

## Glossary

- Administrators** - firms appointed to run a business to protect it from **creditors** and save the business/jobs
- C.B.D. or Central Business District** - the part of an urban area which has the main shops and businesses
- Clone towns** - A town with no individual character that looks similar to other towns
- Comparative shopping** - going to different shops to see different styles and prices
- Congestion** - overcrowding on roads causing traffic jams
- Conurbation** - cities that have merged together
- Creditors** - people or organisations that are owed money
- Domino effect** - when one business closes down it causes more to do the same
- Economies of scale** - bigger operations buy in bulk so that they get cheaper prices or have lower costs
- Flagship** - big name stores
- Footfall** - number of possible customers passing
- G.I.S. or Geographic Information System** - a computer system that stores, displays and analyses information about locations on a map (*e.g. Google Maps*)
- Hamlet** - settlement smaller than a village
- High order** - more expensive
- Local governments** - town, city or county councils
- Low order** - cheaper
- Market** - a place where goods or services are sold, or group of people that buys things
- Out of town** - shops or businesses built outside the towns or city areas
- Pedestrianisation** - removing traffic from roads
- Retailing** - selling goods to the public
- Services** - a business that does something for their customers, such as a dry cleaners
- Settlement hierarchy** - fewer big cities but lots of smaller villages
- Sphere of influence** - the distance over which a shop or high street can attract shoppers
- Threshold population** - the number of people/customers needed to keep a shop or business running
- Transport node** - a location where several transport routes come together