

Our studio group's main concept for this year is the idea of the Future: Past. We have been stirring discussions among all studio members on how, as designers, can we approach the future with strong design strategies with inspiration from the past. After series of research discussions including food production, infrastructure, waste management and transportation, the group has made a manifesto addressing these topics as well as strategies that could be implemented for year 2045+.

Some of our proposed strategies include having The Forks as the CBD with nodes rooting out of it. These nodes will then each have their own programmatic buildings such as food markets, communal mini-farms, malls and education centres to address the issue of food desert in some areas. The CBD and the nodes will be connected by a planned-out transportation line featuring magnetic levitation trains. Each node will have their own mag-lev drop-off and pickup stations with automated vehicles available for rent as a substitute for cars and less use of parking space.

To address the issue of food consumption, the promotion of communal farms in each node is proposed. The idea of peri-urban farming is also another idea that was brought up that could lessen the transportation needs for food as research show that a huge chunk of greenhouse gases emission comes from the transportation of goods. The proposal of having a 4-day work week with a 1-day farm volunteer could also help address the issue of equality towards the proposed communal farms.

As for infrastructures and energy and water management, the ideology of mushrooms triggered the proposed future building development. Imagining the method of mushroom's nutrient transportation, buildings are imagined acting as a tree that can produce their own energy using solar panels and other emerging technologies such as Climawork's carbon capturing-technology that converts carbon into energy. Water can also be captured through filtration membranes that filters chemicals before reaching the building's water storage. All these collected resources will then be stored underground that can be shared with other buildings if needed, as a resemblance of a mushroom's energy transportation system underground.