

The Practicalities of Urbanisation

Amarna as Case Study

Does Urbanisation = Civilisation?

Depends on your criteria...



Urbanisation - what deeper changes come with the main criteria?



- Growth of very large settlements
- Monumental buildings
- Craft specialisations
- Growth of temple culture
- Pronounced stratification of society
- Royalty or temples controlled and distributed food
- And . . . What else?
- Amarna can give some insight

Why study Amarna?

- New location, planned city
 - No previous or later construction - a snapshot in time
 - Ideas, beliefs and behaviours came with the people
 - They created their ideal city
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- But how ideal was it...?



What are the practical consequences of urbanisation - are they ideal - and how are they dealt with in Amarna?

- FOR YOU TO DISCUSS IN SMALL GROUPS..
- What practical problems arise from city living that are not major issues for dispersed cultures?
- How did the Egyptians deal with these problems in Amarna?
- Was it the same for everyone?
- What could have influenced the choices they made?
- What does that tell us about the culture and the people:
 1. what was normal for them
 2. what they believed
 3. what was actually achievable.

Urbanisation - the realities of life..



Some of the issues - and some solutions..

- Human waste - who had toilets, how did they work and what did everyone else do.
- Medical waste and unclaimed dead bodies
- Industrial waste
- Dogs - domesticated and wild
- Food animals and their waste
- Privacy, noise, personal safety
- Lack of sufficient, good quality food



Solutions and consequences

- Wild dogs would have been common and dangerous
- Local waterways polluted - they drank beer or well water
- High maternal death rate
- High infant and child mortality
- Life expectancy short
- Infectious disease - gods and evil spirits blamed, not the environment
- Major tooth decay issues -> pain, chronic infection, heart disease
- The smell!
- Who was affected? Nobody was 100% safe...

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