



Faculty of Design

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## COLreg: The Regenerative Community

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# COLreg:

The Collective Regenerative Region

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*Keynotes: systems oriented design; codesign; regenerative regionalism; systemic approach to ecosystemic performance; systemic design*

*‘Over the past three decades we have witnessed shifts, connections, and reframings in just about every area of design: how design is done, who is doing it, for what goals, and what its results are. These changes show a move from the designing of things to interactions to systems, and from designing for people to designing with people and by people.’ (Sanders & Stappers, 2014)*

Codesigning public spaces services with local residents and other stakeholders is slowly entering communal practise. In this case, Collaborative Collective was invited by Prague 22 district to facilitate codesign workshops and to conclude their results in systemic design proposal for communal land regeneration. The WIP project is approached as ‘bioregioning—an activity that creates value’ (Thackara, 2019). It is synergising both, a biocorridor as well as circular economy within the region through communal and community-based cocreation – combining bottom up and top down approaches. To accomplish the study, the project covers four actions, two of them were simultaneous. Following Sevaldson’s research (Sevaldson, 2018), gigamapping (visual diagramming of complexity) was selected a tool for the cocreative processes. At the first stage, only the critical expert stakeholders and critical community representatives were invited to engage larger audience through their web (see Figure 1). All representatives were first ask to develop their ‘minimap’ (Davidová, 2014) – to map their own universe in relation to the project. After that, they received scissors and they had to organise the items from each minimap into a gigamap, finding relations amongst each other. Simultaneously, an ecosystem mapping was performed by the second author together with the first author’s students (see Figure 2). Migration routes and their barriers and existing shelters for wild animals were searched during this mapping. Furthermore, interesting objects suitable for conservation were mapped. The survey showed that the area creates a migration barrier between the forest and the watercourse due to the fences. This barrier is impermeable to all larger animals. It has also been found that most of the existing areas can be maintained for park design. The second author also performed a basic mapping of the ecosystem. It showed that the area is very attractive for honey bees and birds. These species have enough food and nesting possibilities. The session was finalised with presentation and discussion of both groups in search for synergy amongst human and non-human communities and stakeholders. This workshop shaped and formulated the discussion for the call to the second gigamapping workshop that was already fully open to public (see Figure 2). The workshop followed the same methodology of combining mini- and gigamapping. All these sessions were afterwards concluded into the systemic design proposal (see Figure 3) to be discussed with public. For the public discussion, the original plan was to print out the map and collaboratively draw over it on transparent paper. However, due to the COVID-19 pandemic, this session had to be transferred to online tools of Zoom and Facebook. The next to the prior advertisement, the citizens will be notified on Facebook that the district ‘is live’ and will be able to either follow or join on Zoom.





Figure 1: First codesign workshop with critical community representatives and stakeholders at the City Hall of Prague 22 (Photo: Davidová 2019)



Figure 2: Ecosystem mapping (Photo: Zimová, 2019)





Figure 3: Second codesign workshop with community representatives and stakeholders in local museum (Photo: Davidová 2019)

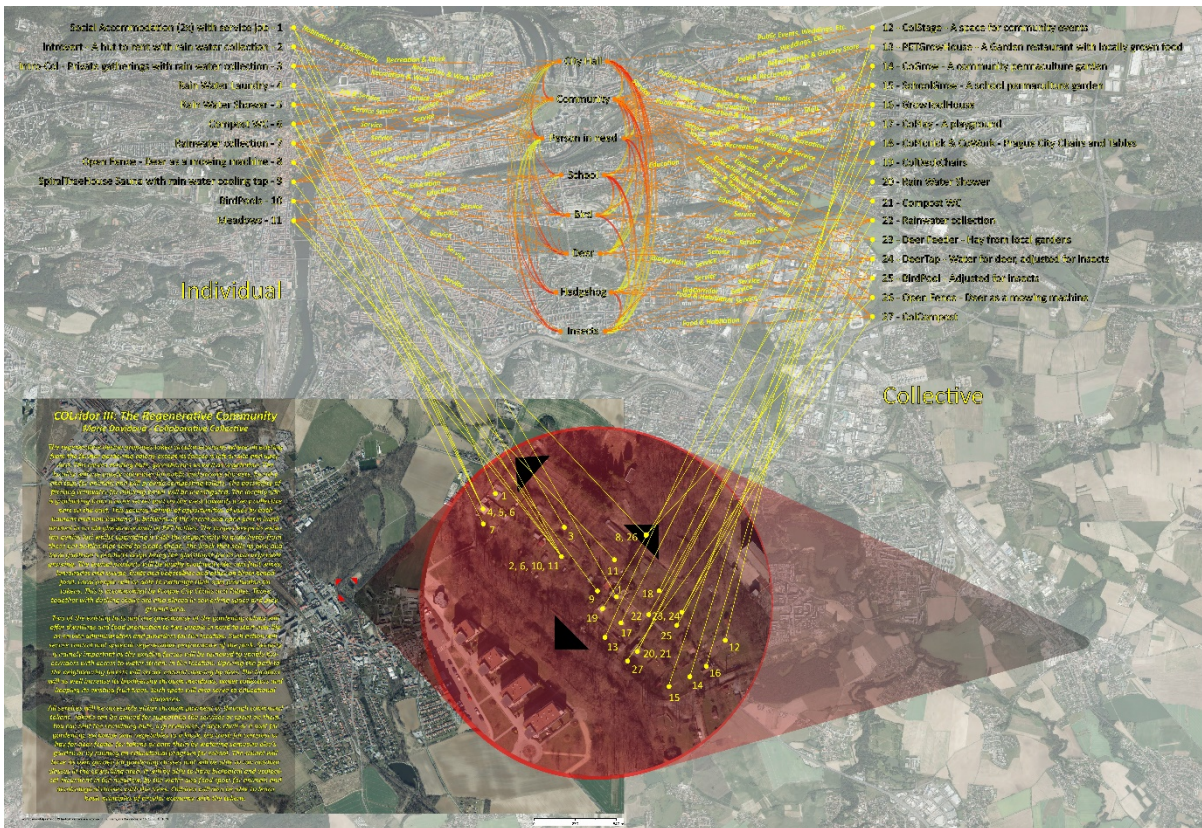


Figure 4: The project proposal for public discussion (Davidová 2020)



The current regenerative codesign proposes token circular economy where all existing from the former gardening colony except its fences is left on site and upcycled. This covers existing huts, greenhouses as well as vegetation. The locality will use purely rainwater for public and private showers, laundry and taps for animals and will provide composting toilets. The possibility of filtering rainwater for drinking water will be investigated. The locality site is graduating from a more secret part on the west towards a very collective part on the east. This secures variety of opportunities of uses by both humans and non-humans. In between of the secret and open part is kiosk located in an old glasshouse built of PET bottles. The project keeps its existing genius loci whilst upgrading it with the opportunity to grow herbs from those pet bottles that need to create shade. The kiosk that sells its own and local gardener's products keeps being the glasshouse for its own vegetable growing. The typical products will be locally produced cider and fruit wines, lemonades and syrups, fruits and vegetables and other on them based food. Local people will be able to exchange their own production for tokens. This is accompanied by Prague City Chairs and Tables. Those together with decking chairs are also placed in coworking space and playground area.

Two of the existing huts (see Figure 5) and one greenhouse (see Figure 6) of the gardening colony will offer dwellings and food production to two people in need to start new life as service administrators and providers for the location. Such action will secure control and systemic regenerative performance of the park. Security is namely important as the existing fences will be removed to enable biocorridors with access to water stream in the location. Opening the park to the neighbouring forests will secure natural mowing by deer. The location will as well increase its biodiversity through meadows, water collectors and keeping its existing fruit trees. Thanks to these opportunities, the site will offer even greater opportunities for bird nesting and the occurrence of small mammals, including protected species. Such spots will also serve to educational purposes.



*Figure 5: The territory with existing huts and greenhouses (Photo: Zimová, 2019)*





*Figure 6: One of the existing DIY greenhouses in the territory (Photo: Zimová, 2019)*

All services will be accessible either through payment or through communal tokens. Tokens can be gained for supporting the services or spent on them. You can rent the remaining huts, a greenhouse, a deck chair or a spot for gardening, exchange your vegetables to a kiosk, bio trash for compost or hay for deer feeder for tokens or earn them by watering someone else's garden or by running an educational program for school. The school will have its own garden for gardening classes and will be able to run outdoor classes in the coworking area. It will be able to have biological and ecological excursions in the meadow, by the water and food spots for animals and dendrological classes with the trees. Children will also be able to learn basic principles of circular economy with the tokens.

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