Refugee problem

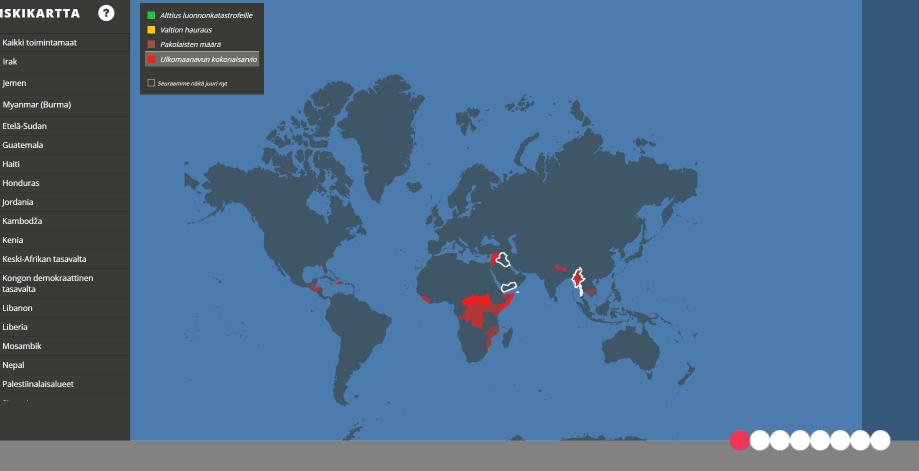
Ideas, clarifying the brief

Original brief

Design helping the refugees/asylum seekers in Finland (in Europe)

- What can be done by means of design to help the refugee problem (asylum seekers) in Finland (in Europe)
- What is the phase of problem that needs the development most?
- Is the solution a product/series of products or service/course of action?





RISKIKARTTA

Kaikki toimintamaat

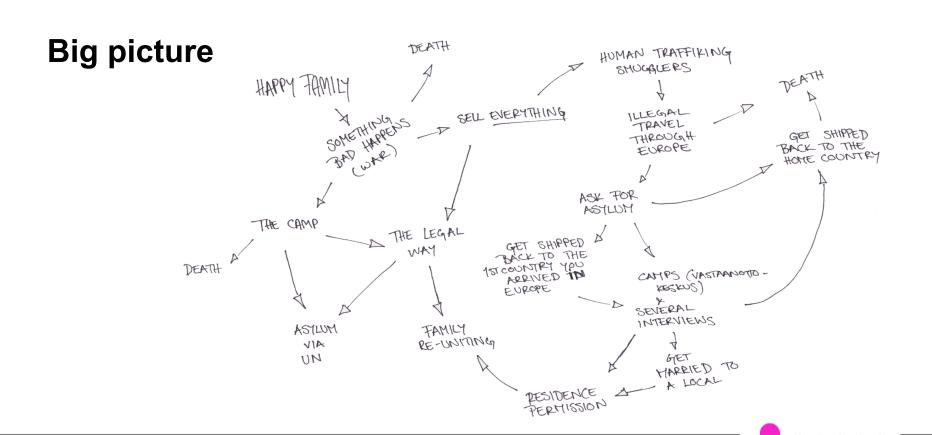
Myanmar (Burma) Etelä-Sudan Guatemala Haiti Honduras Jordania Kambodža Kenia

> tasavalta Libanon Liberia Mosambik Nepal

Palestiinalaisalueet

Irak Jemen

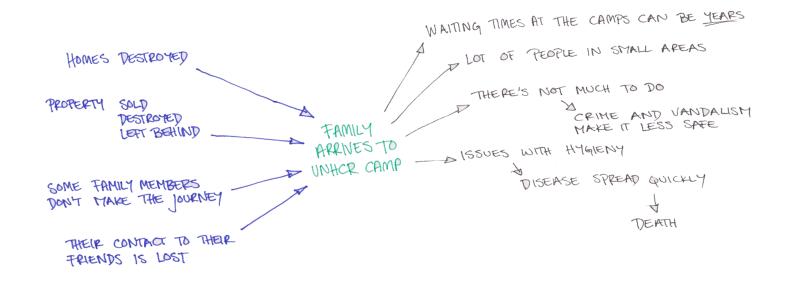
"We cannot solve our problems with the same thinking we used when we created them"



Cloning the diplomats

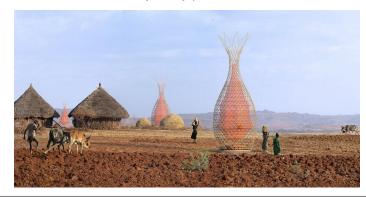


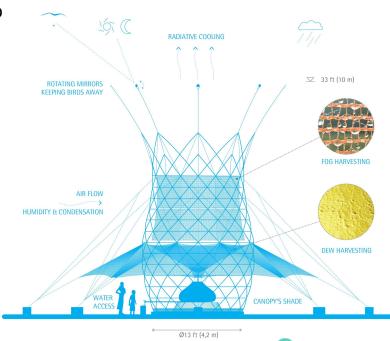
Evaluation of problems



Warka Water Arturo Vittori & Andreas Vogler (Architecture and Vision)

- An alternative source of water: captures air humidity to have drinkable water (can gather 20 to 30 liters a day)
- A social place with shade
- Five modules that can be easily assembled by the people themselves
- Made of bamboo, it only costs 400€ (against 10 000€ for a well with a pump)



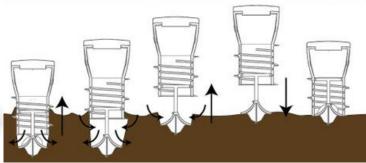


Dignity Toilet Mike Loveless & Terence Woodside (Bridgeable)

- Sealed, sanitary storage for solid waste, for 3 people, for approximately 7 days
- Composting method, avoiding the use of water and sewage infrastructure
- Avoiding water contamination and diseases
- Social aspect, empowering individuals within the community







GravityLight

Autonomous LED lightning, generating light from gravity

 Avoids the use of air polluting kerosene lamps, no need of sunlight or batteries

 Instant light, anytime, simply by lifting the weight that powers it, creating up to 25 minutes of light on its descent

No running costs



Chrysalis, solar barbecue by Alexandra Abidji & Ugo Janiszewski

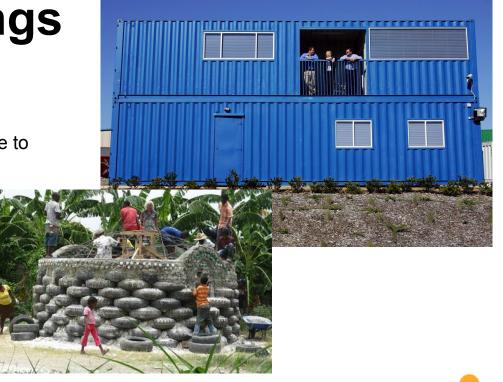
- Focuses the sun rays for an optimal cooking with it's recycled aluminium blades
- Does not use charcoal, gas or electricity (environmentally-friendly and can moreover be used anywhere, if the sun shines)



Recycled buildings

 Houses made of tires and bottles, or houses made of containers

 Material costs are low, makes it possible to use the money for something else. (For example technical equipments; solar power, warka water trees etc..)



IDEA WATCH HBR.ORG

Vision Statement

The \$300 House

Data from 300house.com: visualization by Open (notclosed.com)

It's the ultimate bottom-of-thepyramid challenge: How do you create a well-designed, safe, and affordable house for the world's poorest people?

When Vijay Govindarajan and Christian Sarkar posed that question in an HBR.org blog post in August 2010, they offered their own simple sketch of a possible solution-and wondered if a version of it could be mass-produced for \$300. Since then the \$300 house has become a full-fledged movement, with a growing list of advisers, a website (300house.com), and corporate sponsors.

In June the group announced the winner of its first design contest, sponsored by Ingersoll Rand. Here is the first-place entry, as voted on by members of the online community at jovoto.com. ▽ HBR Reprint F1110Z



The estimated price to build a one-room dwelling using these materials:

lower walls \$84.80

360 15-by-27-in. solid polybags, 370 linear ft barbed wire, 1 cu ft dry cement for foundation stucco

upper walls \$69.80

480 linear ft 9-in, mesh tubing, 7 8-ft uprights, 5 8-ft pieces 2-by-4 wood plate, 300 linear ft Polycord, 3 cu ft lime for wall plaster

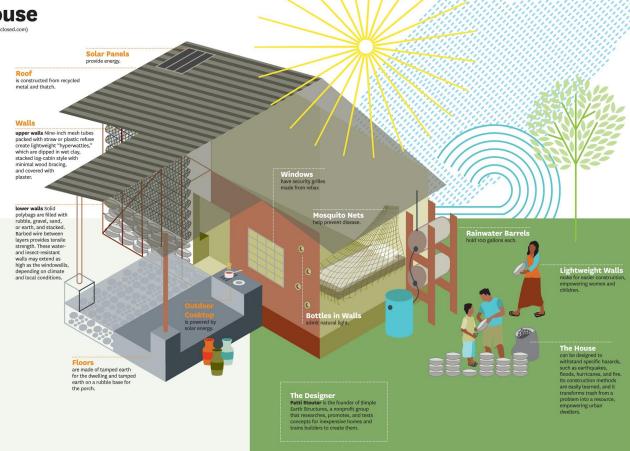
roof \$139.20

8 4-ft-by-79-in, galvanized corrugated metal sheets, 4 8-ft and 1 10-ft 2-by-4s for porch framing, galvanized wire to hold down roof, 31/2 8-ft 2-by-4s for ridgepole

basic house total

accessories shown here \$54.10 downspout pipe to rainwater barrels,

rebar window grilles, mosquito nets, and a solar electric system



Clarified brief

Design helping the refugees/asylum seekers in the UNHCR camps near the origin countries

• What can be done by means of design to help the refugee problem (asylum seekers) in Finland (in Europe)

We can solve the issues in the origin countries and help them close to their homes so they wouldn't have to leave in the first place

What is the phase of problem that needs the development most?

The reason they have to leave has to be eliminated.

After that the next best thing we can do, is to make the UNHCR camps better and more comfortable and safe for the people

• Is the solution a product/series of products or service/course of action?



Our goal

- trying to create better solutions for the camps
- organizing the space better
- organizing the time better through daily activities
- giving them something to do at the camps

300 dollar houses / 300house.com

Thanks to <u>Harvard Business Review</u> and <u>Jovoto</u>, the \$300 House project took off and today there are dedicated individuals and businesses working on this across the globe:

- Mahindra are working on a "whole village" concept in India and Africa
- The Emergent Institute, led by Stuart Hart, is actively training entrepreneurs and investing in affordable housing
- IKEA Foundation developed a refugee flat-pack
- Worldhaus has over 50 houses constructed in India
- Dartmouth has an initiative working on the project under Jack Wilson and VG
- Individuals like <u>Harvey Lacey</u>, David Sands, Pete Abrams, and P. Stouter continue their passionate quest to design affordable houses for the poor
- UC Berkeley and ReMaterials have teamed up to create a new low-cost roofing material

The **\$300 House** still needs *you*: students and teachers, individuals, universities, institutions, businesses, and governmental agencies - **learn how** *you* can participate!

Originally my **goal** was to bring together **people**, **institutions**, **and businesses** in a "creation space" to:

- 1) turn this idea into a reality, and
- 2) test it out in the field.

We are continuously building and rebuilding this online **collective** - with passionate, caring participants who choose to collaborate to make this project a reality across the planet.