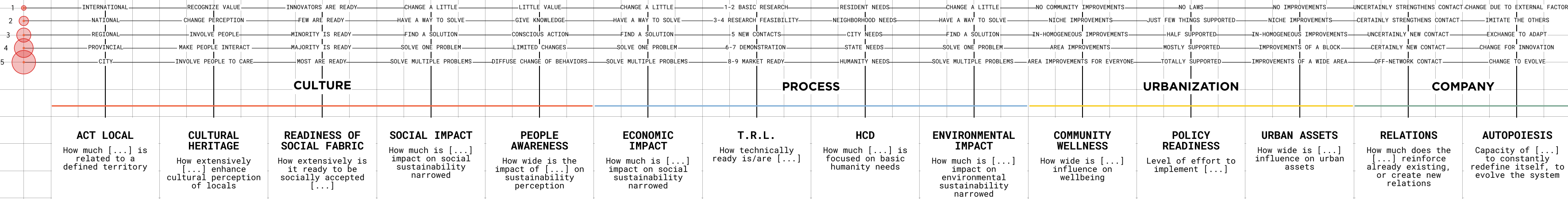


Systemic matrix

Open Systems  
A.A. 2022/2023

Che Kemeng	s301537
Ergun Beyza Eylul	s318189
Mariani Fabrizio	s305504
Montaquila Davide	s299926
Nonis Davide	s300311
Romiti Chiara	s319347
Sanni Juri	s305512
Sito Davide	s305524



ACT LOCAL

CULTURAL HERITAGE

READINESS OF SOCIAL FABRIC

SOCIAL IMPACT

PEOPLE AWARENESS

ECONOMIC IMPACT

T.R.L.

HCD

ENVIRONMENTAL IMPACT

COMMUNITY WELLNESS

POLICY READINESS

URBAN ASSETS

RELATIONS

AUTOPOTESIS

How much [...] is related to a defined territory

How extensively [...] enhance cultural perception of locals

How extensively is it ready to be socially accepted [...]

How much as [...] impact on social sustainability narrowed

How wide is the impact of [...] on sustainability perception

How much is [...] impact on social sustainability narrowed

How technically ready is/are [...]

How much [...] is focused on basic humanity needs

How much is [...] impact on environmental sustainability narrowed

How wide is [...] influence on wellbeing

Level of effort to implement [...]

How wide is [...] influence on urban assets

How much does the [...] reinforce already existing, or create new relations

Capacity of [...] to constantly redefine itself to evolve the system

SUM	AVERAGE	STD DEVIATION	SYSTEMIC INDEX
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DIGITALIZATION

**DIGITAL ARCHIVE**  
Digitization of the data collection archive on materials and consumption, monitoring consumption and waste in order to understand how to reduce them

**APPICATION**  
Provide app-services that involve the user in sustainable uses and behaviours, community sharing and wellness

MATERIALS AND WASTE

**NEW PRODUCTS FROM WORKSITE WASTES**  
Find solutions to reuse waste produced directly on site

**NEW APPROACH TO MATERIALS**  
Innovative processes from waste products on site

**BETTER SORTING AND MANAGEMENT**  
Better waste management starting from the correct sorting on the construction site and the increasing of available bins

CO-DESIGN

**INVOLVING CITIZEN**  
Involve citizens on project phases who have direct contact with the city, in order to better understand their needs and desires

**INVOLVING RESIDENTS**  
Involve residents and future residents of Building houses, to share design choices with them and understand their real needs and desires

**INVOLVING EXTERNAL EXPERTS**  
Involve in design phases artists, sociologists, anthropologists, psychologists in order to improve the wellbeing of residents

STORYTELLING

**NARRATE SUSTAINABLE PROCESSES TO THE PUBLIC**  
Communicate sustainability using company internal data, explaining the process and materials to achieve energy efficiency

**SUSTAINABLE HABITS**  
Create a storytelling to show residents the right practices to use in everyday life and take 100% advantage of the building they live in

**INFLUENCE**  
Narrate processes of excellence and sustainability in order to trigger a virtuous process and inspire competitors.

SERVICES

**DEMOCRATIZATION**  
Be ready for new markets and expand user base by creating more affordable product lines

**NEW SERVICES FOR RESIDENTS**  
New services for homes and commercial buildings to improve the lives of people living there (examples vuoto a rendere, toogoodto go...)

**NEW SERVICES FOR THE CITY**  
Introduce services for the whole city. Some services can start as individual, then the whole community will benefit sharing services, services related to green areas...

**ANTI-GENTRIFICATION**  
Keep up with the evolution of the city from the point of view of future infrastructure and development of neighborhood

GREENING

**GREEN RESIDENTIAL SOLUTION**  
Make the city greener starting from specific solutions for individual residential buildings

**GREEN SOLUTIONS FOR THE CITY**  
Solutions to make the city greener starting from actions taken by the public administration that can benefit the entire city. Top-down interventions

**GREEN COMMUNITY SOLUTIONS**  
Medium impact greening interventions carried out directly by citizens as placemaking interventions and tactical urbanism. These are bottom-up interventions

SUM

AVERAGE