Additional recommended readings

1. Course introduction.


2. The Machine Metaphor.


   The creative class debates:


3. Event Entrepreneurialism.


4. New Kinds of Machines?


5. City-Systems in Motion: Theorizing Places in Play, Places to Play.


6. Terminal Urbanism?


7. Cities on Cruise Control.


8. **Dark Cities: Disaster Tourism.**


9. **Militant tourism.**


**Group I: The Historical-Geographical Context of Tourist Urbanization.**


**Group II: Entertainment Growth Machines and Urban Regimes.**


**Group III: Impacts, Cost-Benefit Analysis, and the Economics of Urban Entertainment.**


Andrew Church and Martin Frost (2004). “Tourism, the Global City and the Labour Market in London.” *Tourism Geographies* 6(2), 208-228.


**Group IV: Symbolic Economies, Cultural Capital, and Spectacular Urbanism.**


**Group V: Cultural Politics of Urban Entertainment Machines.**


**Group VI: Visitors’ Metropolis: The Environment of the Entertainment Machine.**


Group VII: Managing the Machine: Planning and Regulation, or Opposition and Activism?


