

LOCAL ECONOMIC / THE SEED

MURRAY FAIRWEATHER

KAMRYN COUTURE

YIZHEN NIU

JOHN COLLINS

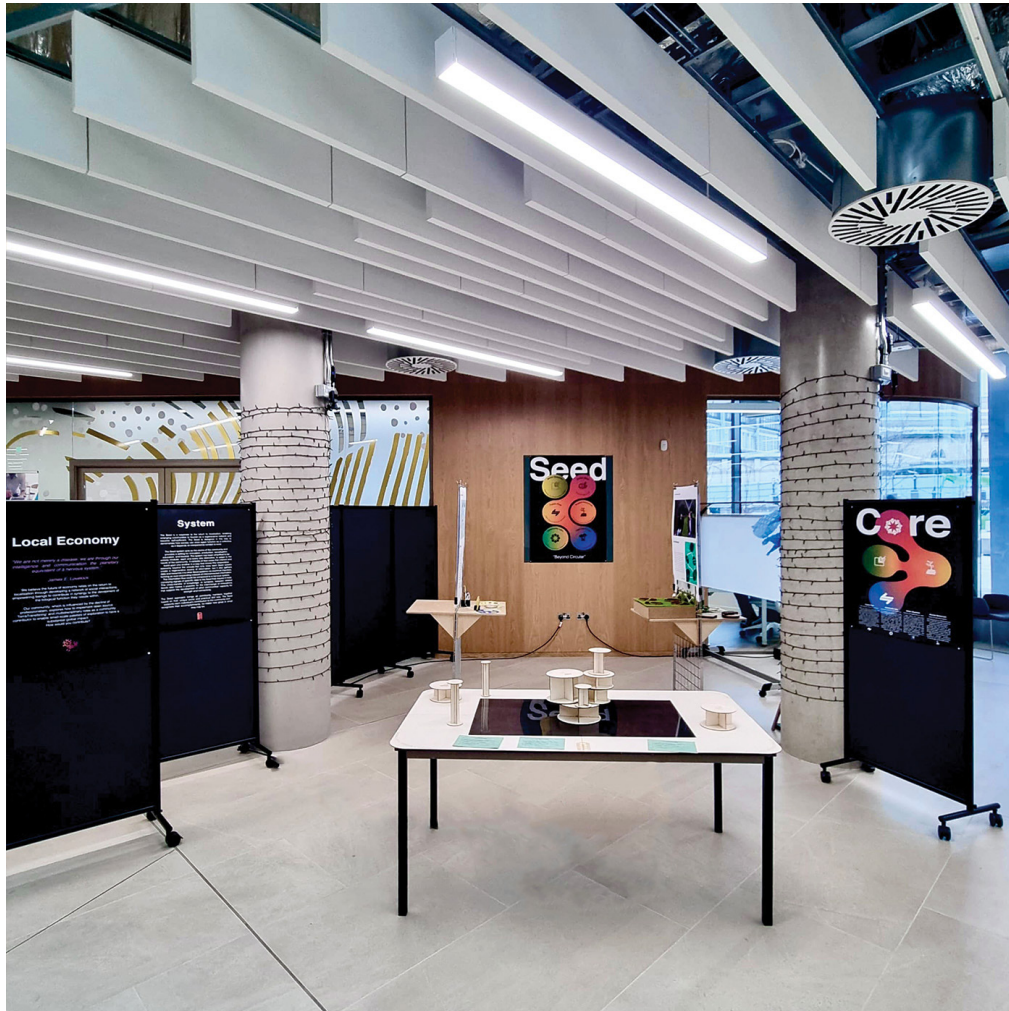
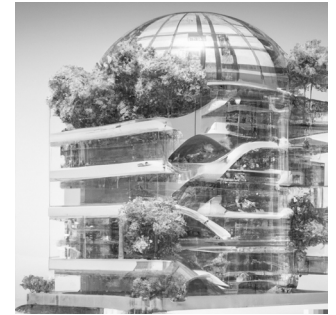
The Seed is a response to the return to localisation, enabling emerging communities to flourish as a regenerative network and become self-sufficient. The Seed is designed in this way to demonstrate how society can once again function as a collective as it depends on interpersonal contact to exist.

The Seed system acts as the centre of the community and provides a setting for innovation, production, socialisation, education, and beyond. The system has been simplified to be entirely modular, each and every one distinctive, to adapt to the needs of the community. It consists of four cores that interact and build upon one another in a way that moves this cooperative economy beyond the circular. Each Seed system creates a regenerative source of information, gathers data, and transmits it to other Seed systems via electrical impulses, forming an ever-expanding network of interconnected information. The information flow could be compared to a nervous system, conveying signals of specific data to the Seed that require it most. This cross-transfer of knowledge, or synapsis, between related Seeds also makes it possible for the interchange of innovations that support the development of other communities' capacity for strength and connectivity.

The Seed approach brings all community members together based on their unique social and practical skill sets. The Seed supports each individual's contribution to the community and recognises their accomplishments, no matter how great or small they may be.

"We are not merely a disease, we are through our intelligence and communication the planetary equivalent to a nervous system."

James E Lovelock



OPEN PLAY

MURRAY FAIRWEATHER

With approximately 65% of future job roles yet to be defined, I became intrigued by the redefinition of material culture and envisioned its pioneering by the radically creative minds of children in a safe and nurturing environment. Thus, Open Play was born—a project rooted in the principles of Anji Play, an innovative early childhood education approach originating from Anji County, China. Central to this endeavour is the recognition of the profound impact that self-directed, open-ended play has on the learning process. Open Play aims to push the boundaries of imagination while fostering a robust networking system through shared knowledge exchanges.

The culmination of this project is an exploration of Regenerative Play economies manifested through a bio-builder Playset and an educational experience. This initiative encourages children to regularly engage with bio-materials, positioning their presence within mainstream consumption. By integrating the arts into STEM education, Open Play creates opportunities for cognitive development and cultivates essential soft skills such as problem-solving, management, and independence.

Through this innovative approach, Open Play envisions a future where children embrace their innate curiosity and actively participate in shaping a regenerative society. By intertwining play, education, and sustainability, Open Play paves the way for a generation that will be equipped with the skills and mindset necessary to foster a harmonious and thriving future.



POLLEN

KAMRYN COUTURE

POLLEN is a future-focused system to help to create a new engagement economy within each community's *SEED*.

This project speculated the future of regenerative collaboration within the context of our group's future world project *THE SEED*. *POLLEN* creates a project and skill-sharing economy that encourages the community to build and innovate for their *SEED*, using their skills and projects together as a whole to build their community and the people that live within it.

The core of the *POLLEN* system is the Garden Top, which is a flat circular space where the user can display their own "Garden" and connect with others to help feed skills and insights back and forth to other contributing community members. Much like a board room table, the Garden Top is a place where they can negotiate and collaborate, cross-pollinating their expertise, much like bees to flowers.

Picking one "flower" and placing it into the garden of another community member who could use the skills or research required to grow it, is equally credited to themselves as it is the receiving community member. This makes any flower transaction an act of credited contribution. This means that with every flower that grows, it takes the collective work of the community to keep their *SEED*, creating a regenerative local economy."



BEE NEST TRIGGER

YIZHEN NIU

The *Bee Nest Trigger* is a futuristic regenerative design. The main broad idea of a building includes the entire system that might sustain a community person's supplies and offer them new career prospects. I uncovered a link between future agriculture and local economies. Then, with a focus on the local person, seed demands what if, in the future, planting as a living domain. On the other hand, a lab worker developing new plants will generate far more garbage, which is not environmentally favourable. As a result, the seed needs data collectors could fix and support these challenges for the locals' health and wellness or regenerative future. This is also an opportunity for me to design.

I created this model twice, from the *twig trigger* to the *bee nest shape trigger*; from the seeds competition exhibition to the seed demands collector. Finally, I'd like to keep the service flow simple and straightforward, and I'd like to begin developing this data collector to demonstrate my concern for locals and individuals. Either from physical or mental health. At the end of this project, the design refers to food healing. Plug in the wooden stick to the bee trigger to get your own new seeds.



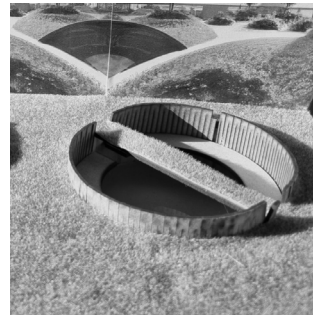
RE-MEMBER

JOHN COLLINS



This project is based in our future world, which focused on Local Economy. We speculated that with society embracing a regenerative approach, this would bring about a return to localisation and therefore a return to strong local communities. I saw this as an opportunity to help bring those who are disenfranchised back into our communities.

The Re-Member pathway stands on three pillars, Security, Equity and Connection. Step 1 of the pathway is providing those who are disenfranchised with a home for a minimum of 6 months, this gives them the stability and security they need to begin their process of re-integrating into the community and growing their roots. Equity, with the SEED being the new hub of the local community, where most opportunities for growth and connection are, the housing for those in Re-Member has the most access to the SEED by being in the immediate vicinity of it. Emotional connection is the driving force behind being part of the community. With the connection creation area, it is the perfect environment for having engaging, meaningful conversation to begin to become part of the community.



Through this process people will be given a second chance to integrate with the community and become part of the regenerative movement.