MERAKI PEOPLE – MAKERS' SPACES

WHY

Our compass: increasing health and happiness in the Thyrea area. Aligning the economy with ecology and the human spirit.

By-effects:

- Climate mitigation (carbon in soil, water retention)
- Healthy food self-sufficiency
- Lots of education and inspiration for young people created

What DO we want: Increased health. Increased biodiversity. Young families to come back to the area, attract travelers and tourists, education opportunities. An ecological economy including healthy technology.

What DON'T we want: Greed. Outsiders to decide what Greek, local people want for their land and their country. Pollution of air, water, and soil. Waste, organic or inorganic.

Nature creates all matter by 3D printing it in air, ether. Recently, MIT has managed to watch how a butterfly creates her wings in the cocoon. People need to fast forward their local production methods with a minimum of material, optimized processes, and maximizing functionality.

A makers' space is the best environment to experiment with these production processes and ensure long-term that all basic needs of a community can be met locally.

HOW

A community makers' space needs investments. A building. Craft tools and 3D printers. Computers for the young people to make designs and apps and experiment with human-technology interfaces. Mentors to help find relevant knowledge and identify the acupuncture points of change towards an ecology economy with healthy technology.

WHAT

The following steps can be taken to make it happen. Every entrepreneurs makes her or his own choices. All collaborations are between partners who trust each other and are complementary in skills and talents. Alliances with relevant universities in the area and international frontrunners are very important for the community makers' space.

- **Aim: design skills for products** – whether you use low tech production methods or high tech, you always need a clever design. Biomimicry designing means that we use structure instead of solid matter to minimize the resource use. When designing apps it's very important to keep the comfort need of humans in mind, make the programming user friendly and design the structure with mapping functionality. Designs can be sold internationally, shared with the regional branding to increase interested travelers to the area, etc.
- **Aim: developing 3D printing materials and techniques with the bio lab** - if we want to create self-sufficiency for basis needs, we need to focus our efforts and develop the right designs, products and functionalities. Metals and minerals can be retrieved from locally grown plants together with the biolab and perennial phytofarming
- **Aim: being a frontrunner** – at this moment, 3D printing is mainly used for non-sensible plastic futilities. However, a large group worldwide is experimenting with 3D printing houses and products from ecological materials, and many other basic needs developments. Alliances with universities and polytechnics are important to establish
- **Methods used and explored in the makers' spaces** – Makers' spaces are always developing in the direction the participants are interested in. It is important to keep the complete community interested. How cool would it be to craft of print your own musical instrument? Your own jewelry? And perhaps in the future, you can do it with locally developed materials from your local agroforests
- **Aim: education and inspiration** –students, universities and polytechnics will be aligned. Children will be inspired. We can organize events to involve the communities. We can explain and make Greek education materials.

It all starts with a desire in the community. Income streams and investment might come from educational funds or community sponsors. Designs and products can be sold too.

The role of Abundanism https://www.abundanism.com/ will be a mentoring/educational one. We can create educational materials for all people to understand. Inspiration and education are our tools. We will share our findings broadly for other areas in the world to be inspired. So anyone can create an ecological economy. Our specialties are communication, education, deep ecology, cluster economy, and biomimicry technology. We like to be mentors for people in action.