









Introduction			Research through Design		
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Production

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Production



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Production

Processing

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Production

Processing



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Production

Processing

Consumption

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Production

Processing







Consumption

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	FUUD
Production	Processing

-Desertification

Consumption

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Production

Processing

-Desertification



Consumption

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Production

Processing

-Desertification -Monoculture

Consumption

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Production

Processing

-Desertification -Monoculture



Consumption

A.M. Symvouli

Production

Processing

-Desertification -Monoculture -Abuse of chemical fertilizers

Consumption

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Production

Processing

-Desertification -Monoculture -Abuse of chemical fertilizers



Consumption

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Production

Processing

-Desertification

-Monoculture

-Abuse of chemical fertilizers

-Soil erosion/ degradation

Consumption

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Production

Processing

- -Desertification
- -Monoculture
- -Abuse of chemical fertilizers
- -Soil erosion/ degradation





Production

Processing

-Desertification

-Monoculture

-Abuse of chemical fertilizers

-Soil erosion/ degradation

-GMOs/ hormones/ antibiotics

Consumption

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Production

Processing

-Desertification

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-GMOs/ hormones/ antibiotics



Production

Problem Definition

-Desertification

-Monoculture

-Abuse of chemical fertilizers

-Soil erosion/ degradation

-GMOs/ hormones/ antibiotics

Processing -Processed foods=Great energy waste

Production

Problem Definition

-Desertification

-Monoculture

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-GMOs/ hormones/ antibiotics

Processing -Processed foods=Great energy waste



Production

Problem Definition

-Desertification

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-Abuse of chemical fertilizers

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-GMOs/ hormones/ antibiotics

Processing -Processed foods=Great energy waste

Consumption -Increased meat consumption

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Production

-Desertification

-Monoculture

-Abuse of chemical fertilizers

-Soil erosion/ degradation

-GMOs/ hormones/ antibiotics

Processing -Processed foods=Great energy waste



Consumption -Increased meat consumption

Production

Problem Definition

-Desertification

-Monoculture

-Abuse of chemical fertilizers

-Soil erosion/ degradation

-GMOs/ hormones/ antibiotics

Processing -Processed foods=Great energy waste

Consumption -Increased meat consumption -Increased consumption of processed foods

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Production

-Desertification

-Monoculture

-Abuse of chemical fertilizers

-Soil erosion/ degradation

-GMOs/ hormones/ antibiotics

Processing -Processed foods=Great energy waste



Consumption -Increased meat consumption -Increased consumption of processed foods

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Production

Problem Definition

-Desertification

-Monoculture

-Abuse of chemical fertilizers

-Soil erosion/ degradation

-GMOs/ hormones/ antibiotics

Processing -Processed foods=Great energy waste

Consumption -Increased meat consumption -Increased consumption of processed foods -Unhealthy food choices=Overloaded health system

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Exploration of efficient ways of food production with the goal of food autarky.

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- Innovative food production methods

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- Innovative food production methods
- Rethink food ingredients

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- Innovative food production methods
- Rethink food ingredients
- Improved diet (space environment health)

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- Innovative food production methods
- Rethink food ingredients
- Improved diet (space environment health)
- -Passive microclimate system (no extra energy)

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- Innovative food production methods
- Rethink food ingredients
- Improved diet (space environment health)
- -Passive microclimate system (no extra energy)
- -No artificial lighting/ heating/ cooling for food growth
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Exploration of **energy and space** efficient ways of **environmental friendly and healthy** food production, by the individual and the community, with the goal of food autarky.

- Innovative food production methods
- Rethink food ingredients
- Improved diet (space environment health)
- -Passive microclimate system (no extra energy)
- -No artificial lighting/ heating/ cooling for food growth
- -User friendly

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Exploration of **energy and space** efficient ways of **environmental friendly and healthy** food production, by the individual and the community, with the goal of food autarky.

- Innovative food production methods
- Rethink food ingredients
- Improved diet (space environment health)
- -Passive microclimate system (no extra energy)
- -No artificial lighting/ heating/ cooling for food growth
- -User friendly
- -Mass-production friendly

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Agro-City

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? Collaboration = Efficiency ?













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	Slaughter area



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			Bleeding area		



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Skin and bones



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Collaboration effect on different diets





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Sixty-four (64) people diet without beef, pork, goat meat Labour time: 2 hours per day per person PLUS 1 farmer

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Sixty-four (64) people optimized test diet Labour time: 1 hour 45 minutes per day per person



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			Space effic	ciency			

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		Space effic	ciency		
		Food varie	ety		
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		Space effic	ciency		
		Food varie	ety		
		Time effic	iency		

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		Food variet	y	diote	~
		Time efficie	ency		
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Space efficiency

Food variety

Time efficiency

Efficiency limited to animal based diets

A full -animal including- diet is not feasible for less than 4 people

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The i-Crates

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Sprouting trays/ Small

root plants trays



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Double production on a standard foodprint.



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Opening crates







These crates work as windows. They open completely, allowing fresh air in.





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They can also accommodate pots with hardy plants, like agave succulents.



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These full-height crates can accommodate larger/ taller plants.





















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the crates.



























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They can be fed with plant parts that are not used for cooking. They produce cold manure, which means manure that can be directly used, without composting.



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Mushrooms grow easily on a dried plant base.



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Different needs of humidity and fresh air lead to different types of openings.



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The i-Dwelling

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The food prodution c has fresh air access t the top. This way hu warm air can leave th dwelling without ent living area.	orridor hrough mid, he sering the					

Further Research















Summer

In order to cool the living area, shoji panels, ceiling openings and facade openings are kept open, to let air circulate freely.

Winter

-the 60 cm crate zone,=

-the single glazing,

that the cold does not enter the living area.



=	
-	A.M. Symvoulidou











The i-Dwelling kitchen needs equipment.

As there is minimal food production during winter, canning is immportant to ensure food supplies for these months.

A pressure canner is easy to use and can ensure that pickled vegetables, marmelades, seeds, nuts and legumes will be well preserved, without the need of freezing.

A food drier is also useful as it can be used to create dried fruits and dark leafy greens "chips". These will ensure that the user has an adequate intake of vitamins and minerals throughout winter.



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But, what can I eat?




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-personalized food production

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-personalized food production

-no trips to the grocery store

-personalized food production

-no trips to the grocery store

-personal control of food quality

- -personalized food production
- -no trips to the grocery store
- -personal control of food quality
- -passive system (minimal energy for heating/ cooling)

- -personalized food production
- -no trips to the grocery store
- -personal control of food quality
- -passive system (minimal energy for heating/ cooling)
- -adaptability to family size

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Microclimate


























































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The i-Food City















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i-Food



9000 inhabitants per km2

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- Innovation: i-Crates system

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- Innovation: i-Crates system
- Efficient food ingredients: insects, fish, snails, mushrooms etc

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- Innovation: i-Crates system
- Efficient food ingredients: insects, fish, snails, mushrooms etc
- Improved diet: 80% fruits and vegetables, 20% animals

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- Innovation: i-Crates system
- Efficient food ingredients: insects, fish, snails, mushrooms etc
- Improved diet: 80% fruits and vegetables, 20% animals
- -Living area: user regulated microclimate

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- Innovation: i-Crates system
- Efficient food ingredients: insects, fish, snails, mushrooms etc
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- -Living area: user regulated microclimate
- -GROW area: only natural light/ heat used

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- Innovation: i-Crates system
- Efficient food ingredients: insects, fish, snails, mushrooms etc
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- -Living area: user regulated microclimate
- -GROW area: only natural light/ heat used
- -Small farming scale, easy to care for

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- Improved diet: 80% fruits and vegetables, 20% animals
- -Living area: user regulated microclimate
- -GROW area: only natural light/ heat used
- -Small farming scale, easy to care for
- -Standardized crates system, mass procution friendly

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-Water cycles: Aquifers are being drained. Alternatives?

Further Research



- -Water cycles: Aquifers are being drained. Alternatives?
- -Waste cycles: plant- and animal waste to compost. Quantification.

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-Water cycles: Aquifers are being drained. Alternatives? -Waste cycles: plant- and animal waste to compost. Quantification. -Social aspects:

Further Research

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-Water cycles: Aquifers are being drained. Alternatives? -Waste cycles: plant- and animal waste to compost. Quantification.

-Social aspects:

-how easy is it for people to change diet?

Further Research

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- -Water cycles: Aquifers are being drained. Alternatives?
- -Waste cycles: plant- and animal waste to compost. Quantification. -Social aspects:
 - -how easy is it for people to change diet?
 - -how could collective cooking/ storage work efficiently?

-Water cycles: Aquifers are being drained. Alternatives?

-Waste cycles: plant- and animal waste to compost. Quantification.

-Social aspects:

-how easy is it for people to change diet?

-how could collective cooking/ storage work efficiently?

-Economical aspects: quantification of the benefits of this alternative grow method on different levels (environment-healthcare-natural resources-biodiversity)

Further Research

-Water cycles: Aquifers are being drained. Alternatives?

-Waste cycles: plant- and animal waste to compost. Quantification.

-Social aspects:

-how easy is it for people to change diet?

-how could collective cooking/ storage work efficiently?

-Economical aspects: quantification of the benefits of this alternative grow method on different levels (environment-healthcare-natural resources-biodiversity)

-Marketing and design aspects: how could the i-Crates and the i-Dwelling be improved?

