



# Pathways to meet the Challenge

*Critical Change Projects*

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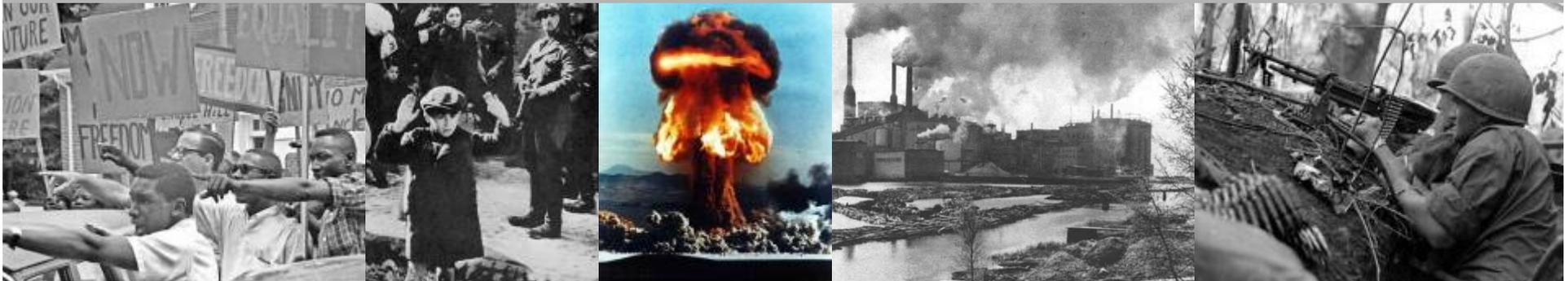
Pathways to Resilient Communities  
7 March 2009  
Te Papa Wellington

# Every Generation

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Changes what is not sustainable,  
or they don't.

*Choose Carefully*



# Pathway or Path Jump?

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- Framework for the Pathway Projects
- Top priority projects



## Finding the right path

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*Un-sustainability is the problem,  
Why are we still looking for solutions?*



# Wasting Time for 20 years

- Electric Cars, Hydrogen Fuel Cells
- Carbon Footprint and Emissions Cutting
- Smart Meters, Distributed Generation
- Wind Energy, Marine Energy, Solar Energy
- Carbon Capture and Sequestration
- Reducing Pollution, Improving Efficiency

**Eliminating Un-Sustainability?**



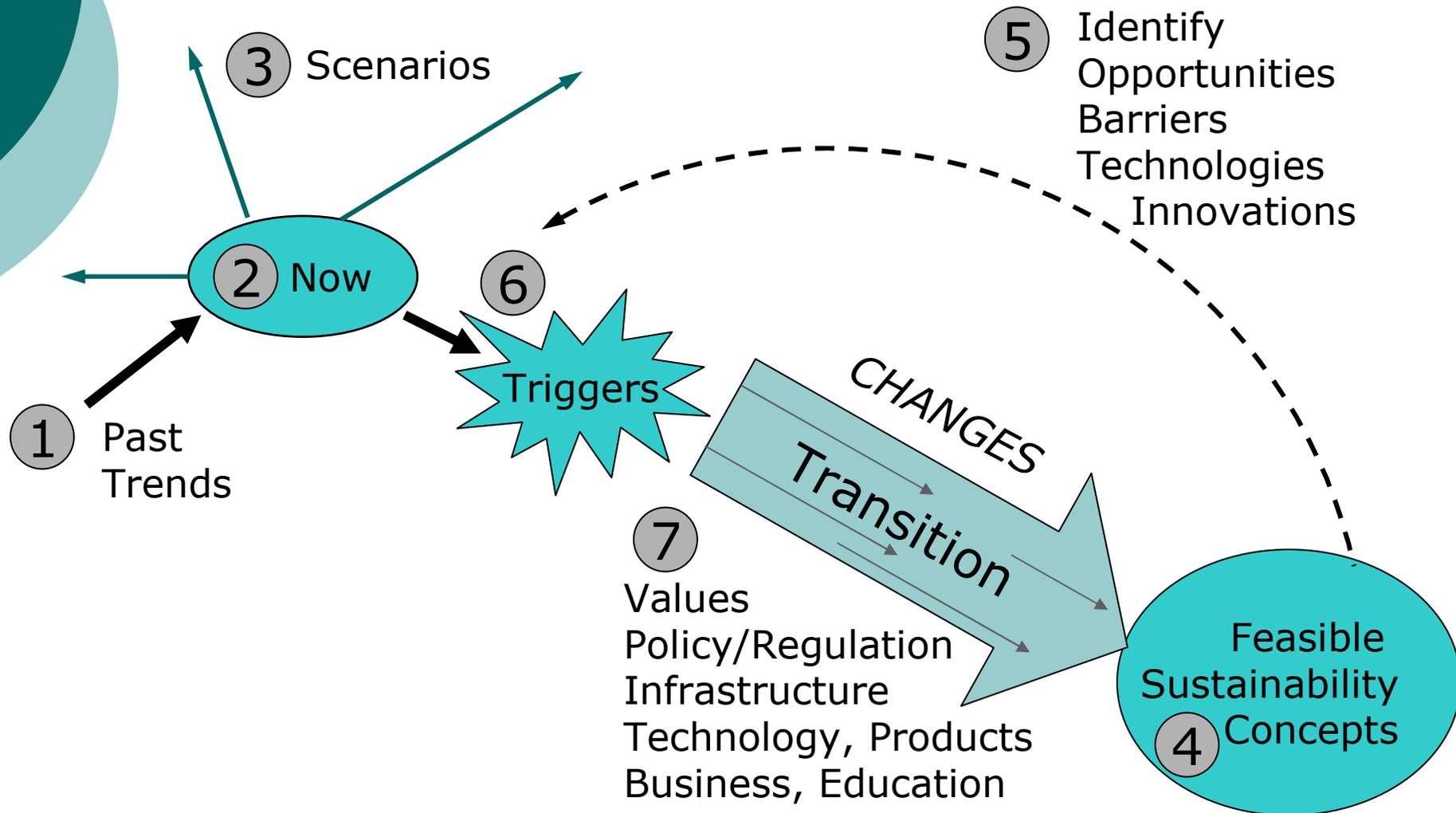
Maybe the parts are correct...

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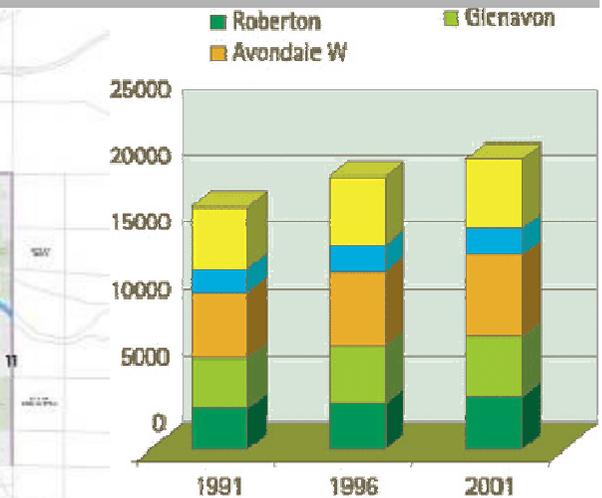
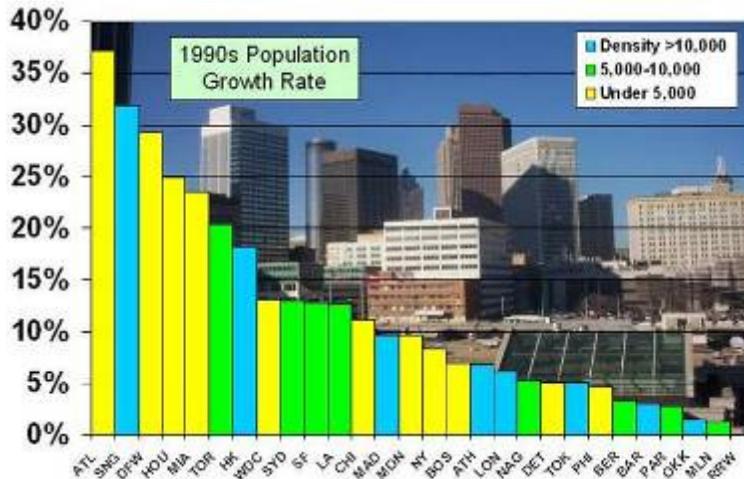
*But we're not working together on the whole*

# Framework for Pathway Projects



# 1 - History

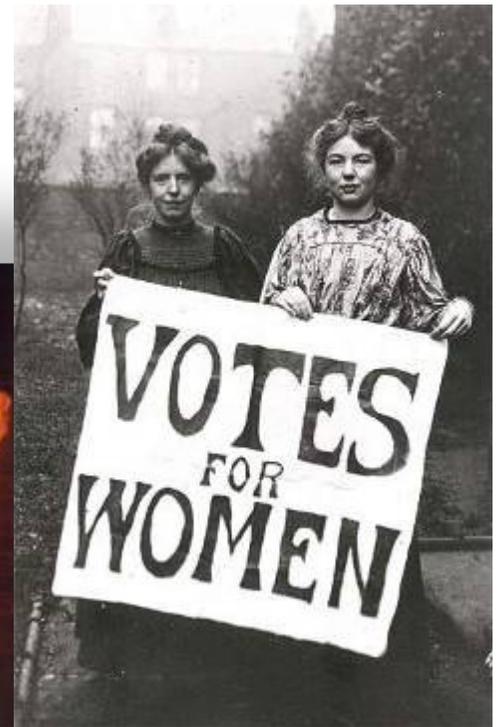
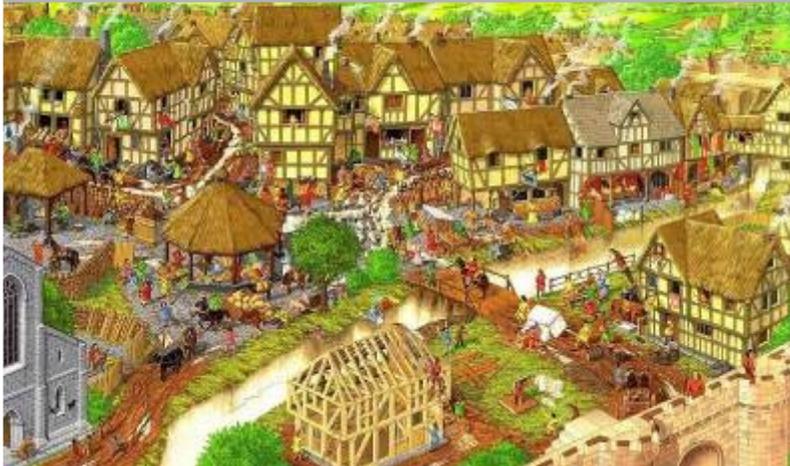
- How have we been growing?
- What has happened?
- What factors were at play?



# 1 - History

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- What did people do before?
- Why didn't we do something earlier?
- How do things change?



## 2 - Current Status

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- How many of us are there?
- What are we buying?
- What are the benefits?
- What are the impacts?



## 2 - Current Status

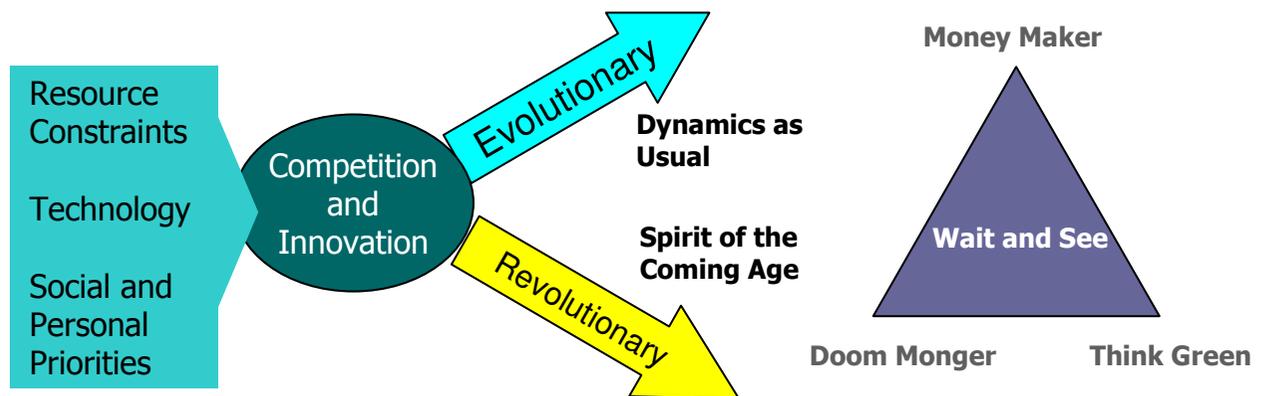
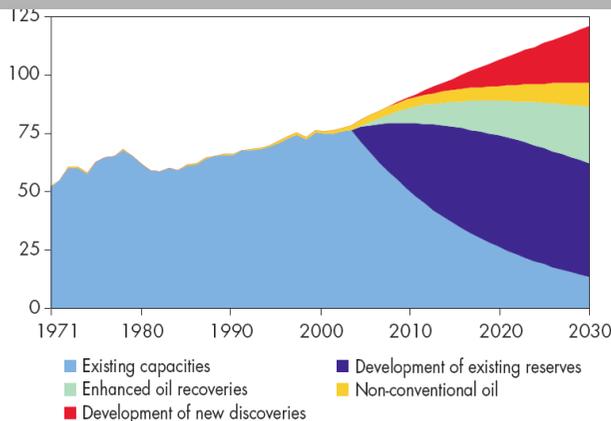
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- What are the problems, issues, risks?
- What is un-sustainable?
- What mistakes should we not repeat?



### 3 - Scenarios

- BAU - Continuing Trends
- Evolution vs Revolution
- Green Economic Growth or Decline
- Break-through Technologies



## 4 - Concept Generation

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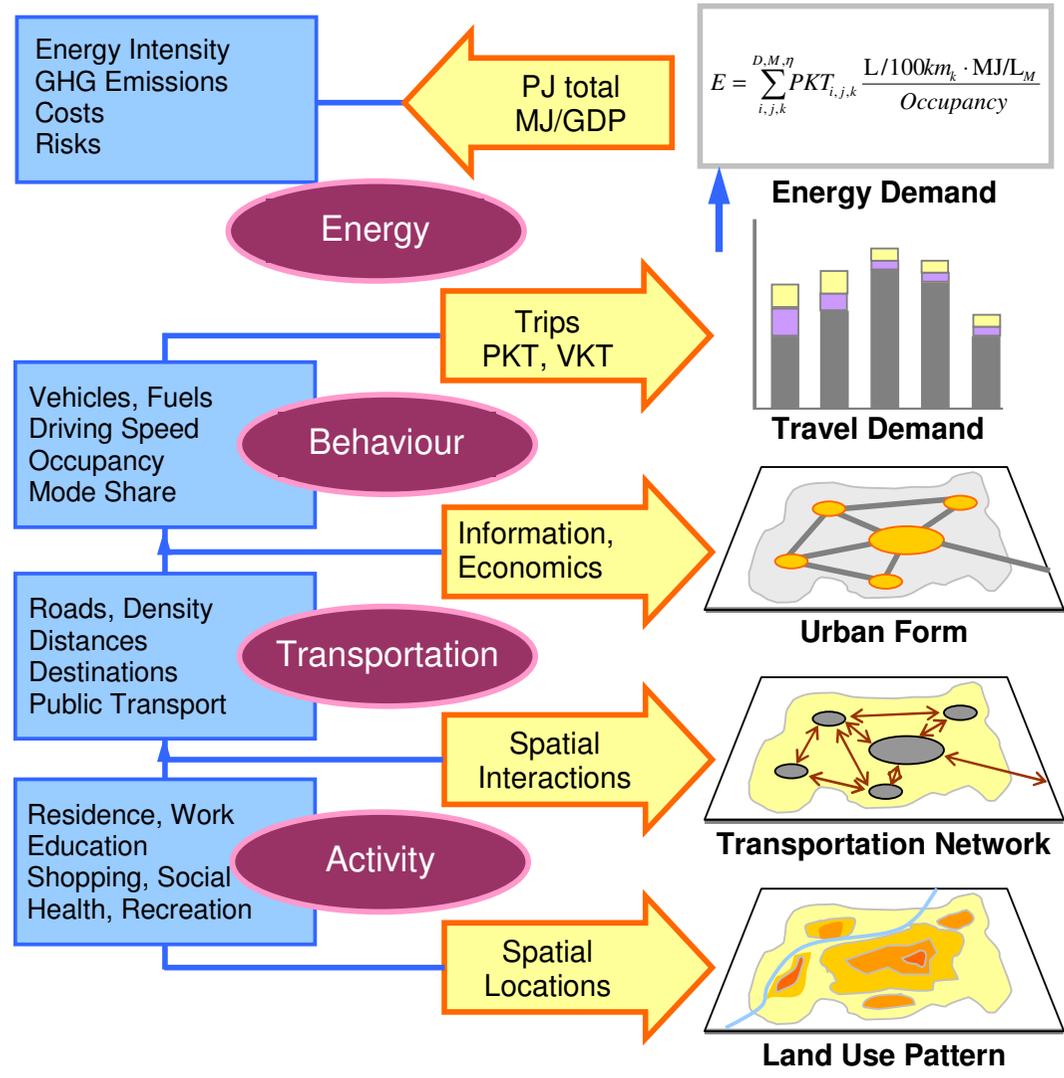
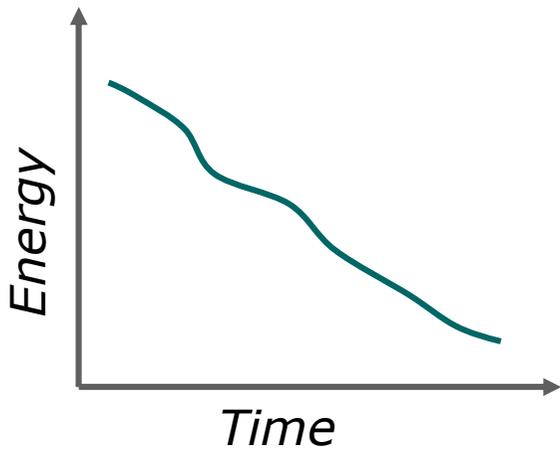
- Us, but Sustainable
- Free Play, Brainstorm, Vision
- Must be modelled for feasibility

*Feasible Sustainability*



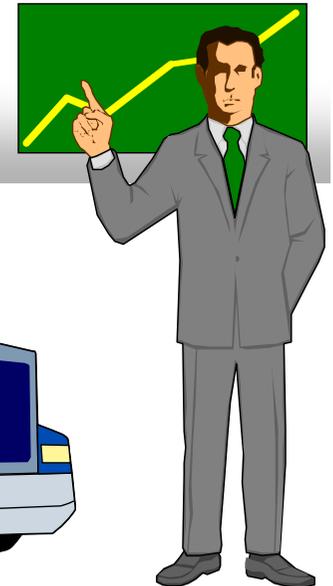
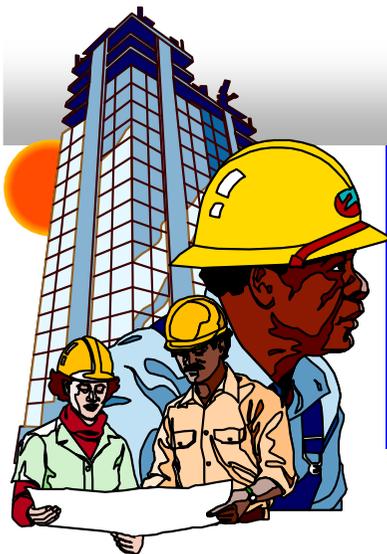
# 4 - Feasible Sustainability

## Re-Development Planning

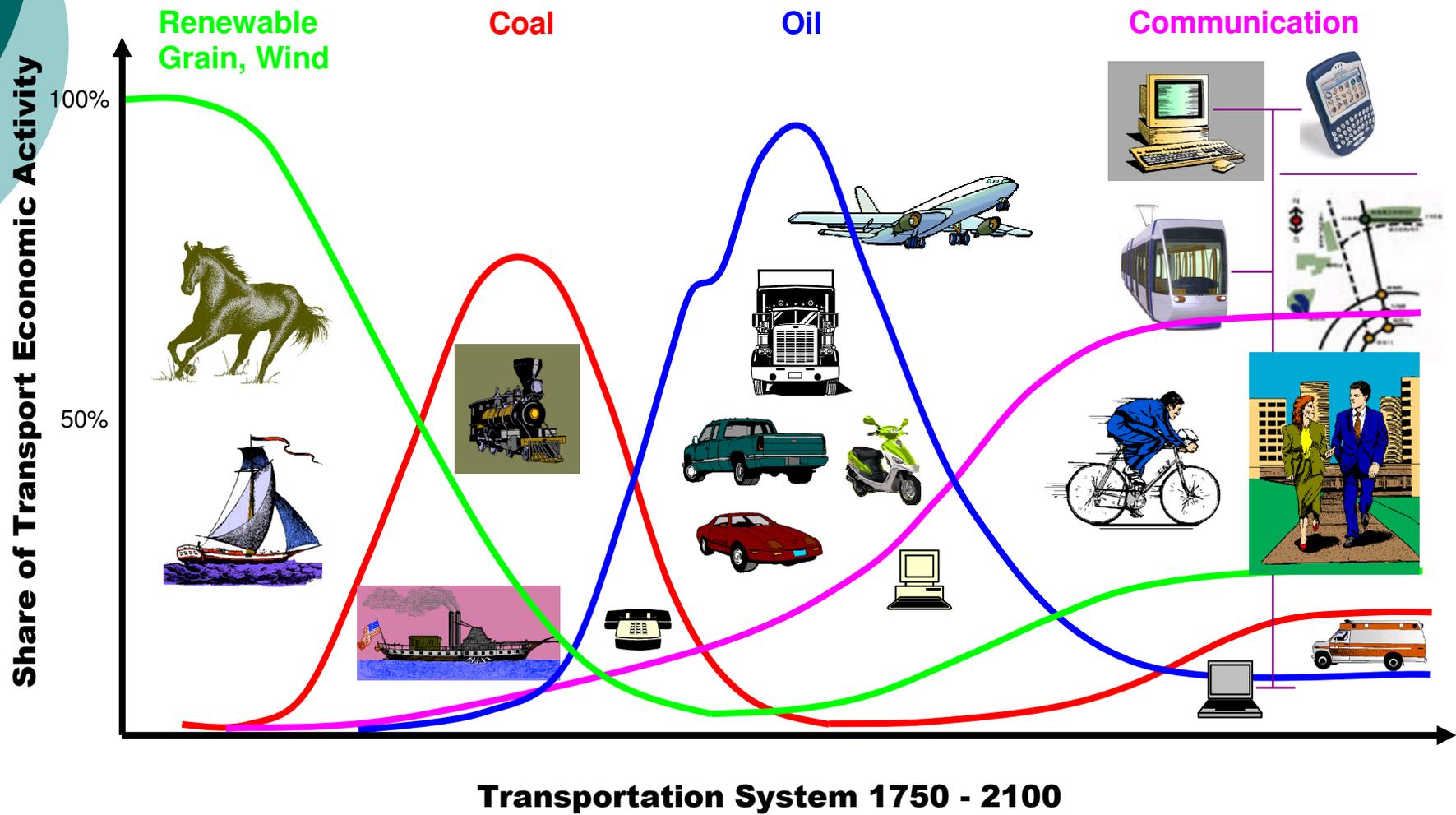


## 5 - Back Casting

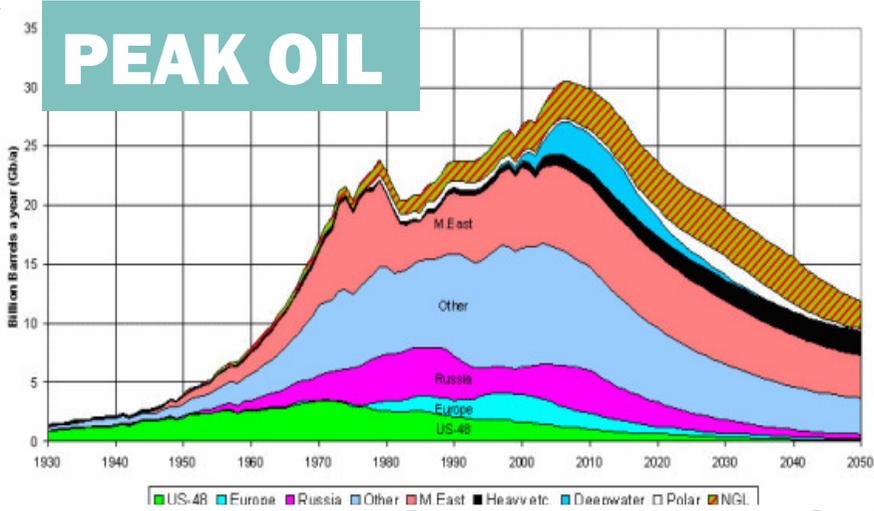
- What are the real differences between us and sustainable us?
- Mapping the change path
- Barriers to change
- Opportunities for change



# 5 - Back Casting



# 6 - Triggers



# Social Change

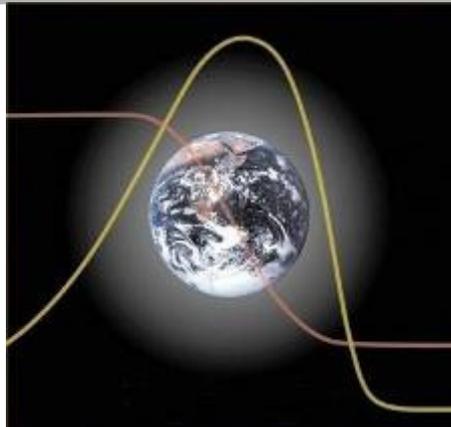


# 7 - Primary Change Projects

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## *Governments and Businesses*

- Risk Management
- Demand Management
- Establishing & Achieving Limits
- Re-Development for Sustained Value



## 7 - Primary Change Projects

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### *Individuals and Groups*

- Cooperative Neighborhood Re-developments
- Utilisation Networks
- Transition Space
- Reforestation Reserves

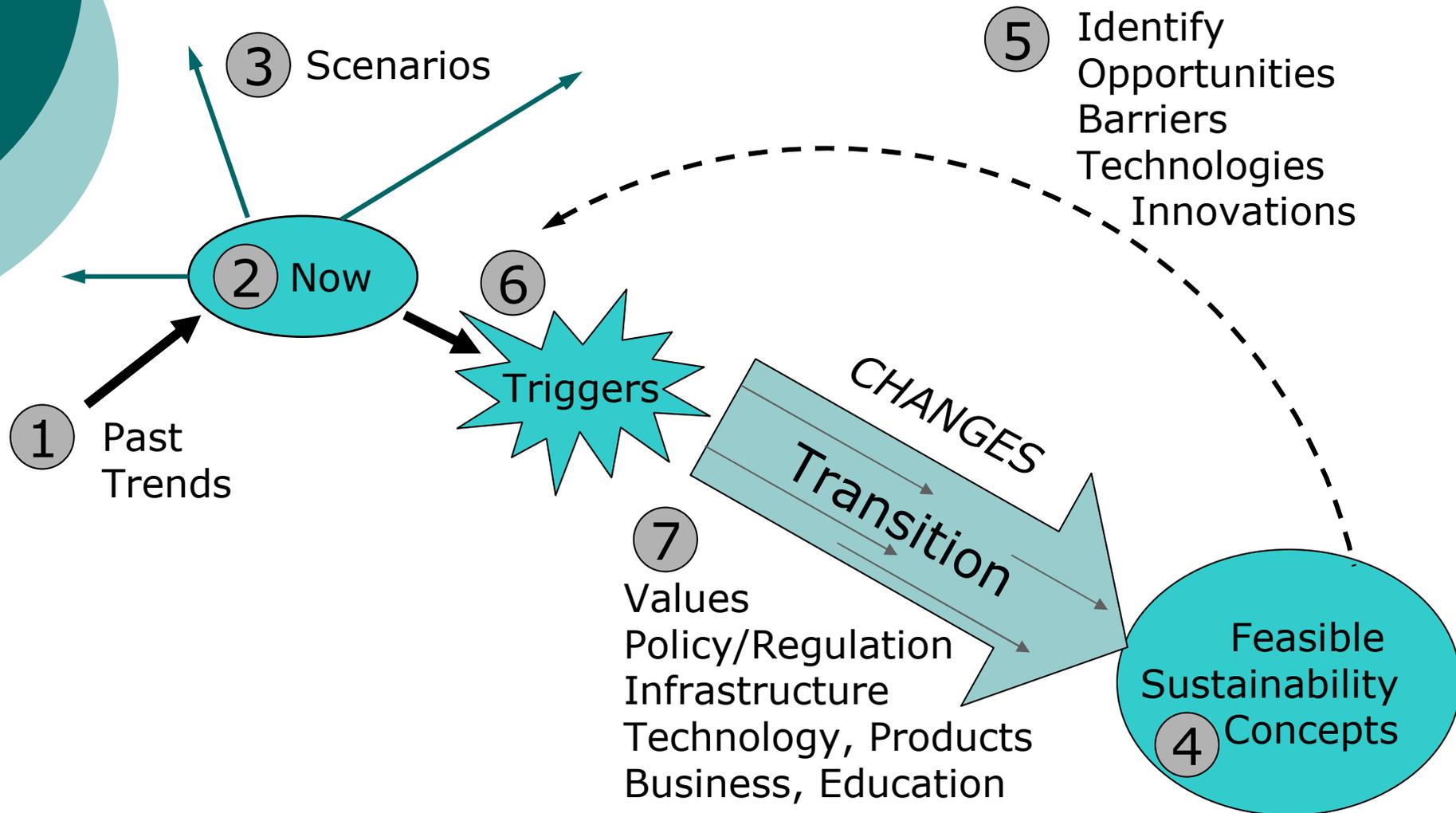


## 7 - Primary Change Projects

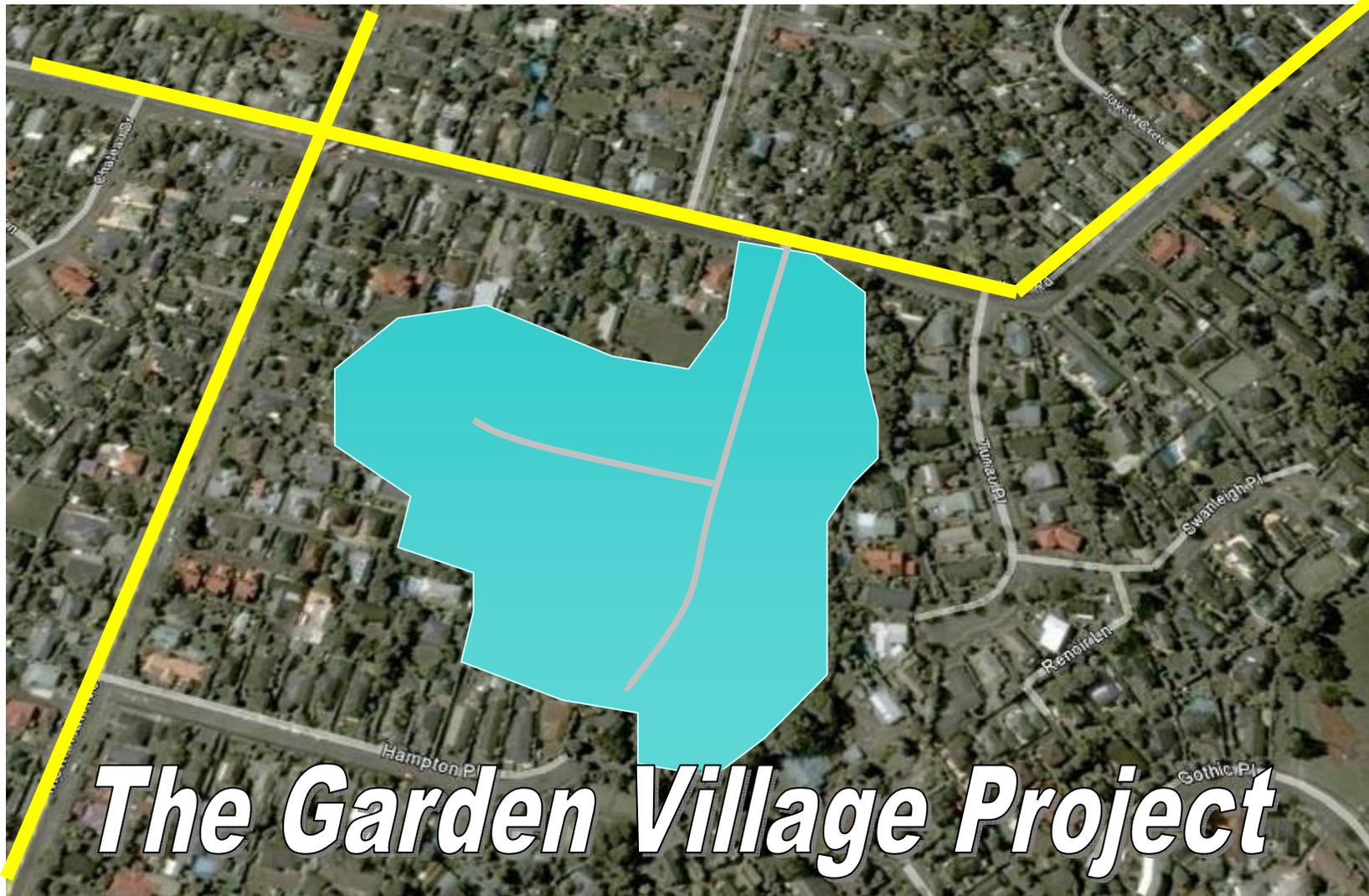
- Youth – You are the key to Social Change and Values Change



# Framework for Pathway Projects



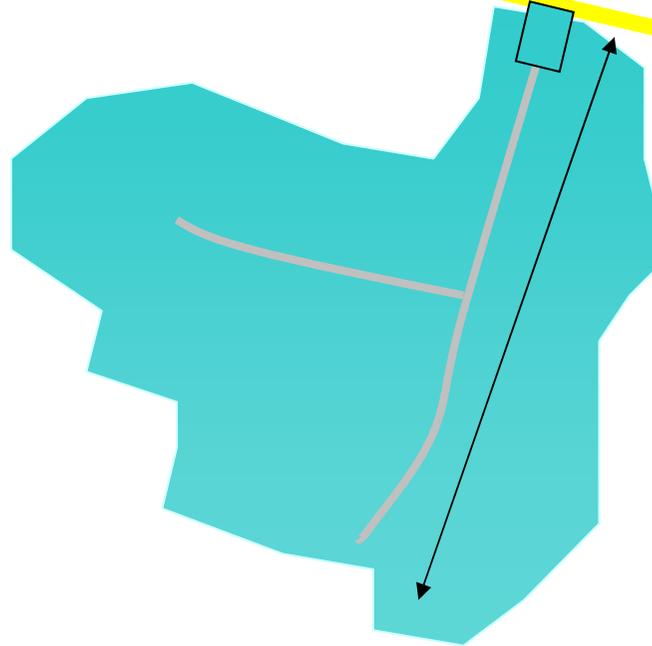
# Example Change Project: Neighbourhood Re-Development







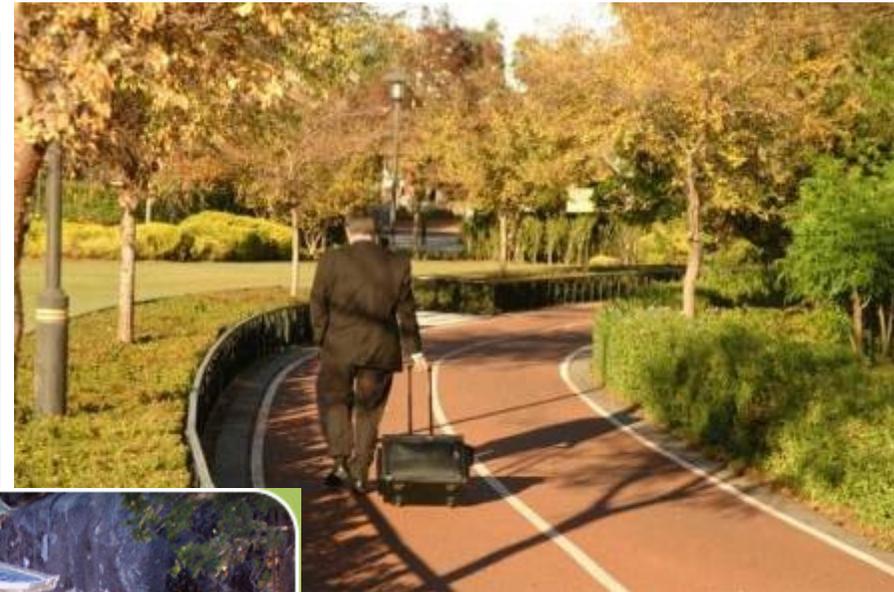
# Neighbourhood Re-Development



*55 Homes  
Maximum 320m  
12,000 m<sup>2</sup> Pavement  
230 Cars  
Potential 250k kg food*



# Vision of Re-Development



# TransitionSpace

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- Why did every tiny village in New Zealand have a church?

*Social  
Capital*



