

# Abstract

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## **THE INTERACTIVE CITY MODEL AS A RESULT OF E-SERVICE APPLICATIONS**

Due to the wide spread of inexpensive electronic devices, ubiquitous digital networking &#97;&#110;&#100; the growing stock of digital information all over the world, the different aspects of our daily life routine are in dramatically rapid change. This change in recent daily life routine (new life style) &#97;&#110;&#100; the corresponding development in architecture, urban design &#97;&#110;&#100; urban planning is the main theme of this paper. The paper is intended to highlight the different e-services available either for single citizen level public business realm of the city. The effect of e-service different applications on different scales, from architecture to urban planning, would be assessed. The new resultant patterns of activities &#97;&#110;&#100; its reflection on spatial &#97;&#110;&#100; temporal linkages among them would be analyzed. The different aspects of temporary streets &#97;&#110;&#100; squares as a reflection to offered e-services would be inspected. Some advantages of the e-service availability would be identified in terms of supporting sustainable urban data development &#97;&#110;&#100; of delivering user-centered retrieval &#97;&#110;&#100; communications. Consequently, the paper would show that e-service can open up new possibilities of how interactive multidimensional contemporary city model could be better created, evolved &#97;&#110;&#100; experienced as a result of different e-service applications.