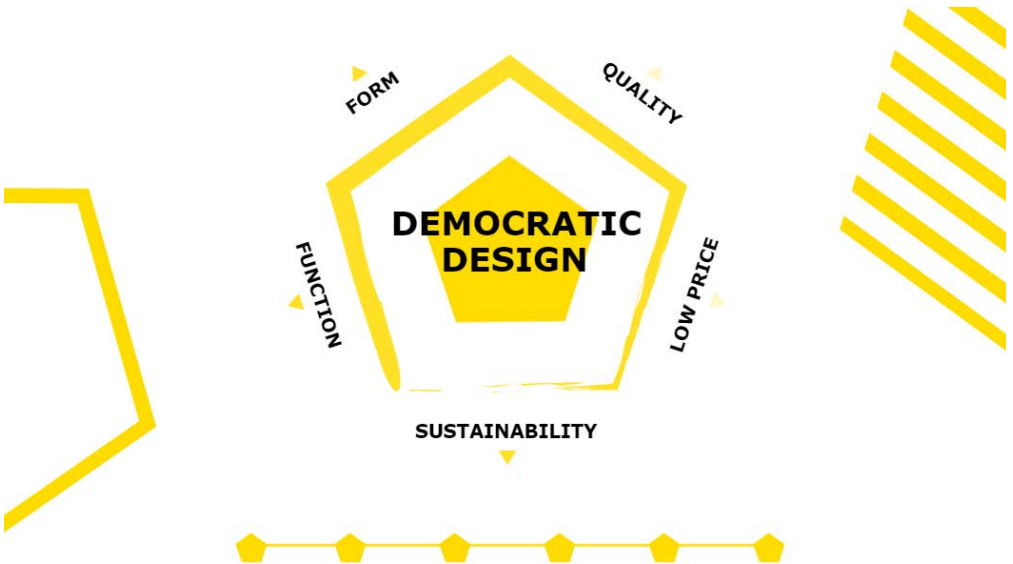


1 related approaches

Democratic Design



01 – Democratic Design is an approach used by IKEA, to create products that are mainly accessible to as many people by their democratic pricing. But also by balancing five key elements: good form, function, quality, sustainability, and the low price. It's a process that aims to make good design accessible to many people.

Source: IKEA. (n.d.). „What's democratic design?“ [Web page]. <https://www.ikea.com/ch/en/customer-service/knowledge/articles/g361g444-91f9-4fe8-9dd0-35b8bbe7g637.html>

2 related approaches

Bush craft



01 – Bushcraft is a outdoor philosophy focused on developing skills and knowledge to live self-sufficiently in a natural environment. The term literally means „craft of the bush“ and emphasizes a deep connection with nature, rather than just surviving an emergency. This knowledge is often shared openly in books and forums in the internet.

Source: Bushcrafting. (2026, January 13). In Wikipedia. <https://de.wikipedia.org/wiki/Bushcrafting>

Image: Kiki63. (2021). Bushcraft-Camp with seating [Image]. Wikimedia Commons. <https://commons.wikimedia.org/wiki/File:Bushcraft-camp-mit-sitzgelegenheiten.jpg>



01 – The Maker Movement is a contemporary, technology-enabled extension of DIY culture that encourages individuals to design, prototype. It promotes hands-on learning, open-source sharing, and innovation, merging traditional crafts with digital technology to foster creativity, entrepreneurship, and community-driven, sustainable problem-solving.

The movement gained significant momentum with the launch of Make: magazine in 2005 and the first Maker Faire in 2006. And recent technological developments and democratisation of rapid proto-

typing tools, like 3D-printers, CNC-machines and lasercutters.

Source: Maker culture. (n.d.). In Wikipedia. Retrieved February 7, 2026, from https://en.wikipedia.org/wiki/Maker_culture

Image: Jensen, D. (n.d.). We're working on it! [Image]. Wikimedia Commons. <https://commons.wikimedia.org/w/index.php?curid=24132259>

4 related approaches

DIY




01 – „Do it yourself“ (DIY) is the method of building, modifying, or repairing things without the direct aid of professionals. It involves individuals using raw materials to produce or reconstruct possessions, often driven by economic benefits, customization needs, or a desire for craftsmanship.

Sources: Do it yourself. (2026, February 3). In *Wikipedia*. https://en.wikipedia.org/wiki/Do_it_yourself

Picture by Guy Kawasaki - Own work, CC BY-SA 4.0, <https://commons.wikimedia.org/w/index.php?curid=49868552>

5 related approaches

Knitting and crochet sharing culture



CTLT 2018
INTERNATIONAL CONFERENCE ON CRAFTS AND DESIGN AND BUSINESS

**SHAPE THE FUTURE,
BE A SPARK**

No. 7

Knitting Abbreviations:
k.....knit
p.....purl
O.....thread or yarn over
tog.....together
p.s.s.o.....pass sl st over k st
*(asterisk)...Repeat instructions following asterisk as many more times as specified, in addition to original.

Repeat instructions in parentheses as many times as specified. For example: *(K1, O, p 3) 4 times,* means to make whatever is in parentheses 4 times in all.

GAUGE: 1 fagotting st stripe make 2½ inches.

CHAIR BACK . . . Cast on 125 sts. Work in garter st (k each row) for 3 rows, then work in pattern as follows:
1st row: K 5, O, k 2 tog, p 2, * sl 1, k 1, p.s.s.o., k 5, O, k 1, O, k 2, O, k 1, O, k 2, k 2 tog, p 2, k 2, O, k 2 tog, p 2. Repeat from * across, ending with k 3 (instead of p 2). **2nd and all even rows:** K 3, p 2, O, p 2 tog, k 2, * p 2 tog, p 13, p 2 tog through back of loop, k 2, p 2, O, p 2 tog, k 2. Repeat from * across, ending with k 3. **3rd row:** K 5, O, k 2 tog, p 2, * sl 1, k 1, p.s.s.o., k 4, O, k 1, O, k 4, O, k 1, O, k 1, k 2 tog, p 2, k 2, O, k 2 tog, p 2. Repeat

k 3, O, k 1, O, k 6, O, k 1, O, k 2 tog, p 2, k 2, O, k 2 tog, p 2. Repeat from * across, ending with k 3. **7th row:** K 5, O, k 2 tog, p 2, * sl 1, k 1, p.s.s.o., k 2, O, k 1, O, k 2, O, k 1, O, k 5, k 2 tog, p 2, k 2, O, k 2 tog, p 2. Repeat from * across, ending with k 2 tog, k 3. **9th row:** K 5, O, k 2 tog, p 2, * sl 1, k 1, p.s.s.o., k 1, O, k 1, O, k 4, O, k 1, O, k 4, k 2 tog, p 2, k 2, O, k 2 tog, p 2. Repeat from * across, ending with k 2 tog, k 3. **11th row:** K 5, O, k 2 tog, p 2, * sl 1, k 1, p.s.s.o., O, k 1, O, k 6, O, k 1, O, k 3, k 2 tog, p 2, k 2, O, k 2 tog, p 2. Repeat from * across, ending with

until piece measures about 11 inches. Then work 4 rows of garter st, decreasing 15 sts across the 1st row. Bind off tightly.

ARM PIECES . . . Cast on 56 sts and work as for Chair Back for 8 inches. Then work 4 rows of garter st, decreasing 6 sts across the 1st row. Bind off tightly.

FRINGE . . . Cut 4 strands each 7½ inches long. Double these strands, forming a loop. Pull loop through a stitch and draw loose ends through loop. Pull tight and trim evenly.

f t #icft18

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01 – Knitting and crochet foster a vibrant social culture where enthusiasts design and customize items. This community thrives on exchanging ideas, techniques, and finished projects. Creators connect to share methods and inspirations, interacting both in person and through digital platforms. Knitting and crochet function as a tangible form of open-source culture, utilizing a standardized syntax of loops and branches that mirrors computer algorithms. Patterns act as „source code“ (k1p1, rep from *), which is freely shared, debugged, and iterated upon by a global

community. Much like open-source developers, crafters distribute these algorithmic designs via platforms like YouTube and guilds, enabling others to execute, modify, and democratize the creation of textile artifacts.

Source: Grover, S. (2021, April 17). „Craft, Culture, and Code: k1p1, p2tog; *dc 2, sl st, dc in next st; rep from * to end“ [Blog post]. Medium. <https://shuchig.medium.com/craft-culture-and-code-k1p1-p2tog-dc-2-sl-st-dc-in-next-st-rep-from-to-end-cd5bc93d94a8>

6 related approaches

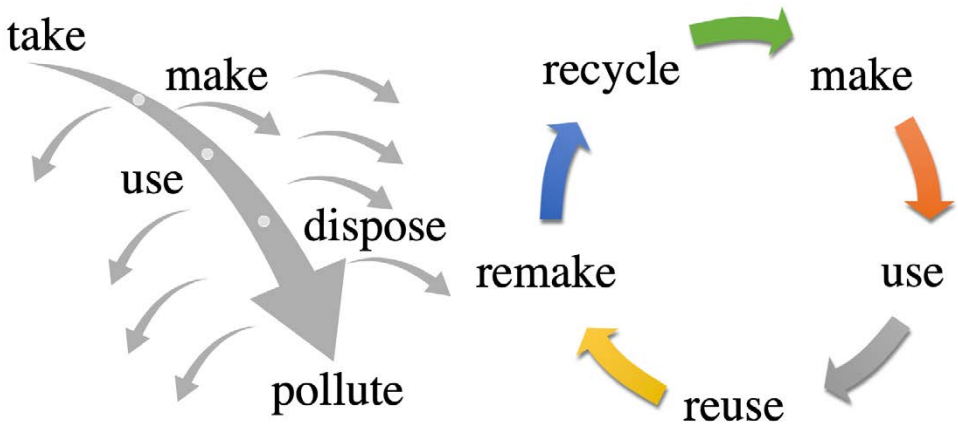
EU Right to Repair Directive (2024)



01 – Adopted in 2024, Directive (EU) 2024/1799 establishes a common framework to promote the repair of goods, aiming to reduce e-waste and support the circular economy. It mandates that manufacturers prioritize repair over replacement and makes repair services more accessible and affordable for consumers.

Source: European Parliament & Council of the European Union. (2024). Directive (EU) 2024/1799 of 13 June 2024 on common rules promoting the repair of goods and amending Regulation (EU) 2017/2394 and Directives (EU) 2019/771 and (EU) 2020/1828. Official Journal of the European Union, L 2024/1799. <https://eur-lex.europa.eu/eli/dir/2024/1799/oj>

7 related approaches
Circular Economy



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01 – The circular economy is a production and consumption model designed to minimize waste and pollution by keeping products and materials in use for as long as possible and making them recyclable by using regenerative and recyclable materials. Unlike the common linear economy („take-make-dispose“) in capitalism, which relies on cheap, accessible materials and planned obsolescence, the circular model decouples economic activity from the consumption of finite resources.

Source: Circular economy. (n.d.). In Wikipedia. Retrieved February 7, 2026, from https://en.wikipedia.org/wiki/Circular_economy Sources: Circular economy. (n.d.). In Wikipedia. Retrieved February 7, 2026, from https://en.wikipedia.org/wiki/Circular_economy