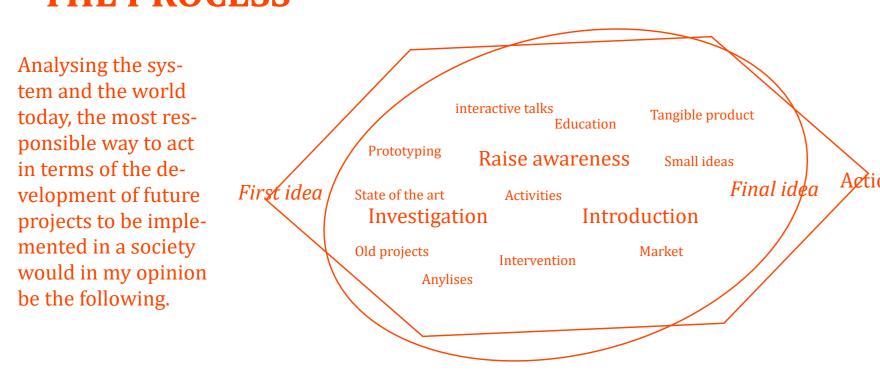
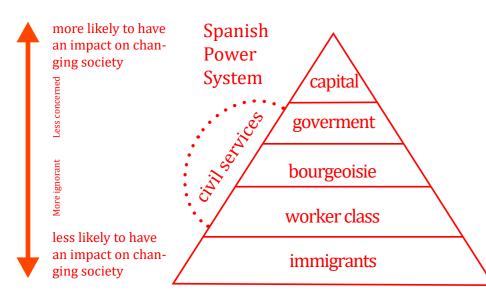
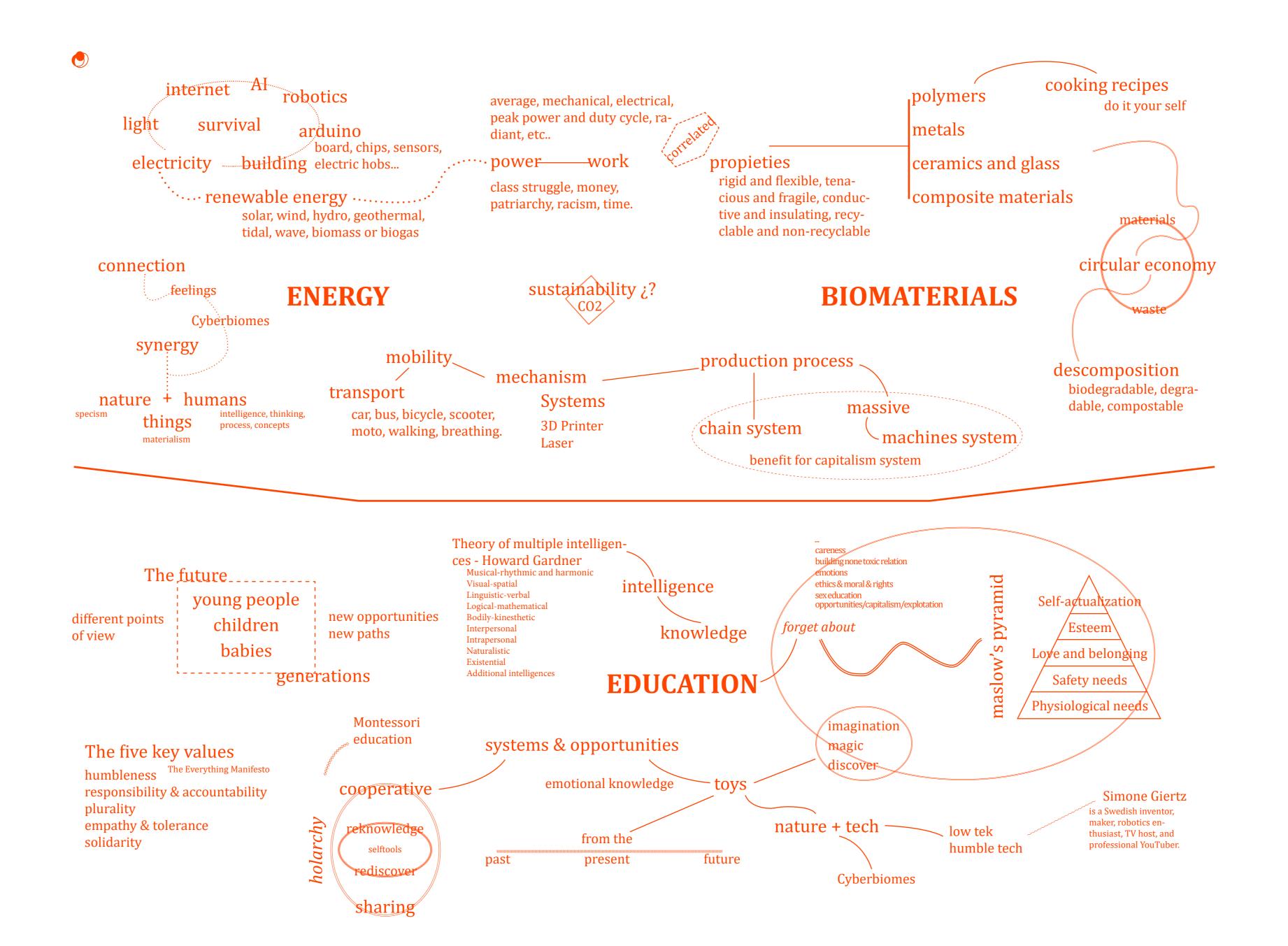


THE PROCESS





Also, to understand the process itself as a way of bringing people together in ideas and thoughts, in creating the world as a cooperative, and not as a pyramid as today. Giving opportunities, and also knowing all the different states of systematic power and the changes that can help each link.



Why building their own toys?

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PREVIOUS PROJECTS

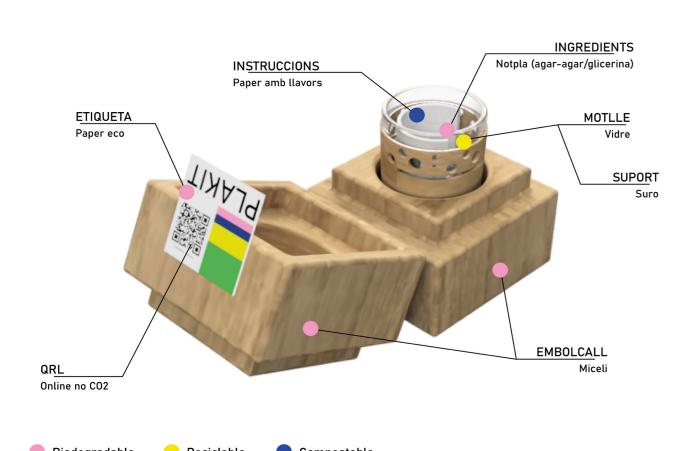
Plakit

Anna Mestres

This project aims to design a product that approaches citizens with new and sustainable materials. Using the ecodesign methodology.

Based on the study and analysis of different innovative materials, a learning kit has been developed for pupils in the second cycle of primary education in schools that apply the cooperative methodology, to make a bioplastic based on agar-agar, and different activities that correspond to experimental learning.

The feasibility of making the bioplastic has been studied experimentally. The feasibility of the final project was also studied, based on a study of mechanical simulations and the final costs of the project.



Here you can find all the documentation

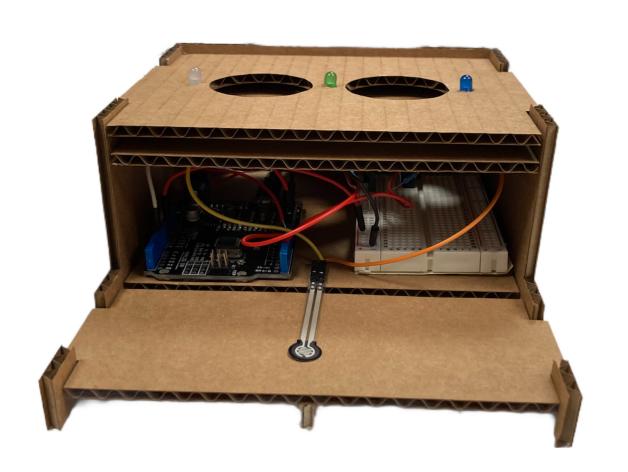
https://upcommons.upc.edu/handle/2117/349500

Previous Intervention_The biosizer

Kai Nieves & Anna Mestres

Collective intervention based on how to create a music box for children with electronics and biomaterials. Our intervention includes sharing information by giving a workshop to teachers and children, on how to create their own biomaterials and then teaching them that depending on the properties of each material and the force you apply, it translates into the type of sound that the box makes.

The main values we wanted to convey to the children were the alternatives of new materials that satisfy ecological expectations. As well as understanding how energy is transmitted in each material depending on its properties.



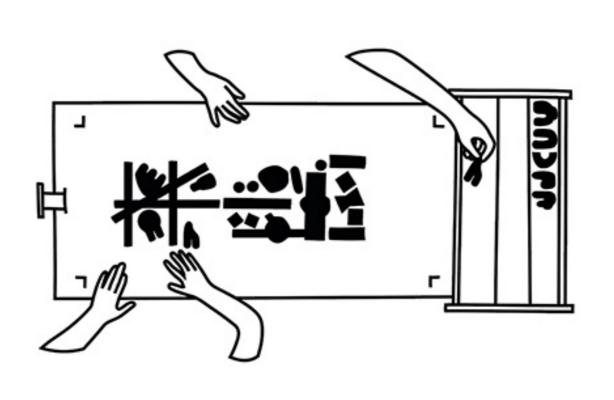
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Silent Playscape

Ines Budriles & Morgane Shaban

The Silent Game was originally created by John Habracken and Mark D Gross, in the context of Design Research in the Department of Architecture at MIT. The game was originally published in 1987 the book Concept Design Games by the same authors. For the first microchallenge of MDEF's Fabacademy, Morgane and Ines developed a version of the board, pieces and instructions, that would enable two people to play the game, developing a space of implicit communication through the silent alternative creation of patterns, sculptures or images. The original version of the game asks to have pieces of different shape, size and colour. For this reason we are using transparent acrylic, plywood, and the acrylic negative is used as a "generator" for casting biomaterial pieces of different colours. This "generator" is a part of the board, so in case any piece is lost, it can easily be replaced.



Here you can find all the documentation https://gitlab.com/morgane_shaban/silent-board-game

COLLECTIVE

<u>Electronics</u>		Education		Biomaterials	
Done education Renewable energy solar	Educaires Becquel	Connecting people with nature	Bosc Turull Tinguem cura del planeta	Artist	Clara Davis Cynthia Nudel Lara Campos
Consultancy and technological development Technology for social	Coopdevs	Collaboration social and cultural changes Schools	Incoop Andròmines job placement Enxaneta	Factories I I I I I I I	Oimo DAN*NA Agro Biomaterials
transformation Artist	Simone Giertz is a Swedish inventor, maker, robotics enthusiast, TV host, and		Xantala Escola Natura	Library of Sustainable materials	Future Materials Bank MaterFad
	professional YouTuber.	Toys designers	Londji BCNC Custom Lalaloom	Developing sustainable materials Recipe Book	Organic Matters Materiom

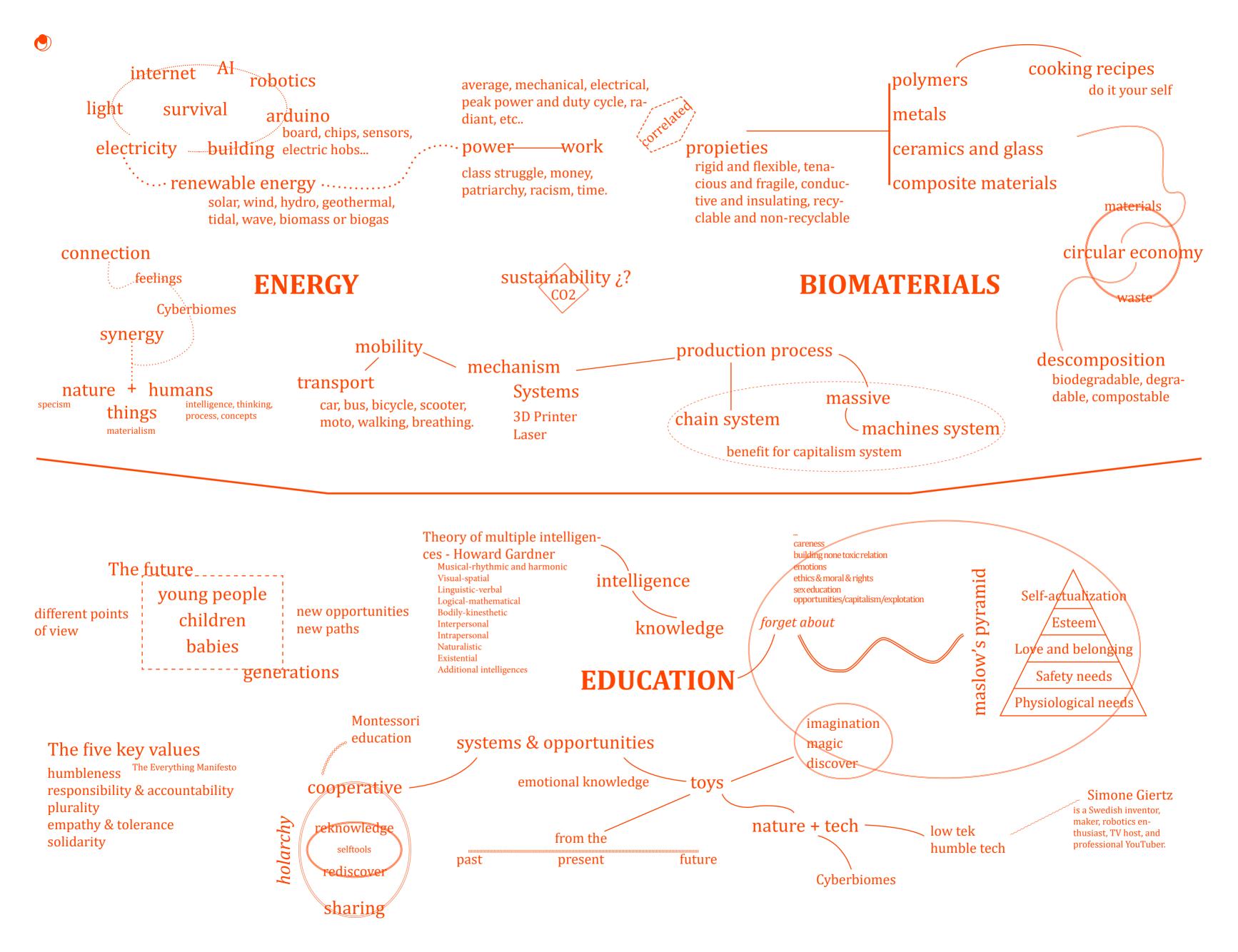
NEXT STEPS

Contact Xantana and Escola Natura in order to understand how they work and what their vision of the education of the future is, and how they intend to get there.

Intervention to understand how the kids understand which are the old toys and how are gonna be the toys of the future.

Intervention to build their own toys with materials from nature, without any treatment.

Workshop how to build your own bike for children.



MY FIGHT

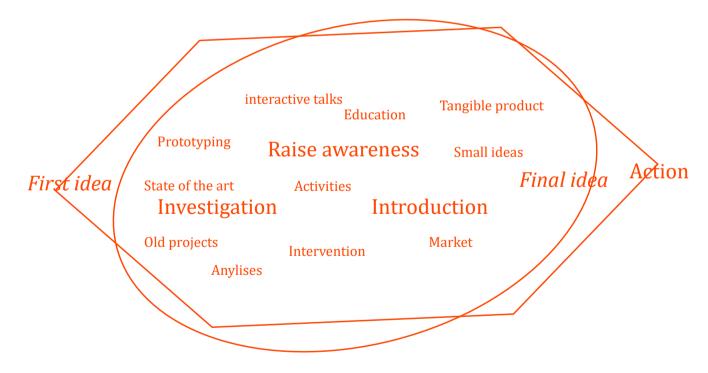


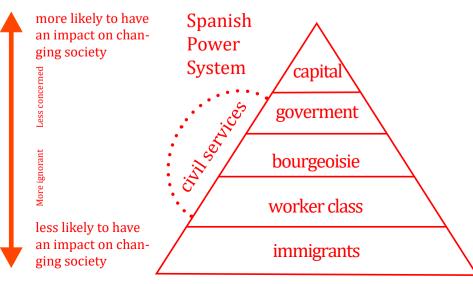




THE PROCESS

Analysing the system and the world today, the most responsible way to act in terms of the development of future projects to be implemented in a society would in my opinion be the following.





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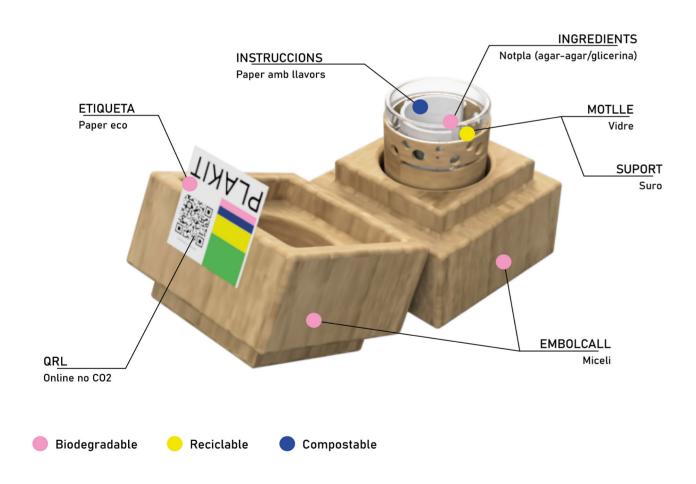
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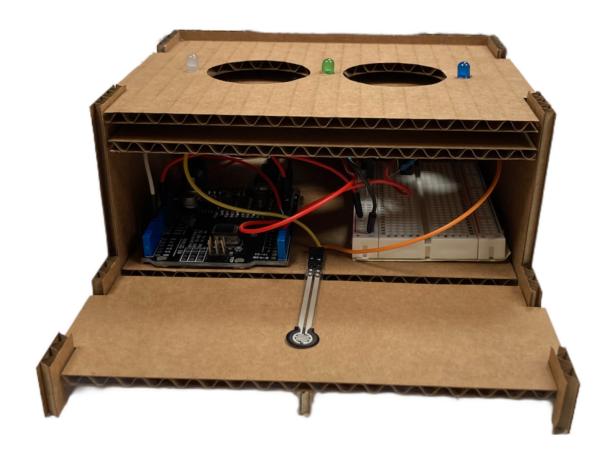
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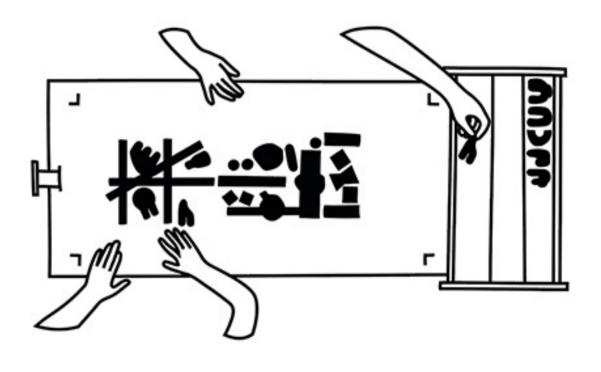


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