

SUMMARY OF VIEWS OF MOSES

Ramparts, March 1975

McCarthy	power destroys good cities, makes them monolithic, not for all people at a human scale	<u>Centralized Power</u> makes cities bad
Goodman	<p>Problem is that power is appreciated in mechanical, non-questioning society: people have to be educated to understand dangers of power</p> <p><u>Also</u>: Moses was "bad" man e.g. story of his treatment of his brother</p>	<p>→ <u>Uneducated society</u> allows centralized power; e.g. bad city</p> <p>→ <u>today</u>: is a good city one in which large projects is stopped e.g. Park Plaza?</p> <p><u>Dictators</u> are bad people</p>
Nichols	<p>Moses had wrong theory of a good city: "Midtown with highrises and windswept canyons are dehumanized, crime-ridden & dull"</p> <p>The oppositionist's theory i.e. Jane Jacobs, Greenwich Village, was not a ground one, but a human one.</p>	<p><u>Centralized power</u> gives bad theory of city form</p> <p>→ <u>today</u>: has this turned out to be a good theory?</p>
Schaefer	<p>Moses did not create society, especially automobile: he was a good servant. He revealed ourselves to ourselves</p>	<p>→ <u>Society is corrupt</u>, not Dictator</p> <p>→ <u>class function of artist</u>: homeostasis</p>
Tinker	<p>Problem was Moses didn't understand architectural quality i.e. Wright & Gropius because they were subversive, anti-plutocratic</p>	<p><u>Dictator</u> doesn't have good theory of architecture</p>
Berman	<p>Moses did understand architectural values e.g. look at Gide's romance with fly-over etc.</p>	<p><u>Dictator</u> doesn't have good theory of architecture</p>