

Projecto HCI : Perm-App-Culture

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1 Introduction - Project Definition

1.1 Permaculture Presentation

Permaculture is a set of design principles centered around whole systems thinking simulating or directly utilizing the patterns and resilient features observed in natural ecosystems. It uses these principles in a growing number of fields from regenerative agriculture, rewilding, community, and organizational design and development.

The 12 principles of permaculture most commonly referred to are first described by David Holmgren in his book *Permaculture: Principles and Pathways Beyond Sustainability* (2002). They include:

- Observe and Interact
- Catch and Store Energy
- Obtain a Yield
- Apply Self Regulation and Accept Feedback
- Use and Value Renewable Resources and Services
- Produce No Waste
- Design From Patterns to Details
- Integrate Rather Than Segregate
- Use Small and Slow Solutions
- Use and Value Diversity
- Use Edges and Value the Marginal
- Creatively Use and Respond to Change

1.2 Permaculture : The way of saving our planet

Pablo Servigne, a french scientist, has writed a book about the collapse of our society. It's not a fantasy book, it's a scientist book with real fact and the conclusion is : We will have to deal with all the usual thinks without petrol.

Indeed, petrol is the base of all in our society, we use it to make clothe, medicine, ... y food.

The question is : How to feed the planet without petrol and all the advantages this substance can bring to our society ?

A good way could be the permaculture. In fact, in Paris the people of the 19 century cultivated with this way and a good amount of food of the city was produced thanks permaculture **intensive**.

Pablo Servigne tell in the future, the persons in the cities will have to garden to have food. He said, it will be persons who don't know a thing about permaculture who will go to this direction.

For know, those facts are visible at a little scale. We see people who want more proximity with the nature and who learn by their-selves how to garden.

1.3 Project Presentation

So, right now the question is : how to help those people to start to garden easily ?

It's the purpose of our app. We want to provide to the people who want to start to garden easy sources of informations, tutorials, a strong community and good exemples.

Of course there is lots of information in the web, in apps, in videos or in books but none of those way take the user by the hand to help him to begin the gardener of tomorrow.

2 Analysis of the existent

To understand the subject, we have studied what is existing. We have find lot of website, applications, videos and books which talked about permaculture. But all those things do not provides conceals for the beginners or people who wants to learn new technique. I will take french examples because it's what I am reading the most.

2.1 Website

In websites there is good information which are clear and well writed but the thing is that you have to be in your computer to follow the evolution of your garden or to be aware about the news of the newest techniques.

2.2 Application

In applications, the people don't give conceals for the persons who wants to learn. The apps just provide calendar's for plantation, give the link to new articles but there is nothing for the persons who want to learn or share their way of doing.

2.3 Video

Most of permaculture videos are in youtube. It's a really good way to learn because it's visual but there is not the theoretical aspect that's is very important in permaculture. The knowledge in permaculture is as important as the physical production.

2.4 Books, Articles and other papers formats

Of course those supports are the best to learn how to do permaculture but the important amount of knowledge you have to get before to start will scare most of the people.

At the end, our app will combine all the good aspects of those supports to make the life of the user easier.