Harlem Mediatech results from the analysis of land use and demographic data which reveal the urban nature of Upper Manhattan. When population dispersal is viewed in relation to public libraries, a scarcity of public library resources is evident. This is reinforced when the public library resources of Upper Manhattan are compared to those in Helsinki and Toronto using maps that are scaled relatively by population with markers for public libraries by location and scaled by the number of volumes. To address this disparity, Harlem Mediatech proposes to exploit the accumulation of volumes on electronic databases while using the vast array of vacant and abandoned sites in Upper Manhattan. The Harlem Mediatech is a branch library without printed books, however, with the potential to access a near infinite number of volumes through the Internet. The new Harlem Mediatech branches are to be deployed on the basis of population density on vacant and abandoned sites to match access and densities of cities like Helsinki and Toronto while existing public library branches are modified to have a Mediatech section. This overlay creates the democratization of information and knowledge in Upper Manhattan. Architecture is assigned to that which materializes at the interface between the electronic information technologies and the social space inhabited by the user, the hut at the node. Transparent touch-screen displays in an irregular arrangement display contents of books from the internet and simultaneously form the façade. The Harlem Mediatech becomes an elevated interactive façade and the ground plane becomes a public park. The street frontage is re-established repairing the urban fabric while adding green space to the district.