

## EXPLORATION GUIDELINES

# for COMMUNITIES

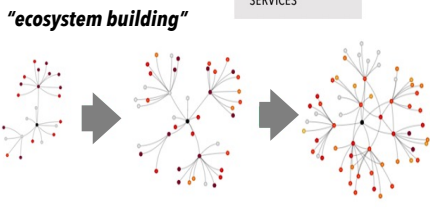
**2 INVOLVE COMMUNITY LEADERS**  
*identify potential disruptors (eco vs ego)*

- PUBLIC *INNOVATORS*
- PRIVATE *WOMEN*
- PLURAL *YOUTH*



**3 IDENTIFY COMMUNITY ANCHOR INSTITUTIONS**  
*select those that apply*

- |   |   |
|---|---|
| <b>CULTURAL</b><br>MUSEUMS<br>THEATERS<br>OPERA<br>LIBRARIES<br>ART STUDIOS<br>GALLERIES<br>MUSIC | <b>GOVERNMENT</b><br>EDUCATION SERVICES<br>HEALTH<br>MILITARY<br>POLICE<br>JUDICIARY<br>PENAL |
| <b>INDUSTRY</b><br>ASSOCIATIONS<br>GROUPS<br>BUSINESSES<br>SCHOOLS                                | <b>TRANSPORT</b><br>AIRPORTS<br>PORTS<br>BUSES<br>MOBILITY                                    |
| <b>NON-PROFITS</b><br>SOCIAL<br>ENVIRONMENT<br>HUMAN RIGHTS<br>LEARNING<br>BANKING                | <b>UTILITIES &amp; SERVICES</b><br>WATER<br>ELECTRICITY<br>DIGITAL<br>SANITATION              |
| <b>UNIVERSITIES</b><br>SCIENCES<br>BUSINESS<br>CLASSICAL<br>VOCATIONAL<br>ARTS<br>DIGITAL         | <b>SPORTS</b><br>TEAMS<br>TOURNAMENTS<br>TRAINING<br>YOUTH<br>RECREATION<br>GYMS              |
| <b>FAITH-BASED</b><br>INSTITUTIONS<br>CHARITIES<br>VOCATIONS                                      | <b>BUSINESSES</b><br>CONSUMER<br>B2B<br>MANUFACTURING<br>AGRICULTURE<br>SERVICES              |



**4 IDENTIFY COMMUNITY ASSETS & ECOSYSTEMS**  
*select those that apply*

- NATURE
  - CULTURE
  - SOCIAL
  - ECONOMIC
  - EDUCATION
  - INFRASTRUCTURE
  - AGRICULTURE
  - ENVIRONMENT
  - TECHNOLOGY
  - POLITICS
  - LAW
  - LEGACY
- INFRASTRUCTURE**
- |                  |                    |
|------------------|--------------------|
| AVIATION         | LIBRARIES          |
| BRIDGES          | PORTS              |
| DAMS             | RAIL               |
| DIGITAL          | ROADS              |
| DRINKING WATER   | SCHOOLS            |
| ENERGY           | PARKS & RECREATION |
| HAZARDOUS WASTE  | SOLID WASTE        |
| HOSPITALS        | TRANSIT            |
| INLAND WATERWAYS | WASTEWATER         |

**0 WHAT IS REGENERATION?**

**1 HOW DO WE CREATE COMMUNITY VALUE?**

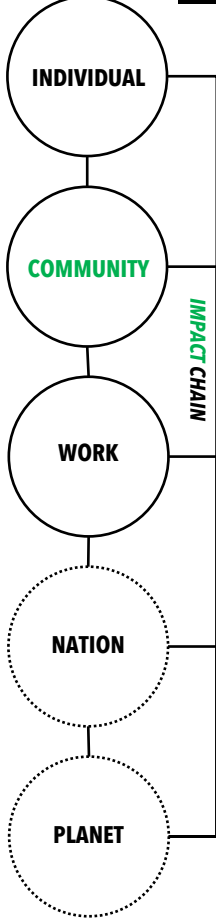
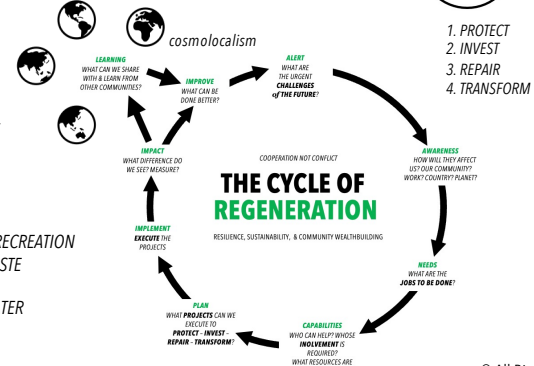
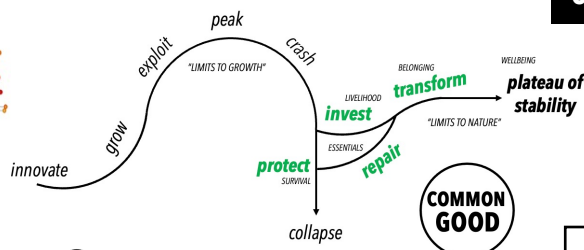


MAP THE "UNMET NEEDS" of THE COMMUNITY

INTERVIEW THE COMMUNITY

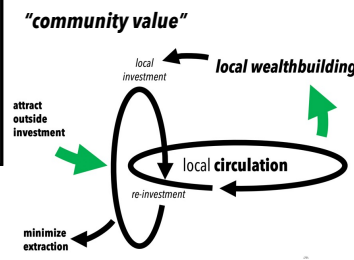
- what** - the type of need: describe it as clearly as possible
- who** - is being impacted? Individual, community, work, national, planet? who decides what is to be done? for whom?
- where** - is the need observed?
- when** - does the need occur - it is continuous or sporadic?
- who/what** - should be held accountable? is blocking the solution?

## FRAMEWORK for REGENERATION



**5 ACTIONS & APPROACH**  
*make a difference locally*

- select regen approach  
JTBD - ABCD - Community Wealth-building - Base of the Pyramid - Green Leap Mission based - Resilient Cities - City as Commons - Southsharing
- design of products/services
- purchase local goods and services
- create local employment
- real estate local: upgrades & restoration
- entrepreneurial ecosystem development (incubation, startup advice, access to capital, co-working space, digital access and administration services)
- local skills training, platform access, e-commerce, marketing, fulfillment, warehousing)
- access to global networks local profit-sharing / ownership (ESOP/co-op)
- navigating bureaucracy
- other



**6 COMMUNITY PROJECTS**  
*build consensus and trust*

- What are we good at?
- What can we expand?
- What are the biggest problems we face in the next 20 years?

*measure impact*

**7 COMMUNITY WELLBEING**



HOUSING	OPPORTUNITIES
SCHOOLS	COST OF LIVING
HEALTH	ENTERTAINMENT
SAFETY	CULTURE
SERVICES	NATURE
EVENTS	MOBILITY