlıklar
Gölge Pub	0		4	Gölge Pub
Arkhe Café on Meşrutiyet Street	0		1	Arkhe Café on Meşrutiyet Street
Mısır Café	4		7	Mısır Café
Anywhere on Yüksel Street	0	▲	16	Anywhere on Yüksel Street
The School on Yüksel Street	0		6	The School on Yüksel Street
ABA Piknik Restaurant	0		1	ABA Piknik Restaurant

Table 5.4. Continue

The Meeting Places			
Before Mobile Phone Penetration		After Mobile Phone Penetration	
# of respondents			
Nefes Pub	0	2	Nefes Pub
Cafes on Konur Street	0	10	Cafes on Konur Street
Sakarya Square	0	5	Sakarya Square
Atatürk Kültür Evi Café	0	1	Atatürk Kültür Evi Café
Ormancı Café-Pub	0	1	Ormancı Café-Pub
Sakarya Inn Bistro	0	1	Sakarya Inn Bistro
Çağ Hospital	0	1	Çağ Hospital
Kuğulupark	12	▲ 51	Kuğulupark
Kıtır Pub	5	12	Kıtır Pub
MADO Patisserie-Café / Kavaklıdere	11	24	MADO Patisserie-Café / Kavaklıdere
Random Pub	0	9	Random Pub
Karum Shopping Mall	16	18	Karum Shopping Mall
Tunalı Hilmi Monument	0	4	Tunalı Hilmi Monument
On Bestekar Street	1	▲ 19	On Bestekar Street
DOST Bookstore/ Kavaklıdere	5	2	DOST Bookstore/ Kavaklıdere
McDonald's / Kavaklıdere	0	6	McDonald's / Kavaklıdere
İş Bank on Tunalı Hilmi Street	0	3	İş Bank on Tunalı Hilmi Street
Cafes and Pubs on Tunalı Hilmi Street	6	▲ 72	Cafes and Pubs on Tunalı Hilmi Street
D&R on Tunalı Hilmi Street	1	▲ 16	D&R on Tunalı Hilmi Street
Golden Pub	0	9	Golden Pub
Esat Crossroads	13	▲ 29	Esat Crossroads
Tadım Pizza / Kavaklıdere	1	8	Tadım Pizza / Kavaklıdere
Ertuğ Passage	2	6	Ertuğ Passage
Nida Café-Pub / Kavaklıdere	0	1	Nida Café-Pub / Kavaklıdere
Beer Station Pub	0	8	Beer Station Pub
Cafes on Iran Street	0	2	Cafes on Iran Street
Cafes and Pubs on Arjantin Street	0	8	Cafes and Pubs on Arjantin Street
Ezgi Café on Konur Street	0	1	Ezgi Café on Konur Street
Sıhhiye Officers' Club	19	9	Sıhhiye Officers' Club
Underpass of the Subway	0	▲ 19	Underpass of the Subway
Simit Dünyası Café in Sakarya	0	1	Simit Dünyası Café in Sakarya
Deniz Bank on Atatürk Boulevard	0	1	Deniz Bank on Atatürk Boulevard
Cinema Büyülüfener	6	3	Cineman Büyülüfener
IF Performance Hall	2	15	IF Performance Hall
312 Tömbeki Café on Konur Street	0	1	312 Tömbeki Café on Konur Street
Kuğulu Passage	3	5	Kuğulu Passage
Anywhere on Tunalı Street	0	▲ 48	Anywhere on Tunalı Street
Kebap 49 Restaurant / Kavaklıdere	1	1	Kebap 49 Restaurant / Kavaklıdere
Starbucks on Arjantin Street	0	6	Starbucks on Arjantin Street
Corvus Pub	0	13	Corvus Pub
Sakal Café	0	12	Sakal Café
Circop on Karanfil Street	0	2	Circop on Karanfil Street
The Overpass on Mithatpaşa Street	0	7	The Overpass on Mithatpaşa Street
Çıtır Simit Café	0	5	Çıtır Simit Café

Table 5.4. Continue

The Meeting Places			
Before Mobile Phone Penetration		After Mobile Phone Penetration	
# of respondents			
Çıtır Simit Café	0	5	Çıtır Simit Café
Bus Stops next to Kuğulupark	17	4	Bus Stops next to Kuğulupark
Bilim Sanat Bookstore on Selanik Street	1	2	Bilim Sanat Bookstore on Selanik Street
Bus Stops on Necatibey Street	2	2	Bus Stops on Necatibey Street
Turkish Grand National Assembly Park	6	0	Turkish Grand National Assembly Park
Akay Junction	0	14	Akay Junction
ÖZSÜT Café / Kızılay	0	10	ÖZSÜT Café / Kızılay
Kumsal Café Sakarya	0	1	Kumsal Café Sakarya
Ekin Theater on Menekşe Street	0	1	Ekin Theater on Menekşe Street
Down Café	0	3	Down Café
Zerdali Patisserie in Subway Underpass	0	2	Zerdali Patisserie in Subway Underpass
Güral Porselen Store	0	3	Güral Porselen Store
Öykü Café	0	1	Öykü Café
Penguen Patisserie	0	1	Penguen Patisserie
LCW on Necatibey Street	0	1	LCW on Necatibey Street
Zeynel Çilli Restaurant in Sakarya	0	1	Zeynel Çilli Restaurant in Sakarya
Arı Training Center on Yüksel Street	0	1	Arı Training Center on Yüksel Street
Paşabahçe Store on Tunalı Street	0	2	Paşabahçe Store on Tunalı Street
Erzincan Dairy on Tunalı Street	0	1	Erzincan Dairy on Tunalı Street
Café Bien on Tunalı Street	0	1	Café Bien on Tunalı Street
Laterna Café / Kavaklıdere	0	6	Laterna Café / Kavaklıdere
Tapas Restaurant-Pub on Tunalı Street	0	13	Tapas Restaurant-Pub on Tunalı Street
Sıhhiye Square	4	0	Sıhhiye Square
Bus Stops at Sıhhiye	0	14	Bus Stops at Sıhhiye
Cambo Restaurant	0	2	Cambo Restaurant
Rembetika Pub	0	7	Rembetika Pub
On the Arjantin Street	0	4	On the Arjantin Street
Özsüt Café / Kavaklıdere	0	6	Özsüt Café / Kavaklıdere
On Tunus Street	0	▲ 17	On Tunus Street
Karanfil Passage / Kızılay	13	2	Karanfil Passage / Kızılay
Sekans Pub	0	13	Sekans Pub
Random Pub	0	▲ 23	Random Pub
James Cook Pub	1	6	James Cook Pub

The Kızılay district and some parts of Çankaya district including Tunalı Hilmi Street are considered as the most popular places of pedestrian activity. The list above shows the meeting places in these districts and the change during years with the contribution of mobile communication practices. It is quite interesting to see that the main meeting points are still actively used but comparing to the left column, the numbers of respondents are seen to be considerably increased in the column on the right. The new meeting places are appeared with less significant characters in urban image than the old ones. For instance, the bus stops, overpasses, the corner or the entry of the streets, etc. It is hard to consider such places as landmarks like YKM Building or Güven Monument in Güvenpark. As Carey stated, by virtue of the cellular phone, meeting places have become indeterminate; fluid territories rather than precise spots. Discreet locations outside the shops, on the corner have given way to strips of territory –walking part the museum, getting on a bus, behind the red van stopped at the lights (Carey, Z., Cited in Graham, S., 2004, p.136).

Additionally, according to the list of meeting places, in the second column in comparison with the first one, there is an uncertainty of the arrangements such as, "on the Karanfil Street", "on the Meşrutiyet Street", "next to the bus stops on Atatürk Boulevard". According to some statements of the respondents, mobile communication possibilities enable people to decide on exact meeting place after they reach the district rather than defining a particular meeting point in advance. In other words, individuals can meet on the way of activity places that they decided to go in advance. Hence, according to many respondents, after they reach the decided district, calling others in order to define the exact meeting place has become one of the rituals of meetings. Kopomaa (1999) calls the mobile phone a "postmodern form of communication" (Kopomaa, 1999, Cited in Townsend, A.M., 2000). Urban theorists such as Dear (1996) argue that postmodern urbanism is particularly characterized by fragmentation. The mobile phone certainly reinforces these patterns – it substitutes chaotic decentralized networks for centralized ones (Dear, 1996, Cited in Townsend, A.M., 2000). It is seen according to the research that the meeting district can be determined from home by fixed line but the majority of the decisions for the exact location of meetings are defined by mobile communication.

Table 5.5. The additional list of meeting places of Ankara

The Meeting Places				
Before Mobile Phone Penetration		After Mobile Phone Penetration		
# of respondents				
METRO Station: Tandoğan	0	3		METRO Station: Tandoğan
METRO Station: Aşti	5	0		METRO Station: Aşti
METRO Station: Demirtepe	0	3		METRO Station: Demirtepe
METRO Station: Bahçelievler	15	12		METRO Station: Bahçelievler
METRO Station: Beşevler	26	17		METRO Station: Beşevler
METRO Station: Dikimevi	0	1		METRO Station: Dikimevi
METRO Station: Batıkent	2	25	▲	METRO Station: Batıkent
METRO Station: Kurtuluş	0	2		METRO Station: Kurtuluş
Keçiören Municipality Building	0	2		Keçiören Municipality Building
Migros Shopping Center / Keçiören	0	4		Migros Shopping Center / Keçiören
ANTARES Shopping Mall	0	36	▲	ANTARES Shopping Mall
REAL Shopping Mall / Bilkent	1	5		REAL Shopping Mall / Bilkent
on the 7th Street / Bahçelievler	2	73	▲	on the 7th Street / Bahçelievler
CEPA Shopping Mall	9	88	▲	CEPA Shopping Mall
ANKAMALL Shopping Mall	28	204	▲	ANKAMALL Shopping Mall
Pubs on Bestekar Street	0	12		Pubs on Bestekar Street
ANKUVA Shopping Mall	0	21		ANKUVA Shopping Mall
Bilkent	0	3		Bilkent
ARCADIUM	0	38	▲	ARCADIUM
GORDION	0	17		GORDION
Monopoli Cafe / Bahçelievler	1	6		Monopoli Cafe / Bahçelievler
The Entry of Dikmen Valley	0	4		The Entry of Dikmen Valley
Altınpark	0	5		Altınpark
Keçiören Waterfall ?	0	3		Keçiören Waterfall ?
ARMADA Shopping Mall	5	112	▲	ARMADA Shopping Mall
Starbucks / Bahçelievler	0	7		Starbucks / Bahçelievler
Burger King / Bahçelievler	13	8		Burger King / Bahçelievler
Tansaş Shopping Center / Yüzüncüyıl	0	11		Tansaş Shopping Center / Yüzüncüyıl
The Bazaar / Yüzüncüyıl	0	15	▲	The Bazaar / Yüzüncüyıl
On the Güvenlik Street / Aşağı Ayrancı	0	4		On the Güvenlik Street / Aşağı Ayrancı
Overall Pub	0	3		Overall Pub
Best Music Store / Bahçelievler	4	0		Best Music Store / Bahçelievler
ATAKULE Shopping Mall	32	6	▼	ATAKULE Shopping Mall
The Courthouse Building / Sıhhiye	13	22		The Courthouse Building / Sıhhiye
PANORA Shopping Mall	2	45		PANORA Shopping Mall
OPTIMUM Outlet Center	0	12		OPTIMUM Outlet Center
Last Stop Pub / Bahçelievler	0	16		Last Stop Pub / Bahçelievler
The Atatürk Monument / Ulus	87	23	▼	The Atatürk Monument / Ulus
Puzzle Cafe / Bahçelievler	0	8		Puzzle Cafe / Bahçelievler
McDonald's / Bahçelievler	6	17		McDonald's / Bahçelievler
Gençlik Park	14	6		Gençlik Park
Atatürk Orman Çiftliği	0	4		Atatürk Orman Çiftliği
Cafes on 3th Street / Bahçelievler	0	4		Cafes on 3th Street / Bahçelievler

Table 5.5. Continue

The Meeting Places				
Before Mobile Phone Penetration			After Mobile Phone Penetration	
# of respondents				
MESA Plaza	0		9	MESA Plaza
Metro Center / Batıkent	0		12	Metro Center / Batıkent
Park Street / Çayyolu	0	▲	29	Park Street / Çayyolu
Pubs on Park Street /Çayyolu	0	▲	15	Pubs on Park Street /Çayyolu
Tansaş Shopping Center / Çayyolu	0		9	Tansaş Shopping Center / Çayyolu
The Theater in Çayyolu	0		2	The Theater in Çayyolu
Total Gas Station on Tunus Street	0		4	Total Gas Station on Tunus Street
Belpa / Bahçelievler	0		2	Belpa / Bahçelievler
Bulka Cafe / Bahçelievler	12		4	Bulka Cafe / Bahçelievler
Bit Pazarı Store on 7th Street	12		3	Bit Pazarı Store on 7th Street
BP Gas Station on 7th Street	34	▼	10	BP Gas Station on 7th Street
Maltepe Mosque	8		0	Maltepe Mosque
Bilkent Sports International	0		3	Bilkent Sports International
MINASERA Shopping Mall	0		8	MINASERA Shopping Mall
Amarillo Grill Restaurant	0		1	Amarillo Grill Restaurant
Old Mariner Restaurant Pub	0		3	Old Mariner Restaurant Pub
Cafes on 4th Street / Bahçelievler	0	▼	26	Cafes on 4th Street / Bahçelievler
Pubs and Cafes on Iran Street	0		4	Pubs and Cafes on Iran Street
The Public Library	5		2	The Public Library
GALLERIA Shopping Mall	0	▲	18	GALLERIA Shopping Mall
Hobby Cafe / Bahçelievler	22	▼	9	Hobby Cafe / Bahçelievler
Starbucks on Köroğlu Street	0		6	Starbucks on Köroğlu Street
Leman Cafe / Beşevler	0		11	Leman Cafe / Beşevler
Rollhouse Bowling Hall Restaurant	0		6	Rollhouse Bowling Hall Restaurant
Liva Patisserie / Çukurambar	0		12	Liva Patisserie / Çukurambar
Manhattan Pub / Çankaya	2		13	Manhattan Pub / Çankaya
GIMA on 7th Street (old location)	45	▼	1	GIMA on 7th Street (old location)
Gimsa Shopping Center / Batıkent	0		14	Gimsa Shopping Center / Batıkent
Arılar Patisserie /Emek	5		0	Arılar Patisserie /Emek
G. D. of Turkish Coal Enterprises	14		10	G. D. of Turkish Coal Enterprises
Abdi İpekçi Park / Sıhhiye	39		13	Abdi İpekçi Park / Sıhhiye
Cinema Kerem / Demirtepe	16	▼	0	Cinema Kerem / Demirtepe
In front of the banks on 7th Street	2		11	In front of the banks on 7th Street
Cinema Ulus / Sıhhiye	7		0	Cinema Ulus / Sıhhiye
Cinema Maltepe Gölbaşı	5		0	Cinema Maltepe Gölbaşı
Bonapetit Cafe Restaurant	4		0	Bonapetit Cafe Restaurant
Funda Patisserie / Kavaklıdere	5		0	Funda Patisserie / Kavaklıdere
Başkent Teachers Accociation/ Beşevler	11		2	Başkent Teachers Accociation/ Beşevler
Bilkent Uni. Bus Stop on Tunus Str.	8		0	Bilkent Uni. Bus Stop on Tunus Str.
Piyano Patisserie / Yenimahalle	14		6	Piyano Patisserie / Yenimahalle
The Old Bus Station / Tandoğan	6		0	The Old Bus Station / Tandoğan
Cafes on 7th Street	4	▲	36	Cafes on 7th Street
Palet Patisserie / Oran	0		3	Palet Patisserie / Oran

Table 5.5. Continue

The Meeting Places			
Before Mobile Phone Penetration		After Mobile Phone Penetration	
# of respondents			
Liva Patisserie / Ümitköy	0	2	Liva Patisserie / Ümitköy
The Bazaar / Sıhhiye	0	4	The Bazaar / Sıhhiye
İş Bank on 8th Street / Emek	0	8	İş Bank on 8th Street / Emek
Taşfırın Restaurant / Batıkent	0	2	Taşfırın Restaurant / Batıkent
Serender Patisserie / Bahçelievler	2	6	Serender Patisserie / Bahçelievler
Yenimahalle Municipality Building	3	1	Yenimahalle Municipality Building
Paşabahçe Store on Tunalı Hilmi Street	0	3	Paşabahçe Store on Tunalı Hilmi Street
Makromarket Shopping Center	0	6	Makromarket Shopping Center
Seda Patisserie / Bahçelievler	0	7	Seda Patisserie / Bahçelievler
ACITY Shopping Mall	0	4	ACITY Shopping Mall
Skor Cafe / Maltepe	0	3	Skor Cafe / Maltepe

These lists comprise the other meeting places apart from Kızılay and Kavaklıdere districts. According to the first part of the list which involves the places in the city center shows us that the cafes, patisseries, pubs and restaurants; namely the interior places have been replaced by the meeting points in urban space. Even if the district of meetings remain the same, a shift of meetings from exterior to interior places is quite obvious. Therefore, a transition from **meeting place** to **meeting volume** is obtained depending on the answers. In fact, shopping malls are predominantly constitutes the image of meeting places in individuals mind. Consequently, it can be defined that there is a significant shift from **exterior places** to the **interiors** and from **significant places** (landmarks) to **regular meeting places** (Figure 5.1 and Figure 5.2). For instance there is considerable quantity of respondents who has noted; 'anywhere in Güvenpark', 'anywhere on Karanfil Street', 'on Bestekar Street' as meeting places. Additionally; crossroads, overpasses and underpasses have been also written. Eventually, depending on many reasons, as well as mobile communication facilities the meeting places have been fragmented in urban sphere. As being the first wave of portable communication possibilities; mobile phone triggers fundamental transformations in individuals' perceptions of self and the world. The dilemma of meeting place and activity place is revealed according to the answers of shopping malls and pubs as responses to the meeting places. By the contribution of mobile phones either there

is no need of meeting places as much as before mobile communication times or the image of meeting place refers to the activity place.

Figure 5.1. DOST Bookstore, Ankara
Source: Personal Archive

Figure 5.2. DOST Bookstore, Ankara
Source: Personal Archive

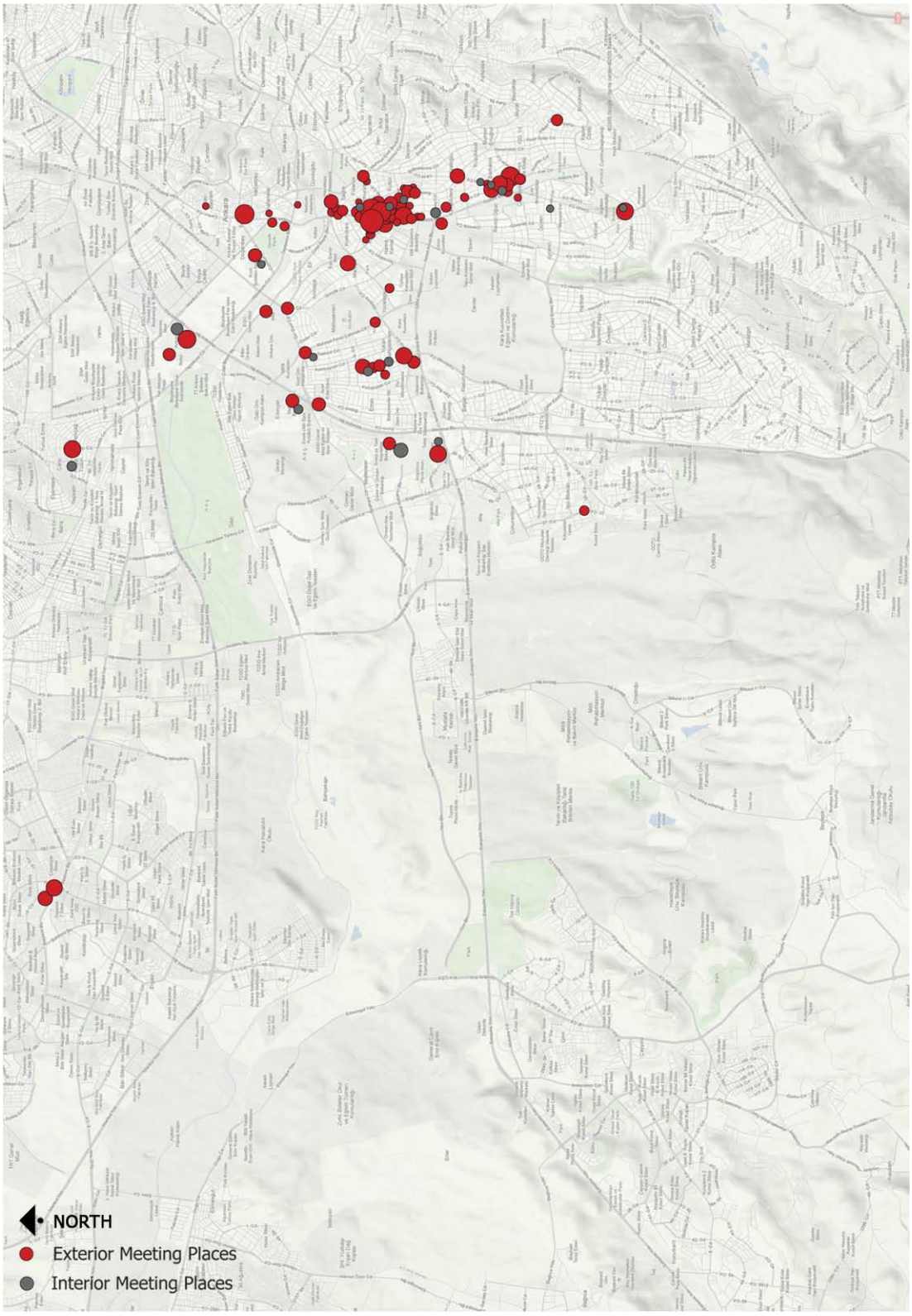


Figure 5.3. Meeting places of respondents before mobile phone practices

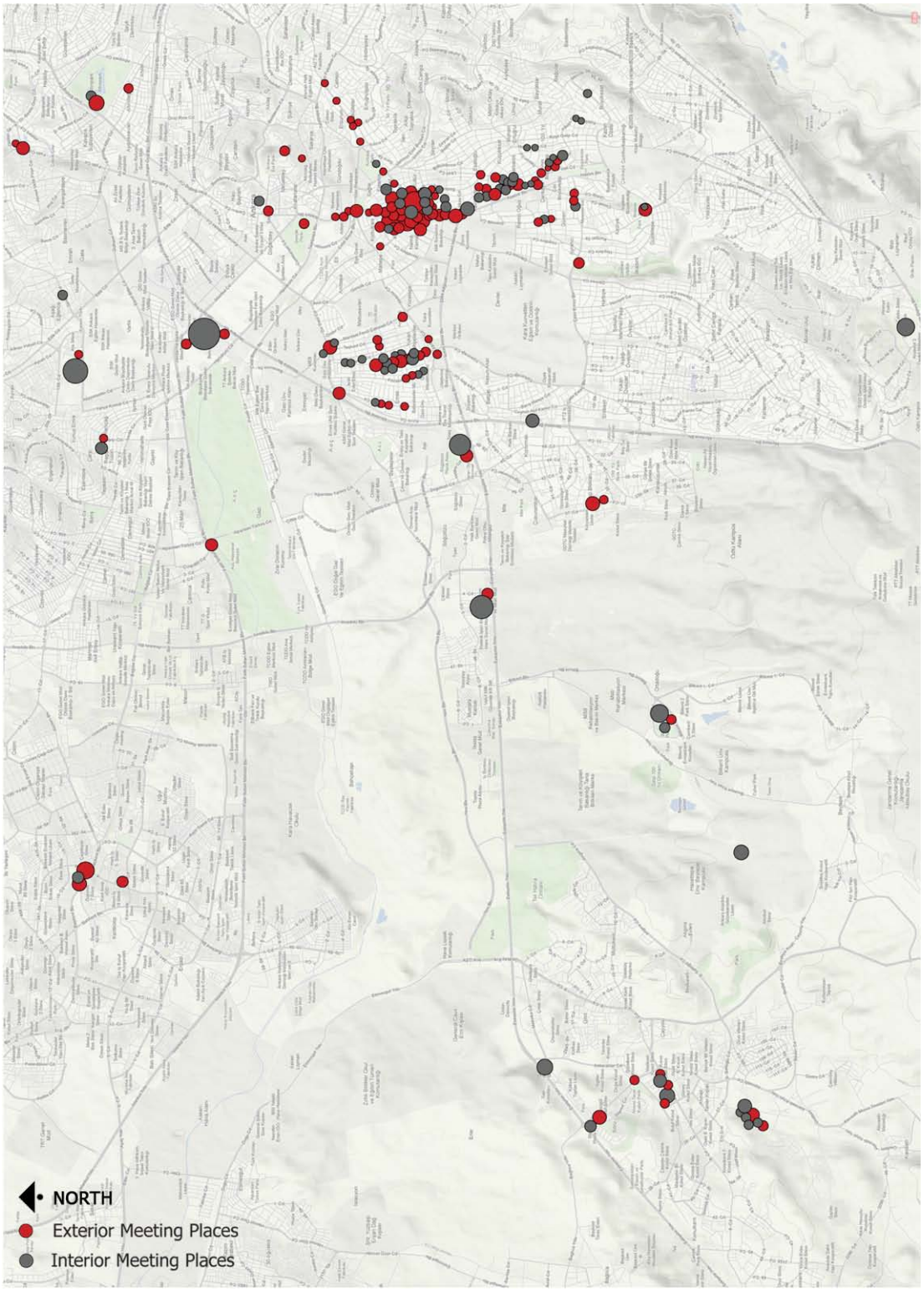


Figure 5.4. Meeting places of respondents after mobile phone practices

The maps that show the meeting places before respondents started to use mobile phones and after are seen above. According to the first map (Figure 5.3) which is created with respect to the answers as a response of the first part of the questionnaire, the most of the meeting places are seen to be congregated in Kızılay district. Moreover, most of the points indicate the places which are in front of significant buildings in Kızılay district. These buildings are the ones that are known by majority of inhabitants.

The second map shows the possible meeting places during mobile phone usage. According to this map, comparing to the previous one, the meeting places of inhabitants have been fragmented in urban sphere. The big points of meeting places have become comparatively smaller and they have been scattered in urban space. The points that refer interior meeting places have been increased in number. Additionally, most of these interior meeting places are located out of the city center.

This comparison is carried out including all respondent to see the general picture of change in choosing meeting places. There might be several possible factors behind the change in the concept of meeting places beside the behavioral factors that are modified by mobile communication practices. However, since mobile phones were emphasized as a criterion so as to classify the meeting places into two fundamental groups in the questionnaire form, the other factors are needed to be considered as supplementary reasons. These additional reasons are also tried to be evaluated in the following parts. For instance, the sprawl of meeting places towards west of the city depends on the realized new development plans.

5.1. Tracing out the Transformation of Meeting Activity

The maps in comparison to each other reveal the increasing variety of meeting places most of which have been created after mobile phone penetration. This fact can be interpreted as the vanishing identities of conventional meeting places but at the same time; the consolidating image of the meeting places. However, there are some particular meeting places which are used as the same for a long while in the city center as well. It would be constructive to begin with examining these particular

places which had been marked by wide range of respondents. To orient towards these places are easy due to their visual character, the prominent presence within its environment and their location. In other words it is quite easy to recognize and remember these unique places. In this sense, it is very appropriate to link up these most preferred meeting places and the elements of the urban image that are drawn in cognition mapping research (Figure 3.2 and Figure 3.1). The common components of urban image in Kızılay district is stated below;

- YKM Store Building
- GIMA and GAMA Shopping Center
- The Güven Monument in Güvenpark

Besides these perpetual places of meetings, there is obvious alteration in the images, meanings and requirements for physical features, eventually in the identities of meeting places. According to the second column we can notice that the expectations of individuals from a meeting place are diversified. Since now, Townsend (2000) and also many researchers have been emphasized the influence of mobile phone to reconfigure the spatial and visual qualities of the cities. Therefore, *how significant and considerable the diversity of meeting places is* raised as a fundamental question in this chapter. However, first of all, it is necessary to elaborate the phases of the process of meeting activity.

5.1.1. Way-finding to Reach the Meeting Place or to the Activity Place

Meeting activity is also a result of a way-finding process. Therefore the way-finding discourse and the components of this process are crucial to be considered in this research. By the contribution of mobile communication in urban space, do we way-find in order to reach meeting places or mostly to reach activity points? In each case, the landmarks are certainly the fundamentals of urban image. In this sense, the landmark can either be the meeting point or a reference directing individuals to the meeting point. Richter (2007) states that landmarks identify decision points, origin and destination of a route, provide verification of route progress, provide

orientation cues for homing vectors, and suggest regional differentiating features (Richter, K.F., 2007, p.3).

A scenario of a meeting activity is realized with respect to the answers of the questionnaire. According to the first part (before mobile phone), Guven monument in Güvenpark is one of the most popular meeting places in Kızılay. In the second part (after mobile phone), interior places such as cafes and pubs are increased in number. In the scenario which is visualized in the following page, the transition of the meeting place is tried to be interpreted. The process of meeting is presented in two forms according to two scenarios before and after mobile phone penetration (Figure 5.5 and Figure 5.6).

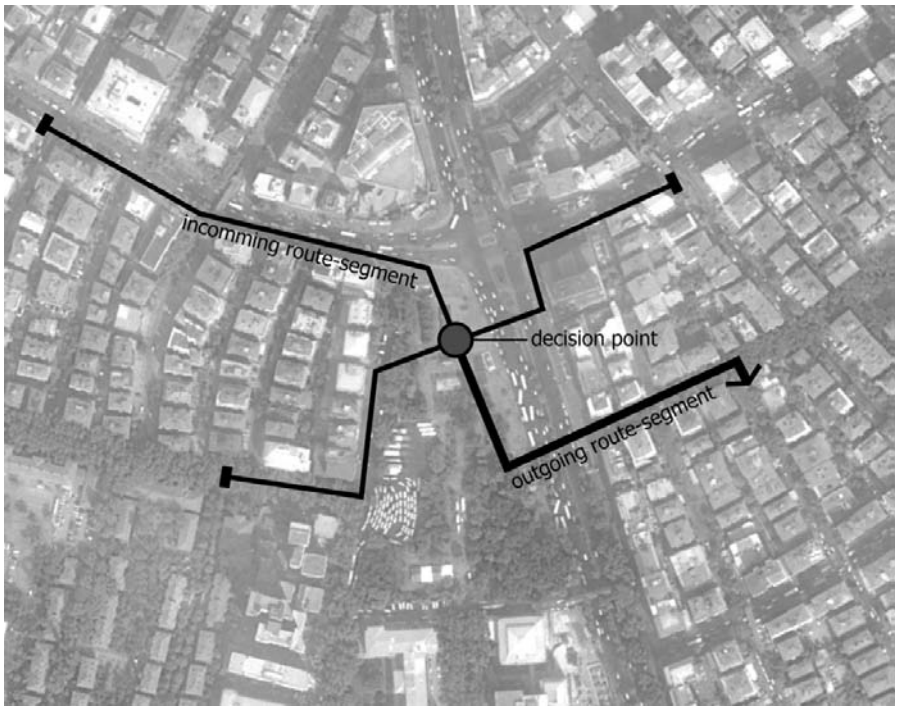


Figure 5.5. The meeting point; the actual decision point and the route segments
Source: Personal illustration adapted from Richter's (2007) graphic (Richter, K.F., 2007, p.6).

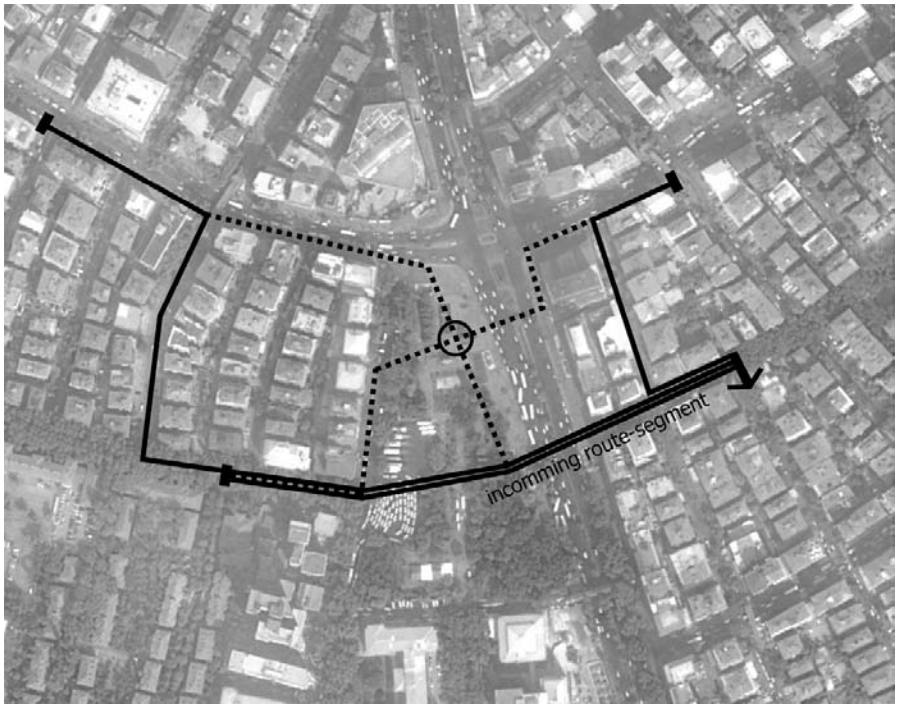


Figure 5.6. The meeting point; the actual decision point and the route segment changed by mobile phone use
Source: Personal illustration adapted from Richter's (2007) graphic (Richter, K.F., 2007, p.6).

In the first representation, the movement pattern is from different departure points to the meeting point and then, from meeting point to the activity place. In the second graphic, the movement patterns which are approaching to the activity place individually are shown. In this case, the ease of communication diminishes the significance of meeting time. Eventually, individuals possibly meet in the activity place or on the way to the activity place contingent on the convenient time. In fact, the meaning of meeting activity is suspended from a collective activity, becomes more like individual attempt to join the group of people in an uncertain time. Consequently, the modified process of the meetings' vanishes required meeting places in urban space, concurrently, reduces the need of significant elements to wayfind, to appoint as meeting place.

Generally, the location of a landmark relative to a decision point is required to appropriately reference the landmark in route directions; the relation to incoming and outgoing route-segment and, consequently, to their meeting point (the decision point itself) needs to be determined (Richter, 1997, p.7). Sorrows and Hirtle list

features that let a landmark stand out: singularity, prominence, meaning, and prototypicality (Richter, 2007, p.2). Originally, when we way-find we move according to these features that we observe. Moreover, as a concept of this thesis, other components in virtual space should be taken into consideration. Such as, the mobile communication facilities and all devices that can provide wireless internet cause randomly changing decisions and movement patterns in urban space. According to Willis (2008), when we are on the move in an environment we need to keep track and attend to many different forms of often unrelated but concurrent tasks; the route we are taking, a mobile phone call, the traffic in the road and what we plan to do later on in the evening. Indeed, while mobile, we almost always have numerous unfinished, simultaneous, successive, and overlapping tasks (Willis, 2008, p. 3-48).

Meeting places are not as definite as previous times like as simultaneous decisions and plans for any activity in everyday life. According to the questionnaire research even benches on a path might be meeting point. Furthermore, as we understand from the questionnaire results that the considerable majority of the meeting places are interior places such as, restaurants, sport centers, shopping malls. These results cause us to question whether the notion of meeting place is perceived utterly different than the previous times. In fact, the perception of the activity place and the meeting place seem like to be merged in mobile communication era. Namely, there might be a dilemma between the meanings of meeting places and activity places.

In other words the sequence of the places that we experience in the process of gathering is modified by the contribution of mobile communication practices. Such that, the acknowledged order of the movement pattern should be like; (1) Transportation, (2) Service points, (3) The Meeting Place, (4) The Activity Place. However, the result that derives from the questionnaire shows the sorting would be either like this; (1) Transportation, (2) Service Points (3) Activity Place or (1) Transportation, (2) Activity Place. Thus, the meeting points have started to be bypassed with the contribution of mobile communication.

Considering the fact that the meeting points are becoming indoors (cafes, restaurants, pubs, etc.) or becoming the place of where the activity is planned to be realized, the conventional outdoor meeting places are vanishing from people's daily routes. The conventional meeting places are supposed to stand for a common, easily reachable place for everybody independent from the planned activity (Figure 5.3). However, as seen in the Figure 5.4, route segments and the place where people meet are modified in mobile communication era. In the figures above, the movement pattern was tried to be explained by a map of the city center which shows the route examples of people who assumed to start from different places and aim to gather in a café. While in the previous years, participants were used to meet in a common place in a certain meeting time, then they move to the activity place; along with mobile phone penetration, the participants are very common to be called to the activity place one by one. Thus, there is no strictly defined meeting time in these cases. Such as, the group can move on activities and change place without any hesitation in most cases. Participants are able to join the group in any phase of the process. In this sense the need of assigning landmarks to a decision point becoming less important. A graphical representation of by-passing meeting point is shown below;

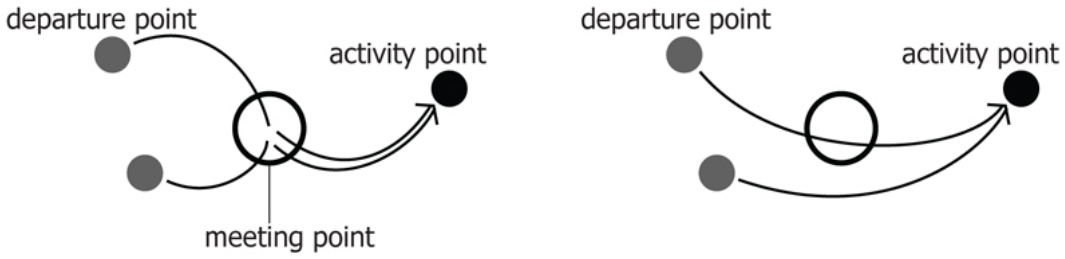


Figure 5.7. By-passing meeting points by mobile communication possibilities

Meeting in the activity place (indoors) and on an urban square cannot be considered the same for the sake of urban realm. Namely, many spaces become special places by the identity given by users according to the utilization of these places. Likewise, many places are losing identities and become abandoned due to the new preferences of inhabitants'.

> Thus, if we see urban public space not just as a static construction but as a setting enacted by the patterns of behavior of people moving within it, then the manner in which people's everyday practices are affected by their interaction with wireless technologies in effect transforms urban public space. Many have noted how the introduction of the mobile phone has changed the mobility patterns of users, so that rather than meeting at landmarks in public locations like plazas or street corners, youth tended to loosely co-ordinate movements and meetings through constant communication by mobile phone (Townsend 2000).

On the other hand, *the risk* was a crucial factor for arrangements. However today, with the awareness of *anywhere anytime communication*s, no matter if the decided places are easily recognizable or reachable, inhabitants decide on meeting points considering primarily the planned activity. Because is no risk of being lost or not finding the meeting place in urban space by the support of mobile communication devices. Additionally, in this sense, the meeting activity does not consisting of many people who gather on one point, rather than the meeting activity is becoming a scattered activity in urban sphere. The *change* in different layers is needed to be evaluated.

5.1.2. The Change Created by Mobile Phones in Various Dimensions

5.1.2.1. The Multi-Component Structure of Changing Meeting Places

The change in choice of meeting places is connected to the changing image of meeting place in individuals mind and the diminishing quality or popularity of places in time. There are many sub-reasons determined about the changing preferences of people in urban space. Regarding the theme of this research, **behavioral change** is the most important one and it is considered in the scope of communication between individuals and social interaction that occurs in urban space. In this sense we can claim that, the first and foremost the issue of in-coordination between the space and the communication independent from the space causes behavioral changes. Such that, the choice of virtual space instead of real space in public space so as to interact with people is very common. For instance many cafes that serve wireless internet encourage people 'head down' activities which are chatting,

checking e-mails, etc. while standing in a public space in society. Likewise, the people who are texting messages while waiting for the others on meeting points or talking to somebody via mobile phones on foot are all the ones who create their own personal private space in public place. By the private interaction in urban space, the movement patterns are re-generated again and again in a daily route. Hence, in spite of the claim that behavioral settings are composed by spatial and social factors, the literature findings and the research findings show that there are many sub-components as well. Hanson (2007) also emphasizes that today, the way people think about their surroundings, the activities in which they engage, and the way they interact with others is the result of a combination of forces that are both unique and structured by social context and the technologies we use (Hanson, 2007, p.120-122). The ability to use these technologies in nontraditional places, or to connect to others over spaces that can't even be comprehended because the sense of space is irrelevant, is a powerful influence over how people think of themselves in relationship to others (Hanson, 2007, p.126). Essentially, people should also be more alert to the ways in which the availability of other people is dependent less on place, and more on their psychological accessibility (Duck, 2007, p. 201).

On the other hand, additional to the behavioral changes, mobile phones are utilized to create a personal space consciously in a private place like mp3/mp4 players, CD players and books also do. In the street for instance, people who listen music with head speakers or talking to somebody via mobile phone are perceived as the ones who has created invisible shields around themselves. Thus, it is almost unable to get in contact with them. Therefore, being connected to the virtual environments gives a feeling to be safer in urban space and ensures isolation from the real medium for many people. It is a similar fact to be sitting in metro and reading a book or newspaper. These behaviors and habits canalize individuals to alienation or individualization in certain extent (Figure 5.8).

Another component that changes our perception of life is the notion of **mobility** in extended meaning. History tells that the spread of the car, prompted a general transformation of physical mobility from slower to faster interaction, an extension of

people's daily activity space, a fragmentation of their time use, and ensuring urban sprawl (Couclelis, 2000; Schroeder, 2002; Vilhelmson, 2005, 2007, Cited in Ling, R. and Campbell, S.W., 2009, p. 139-140). Mobile phones have added one more layer on the extension of people's daily activities and being aware of the ongoing activities. Hanson (2007) says that the placeless nature of communicating on the Internet through cyberspace or by using cell phones that allow greater mobility and control over where someone uses them results in a disassociation from geographic place (Hanson, 2007, p.126). Mobilities produce situations filled with opportunities for action, which are grasped by subjects oriented towards a creative exploration of their stays in different places, relative to the multiple activities in which they are engaged (Sheller and Urry 2006, p. 208).

Figure 5.8. Self-isolated people in metro by using various materials
Source: In sequence; http://farm3.static.flickr.com/2421/3974222667_8a47c30044.jpg, http://graphics8.nytimes.com/images/2009/06/07/business/08free_600.jpg, http://www.dialaphone.co.uk/blog/wp-content/uploads/2009/10/japanese_commuters460.jpg

One another component of the change is occurred in urban space physically; the **urban development**. In respect to the urban structure of Ankara, the dense transportation networks and the activity patterns overlap in Kızılay district. However, Ulus and Kavaklıdere districts are also considered as centers of activity that are connected to the Kızılay district by Atatürk Boulevard. In this sense, Ankara can be accepted as a multi-centered city. However, according to the research results, activity patterns and meeting places are defined beyond these centers. One of the reasons behind the fact is the urban growth in south-west direction. The new residential areas are needless to say generated within a complex of facilities and private entrepreneurs that support social activities in these districts. Thus, in the last 10 years time, more than 5 shopping malls which are preferred by wide range of inhabitants as a meeting place are built on Eskişehir Road (on the west and south-west of the city).

Shopping malls both meet the basic need of people indoors which and ensure a protection in cold or rainy days. In the issue of the popularity of these places to be chosen by people as a meeting place is also supported by the mobile communication possibilities. Such that, shopping malls are quite convenient for waiting as well. Since meeting is very easy while being connected via signal based virtual spaces, even crowded, disordered; shopping malls can be chosen for meetings. In fact, the meeting is realized in virtual spaces on the phone in a sense just before every actual meeting. Thus, virtual space should certainly be accepted as a crucial component in urban life with its wide-ranging components, not just mobile phones. Moreover, Barlas and Çalışkan (2006) has pointed out that integrating virtual space to the process of planning and design would inevitably support social transformation by empowering public sphere within both real and virtual environments. When activating the instruments of cyberspace in planning and design process enlarges the impact area of planning, it also gives a responsive character to planning and design, which would able to include the citizen (new public man) to all phases of the feed-back mechanisms, dynamically (Barlas and Çalışkan, 2006, p.14). According to Sheller and Urry (2006), the representations of mobility and iconic mobile commodities firstly influence the actual urban form, aesthetically and kinesthetically, in terms of design, form and capabilities; second,

movements through space are scripted to perform urban space according to the dominant genres, rules, architectures and infrastructures; but, third, on-the-ground implementations of the new technologies of mobility and communication nevertheless have the potential to transform cities both through their power to re-make or re-deploy visual representations of urban form (Sheller. M and Urry,J., 2006, p.10).

Consequently, such as how people change and give identities to private spaces; urban space has been also gaining new meanings in time. Graham and Marvin (1996) declare that intense mobility shapes the urban life and urban development. These changing notions of place and urbanity are encouraging a growing number of urban commentators who are now starting to develop a new range of concepts which address telecommunications-based changes in contemporary cities (Graham, S. and Marvin, S., 1996, p.72). One step further, mobile communication causes behavioral and perceptual changes in urban realm. The modified behavioral settings and collective movement patterns of inhabitants' are the components of contemporary everyday life which have been changing unconsciously depending on especially innovations on mobile communication technologies since 1990s in Ankara. Next part is examining the tangible change in the places of meetings in Ankara depending on the choices of different age groups.

5.1.2.2. The Change in Meeting Places of Different Age Groups

In this research it was crucial to classify the meeting places to understand the preferred places of different age groups. Because, meeting in urban space is substantially connected to the daily patterns that people opt for. First of all, the social activity volume in urban space of inhabitants wouldn't be the same in each age group. Additionally, the comparison between two parts of the questionnaire (before and after mobile phone contribution) should be meaningful only if the respondents be classified into age groups due to the fact that the effects of mobile phone cannot be the same for a person who started to use mobile phone in 20s and for the other in his 40s.

In this part, the aim is to evaluate the difference between the recent meeting places of respondents who are in **19 and below 19 years old** and the old meeting places of the respondents who are **26 to 30 years old**. As the matter of fact, respondents who are in 19 and below 19 years old are considered with the answers only to the second section of the questionnaire; the meeting places after mobile phone penetration. Likewise the respondents in the second group are considered with the answers of the first part of the questionnaire; the meeting places before mobile phone use.

As stated in the previous part, the meeting places of the participants might have been changing according to individuals changing ages that brings new habits, and abilities. Such as, by the ability of driving, the districts which are possible to be used are increased inevitably. This comparison is very crucial because it enables us to see the answers of the respondents who are below 18 and not allowed to drive. Because most of the respondents in the age group of "26 – 30" have been using mobile phones for 9 – 10 years. The meeting places of **26 – 30 age group** (before they started to use mobile phones) and the meeting places of **19 and below 19 age group** (while they are using mobile phones) is presented by the Figure 5.3 and Figure 5.4. In other words, the respondents of both groups correspond to the same age group; the difference is the absence or presence of mobile phones.

As seen on the maps, meeting places of the same ages have been moving away from the city center by the contribution of mobile phones. Kızılay district and Bahçelievler districts are seen as common active places for young inhabitants however as seen in the second map interior places are seen significantly the most preferred meeting places in the mobile communication era. In fact this was one of the inferences of the general comparison (Figure 5.1 and Figure 5.2). That shows us that the distinction between the meeting and the activity place becoming unclear. For instance, considering cafes, pubs and restaurants or shopping malls, the meeting time doesn't need to be precisely defined. Participants rather join the others after they learn exact location by calling. According to the answers there is an increase in choosing shopping malls as meeting place. This result derives from the development in building shopping malls consecutively in Ankara and in case

increasing popularity of shopping malls comprising many leisure activities apart from shopping. Robertson (1990) stated due to the American pedestrian malls that trend has drawn people away from the more distinctly public realm of the street, toward increased indoor activity. Shopping malls with stores facing an interior court rather than the street and the increase of enclosed skyway systems, even in the city with moderate climates (Robertson, 1990, Cited in Marcus and Francis, 1990, p.19). In this sense especially depending on weather conditions, interior places are preferred to wait for the others. Thus, to avoid rain or snow, shopping malls are seen as popular meeting place in winter and autumn in Ankara.

On the other hand, the development process of the city has also effects on the modified activity pattern in Ankara. This process is explained in previous parts. Such as, the rapid development of residential areas through Eskişehir Road to the west direction from the city center brings about the other facilities beside accommodation. Therefore, the activity pattern is started to be shifted through west direction so the meeting places.

The questionnaire requested them to write down the meeting places before mobile phone era and after, thus mobile communication practices might be seen as a fundamental reason behind the change. However, as mentioned in the previous part, there should be some other forces modifying the place of choices as follows;

- New attraction places in consequence of urban development processes
- Giving preference to interior places due to the weather conditions
- The living environment that changes constantly in these ages due to the school that the individuals attend or the entourage that they hang out with

Eventually, mobile phone use assists almost all reasons behind the modification of meeting places in Ankara whereas car usage is not a factor behind the change for particularly these groups of respondents. Consequently, the comparison maps that shows the diversification of meeting places according to the same age group, before and after mobile phone penetration and the density of people using the particular meeting places in two groups are represented on the next pages.

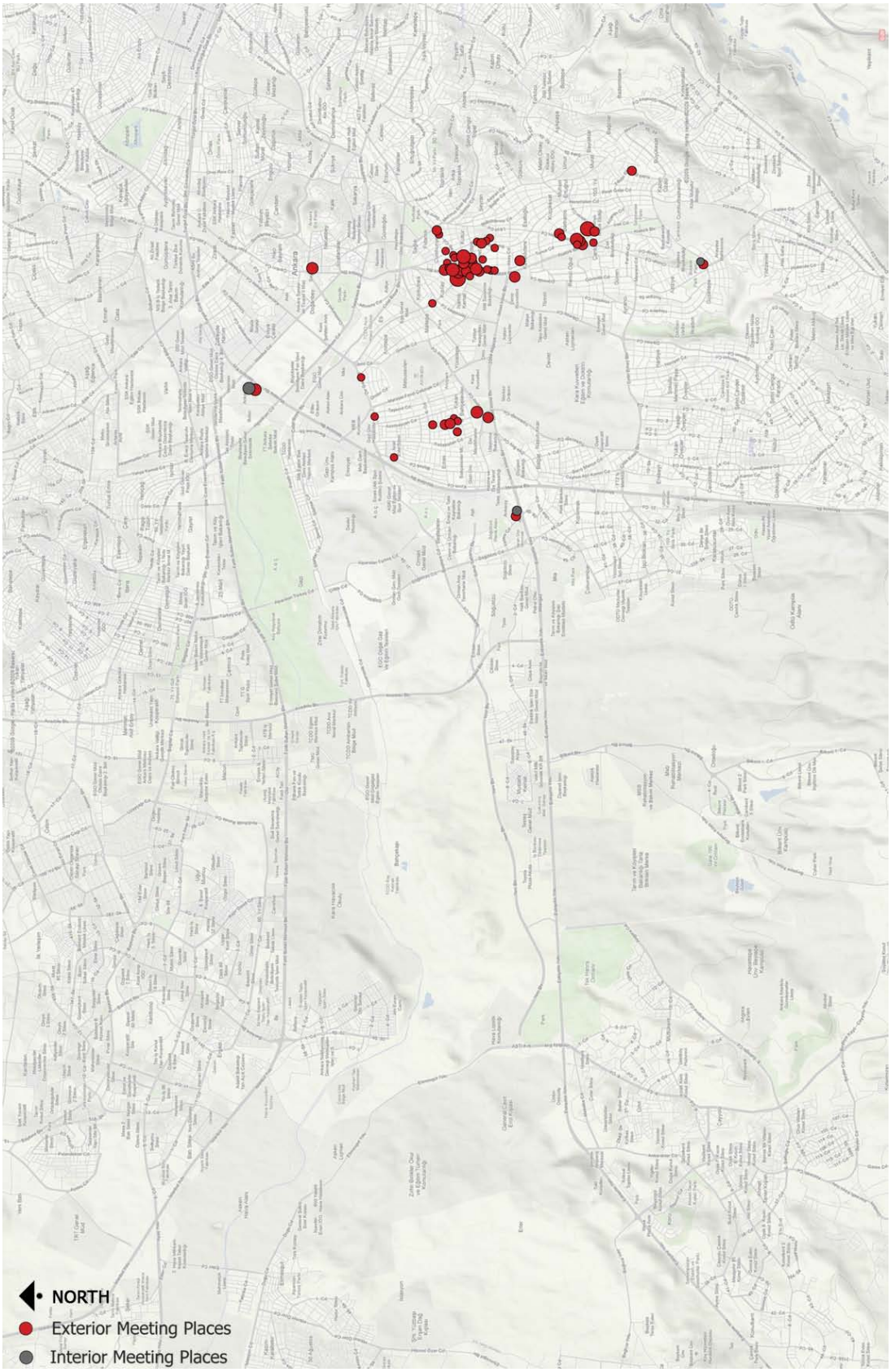


Figure 5.9. The meeting places of 26 – 30 ages (before mobile phone penetration)

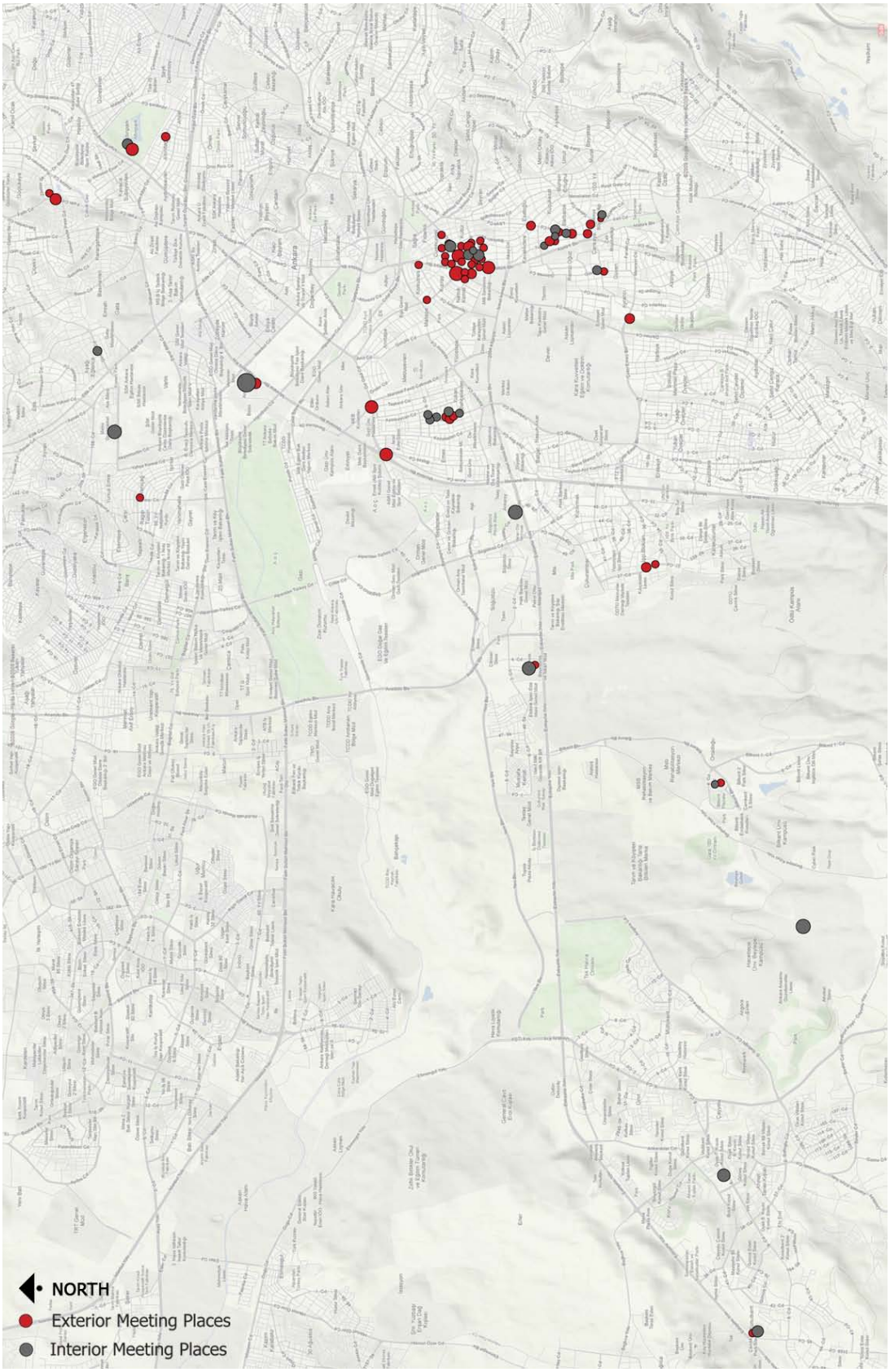


Figure 5.10. The meeting places of 19 and below 19 ages (after mobile phone penetration)

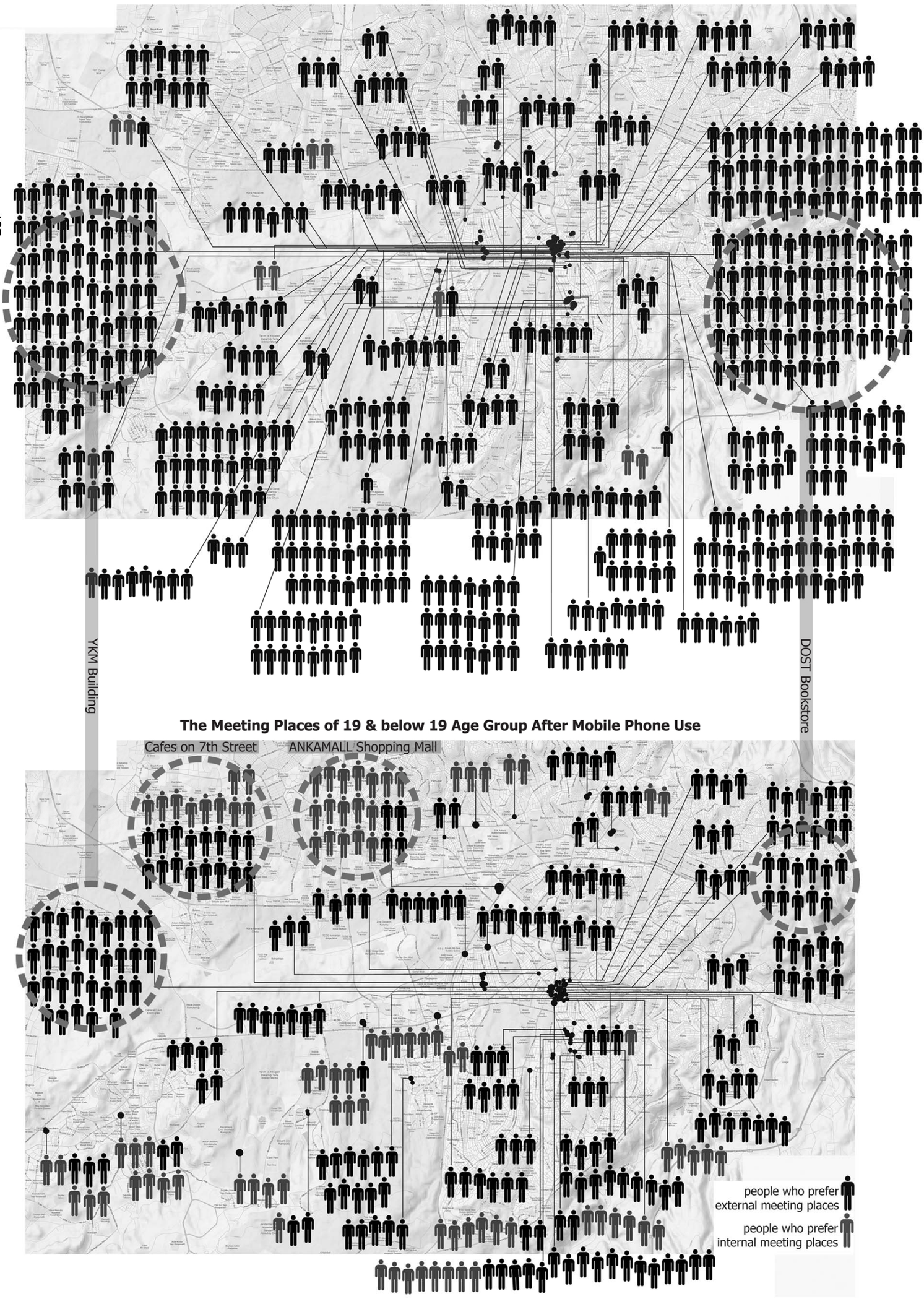


Figure 5.11. The comparison between the densities on meeting places

Another comparison is carried out comprising the inhabitants from 26 to 40 years old. This group is accepted as the most important control group among the others considering the mean duration of residency with and without mobile phone experiences. Since mobile phone penetration, it passed quite a long time; more or less 10 years in which many changes in individuals' life style can be occurred for especially these ages.

Unlike the previous one the second comparison is realized comprising the same people in both phases (before mobile phone and after mobile phone). Therefore, the transformation of meeting places can be interpreted relying on personal reasons of the respondents beside the behavioral changes occurred after mobile phone penetration. These forces might be sorted as follows;

- New attraction places in consequence of urban development processes
- Giving preference to interior places due to the weather conditions
- Automobile use in the same time with the commence of mobile phone use
- The desire to find meeting places in the near surroundings due to the diminishing leisure times that come with the business life.

However, in this comparison we observe that many of the meeting places are still in the city center but they have been pulled indoors. The densities in Kavaklıdere district and Bahçelievler district have been increased and shopping malls are turned out to be the primary meeting places comparing to the times before mobile phone use.

In relation to the urban development towards west and south west of the city, the recreational places close to the new developments of residential areas have been preferred instead of the city center. Park Street is an example of these new developed recreation areas consisting of restaurants, pubs and cafes in Çayyolu district on south-west of Ankara. These peripheral places are preferable especially by car owners. In this context, meeting in the activity is a fact while taking mobile phone and car usage into consideration for the age group of 26 – 40.

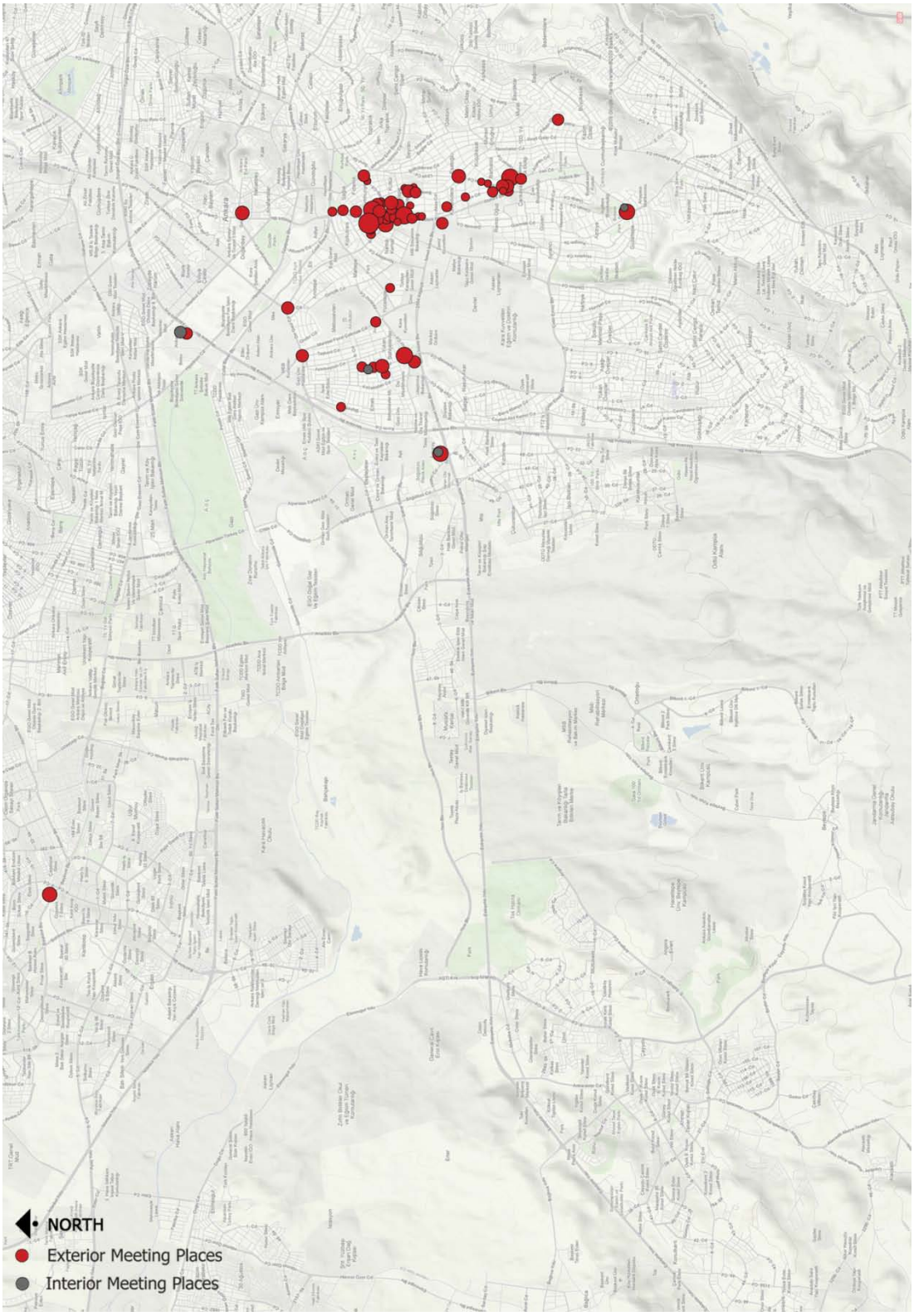


Figure 5.12. The meeting places of the age group 26 – 40 (before mobile phone penetration)

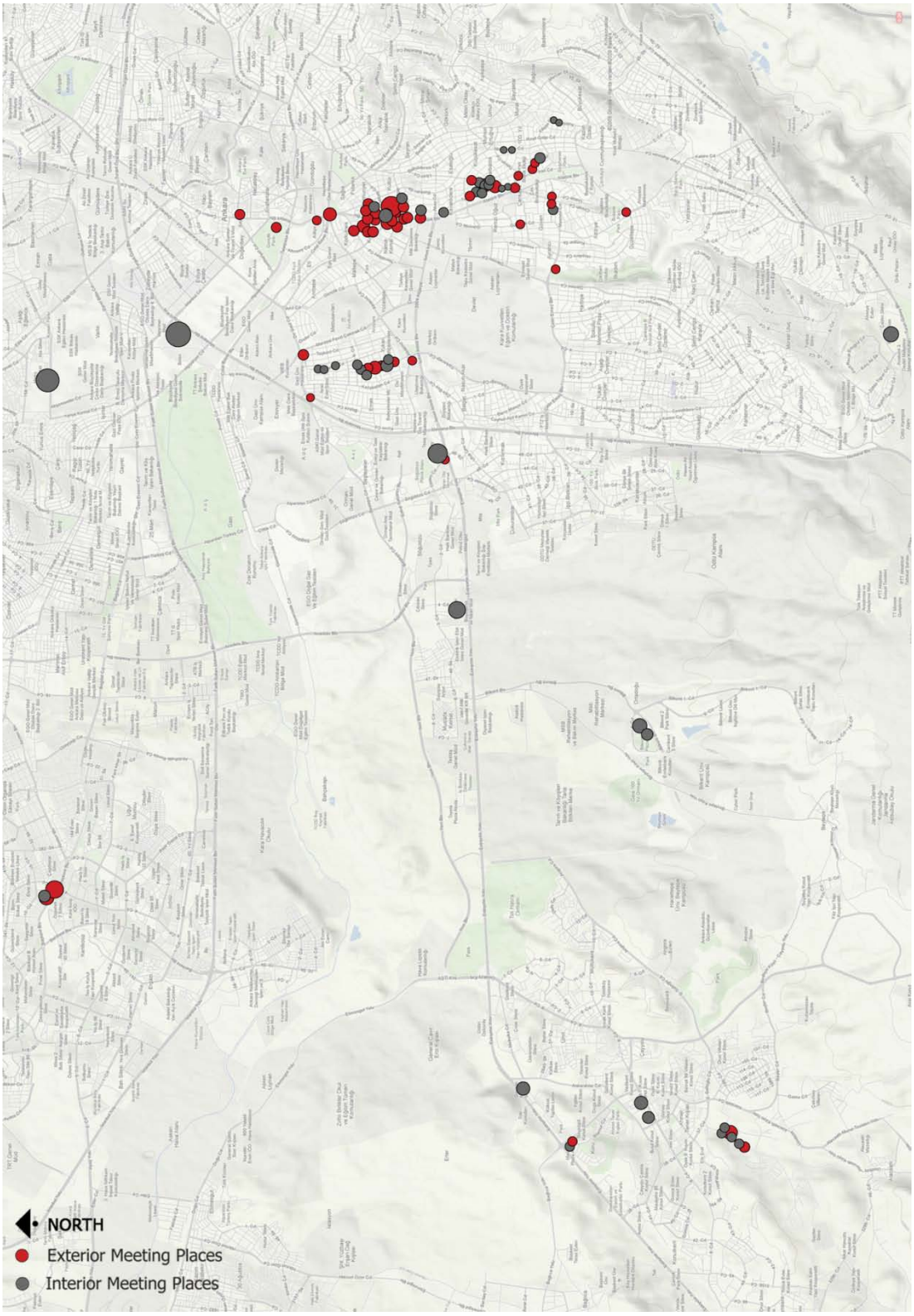


Figure 5.13. The meeting places of the age group 26 – 40 (after mobile phone penetration)

These comparison maps are overlapped version of the comparison maps of all age groups. Exceptionally, the group of under-19 is taken by only the second phase (after mobile phone penetration) answers into consideration.

It is quite interesting to witness the fragmentation of meeting places into the urban sphere in the second phase. One of the most prominent contrasts is the appearance of interior places, particularly shopping malls among others as meeting places. Kızılay district, as a center of the city seems still in dense use of inhabitants for leisure activities and the place of meetings. However, interior meeting places are quite prominent in this area as well. As observed in the previous comparison, this general comparison also represents Kavaklıdere, Bahçelievler and Çayyolu districts as recent meeting and activity places in Ankara.

In the case of shopping malls, while exterior places of the shopping malls are marked mostly comparing to interiors in before mobile phone phase, in the second map interior places of shopping malls are preferred substantially more than exteriors.

On the other hand, one of the very interesting results of this comparison is the paths that became visible by marking meeting places on the boulevards and streets. Hence, there is a considerable sift from a circular cluster form of meeting places to the linear pattern in the second phase. Such as, especially meeting at the bus stops on the boulevards and meeting on walk in some particular streets create the new linear form of meeting places. In order to examine the new formation of meeting places by the effect of mobile communication practices, a detailed representation is needed to be performed. Therefore the modification is evaluated with a close-up detail including Kızılay and Kavaklıdere districts in the next part.

5.2. The Change in the City Center

The modified notions of meeting and the locations of meeting places concerning the penetration of mobile phones into daily life and activity patterns are exemplified in the previous parts. The reasons behind the positional distinctions of meeting places

with and without mobile phone maps are interpreted. Concisely, the components of the difference are;

- Fragmentation of meeting places
- Sprawl of meeting places towards the direction of urban growth
- Variation of meeting places
- The increase of interior meeting places
- The increase of undefined meeting places
- Appearance of some streets as meeting places

According to Geser (2003), two fundamental assumptions have been overturned with the introduction of mobile communication; (1) while moving, communicative potentials are minimised or even totally suspended, (2) as a result of bodily movement, spatial distances are created which are incompatible with the maintenance of communicative relations (Geser, 2003). The inferences regarding the previous analysis support the assertion of Geser (2003). Additional to the analyses of meeting places in different age groups, this part aims to reveal the differentiation in a detailed manner on meeting places concerning the most active districts of Ankara. These are Kızılay and Kavaklıdere districts.

The aim of this part is to mark and classify the meeting places according to the quantity of respondents who has stated these places in the questionnaire form. The sizes and the colors of the icons that indicate the meeting places differentiate according to the preference rate. In this sense, the concentration on particular areas in these districts before and after mobile phone use is aimed to be revealed. The icons are placed according to these criteria; the meeting places which are preferred by;

- over 150 respondents
- 150 to 100 respondents
- 100 to 50 respondents
- 50 to 30 respondents
- 30 to 10 respondents
- 10 to 5 respondents

Interior places are marked with a different icon. Additionally, according to the second map which shows the meeting places after mobile phone penetration, there are linear meeting places that indicate the “streets” as meeting places. The maps that show the meeting places before and after mobile phone use in Kızılay and in a part of Kavaklıdere district are seen on the following pages.

Figure 5.14. The meeting places before moble phone penetration in Kızılay and Kavaklıdere districts

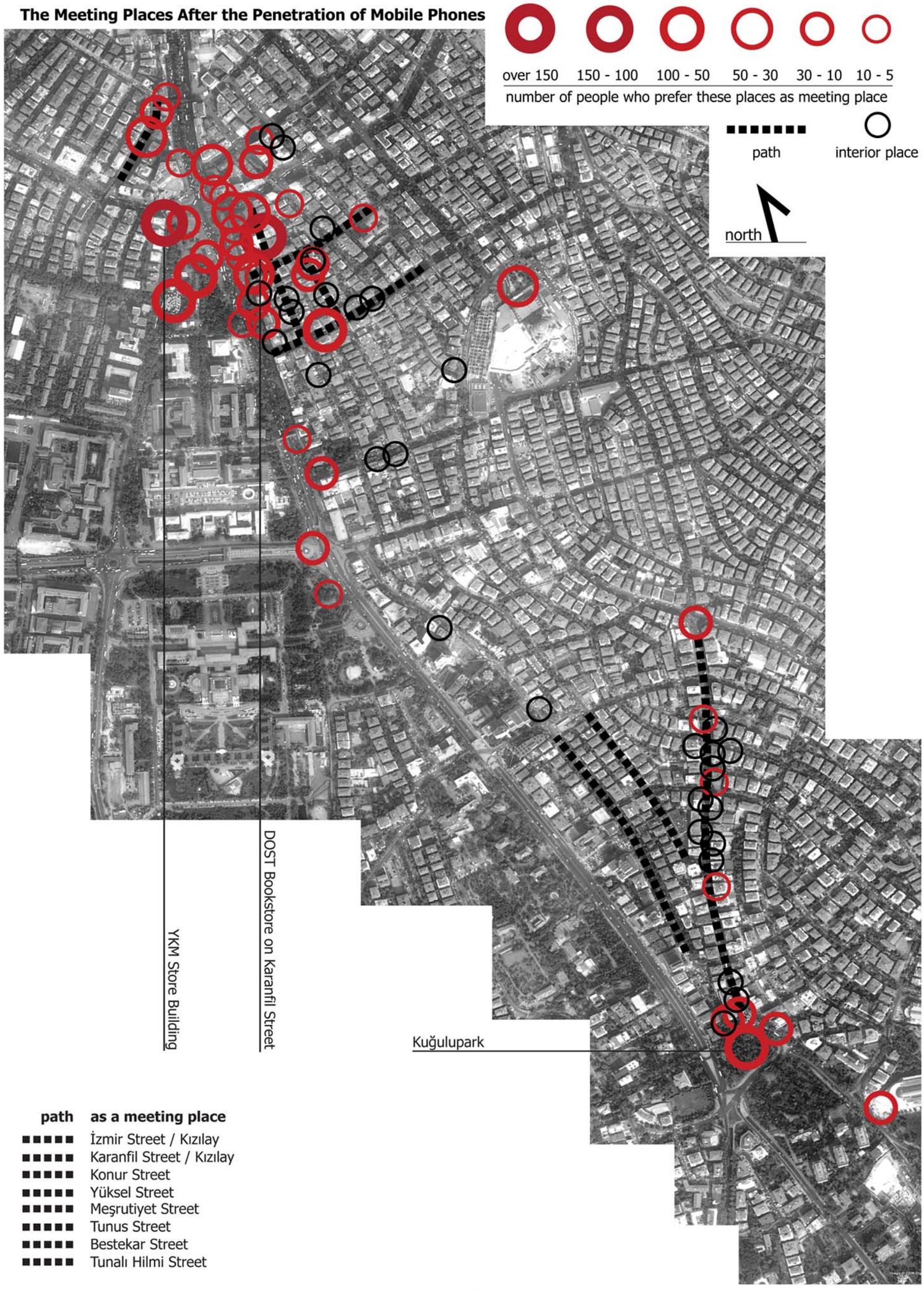


Figure 5.15. The meeting places after mobile phone penetration in Kızılay and Kavaklıdere district

Regarding the second map (compared to the first one), it is quite visible that the meeting places of all respondents in this selected part of the urban space have been changed by means of their locations. For instance, in the first map, over 150 participants preferred to meet in front of YKM Store building, over 100 of them selected GIMA building and the DOST Bookstore in Karanfil Street in Kızılay district. One of the most popular meeting places is old VAKKO Store Building which was seen as a landmark. The additional meeting places are quite close to these particular meeting spots in Kızılay. Considering Kavaklıdere district, Karum Shopping Mall is stated as the most popular meeting place and a landmark. Other meeting places are the best known and quite visible spots, close to the service points; bus stops next to the Kuğulupark.

To interpret the meeting places of the first map is much easier than to interpret the meeting places of the second map; after mobile phone penetration. Essentially, different from the first one, there is no particular reason related to the physical presence of these meeting places to be selected in the second map. Namely, in order to answer the question, a general frame can be adequate for individuals like "on Atatürk Boulevard", "somewhere close to florists in Sakarya Street". These expressions were quite hard to mark a meeting point on the map; in fact, they are difficult to name on the list.

Despite being decreased by the amount of people, in front of YKM Store building and DOST Bookstore are still seen to be the most preferred meeting places among the others. However, beside these particular places, the other circles have become thinner and augmented. That means, instead of collectively used meeting places, individual meeting places have been increased. Moreover, even the ordinary places like pedestrian overpasses, bus stops on Atatürk Boulevard can be used as meeting points. Therefore, instead of a compact representation of meeting spots, a scattered notation of the meeting places is determined on the second map.

Additionally, the increased number of interior meeting places is encountered with the contribution of mobile communication practices. According to the second map, it is understood that, instead of waiting and meeting in front of a significant structure

in urban space, choosing a café and calling the others there became the most probable way of gathering.

As an additional inventory, the meeting places in front of YKM Building and GIMA are observed and documented by pictures and video records. It is observed that the density of pedestrians waiting stationary is quite less than the old times before mobile communication. According to the personal observations, after a few minutes of waiting, individuals used to walk around and call somebody or start to type a text message. Inhabitants are observed and recorded while they were discussing on the issue of exact meeting place or meeting time. One of the crucial inferences regarding the short inventory is that, individuals who used to check their mobile phones frequently while waiting, spend less time in the meeting places comparing to “before mobile phone” years.

The duration of waiting on the meeting places might be related to the design character and convenience of these meeting places. Among the design recommendations which Marcus, C.C. and Francis, C. have pointed out, the location of a plaza on the block can influence the type of space it will become. Namely, a corner location where two adjacent streets are at approximately the same grade will enable the plaza to become an active meeting place, a place to pass through, and a place to watch passersby (Marcus and Francis (ed.), 1990, p.18).

Another issue is the new identities of service points in the process of meeting in urban space. Such that, in the second part of the questionnaire which shows the meeting places after mobile phone use, especially Metro stations are indicated as meeting places pretty much. Hence, it could be stated that meetings have been realized closer to the first place (service points) that we use when we reach the decided district or they are realized in the last place (the activity place). The path in between the service points and the activity place can also be used as the meeting place without pointing a specific place on the path. Calling streets as meeting places have been observed in the questionnaire research. Therefore the term; **meeting paths** is needed to be included to the terminology in order to name the mediums of meetings in urban space.

Figure 5.16. GAMA Office Block, Ankara
Source: Personal Archive

Figure 5.17: YKM Store Building, Ankara
Source: Personal Archive

Figure 5.18. İzmir Street, Ankara
Source: Personal Archive

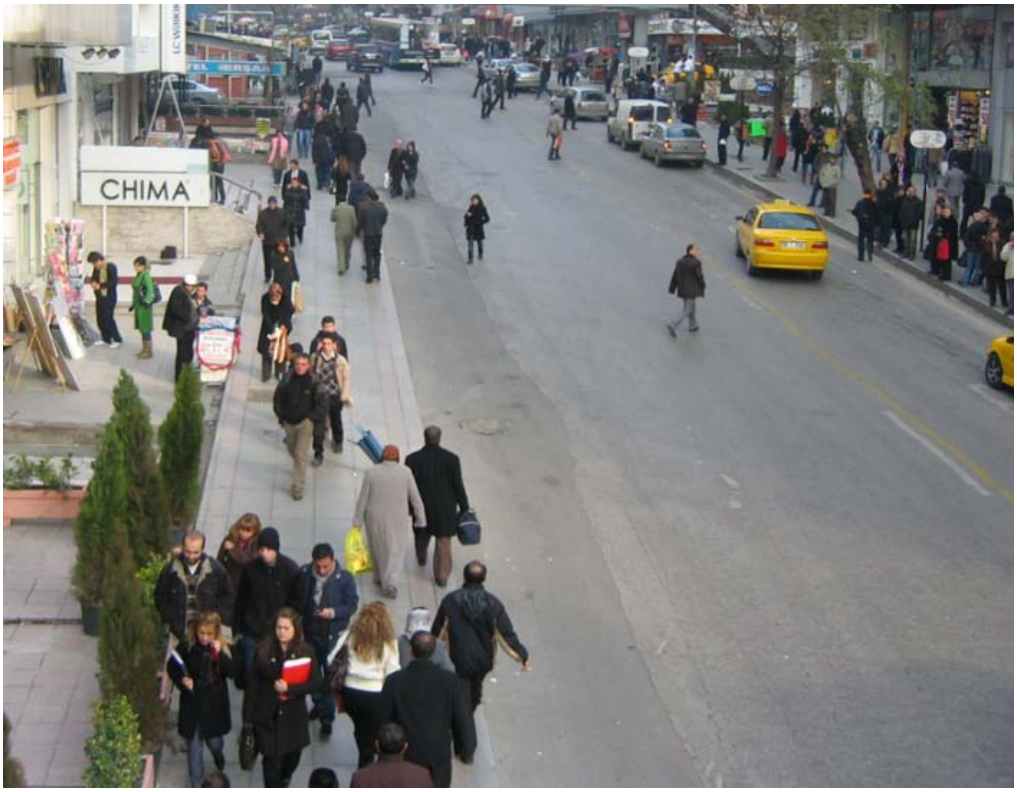


Figure 5.19. Meşrutiyet Street, Ankara
Source: Personal Archive

According to the physical character of meeting places that are stated in the 'before the mobile phone' list, meeting places have transformed from **point wise** form (the corner of YKM building, in front of Dost Bookstore) to **linear form** (on Karanfil Street, on Atatürk Boulevard). Furthermore, by the contribution of mobile communication possibilities the ***area*** also defines a meeting place. For example Güvenpark and Kuğulupark are stated as meeting places where meeting is quite difficult without mobile connection. Hence, one of the most important facts is the transformation process of meeting place from **meeting point** to the **meeting path.** As seen on Figure 5.16 and Figure 5.17, the landmarks of Ankara refers to point wise meeting places, conversely the streets that are stated of a high percentage indicate a linear image. Hence, while meetings on a meeting point are considered as more stationary situation, on the meeting paths we observe more dynamic modal of waiting (Figure 5.18 and Figure 5.19). In fact, meetings on meeting paths can be realized while on the move, i.e. while walking. Additional to the paths, **meeting areas** appeared depending on the answers such that, (for instance) many of the participants have defined Güvenpark as a meeting place.

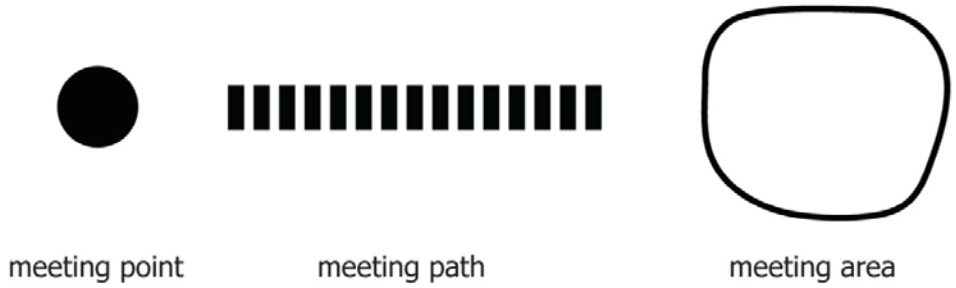


Figure 5.20. The modification of meeting places

By mobile communication possibilities, without relying on any significant visual elements, meetings on the paths and in the wide areas are quite possible. Therefore, the feature of meeting place image is getting wider and undefined.

> The blurring of time, space, and activities into a new frame of chosen time, space, and multipurpose communication de-materializes social structure and reconstructs it around individually centered networks of interaction. It is the blurring of pre-existing social structure of communication, but it is

> also the relentless definition of new channels and forms of communication. More important than communication on the move is the rise of moving communication patterns (Castells, Ardevol, Qui, Sey, 2007, p. 251).

As explained in the second chapter, square is transformed to the boulevard as the leading element in town planning in history. Zucker (1959) stated that this process starts from Percier and Fountaine's Rue de Rivoli and ends with Haussmann's boulevards in Paris (Zucker, 1959, p.235). Congruently, the meeting places are relocated in history depending on both changes in physical setting of urban space and innovations in technology that modifies behavioral settings. The meeting places are carried onto the paths and circulation patterns like how the central square as the heart of the city is transformed to the boulevards; to the spine of the city.

On the other hand, Appleyard (1981) emphasizes the negative effect of automobile impact on face-to-face interaction and the nodality of streets. By the contribution of heavy traffic in urban space, the street is used by pedestrians on their way to somewhere, not as a place to get together and socialize (Barlas, 2006, p.117). The research of Appleyard on street livability is discussed in CIAM Conferences also. Shared feeling that CIAM and the Garden City Movement both represented overly strong design reactions to the physical decay and social inequities of industrial cities The argument was that social, economic and cultural factors are necessarily influenced by physical form factors, not in a deterministic way but rather in terms of possibilities and probabilities, and so no neglect the physical is to neglect an essential part of planning (Jacobs and Appleyard, 2007, cited in Larice and Macdonald, 2007, p.107).

The tenet of mobilization is considered as an impact that turns social interaction into individualization because, between the departure point and the destination, social interaction is in minimum levels. The ideas which are presented in 1993 CIAM Conference are serious blow to the street. The CIAM architects were devoted to the replacement of the social environment supported by the street with urban elements enhancing movement and mobility. This, they thought to achieve, by eliminating the linear, formal structure of the street which they tended to call the *rue corridor* (Barlas, 2006, p.121). The automobile and other mechanized kinds of transportation

affected the street use greatly. Increasing demand for new technologies of communication, facilities of sanitation also impinged on the street use (Barlas, 2006, p.133). In modernism that brings great mobilization patterns in urban space, the emphasis on linearity is not peculiar because it is essential to provide speed in transportation. Yet, this kind of linearity remains undefined for there are no artifacts to define it (Barlas, 2006, p.132). Essentially, in perceptual terms, the process of vanishing images of the paths (after the contribution of automobile) has been inversed by mobile phone penetration. Such that, depending on the questionnaire research, paths are determined as one of the most popular platforms of meetings'. Thus, as introduced in research of Appleyard (1981), the linear corridors that has been losing identities by the effects of mass transportation facilities, could be described again as the mediums of social interaction in mobile communication era. Eventually, instead of the tenet of point wise gatherings, meetings on randomly selected places on linear paths have become common.

Additionally, besides the meeting places that are stated on the papers of questionnaires, some interpretations on the issue of the link between mobile communication and meeting places have also been written. These are some examples;

> "The meeting means at least two phone calls." [5]
>
> "Sometimes I sit somewhere then the others come and join me. Namely, by the effect of mobile phone the options for meeting places have increased, thus the meetings can be realized without any need of engagements in advance." [6]

[5] "Buluşma en az iki telefon konuşması demektir." Translated by the author.

[6] "Bazen bir yerde oturuyorum ve sonra diğer insanlar geliyor. Yani telefonun etkisi ile buluşma alanı arttı, randevular önceden sözleşilmeden gerçekleşebiliyor." Translated by the author.

> "Nowadays we only meet by defining street names. We do not define a specific location. For instance; Güvenpark, Bahçelievler 7th Street, Tunalı Hilmi Street…" [7]

> "The answers of the other part are partially valid. However, nowadays I call the person whom I would meet after I reach the district and go to the exact location of the person." [8]

It is understood that not an activity of meeting is realized by without using mobile phones for many of the participants of the research. Therefore the inevitable connection of virtual space and the tangible space is considerably important to be taken into account in certain extent for the design works of urban social space.

5.3. Are the Significant Elements still Important for Meeting Places?

According to the research findings "the change" is tried to be evaluated in various layers considering several groups of participants. For instance, the people who were using the old specific meeting places have decreased in number. Hence, the identities of these particular elements of urban space that had been preferred before mobile communication years have diminished. These legible elements of space are probably still in use to give directions while talking to others in order to determine a meeting place. Fruin (1971) says while moving along the path, the observer is exposed to the kinesthesia of constantly changing relationships with all the visual elements that comprise the space. Landmarks are statements or points of reference that provide the observer with a continual sense of orientation and relationship with the space (Fruin, 1971, p.33). The graph below shows the change in the preferences of individuals to choose meeting places. According to this chart, the significant landmarks like YKM Store Building, GIMA Building and Dost Bookstore

[7] "Şu sıralar sadece cadde/sokak ismi belirterek buluşuyoruz. Belli bir mekan ismi belirtmiyoruz. Mesela; Güvenpark, Bahçelievler 7. Cad., Tunalı Hilmi Cad., Karum gibi." Translated by the author.

[8] "Sol bölümdeki cevaplar kısmen geçerli. Ancak yeni olarak; buluşulacak mahalle/semte geldikten sonra, buluşulacak kişiyi cep telefonuyla arayıp, o anda bulunduğu noktaya gidiyorum genelde." Translated by the author.

have been losing their importance as meeting points, whereas the bus stops close to these places are becoming more popular.

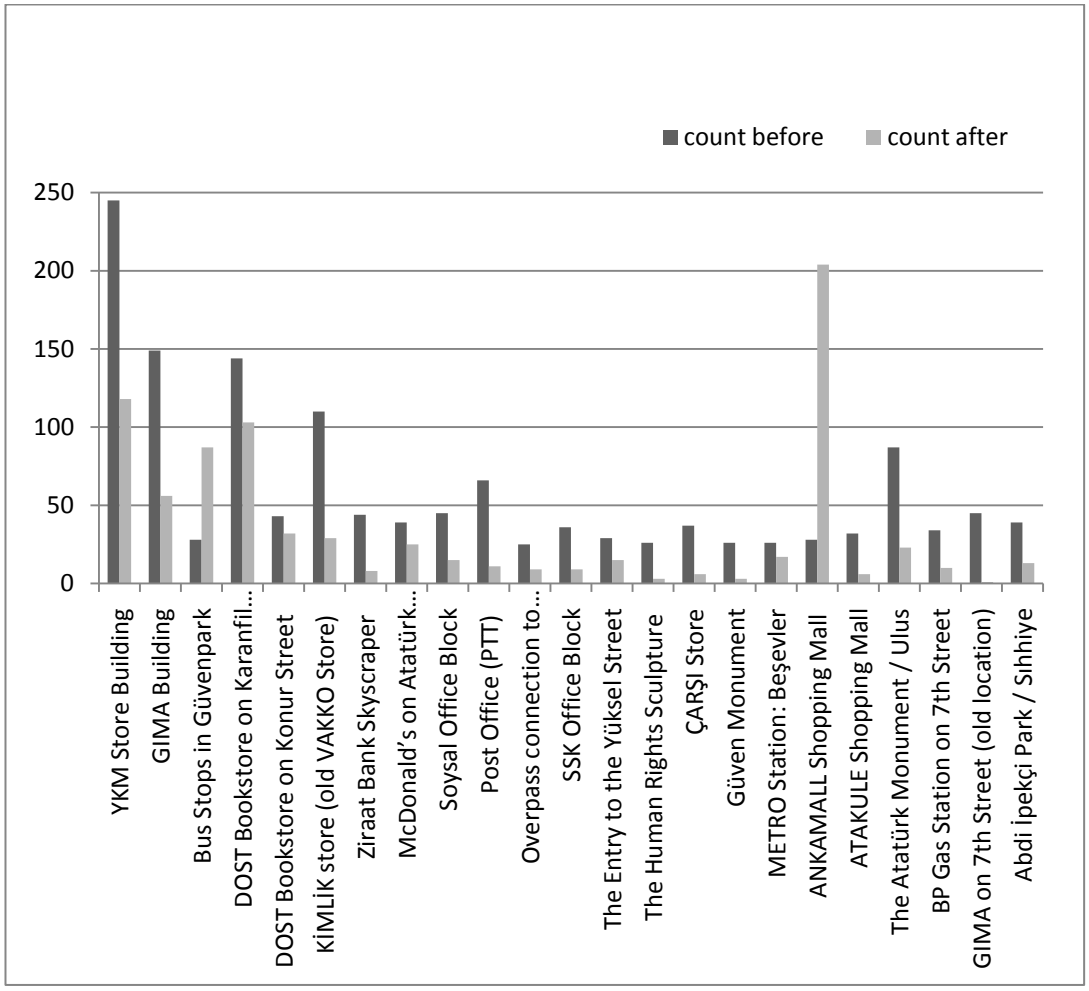


Figure 5.21. Votes for the most popular locations of meeting before and during mobile phone use

Table 5.6. Data table for Figure 5.20

location	count before	count after
YKM Store Building	245	118
GIMA Building	149	56
Bus Stops in Güvenpark	28	87
DOST Bookstore on Karanfil Street	144	103
DOST Bookstore on Konur Street	43	32
KİMLİK store (old VAKKO Store)	110	29
Ziraat Bank Skyscraper	44	8
McDonald's on Atatürk Boulevard	39	25

Soysal Office Block	45	15
Post Office (PTT)	66	11
Overpass connection to Güvenpark	25	9
SSK Office Block	36	9
The Entry to the Yüksel Street	29	15
The Human Rights Sculpture	26	3
ÇARŞI Store	37	6
Güven Monument	26	3
METRO Station: Beşevler	26	17
ANKAMALL Shopping Mall	28	204
ATAKULE Shopping Mall	32	6
The Atatürk Monument / Ulus	87	23
BP Gas Station on 7th Street	34	10
GIMA on 7th Street (old location)	45	1
Abdi İpekçi Park / Sıhhiye	39	13

According to Porteous (1979), environmental images are the result of a two-way process between the observer and the environment. The environment suggests distinctions and relations, and the observer – with great adaptability and in the light of his own purposes – selects, organizes, and endows with meaning what he sees (Porteous, 1977, p.100). Images are modality specific and often beyond awareness; they include both concrete and abstract stimulus information, the former involving parallel processing whereas the latter is processed sequentially (Rapoport, 1977, p.114). This study explores the role of mobile communication technology in self-isolation process and the diversity of meeting places in people's movement pattern is examined. During the research process, the identities of particular meeting places and the images are scrutinized to find out whether mobile communication is a crucial determinant or not. It is understood that the certain image of meeting places are becoming uncertain and/or fuzzy. Eventually, the locations of meeting places are fragmented and distributed in urban space.

Furthermore, the movement pattern before the meeting is going to be reconfigured by the forthcoming applications of mobile phone companies in collaboration with the mobile communication operators. Regarding the meeting with project development department of TURKCELL in Maltepe Plaza, Istanbul; it has been discussed that new applications might be emerged so as to simplify the process of meeting in urban

space. The application that was mentioned is based on signal transmission between two mobile phones. In order to follow somebody in this way, the owners should have accepted the other ones request. Then, the exact locations of two or more participants are shown on the map that eliminates the necessity of any contact to define a meeting place. The individuals will be able to follow each other and meet on any point en route (Figure 5.22). It is acknowledged that the attempt to simplify the process of meeting activity has already started with the contribution of mobile communication. Thus, the side effects and the transformation of meeting places are revealed by the main research of this thesis. Furthermore, the future plans of mobile phone operators and mobile phone producers proceed to modify the habits of individuals' with regard to meeting activities. The new development plans seems to compel individuals to some further head down activities.

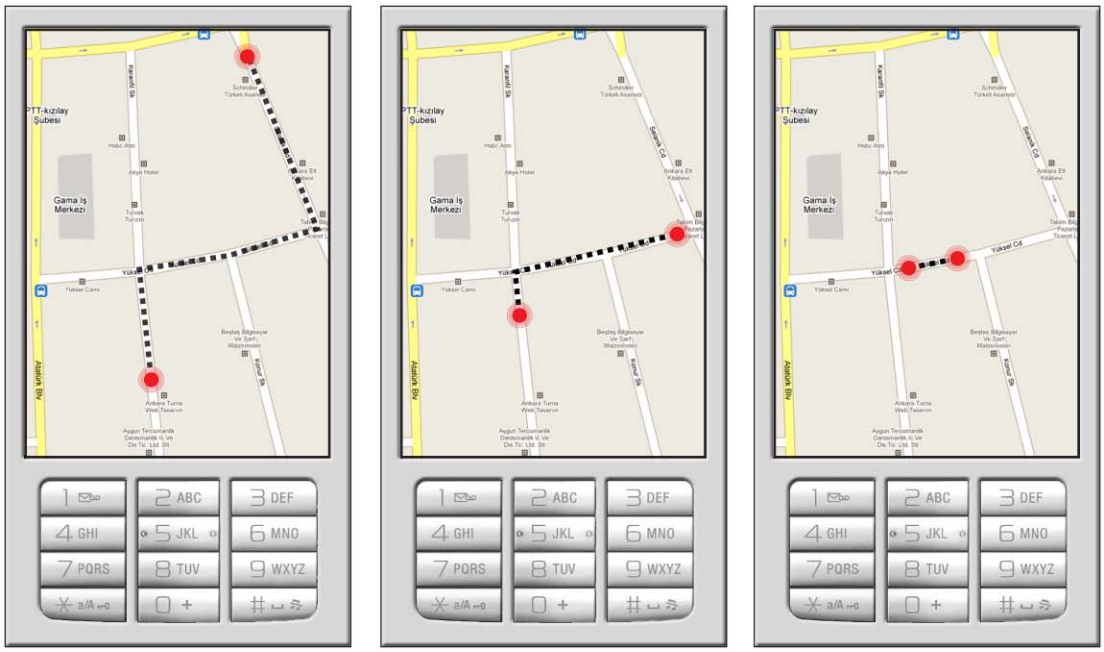


Figure 5.22. The new way of meeting
Source: Personal illustration

CHAPTER 6

CONCLUSION

This thesis aims to reveal the diversification of meeting places by the contribution of mobile communication to the everyday life practices. The reconfiguration of meeting activity is tried to be analyzed with a research involving 630 participants from various age groups and backgrounds. The inventory of meeting places of Ankara according to different age groups is resulted that there is a considerable change considering the comparison maps and the sections of the lists of meeting places before and after mobile phone penetration. Three main comparison maps are created which are aiming to find out; (1) the diversification of meeting places according to the same age group; before and after mobile phone penetration, (2) the change observed in meeting places of participants over 26 ages after mobile phone penetration, (3) a general comparison of meeting places including all respondents. The first comparison maps are very crucial by representing the meeting places of the same age group of people. The reasons behind the distinction between these two maps would be;

- The new development areas, attraction places which are included to the city in the last decade.
- The absence and the presence of mobile phones.

Hence, mobile phone has become one of the indispensible tools of everyday life and one of the determinants of the meeting activities, particularly considering the age group of people from 19 to 40. Meeting places have been diversified; from central city to the periphery, from few and common places to fragmented-diversified ones, from specific and legible places to regular and ordinary ones after mobile phone

penetration. Interior places or the service points (metro stations, bus stops) have been defined as meeting places by mobile society which shows that the meeting has become an activity which is planned on time simultaneously rather than situated activities that are planned in advance. One of the interesting outcomes of this research is that the interior places or the places of the planned activity that are mentioned as meeting places instead of having one distinct meeting place for the gatherings. Beside the activity places, the *paths*, for instance streets or the boulevard in the city center have been preferred as meeting place more often according to the questionnaire results. Hence, the meeting places are also perceived in *linear forms* beside *point wise.*

In this dissertation, two points of determinism are criticized; the first one is the places that are designed for inhabitants by determinist thoughts ignoring the recent everyday urban social life and individuals' behavioral patterns. Places designed and constructed by the architectural determinism approach gives rise to some questions on the efficiency of these places and mismatch between recent behaviors and environment. The behavioral changes here should be considered including the impacts of mobile phones on our social –practical- presence on urban space. The penetration of mobile phones in terms of their roles on shaping everyday life activities and traditional rituals should not be underestimated. What has been happening to the communication practices and the norms of meetings is quite interesting since 1990s. The process of the evolution must be taken into consideration in urban planning and design works in order to shape the environment according to the individuals' life style.

The second one is the conceptualizations on individuals' environmental perception patterns by determinist approaches. It is also an ignorance of the perceptual distinctions of the post-modern society equipped by mobile information and communication technologies. The process of perceiving space should be distinguished from the acknowledged form. Additional to the methods that have been used in order to define places in legibility concern, some other components related to the reality of 'mobile society' notion should be taken into consideration as well.

This research can be considered as an alternative way of approaching to the urban public places from the perspective of mobile society within their augmented space. In a sense, one of the fundamental needs in urban space; meeting activity is scrutinized to understand changing behaviors, meanings and choices.

The fragmentation of meeting places in urban space may cause the descending importance and vanishing identities of the old particular meeting places. On the other hand, the variation of meeting places in urban space can be interpreted as the richness of public places as well. Thus, the increase in the alternatives of meeting places and the attention on local and structural landmarks as meeting places have been shifted to the streets, parks and interior places indeed. Regarding the cognition mapping research some of the particular structural and local landmarks are still quite clear. The issue of how are the mental maps going to be changed in the future by the contribution of screen oriented urban life is another discussion. However, the maps that are created according to the questionnaire research in additional to the cognition maps show that the increase of the choices of meeting places results with the increase of the variety of the specific places in individuals' memories. Therefore, this process can be concluded as the consolidating image of the places of meetings.

On the other hand, the fragmentation of meeting places and uncertainty of meeting time diminishes the strength of old known meeting places. In other words, if the meeting becomes an activity that can be realized in anywhere then the belief for the necessity of particular meeting places would be vanishing. Moreover, regarding the forthcoming possibilities of navigation according to the others could radically change the perception of landmarks in urban space. The possible scenario of a meeting that is explained before (Figure 5.22), in the near future, the nodes and specific objects, not even the landmarks are going to be crucial to determine a meeting place. Signals are going to lead us in urban space rather than the physical appearances. This impact may cause urban designers to focus on the circulation paths more.

During the research process the documented pictures and videos reveal how inevitable the mobile phones are according to the majority of people in Ankara, because in almost all pictures that are taken in Kızılay district show residents using mobile phones. The last minute decisions for the next meetings are quite usual for people while they are walking and talking at the same time in the streets. The effect of mobile phones on meeting places is verified with this thesis. Consolidating the image of the meeting places is an eventual part or a result of this process. It is worth to pursue the innovations of mobile communication possibilities and keep on monitoring the continuous transformation of environmental perception and behavioral patterns for the ones who design spatial environments.

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APPENDIX A

THE QUESTIONNAIRE FORM