

Land area to meet the demand for FEW

We have developed an index, FEWprint, which is used to analyze the current status of the target area and evaluate design proposals. It is expressed as the sum of two areas: (1) land area for food, electricity, and water recharge required to meet the demand for FEW, and (2) equivalent forest area to absorb the emitted CO2 in the process of acquiring FEW.







2. Understanding politic goals 3. define design concept 1. Site analysis

We investigate various conditions such as land, buildings, and society at the city, neighborhood, and block levels to identify SWOT (strengths, weaknesses, opportunities, and threats) of the study area. Based on this information, we launch projects to achieve national and local policy goals and discuss design concepts.

	Case	Concept Design
City	Japan Team	Edible City
	UK Team	Aquaponic City
eighborhood	USA Team	Urban Food Security
	Netherlands Team	Redevelopment thorough FEW
Block	Qatar Team	Food Infra in Arid Cities
DIOCK	Australia Team	Food Industrial Zone in New Urban Development



Available land to secure FEW resources and services

Identify the amount of land that can be used for existing or new FEW supply. Then, the area of land for FEW supply that will be created by spatial design that introduces new technologies, etc., and the increase or decrease in the area of forest for CO2 absorption will be incorporated into the FEWprint.



Known trends and unknown risks are identified and adaptation scenarios are devised. Various design proposals are created, and compared by integrating available knowledge and future technologies that can respond to those scenarios at various scales. Their performances are evaluated by using the key performance indicator, FEWprint.





Green infra

Urban agriculture

Food-Energy-Water and the reduction of

takes 60% in all of sectors, in which 80% comes from domestic 100%









4. What-if and scenarios 5. Design and evaluation 6. Iteration of the design process



Shrinking the area needed to cover FEW demand

Shrinkage of demand sphere for FEW is expected by increasing local production and supply so that FEWprint is reduced correspondently. To make this a reality, players from government, business, and citizens will meet in the Living Lab to engage in creative solutions and business plans.







7. Engaging players

8. Setting up Living Lab

9. Promotion of co-design

We will use the Living Lab as a base to discuss the design proposal in order to embody the propositions, to organize the relationships of each player involved in the supply and demand of FEW in an actor network, to quantify their roles and responsibilities in the FEWprint, and to visualize their contribution to the SDGs and carbon neutrality.





Supporting participation ment of actors to SDGs with Tangible GIS



of actors







