

# REGENERATIVE FUTURES



CREATE & COLLABORATE

- Space to the alternative & pioneer new ways of working & co-operation
- Nurture future lead professionals and organisations
- Encourage innovation

glasgow.ac.uk/inter

Local Health 2022

Jörð

...the world's most sustainable and resilient communities. The Jörð project is a collaboration between the University of Glasgow and the Scottish Government, aimed at creating a new model of community development that is based on the principles of regenerative design. The project is currently in the early stages of development and is expected to be completed by 2025.

Local Economy

The guild of the travelling furriers

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BDes Product Design, Glasgow School of Art

# **Future Experiences Project Exhibition**

## **Regenerative Futures: From Global to Local Development in 2032**

**Regenerative Design is about designing for people and the planet from a socio-ecological perspective. It seeks not merely to do less harm, but rather catalyses a positive force that restores, renews or revitalises products, services and systems to foster resilient and equitable futures for people and the planet.**

The Regenerative Futures project asked the BDes Product Design cohort to consider what happens in this landscape ten years from now, where Global Development has evolved to the extent that new forms of regenerative experiences of health, economies and citizenship transform how we interact with each other, with local and global communities, and the world around us.

Working with an expert community of practice from the University of Glasgow's Advanced Research Centre (the project's partner) and a wider expert group of academic and professional stakeholders, the students, faculty, and experts co-researched, explored and designed speculative future worlds and experiences of regenerative global and local communities and systems leading towards equitable health, economies and citizenship in ten year's time.

The exhibition includes the products, services and experiences designed for the people who might live and work within these future contexts, each 'future world' situated within a discrete design domain: Health (Global + Local), Economies (Global + Local) and Citizenship (Global + Local).

Exhibition dates: Tuesday 7th to Friday 10th February, 2023  
Venue: Advanced Research Centre, University of Glasgow

# **GLOBAL HEALTH**

WENJUN FEI

NICOLA PIGGOTT

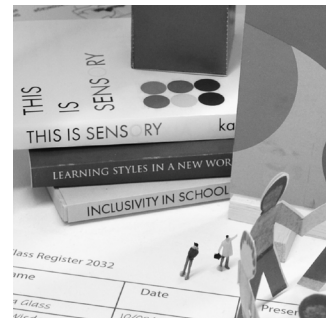
SAMUEL SCULTHORPE

In our future world, Health will be de-centralised and is encouraged to come back into the home.

Due to the rising living costs and a growing aging population this has meant people are living in smaller but more efficient homes including an inter-connected health system. However, people are now choosing not to have children which is leading to a limited number of young people living within our society.

A new innovative way of thinking begins a new way of considering education within the community. With community gardens starting to change the way different age groups interact and learn with inclusive learning coming to the forefront of global communities.

The data collected from the Home AI system connects to a worldwide database to keep track of current health trends in efforts to prevent global health outbreaks and the population are now encouraged to prioritise self-care and inter-generational support to take the strain off national health services.





# TALKING

WENJUN FEI

The easiest way to feel happy is to eat well

*Talking* is a service committed to enhancing the health of international students. It's a human-centered design project that investigates the eating habits of these students overseas and strives to identify potentially superior approaches. The problem isn't just about a fusion of skills; it's also about mindset.

In the future, the UK will witness an increase in the number of international students. This indirectly leads to cultural conflicts, with dietary differences surfacing as the most direct clash, particularly in the month leading up to the final exams.

This system works by gathering users' health data and blending it with their dietary habits to recommend meals. These meals could be from the user's country or from other nations. Once a choice is made, the system recommends the user to the nearest store to purchase necessary ingredients. Scanning the ingredients triggers a FaceTime call from the ingredients themselves. The ingredients mimic human speech, converse with the user, and guide them on how to cook the meal.





# CARE TO BE

NICOLA PIGGOTT

Care To Be is a support network with an in home 'Care base' which is aiming to raise an informed and educated population. As "For the last 70 years, fertility rates have decreased worldwide, with a total 50%" for many reasons including people being uncertain as to what situations/environments they would be bringing a child into therefore, this project began in an effort to offer support to those who need it in a future world of untraditional family structures and decreasing birth rates to guide them on their journey to make an informed decision on whether or not they would like to raise a family.

The system allows the user to create their own global 'Family Network' by matching users based of questions/thoughts they have fed into the home care base with people who might be going through the same situations or are knowledgeable of topics that the user is asking about.

By creating these connections, I want to provide information and support to the Care base user to help them make more informed decisions on their Health, Relationships and most importantly their futures with Care of themselves and others being at the core.





# CENSORI

SAMUEL SCULTHORPE

From our future world in Global Health emerged new and unique ways to educate children in and out of the classroom. We revolved heavily around the child and the role they played within the future world, and this was the area I chose to focus on.

Everyone thinks, learns, and processes information differently. Neurodiversity is all about recognizing this and understanding that people's brains all work in different ways, and we all experience the world through our own unique visions. Through my research, I found that 15% of all people in the UK are neurodiverse. Each classroom has at least 1 neurodiverse pupil in it.

*Censori* is a brand that gives children aged 3-6 a way to experience or see the world through the eyes of another. Focusing on the scent aspect it looks at how these children can capture a smell, create it through their own personal learning style and share this with others not only in their classrooms but worldwide. The intended consequence is to create empathy and understanding within young children to help them and others with neurodiversity as they progress through school and even life.



# LOCAL HEALTH

NILANJANA MANNARPRAYIL

RYAN MURRAY

CLAIRE LOBBAN

SEAN SMYTH

We define the future of *local* as the immediate interactions and connectivity of an individual with their phygital world and *health* as an ongoing, ever-changing, ever-evolving ecosystem of shared knowledge and connectivity.

We built a new system to help support us into a new age in 2030, away from the Anthropocene and into the Symbioscene, where existing together means being one with the environment surrounding us. A true partnership between human and ecological understanding, blending to regenerate. Our future world deals with viewing the life cycle of a human being to be transformative. How do we view rituals of birth and death in 2030? What if you were eternal? AI sed?

In our eco-authoritarian post-Anthropocene world, it is imperative for humanity as a collective to realign their values to form hyperlocal communities which tie into a more extensive system of intermodal networks.

These communities have controlled symbiotic management, where collective intelligence creates a proactive system to reinforce regeneration. The values and needs of the system are accumulated through key stakeholders: humans, nature and the symbioscene, to maintain a regenerative health continuum ecosystem.





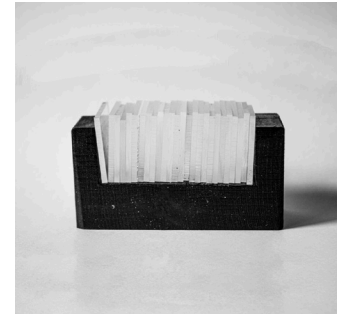
# MEMORY MAP

NILANJANA MANNARPRAYIL

People are dynamic, and so are their memories. They deserve to be showcased likewise.

In our future world, people are more likely to move cities frequently. The age-old question of where you are from becomes increasingly tricky to answer. Memory Map comes to your aid by showcasing your past through a new format. Unlike traditional methods of describing your past rooted in a location, Memory Map places your memories on different tangents beyond just location by segregating them through people, places, objects, and feelings. With every new experience, the proximity-based map shifts.

By placing this data within Holistic Health Records, patients may easily convey difficult experiences, making them feel comfortable within new communities. Synthesising Holistic Health Records can also lead to a more robust collective experience than a standalone memory, creating new dynamic methods of communication. This data can also be transferable, leading to new interactions with other people and a collective memory bank within communities.





# CU CA

RYAN MURRAY



CU CA - *Cultures of Care* - is a collective intelligence system that aims to forecast, model, predict, test and prototype cultures of care in effort to globalise local health. Thanks to CUCA, Primary Health Care practices across the globe will have the opportunity to receive guidance on how to better the experience of care for them and its patients.

CU CA is able to measure parameters of localised care practices globally and generate methods of care it feels an area could benefit from. CU CA has the ability to run, track, test and prototype it's propositions in real time to see if it's suggestions on better, more efficient care practice has been effective or not. It can examine care culture and regenerate it's prototypes for individual community needs. CU CA is aimed at being accessed by primary health care professionals, the public will benefit as the system is working to continually improve their culture of care.



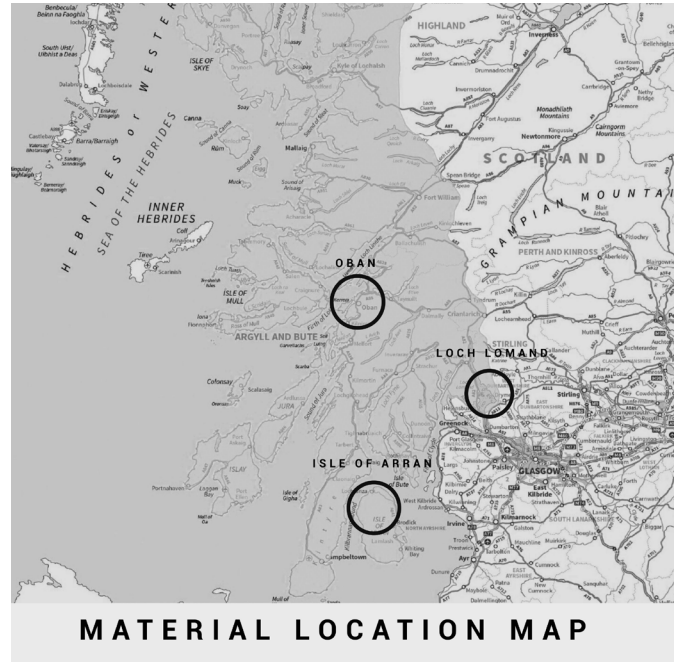
# JORD

CLAIRE LOBBAN

*JORD* is a live program, symbolising human and nature indicator species in which their behaviours indicate nearby environmental health.

Within this project, I am analysing the synthesis of a new ecosystem understanding, investigating deeper how we can work collaboratively with nature rather than simply taking inspiration. This ultimately will benefit communities, giving them an opportunity to grow stronger with connection to their heritage and local folklore.

By working together with the environment - through foraging local flora in order to create natural ink - *JORD* encourages engagement and contribution to a lineage database, tracking illustrations produced using other rare flora.





# BACK 2 BASICS

SEAN SMYTH



In the UK, most people consume more calories than the government suggests. Whether it be as a result of convenience or an inability to prepare nutritionally balanced foods, the consumption of too much sugar, unhealthy fats and salt is staggering. Often this is down to the general public being unable to comprehend the nutritional information often found on products. The traffic light system on a product to indicate its nutritional value is a great way to allow people to easily understand the 'healthiness' of a product, although, it has been argued it is a mere interpretation of the quality.

Working closely with experts in a variety of fields falling under the umbrella of 'health' was extremely helpful and insightful which in turn drove the outcome of this project. I found that due to the nature of drawing attention to calories, it can lead to obsession over how many one consumes, and this then overshadows the quality of the food or drink. For example, eating something less calorific but nutritionally weak, is likely to be the preferred choice to something high calorie whilst being highly nutritious.

'Back 2 Basics' is a middle ground and sustainable alternative to the current food packaging, it keeps the simplistic colour-coding system but eliminates the numerical values. Although speculative, I predict in the year 2032 obsessive calorie counting being a real epidemic mostly brought on by the unrealistic beauty standards found on the likes of social media.



# GLOBAL ECONOMIC

MATTHEW GILLILAND

XINTONG GUO

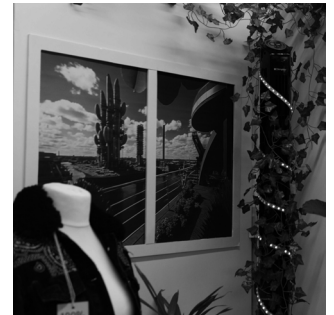
PATRICK SHEFFIELD

JEMIMA KWOK

In our future world, where remote working and van life have become commonplace, nomadic communities travel the world rewilding and foraging from the earth as they go, trading resources with mega-dense cities as they go. The economy is multifaceted, with value exchange taking the form of regenerative practices. AI representatives for ecosystem rights are fed live data from cutting edge modern technology and information gathered by the travellers, and feed into the regenerative metrics now used to measure the economy that will replace the GDP.

The exchange of knowledge, culture, and resources creates a symbiotic relationship between the cities and the nomadic communities with regenerative education being at the forefront of these travelling communities' minds. These travellers include hunters and foragers who trade in simple resources, managed by guilds who ensure that they don't take more from the planet than they put in.

In the densely populated cities, produce is generated from hydroponic farming along with complex resources. This has led to a subculture of city-dwelling eco-punks who celebrate harvest time with raves and value being in touch with nature. The future of lab grown meat here is as easy as going to your butcher's to collect samples and 3D printing your own meat at home, reducing livestock farming.





# BUREAU FOR THE ECONOMY OF VALUES

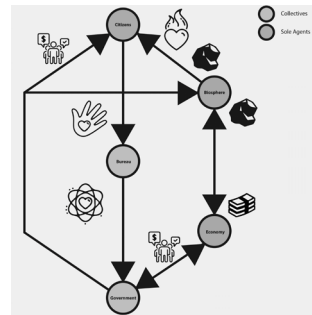
MATTHEW GILLILAND

A governmental service enabling citizens to co-design an economic metric that represents what they value.

The touchpoint of the project is a discussion tool to let households discuss, debate and codify what they value. A regenerative economy is all about trade offs, so each person must decide what values they value more highly and what they are willing to give up in exchange for others.

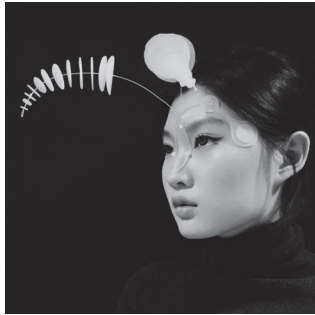
The goal of the project was to create a system that would perpetuate regenerative action within the financial system at national levels.

Changing from a world that works for the economy to an economy that works for the world.



# BEEGNAL

XINTONG GUO



In my future world people are fully aware of the importance of preserving biodiversity, so they live in symbiosis with other living resources and other living resources also become legal residents in the city. Based on this worldview, humans try to communicate with insects in order to learn higher technologies from them for social development.

In this project, I used bees as an example try to investigate the possibility of communication between humans and bees, and after research, I found that Insects can sense each other through pheromones, the reason why they can feel each other's pheromones is because of the Vomeronasal organ in their nasal cavity. This tissue can be found in the nasal cavity of newborn babies as a distinct structure.

So, I have designed a series of devices used by humans, *Beegnal* mimics the vomeronasal organ of animals and thus allows humans to perceive the pheromones emitted by bees. It can also respond by releasing low-frequency vibrational waves which cause changes in the pressure and movement of air particles in the surrounding area, allowing bees to receive responses. I hope that *Beegnal* achieves simple communication between humans and bees, with the ultimate result of mutual benefits.

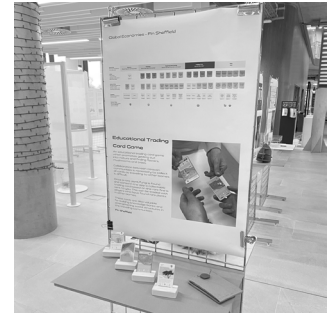
# EDUCATIONAL TRADING CARDS

PATRICK SHEFFIELD

To fully understand the future experience I have created I must first explain how this future world functions. This world can be split into two main groups of people; the city folk who live in futurist green cities and the caravan communities that travel the globe with the sole intention of rewilding as their vocations/careers. The community that I focused on in this project fully encompasses the caravan community.

Initially I wanted to understand how this community travelled, how they decided where and when to rewild and how they educated the next generation to follow in their environmentally conscious footsteps.

The education system for the children of travelling communities is what I designed along with an educational trading card game as a touch-point. The education was designed to be led by story telling and games into a practical contribution by children that would help mend our ailing planet and at the same time impart the wisdom they need to continue improving the way society lives. The knowledge they gain is kept fresh by sharing, reviewing and forever considering. The card game continued this design in a socially interactive and fun way. It could be used alone, face to face with others or through an app, is used to capture and collect.







# THE GUILD OF FORAGING FURRIERS

JEMIMA KWOK

The *Guild of Foraging Furriers* exists in a speculative future world where travelling communities make their living off the land, foraging for local materials to be sold to the cities they visit.

These furriers forage road-kill and other natural animal materials, and provide making and repairing services of fur and leather garments and accessories, while ensuring that every pelt is fully traceable to a licensed forager bound by ethical and environmental regulations.



Megafauna is one of these furriers, which operates on a pop-up basis and also provides a rental service for the duration that they are in each town. Many tanning methods and recipes exist for the preservation of animal skin, ranging from natural (eggs, brains, tannins from tree bark), to chemical (salt and alum, battery acid, chromium salt).



For this project I conducted auto-ethnographic research by sourcing dead rabbits and learning how to skin and tan my own pelts using salt and alum, which was a very tedious process and involved a lot of (literal) blood, sweat and tears. I also created fur artifacts out of sheepskin fur scraps.

# **LOCAL ECONOMIC / THE SEED**

MURRAY FAIRWEATHER

KAMRYN COUTURE

YIZHEN NIU

JOHN COLLINS

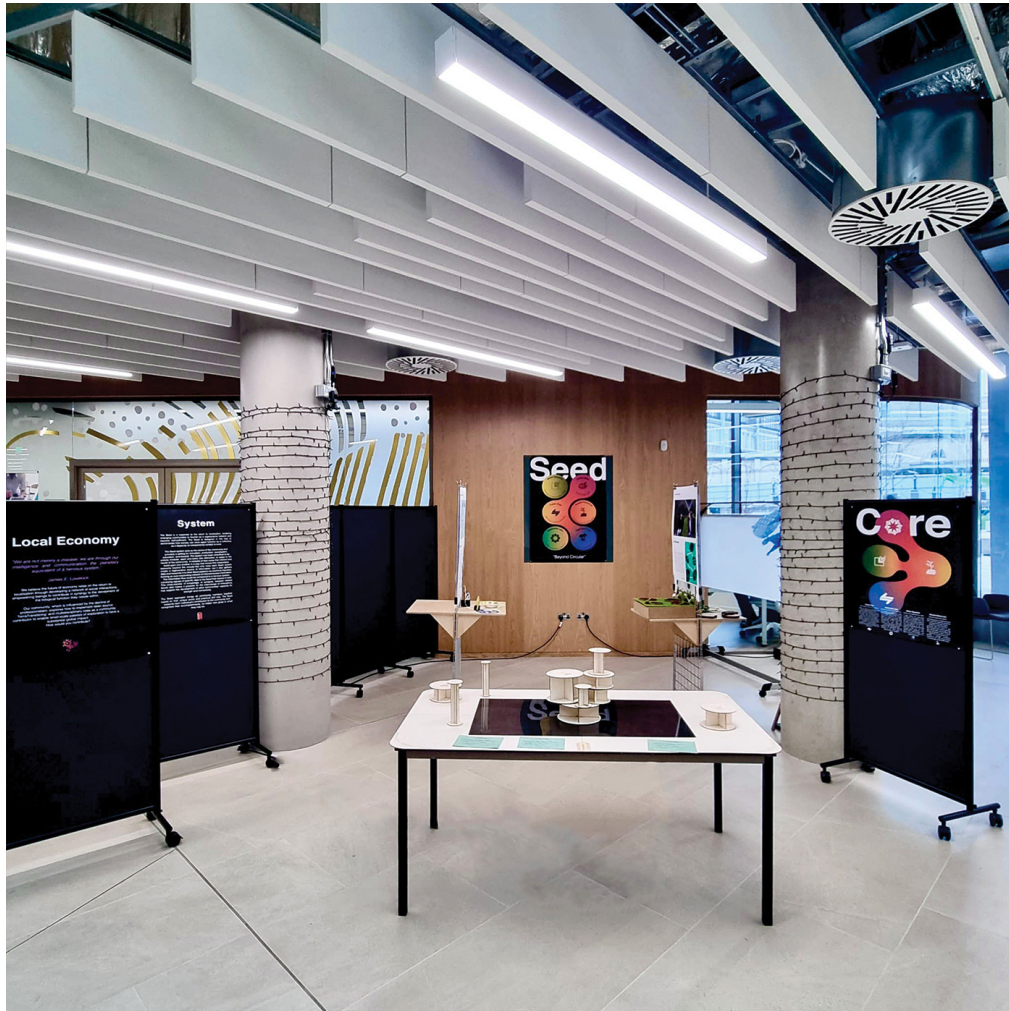
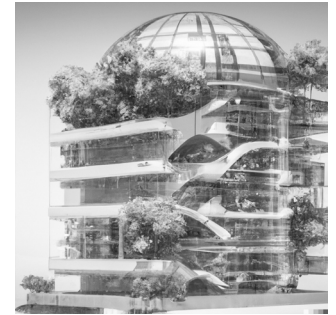
The Seed is a response to the return to localisation, enabling emerging communities to flourish as a regenerative network and become self-sufficient. The Seed is designed in this way to demonstrate how society can once again function as a collective as it depends on interpersonal contact to exist.

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.

# GLOBAL CITIZENSHIP / NEW PANGAEA

MIO NEVIN  
DUNSTAN CLACKSON  
DOUG KENNEDY  
JUNJIE LIN

New Pangaea is a global organisation with aims to create a world without borders. It is based on a set of values which prioritise citizenship roles in a regenerative manner. It offers Global Citizenship to those who wish to live by these values in order to enable a borderless world.

By 2032 we hope to achieve a more integrated world where cultural exchange is easily accessible. By renouncing your current citizenship to receive a New Pangaeian passport, you will be earned the freedom to travel. Our aim is to re-connect the world to strive for regeneration in a global climate crisis.

This exhibit provides an immersive, speculative experience for viewers to dramatise and celebrate the act of renouncing your current citizenship and becoming a Global Pangaeian Citizen

## NEW PANGAEAN MANIFESTO

- Treat others as you would like to be treated: this applies to human and non-humans alike.
- Work towards a regenerative future: strive to go beyond mitigation and neutrality, to right the wrongs of the past and to always be socially and ecologically regenerative.
- Be a positive influence on your surroundings and the other organisms that inhabit them.
- Be bold, respectful and emotionally intelligent: everybody has something to learn and everybody can learn from someone else.
- Enable future generations to be better global citizens than past generations.
- Respect local environments, traditions and economies: be a mindful traveller and resident.
- Be honest, clear and transparent with your motives.
- Work towards abolishing patriarchy.
- Work towards abolishing borders.
- Work towards climate justice.
- Work towards equality for all.
- Be actively anti-racist.
- Nobody is illegal.







# NEW PANGAEA BANK & VAALBARA

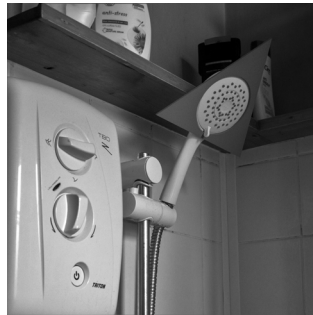
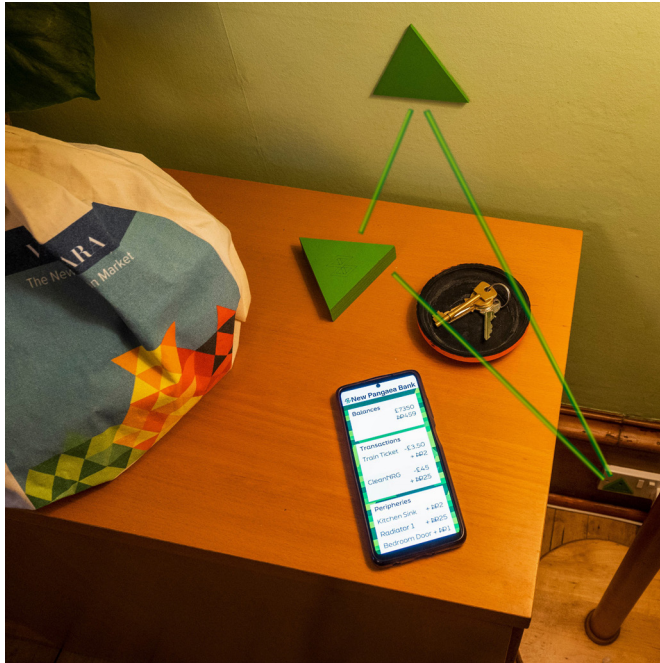
DUNSTAN CLACKSON

This project focussed on how New Pangaeans would live their everyday lives within the guidelines of the New Pangaea Manifesto. These have been shown through a bank and a shop, two of the main institutions of everyday life.

*New Pangaea Bank* is the bank of New Pangaea. It creates and distributes the New Pangaeian currency the NP. The NP is earned through how environmentally friendly you are rather than how productive you are.

*New Pangaea Bank* gives account holders peripheries which get set up around the home and communicate with each other to work out environmentally irresponsible behaviour such as leaving the window open with the radiator on. *New Pangaea Bank* also invests in local businesses with an emphasis on those who prioritise regenerative and environmentally friendly practices.

*Vaalbara* is the New Pangaeian market. *Vaalbara* sells produce from the local area and where possible from regenerative or organic producers. *Vaalbara* prices its products in two prices, in the local currency and in NP. The local price increases with the CO<sub>2</sub>e. The NP price is the same at all *Vaalbara* around the world for equivalent product.



# BORDERS & PERSPECTIVES

DOUG KENNEDY

The Borders and Perspectives project focuses on the subject of border abolition and what role design might have in that process. Given the ten-year time frame of the project, the idea of a complete border abolition seemed unrealistic; as such the project explores how to design a framework for border scenarios that is ultimately intended to be abolished. The core idea underpinning the framework system is that it should be regenerative in a way that it works towards its own negation. With this in mind, the system was designed on foundational beliefs of the inherent value of all people and the necessity for empathy.

These core philosophies are manifest in prototype touchpoints for a border scenario based in the future world from Part One of the project. These touchpoints are designed to subvert the visual semantics of borders as we know them and to encourage imagining of alternative futures. The intention of the artefacts is not to suggest a specific future vision, but as intriguing and imperfect examples of something otherwise. Reflection on these artefacts is intended to encourage the viewer to question why the borders and perspectives of our current world exist as they do and how we could work towards something better.



**"Abolition is about presence, not absence.  
It's about building life-affirming institutions."**

Ruth Wilson Gilmore



# BIO-DATA

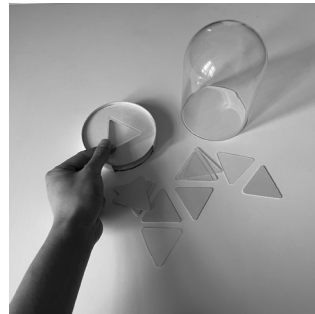
JUNJIE LIN

## Understand The Delicate Balance Of Life

A large information system for NEW PANGEAN citizens to understand the biodiversity everywhere: what help and resources can be provided to the citizens of NEW PANGEA, and as a member of NEW PANGEA, how can they play their part to improve the status quo of the world?

It is crucial that we make environmental issues important to everyone, especially as we face increasingly urgent environmental challenges such as climate change, deforestation, and loss of biodiversity.

By sharing this information among citizens, you can get a huge information library, so that NEW PANGEA citizens can better understand the intelligence around them and the world, and use these intelligence and data to help them do things. come up with the best plans and solutions.



# **LOCAL CITIZENSHIP**

HOLLY McPAUL

CALEN BROWN

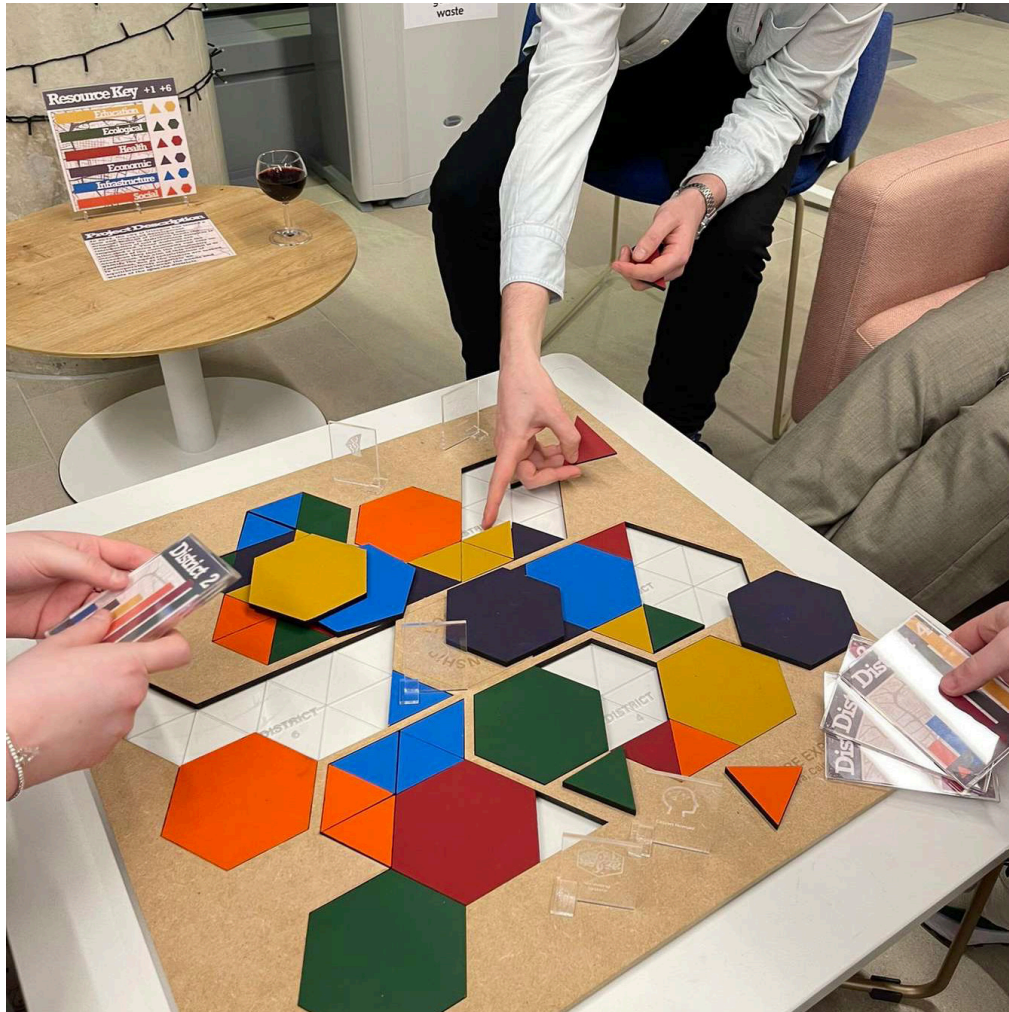
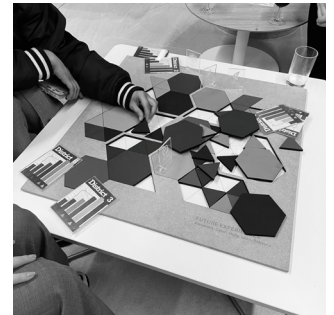
KA LEE

WENYANG LEI

ALEXANDRA WIECK

In our speculative future world of 2032, Glasgow has been divided into six self-governing districts, enabling citizens to enhance their districts individually and ultimately build a stronger city when united. Autonomy is a crucial aspect of our future world, granting communities the authority to make collaborative decisions on resource allocation within their local areas. This empowers them with a voice and the ability to improve the overall quality of life for all citizens.

The exhibition challenges participants to negotiate and work together in order to determine the most effective distribution of resources, aiming to achieve equilibrium among the six districts. In designing the exhibit, our primary objective was to create an immersive experience that sparks action and fosters engaging conversations. By inviting active participation, we seek to inspire dialogue and encourage visitors to consider the importance of resource allocation for the city's sustainable growth and collective well-being.





# REFLECTION

HOLLY McPAUL

Data sharing is an act of citizenship

*Reflection* is positioned within a future world where citizens have autonomy over their local area and make decisions as an entire community. Data sharing is crucial for gaining valuable insights that inform decision-making. However, some people view data as an enigma, and this creates fear and resistance. Many are unsure of what data is collected, who has access to it, and how it is being used.

Within this future world, data sharing is an act of citizenship. *Reflection* uses data for good by changing attitudes towards data sharing through the visualisation of data and its uses. *Reflection* is a philanthropic service that uses shared data to benefit local businesses, communities and individuals.



# GLASGOW CITY ARCHIVE

CALEN BROWN



A regenerative view on the inhabitants, visitors, architecture and life in a sprawling city

Within the city of Glasgow our future world focuses on local citizenship. This emerged the opportunity to design for a new Glasgow and initial research had our group looking into how such time could affect a city. My focus being on the people within the city and how they might be affected.

Following my research, I investigated how I could implement regeneration for the future citizens of Glasgow. Persona studies finding that a visual regeneration of the people who inhabit a space. Allowing for a visual regeneration and development to the people and city. Looking into how people want to feel at home and that they are imprinted in the city I investigated this visual regeneration.

My final prototype is the “Glasgow City Archive” a regenerative visual archive that consist of a handful of Glasgow city cameras and projectors that capture people on their commutes to which then displays them for the public. Once displayed the pictures are them time dated and archived into a website for anyone o goes and have a look at Glasgow and its people.



# CITIZEN NOMAD

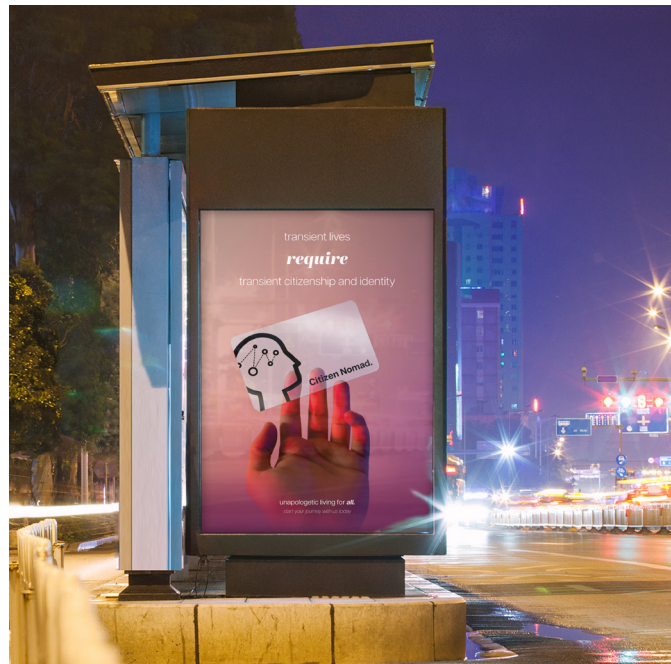
KA LEE

Within our future world which is based on local citizenship, people who live nomadic lifestyles may still struggle to intertwine within societies and feel a sense of belonging to an area. This lifestyle can be seen in two lights - something to be adopted, or something forced upon. If homelessness and van life are what we're seeing now, what might this look like in ten years time? Who are our future nomads? And how can we better support this group of people in the future?

*Citizen Nomad* is an infrastructure which is a response to the rapid shift of lifestyle changes where, in the future, people will become more mobile in their living. It places people at the forefront of citizenship by providing them an alternative way to register their existence beyond the use of a home address. The maintenance of this citizenship is tied to community participation and engagement.

*Citizen Nomad* is a new type of citizenship which affords its citizens to:

- The right to recognised citizenship status as a Nomad
- The access of basic needs and services within the local area
- A legal form of identity based on biometric data.







# CFARVS

WENYANG LEI

“The way I see it, if you’re gonna build a time machine into a car, why not do it with some style?”

Back To The Future

CFARVS is named from the abbreviation of ‘Community Future Augmented Reality Voting System.’ It is a voting system designed to allow residents to earn green credits through a certain set of behaviors: helping community residents, sports activities and saving electricity. After that, residents can spend green credits and place virtual models of public facilities that they think are beautiful and beneficial to the community facilities in the community areas through their mobile devices. Also they can view the virtual models placed by other resident and vote for them with green points. When the vote reaches a certain limit, the city council will accept the public facility project and use the community budget for investment in construction.



These virtual models will be integrated with the real worlds and present the possible future of the community for the Citizens. This is not only reward-based on an individual or local level, but also for the benefit of the entire grid of community.

# SOUNDS OF SOIL

ALEXANDRA WIECK

"Especially in the context of regeneration, when looking at Wicked Problems, the 'wicked' element to them is often just a lack of not even knowledge, but experience— a lack of visibility or tactility."

*Sounds of Soil* is a project aimed at the sensory mediation and accessibility of scientific data to a non-scientifically - versed general public. Drawing on concepts such as Citizen-Science and Experiential Knowledge, it tries to bridge the gap between knowledge and understanding of our Ecosystem through involving people into the exploration, monitoring and diagnosis of our environments 'condition'.

The sound sculptures are found in 'transitional spaces' - intersections of the realms of human and eco-system - like parks, gardens, and urban wasteland, where, in similar fashion to stethoscopes, they allow the listener to discover and listen into the earth.

A sensory window to the land's lifecycle and health, this blend of scientific data stream and intervention is not just supposed to facilitate local monitoring of a community's soil's health, but also to instigate awareness, curiosity, and empathy about our green others on both a cultural and individual level.

