

GLOBAL ECONOMIC

MATTHEW GILLILAND

XINTONG GUO

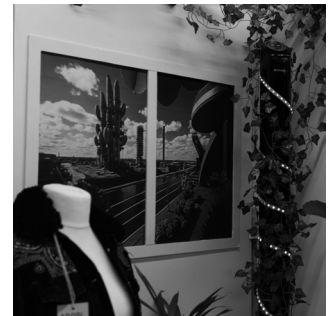
PATRICK SHEFFIELD

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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

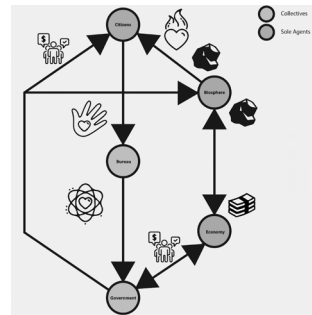
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A governmental service enabling citizens to co-design an economic metric that represents what they value.

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.

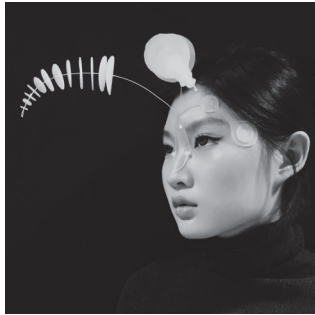
The goal of the project was to create a system that would perpetuate regenerative action within the financial system at national levels.

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.