Physical mobility in the virtual city
Sociological aspects and problems
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Today, we are witnesses to the rapid development of certain phenomena which will alter the way in which one perceives and experiences the world; the end of oil, technological advancement assisted by miniaturisation and the internet, and the malleability of the urban form.

The simultaneous development of other factors such as the liberalisation of markets, technological innovation, and the increasing ease with which capital can be circulated may be considered as a key influence in an enormous process of concentration and relocalisation.

In order to grow, the city comes out from it's hiding place, and establishes contact with the outside world. *Yesterday the city was our world, today the world is our city.*

The global and virtual city which is being born conveys an immediate impression of familiarity that is a composite of that which we really know, and that which the mass media would have us perceive. Yet in truth, it remains a territory still without identity, a territory in which we must find our own identities as well.

With the continual introduction of new forms of widespread media the danger of cultural homogenisation is amplified, and coupled with technological globalisation it can at times seem inevitable that the capacity for self-determination and personal choice will, in essence, be eradicated.

One of the more readily apparent results of the globalisation of media is the diffusion of the virtual, not only as the concept, but also as the experience. Usually, "virtual" is used as the converse of "real", but instead the term represents the transformation from one reality to another which is equally real, although intangible.

The common denominator of the global vision, and therefore the virtual sphere, is that the virtual world and it's rules create a new way in which reality (including the physical reality) may be interpreted.

The city functions as a virtual machine, treading the line which separates the physical and virtual worlds.

In such a landscape, a room is no longer just an enclosed space, but rather a portal through which the instantaneous transfer of electronic information may be facilitated, melting the border which exists between the physical world and the internet, creating a gateway through which the entire virtual world may be accessed.

The need, and indeed the desire to leave the room in diminished, and this is accompanied by an increased tendency to enclose oneself in a private, mechanical space in which ones desires are met by unseen entities, while the physical world continues functioning outside ones window, unnoticed.

The technological standard, coupled to the interactive in real time can supply solutions to many problems, with the condition that the given instructions are followed faithfully. While this may solve the problem, it hinders the ability of the person to problem-solve. Thus, an environment of segregation may arise, a self-imposed isolation from the outside world which may spread on a large scale to become the norm.

When explaining the logical and controlled reasons of the virtual and physical cities, it can seem that the rules imposed in order for the machine to function, have reduced a population of individuals to a mass in which each will react in the same way. In fact, this is not how it is.

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