LIFE & DEATH

LIFE & DEATH
This pack contains the Life and Death toolkit.

The aim of the toolkit is to help you reflect on the sustainability of your design project and make informed decisions throughout your design process.

It is recommended that you use a new worksheet each time as a way to record changes, consider what changes you could make to improve sustainability, or how you might balance negative factors by improving on others.
Step Two: Use the project ecology cards to identify the ‘ecosystem’ of your design project, in other words, describe the timescale, space, stakeholders, process and theory, thinking about how they are dependent on each other. Write keywords in the middle bar to record the ‘ecosystem’. You may not be able to identify keywords for all the categories when you first start but you should have at least three.

Step Three: Use the cards to assess the sustainability of your project in relation to different indicators in the bottom bar. Select and mark with a cross a colour from the three level rating system, from dark meaning bad or deteriorating, to light meaning good or improving. Consider how you might change or develop this to create an overall lighter palette.

The toolkit leads you through three steps from the top of the worksheet to the bottom.

Step One: Describe your design project in a few words or pictures and put them in the top bar.
It is recommended that you use the toolkit a number of times throughout your design process, at the start or research stage, as a baseline appraisal, during your design development stage, to evaluate different options and inform design decisions, and on completion to evaluate the project and consider what improvements might be needed in the future.

The toolkit consists of two sets of prompt cards and a worksheet. The worksheet is where you evaluate the sustainability of your project. The prompt cards suggest topics to consider.
INTRODUCTION

Project ecology, is a way of thinking about your project as part of a system. It is a holistic method to consider a project with a view to sustaining it and its environment. No project exists in isolation.

Project Ecology is a way to analyse the various factors affecting the life of a project. It helps provide an understanding of how a project can survive and thrive.

Using the metaphor of an organism in an ecological system, identify which of these ‘forces’ are lifesavers or threats.
INSTRUCTIONS

Identify the ‘ecosystem’ of your design project. Use the space and categories provided in the worksheet to note down your project site, timescale, ethics, stakeholders and processes (i.e. under stakeholders, write the different stakeholders for your project, such as client, users, funders).

Considering your project as part of an ecology provides a succinct summary of the way various forces and their relationships influence it.

It can highlight potential threats and weaknesses that need to be addressed, or simply raise awareness of the ‘bigger picture’ that is the networked ecosystem in which a project exists.

A project can in turn be adapted to increase its survival chances and to allow it to flourish in its milieu.
The checklist does not require that you have in-depth knowledge.

The intention is to encourage you to consider the sustainability of your project holistically and help you make informed decisions.

You do not need to use every factor that is available and can add factors if necessary.
SUSTAINABILITY CHECKLIST

- Governance & Participation
- Equality
- Health & Wellbeing
- Transport & Accessibility
- Culture
- Stakeholders Engagement
- Community & Social Capital
- Sustainable Behaviours
- Soil & Land
- Materials & Resource Consumption
- Biodiversity
- Waste & Material Cycle
- Energy
- Water Cycle
- Climate Change
- Air Quality
- Employability & Skills
- Research & Innovation
- Economic Impact
- Governance & Participation
- Equality
The sustainability checklist provides a holistic project evaluation and visualisation tool. The selected indicators are a simplified version of many accepted professional sustainability appraisal tools. Their aim is to help you: reflect on the concept of sustainability as it relates to your project, understand possible impacts on ‘big issues’ such as climate change and make informed design decisions.

Now that you have an understanding of the ecosystem of your project and its ‘bigger picture’, use the checklist to qualitatively assess sustainability.

Consider the life of your project, its space, stakeholders and processes and indicate on the grid whether you think you are doing well, badly or satisfactorily (dark to light).
CREDITS

Project lead:
Patricia Austin, Shibboleth Shechter

Graphic Design:
Lizon Tijus

Staff:
Jane Penty, Stuart Jones,
Melanie Dodd, Torsten Schroeder,
Anthony Johnston

Students:
Crona Connolly, Jialin (Jelly) Deng,
Sumedha Garg, Alexander Goller,
Antonia Clare Grant, Rachel Mikulsky,
Yukie Nagasawa, Noemi Zajzon, Katie
Russell, Claire Whetton, Beverley White,
Eva Xie, Jeffrey Zhang, Yue Yu

Many thanks to the CCW, LCC and CSM
students and staff that took part in the various
stages of project testing.

Project was funded by Sustainability in
the Curriculum Development Fund,
Centre for Learning and Teaching,
University of the Arts London