ReGen Villages

Almere, Netherlands

Illustration ©EFFEKT

Size:
4 acres, 75 – 100 residents

Dates:
2016 – ongoing

Project Team:
ReGen Villages Holding, B.V. R-Gen, ReGen Labs

ReGen Villages are planned, prefabricated villages designed for self-sufficiency and able to be constructed in any location. They are designed for net-positive energy generation, closed-loop waste-to-resource systems, and can be constructed anywhere.

Goals & Strategies

Place	
Limits to Growth	**Goals:** Goals not defined. **Strategies:** Strategies not reported.
Food	**Goals:** Goals not defined. **Strategies:** Aquaponics that recycle greywater and provide nutrients to food for production. Organic vertical farming located within the village.
Habitat	**Goals:** Goals not defined. **Strategies:** Closed waste-to-resource loops. Water purification. Landscaping and stormwater retention ponds.
Transportation	**Goals:** Goals not defined. **Strategies:** Within the village there are no roads for cars. It is unclear how they will connect to the greater community.
Water	
Water	**Goals:** Goals not defined. **Strategies:** Landscaping for water retention. Stormwater is collected. Onsite treatment for water. Separation of greywater. Recycle water through aquaponics and greenhouses. Efficient appliances.

Energy	
Energy	**Goals:** Net-positive energy production. 100%+ renewable energy. **Strategies:** ReGen Villages will be net-positive energy producers using renewable energy. Designed for off-grid capabilities. Employ a smart grid. Generate power through solar panels, biomass, geothermal, wind, and biogas from community waste.
Health + Happiness (Details not provided by researchers)	
Materials	
Material Plan	**Goals:** Goals not defined. **Strategies:** Strategies not reported.
Embodied Energy & Carbon	**Goals:** Goals not defined. **Strategies:** Strategies not reported.
Waste	**Goals:** Goals not defined. **Strategies:** Greywater recycling. Compost waste-to-energy. Recycling. Buildings will be prefabricated and deconstructable, designed to meet passive house standards.
Equity	
Neighborhood & Access	**Goals:** Goals not defined. **Strategies:** Walkable community.
Access to Nature	**Goals:** Goals not defined. **Strategies:** Biophilic design. Gardens, greenhouses attached to homes.
Access to Community Services	**Goals:** Goals not defined. **Strategies:** Strategies not reported.
Investment	**Goals:** Goals not defined. **Strategies:** Strategies not reported.
Beauty	**(Details not provided by researchers)**

> See next page for Performance Levels achieved

Performance Levels Achieved:

	Standard	Good	Better	Living	Regenerative
Place					
Limits to Growth					
Food					
Habitat					
Transportation					
Water					
Energy					
Health + Happiness					
Civilized Environment					
Neighborhood Design					
Biophilia					
Resilient Connections					
Materials					
Material Plan					
Embodied Energy & Carbon					
Waste					
Equity					
Neighborhood & Access					
Access to Nature					
Access to Community Services					
Investment					
Beauty					
Beauty & Spirit	Not specified				
Inspiration					

Sources:

http://www.regenvillages.com/

https://sustainabledevelopment.un.org/content/documents/622766_Ehrlich_Integrated%20village%20designs%20for%20thriving%20regenerative%20communities.pdf

https://inhabitat.com/utopian-off-grid-village-grows-own-food-in-shared-local-eco-system/

**Note: This case study was developed using found information.*

21st Century Development is a model for the creation of regenerative communities that strives to provide a healthy environment for all people and living systems now and in a dynamic future.

The initiative is created and supported by a partnership of AIA Minnesota, the Center for Sustainable Building Research, Colloqate Design and The McKnight Foundation.