Permaculture Futures

DESIGN 3 WAYS

BRIDGET O’BRIEN & CHARLIE BRENNAN PHD
IN COLLABORATION WITH MARIO YANEZ

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Permaculture Futures

DESIGNING & IMPLEMENTING SUSTAINABLE LIVING SYSTEMS.

Transition movement grew out of Permaculture to meet the challenges of climate change, peak oil & energy decent.
DESIGN
The art or process of planning creating and maintaining something.

PROCESS
A series of actions or steps taken in order to achieve a particular end.

• We are all designers. With the ability of making choices to live by default, or by design.
• There is no single best way to design. All tools that assist us in achieving our aim are welcome.
• It takes more than one mind to think of the whole. Collaboration provides more perspective.
• The process doesn't stop at cultivating ideas. Making a move and evaluating the outcome are an integral part of the process.
Design 3 Ways

REPLICATION

HOLISTIC PROCESS

RADICAL REDESIGN
Replication

HEALTHY PATTERNS

Found in all parts of life
Used to create new productive systems
Each context will be unique
Replication

• Food security
• Working with allied professionals
• Regenerative solutions
• Carbon sequestration
• Highly visible by public
• Design beyond the site
Replication

Local Integrated Food Enterprise
Opa-Locka Community Development Corporation

marketplace

farm
Replication

Foodways

New York City Parks & Recreation
Replication

Regenerative Design Platforms

USDA Forest Service Food Forest
Chose One:
- **Social Inclusion:**
  - Design a public park to be welcoming to arriving refugees coming from around the world.
- **Resource Access:**
  - Design for the local power company closing down in 6 months with a government supported transition to local community based power.

### Replication

- **a.** Identify an existing project or program you are aware of that can be replicated for your design.
- **b.** Play with those existing patterns, represent with drawings and words how they inspire a possible solution.

### Design Challenge
Holistic Process

‘ADAP'T’ GAME & TOOL KIT

Application of design principles

Holistic consideration

Increased care awareness

We’re in each part of the process at every moment.
Holistic Process

Adapt is a playful tool to help individuals and groups of varying skill levels apply holistic design process to each aspect of our lives.
Holistic Process

Just the Phases: Core of the holistic design process
Holistic Process

Adapt
Create the world of your dreams

WHAT DOES IT ALL MEAN
This poster is an educational tool designed to supplement the Adapt Board Game and provide further explanation of a design process.

Holistic Design Process Detail

KEY
- Why Goals: Needs for which you are designing
- What Ends: Permaculture Design Principles
- How Ends: Principle of Exchange
- Few Ends the design in response to the Core
- When the design of the Core
- Emergence is innovation informed creativity
- Awareness is the starting point of the process
- To separate throughput from destructive waste influences the outputs and design process

Use & Value Diversity - Small & Slow Solutions - Integrate Rather Than Segregate - Design from Pattern to Detail - Use & Value Renewable Resources - Produce No Waste
Holistic Process

4 Question Process: The game board simplified

- **CARES?**: How does your idea care?
- **WHAT?**: What ideas develop?
- **WHY?**: Why are you designing?
- **HOW?**: How do you take action?

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**Holistic Process**

Draw & write out your answers:

1. Why are you designing?
2. What ideas develop?
3. How can you take action?
4. Does it care?

**Design Challenge**
These ideas previously expressed in an article in the May 2017 Permaculture Design Magazine

Radical Redesign

HACKING HABITUATION

Examining social constructs

Existing systems are failing

Nothing is weird anymore/everything is weird now
Radical Redesign

Radical redesign is when we see the social constructedness of everything.

What are we designing for in the future?

“Fracture renders the familiar explicit.”

Heidegger
Radical Redesign

Challenge the System
Radical Redesign

Time to get real...
the great and terrible
Radical Redesign

A Non-Method

• Ask destabilizing questions
• Find the stories we live in
• Reject mainstream & status quo
• Go back to ‘the core’
• Say “that’s enough”
• Be prepared
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**Radical Redesign**

a. Write 1-3 questions that fundamentally challenge what you have designed so far.

b. Sit with that...walk away from it...breathe into it.

c. What comes up?

**Design Challenge**
Design 3 Ways

- Replication
- Holistic Process
- Radical Redesign
Thank You!

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Permaculture Futures: Design 3 Ways

LET'S CONNECT!

BRIDGET O’BRIEN
RESILIENTSPIRALS@GMAIL.COM

CHARLIE BRENNAN PHD
CWSBRENNAN@GMAIL.COM

MARIO YANEZ
MARIO.M.YANEZ@GMAIL.COM