welcome to Vol. 6 No. 6 of BFI_News, the e-bulletin of the Buckminster Fuller Institute
BFI_News brings you news from around the world related to humanity's option for success and comprehensive design solutions. It also features updates from BFI and periodic special offers for our members.
BFI UPDATE

DESIGN SCIENCE LAB

The first session of the Design Science Lab was a great success! Our 7 day inaugural Design Science Lab began with presentations to the participants by representatives of the UN Millenium Development Goals, followed by 2 intensive days of orientation at both the UN and BFI, followed by five 10-12 hour days of research and design at the United Nations International School (UNIS). The Lab ended at the UN with a presentation by the participants of their work to representatives of the Millennium Development Goals program. The 27 participants represent almost all continents, speak 17 languages, and range in age from 14 to 39. For pictures of Lab participants and Lab facilitator, Medard Gabel of BigPictureSmallWorld,Inc (former co-founder of World Game Institute), click here:

http://www.bfi.org/summerlab/p/blog/files/group/UN01.jpg

Interested in learning more? Sign up for our DSL mailing list on the Lab website:

<http://www.bfi.org/summerlab>

Stay tuned for lab reports and information about applying for the 2006 lab.

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DYMAXION ARTIFACTS STORE UPDATE

Design Science Toys, the manufacturer of Tensegritoy, Roger's Connection, Synergy Ball, and Tensegritoy Extender has closed up shop. We have limited stock of these items available at our store, but they're going quickly. This is your last chance to own one of these wonderful educational toys and models!

To place an order please use one of the links below:

http://bfi.easystorecreator.com/Browse_Item_Detai ls.asp/Item_ID/60/cateq_id /3/parent_ids/0,3/Name/Tensegritoy> Tensegritoy Extender Kit http://bfi.easystorecreator.com/Browse_Item_Detai ls.asp/Item_ID/62/catea_id /3/parent_ids/0,3/Name/Tensegritoy_Extender_Kit> Roger's Connection http://bfi.easystorecreator.com/Browse_dept_items .asp/Sub_Department_ID/3/c ateg_id/3/parent_ids/0&Jump_To_Items=R> Synergy Ball http://bfi.easystorecreator.com/Browse_Item_Detai ls.asp/Item_ID/65/catea_id /3/parent_ids/0,3/Name/Synergy_Ball> Need to renew your BFI membership? If you are a current member and would like to continue receiving the benefits of membership, please visit our membership homepage at <http://www.bfi.org/membership.html> Not a member? Find out what you're missing! FOOD FOR THOUGHT I am enthusiastic over humanity's extraordinary and sometimes very timely ingenuities. If you are in a shipwreck and all the boats are gone, a piano top buoyant enough to keep you afloat that comes along makes a fortuitous life preserver. But this is not to say that the best way to design a life preserver is in the form of a piano top. I think that we are clinging to a great many piano tops in accepting yesterday's fortuitous contrivings as constituting the only means for solving a given problem. --R. Buckminster Fuller

TRENDS & PERSPECTIVES

Operating Manual for Spaceship Earth

Tensegritoy

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InstantSOUP - an electronics cookbook

InstantSOUP is a path into electronics using an approach of "learning by making", introducing electronic prototyping in a playful, non-technical way. It was developed following the experience gained in teaching physical interaction design at Interaction-Ivrea.

InstantSOUP is intended for an audience of design students `interaction design, product design, architecture ` and for people who work with Macromedia Flash ` and Action Script. It makes the first steps into the world of physical prototyping almost as easy as preparing Instant Soup.

InstantSOUP is a way to connect the virtual and physical worlds. It teaches how to make physical input devices for games, how to connect repurposed electronic gadgets to Flash, how to activate physical objects from remote locations and even how to create little robots. When you start mixing the different soup ingredients your possibilites are pretty vast.

http://instantsoup.interaction-ivrea.it/index/index_instantsoup

(Source	e: Wor	Ldchang	jing)				
City's	first	solar	subway	station	hails	eco-transportation	

The newly reconstructed Stillwell Avenue subway station in Brooklyn has become the city's first solar-powered train terminal, and one of the most environmentally responsible mass transportation sites built in the U.S. The 76,000-square foot state-of-the-art solar roof, manufactured by RWE SCHOTT Solar, is expected to contribute approximately 250,000 kilowatt hours a year to the station's non-traction power needs.

http://www.sustainablebusiness.com/news/sbnews.cfm?id=6388>

(Sour	ce: Susta	inable 1	Business)			
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ENSC0	produces	global	environmental	MEMS	sensors	(GEMS)

Technological advancements in MicroElectroMechanical Systems (MEMS) and nanotechnology have inspired ENSCO to propose a revolutionary observing system known as Global Environmental MEMS Sensors (GEMS). The GEMS system features "micron-scale" airborne probes that can take measurements over all regions

of the Earth with unprecedented spatial and temporal resolution.
http://www.ensco.com/products/atmospheric/gem/gem_ovr.htm
(Source: ENSCO, Inc.)
Wake up and smell the rastra
Rastra is a popular brand of insulated concrete form, known in the trade as ICF. Imagine Lincoln Logs made of spongy, lightweight concrete and you get the idea. A typical Rastra block is 10 inches thick, 15 inches high and 7 1/2 feet long. Since 85 percent of its volume is recycled polystyrene (the rest is Portland cement, curing agents and hollow space), two people can easily heft its 120-pound weight. The blocks' polystyrene content serves as insulation. Once the blocks are stacked, the builder fills their hollow channels with rebar and structural concrete. Voila! The result is a home that's as earthquake resistant, fire-resistant and sound-deadening as a bank vault. Stuccoed on the outside, plastered on the inside, the buildings are virtually maintenance-free.
http://seattlepi.nwsource.com/athome/226895_rastra04.html
(Source: SeattlePI.com)
Panoscope 360
Enter the Panoscope 360° to be fully immersed in a 3D world. A 3-axis joystick placed at the center of the viewing platform will let you and your friends (up to 8) fly through the space as in dreams. This single channel immersive display uses a PC and a custom designed hemispheric projector above your head to project in real time a rendering of your entire horizon onto the hemispheric screen.
<http: www.panoscope360.com=""></http:>
To watch streaming video of the Panoscope in action, visit: http://panoscope360.com/rv-video1.html >
(Source: Wired Nextfest 2005)
RESOURCES

Princeton University Art of Science Competition

This university-wide competition included submissions of imagery produced in the course of research or incorporating tools and concepts from science. The response was overwhelming, more than 200 entries from nearly 100 individuals in 15 departments. Princeton selected 55 of these works to appear in the 2005 Art of Science Exhibition.

The resulting assembly of images presents a fascinating and beautiful cross section of the arts and sciences at Princeton. It celebrates the aesthetics of research and the ways in which science and art inform each other.

To view the winning submissions, please visit:
http://www.princeton.edu/artofscience/about.html
Declare your energy independence!
The Campaign for America's Future is asking individuals to share photographs of actions you've taken to foster American energy independence (e.g. using energy efficient transportation, employing energy-saving technologies at home, etc.) and explain how this represents your personal commitment to energy independence. They will publish your material online and shower it on the President and Congress to let them know the time has come for energy independence and sustainability.
http://straighttalk.ourfuture.org/energy/our_independence.cfm
Adrian Rossiter's Packinon
View some beautiful images created using Packinon, a new geometry program invented by Adrian Rossiter.
http://www.terra.es/personal/adrian_r/index.html
(Source: Dick Fishbeck)
Finding a green home

http://www.worldchanging.com/archives/002930.html#more

manufacturers, resources, and tips.

Based on a new report from the University of Toronto's Dept. of Civil Engineering on the financial benefits of building green, Worldchanging presents this listing of green home

(Source: Worldchanging)
Map pinpoints wind-power centers
A new map highlights spots where there is enough wind to provide electricity to the whole world ~ and then some. In putting together a global and U.S. map, researchers found that wind power could provide 40 times more electricity than is needed worldwide.
<http: 7955412="" id="" msnbc.msn.com=""></http:>
(Source: MSNBC, Space.com)
EVENTS
SNEC Workshop on Structures (Synergeticists of the NorthEast Corridor)
July 23-24 SUNY Oswego Department of Technology, Design Studio Wilber Hall, Design Studio, Room 350 Oswego, NY
For more information, directions, and application forms, please visit:
http://snec.cjfearnley.com/snec.announce.meeting.2005.07.html
To view the report from last year's workshop, please visit: http://snec.cjfearnley.com/snec.meeting.2004.07.html
Solar Decathalon
October 7-16 National Mall Washington, D.C.

The Solar Decathlon is a competition in which teams of college and university students compete to design, build, and operate the most attractive, effective, and energy-efficient solar powered house. The Solar Decathlon is also an event to which the public is invited to observe the powerful combination of solar energy, energy efficiency, and the best in home design.

The event takes place on the National Mall in Washington, D.C. The teams' houses and the sponsors' educational exhibits form a solar village, which is open to the public, October 7-16, 2005. The teams' houses will be open for touring everyday except October 12, when they will close for competition purposes. An overall winner will be announced midday on October 15. See the schedule for more information.

http://www.eere.energy.gov/solar_decathlon/about.html

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Games for Change Salon: Behind the Scenes of the UN's Food Force

Thursday, July 20 6-8 p.m. Fund for the City of NY 121 Ave of the Americas (@ Broome St.) 6th Floor

Games for Change is a nonprofit organization working to bring together nonprofits and their partners in industry, academia, and the arts to explore the use of digital games for social change. G4C is an offshoot of the Serious Games Initiative, which is focused on uses for games in exploring management and leadership challenges facing the public sector.

For more information visit: http://www.gamesforchange.org>

RSVP (requested but not required): <rsvpgamesforchange@yahoo.com>

Have you come across interesting Design Science news articles, resources, or events?

We invite you to forward them so we can consider them for inclusion in future e-bulletins. Send them to:
mbarron@bfi.ora

If we use your suggestion for future e-bulletins and you would like to be credited by name, please indicate it in your e-mail.

Thank You!

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