

Material SWOT Analysis

Assessing the potential of material explorations

Strengths

- Creating a sustainable living sculpture/food garden without needing a particular space to cultivate.
- Everybody can have it & can create it.

- Transform garments into living gardens.
- Bring back green cities by occupying spaces w/ living sculptures that grow food.
- We can have flying food gardens.
- Bring back pollinators to the cities.

Opportunities

Weaknesses

- Biomaterials don't let the seeds grow inside.
- It may fall depending on the structure.
- It has to be well taken care of in order of it to work & grow (sunlight & water).

- That the sculpture disintegrates.*
(Even though we want this to happen since we are talking about a sculpture made of earth, only that w/ time it would decompose itself)*

- Just that we want it to complete its purpose before decomposing.

- That the seeds do not grow and the sculptures become another waste.

Threats

Title of the project:

Members of the group (3 persons):

Material Feedback

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Application

→ Creating a thin layer of biomaterial β on top, putting some fertilizer such as compost w/ the seeds on it so they can grow β attach themselves to the biomaterial.

Crafts

→ Experimentations of different biomaterials, to test their properties β determine which can be functional w/ the seeds can grow inside of them.

Digital

→ Thinking of possible methods of creating a machine that can extrude the bio-thread w/ the seed already inside or after the extrusion, apply them by hand.

Experimentation

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Material Properties	DIY Recipes	Experimental Processes	Possible Applications	General Feedback
<ul style="list-style-type: none"> → Soft → Elastic → translucent → bio-degradable → natural based. 	<ul style="list-style-type: none"> → Agar Agar <ul style="list-style-type: none"> • 10 gres. → Water <ul style="list-style-type: none"> • 200 ml → Vinegar <ul style="list-style-type: none"> • 2 gres. → Glycerine <ul style="list-style-type: none"> • 2ml → soil. <ul style="list-style-type: none"> • 10 gres. (varies) 	<p>We tried different ways to cultivate in bio-materials.</p> <p>→ A1 (Experiment)</p> <p>→ A2 (exp)</p> <p>→ B (exp)</p> <p>→ C (exp)</p>	<ul style="list-style-type: none"> → pot to grow food. → sculptures in cities that grow food. → Clothing that grows plants/food & decomposes. 	<p>→ It has been only a week & four days since we start the experiment. Feb. 10</p> <p>• We have realized that for the seeds to germinate, they have to be in a warmer temperature. Feb. 20</p> <p>↳ And the seed have not grown.</p> <p>↳ So we did like a small green house w/ plastic to keep them in a warmer place & see if they grow in a week more.</p>

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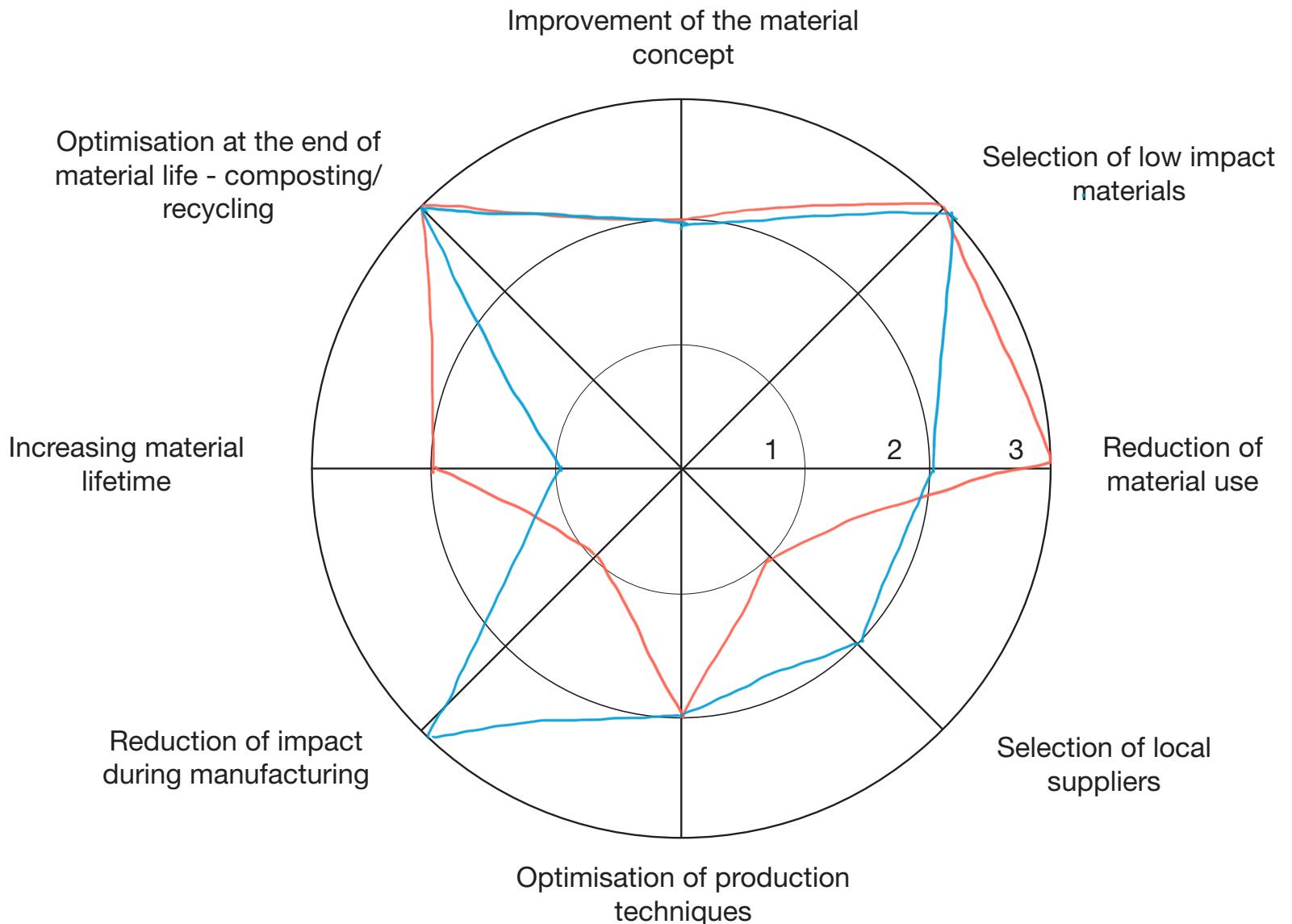
Ecodesign Strategy Wheel

Assessing the impact of material explorations

Legend	
■	Actual Material
■	Ideal Scenario Material
1	More Impact

2 Intermediate

3 Less Impact



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