

ReGen Villages

Almere, Netherlands



Size: 4 acres, 75 – 100 residents

Dates: 2016 - ongoing

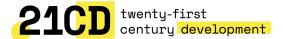
Project Team: ReGen Villages Holding, B.V. R-Gen, ReGen Labs

Illustration ©EFFEKT

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-toresource systems, and can be constructed anywhere.

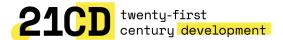
Goals & Strategies

| 🖄 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. |



| 4 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 + Happin | NESS (Details not provided by researchers) | | | | | | |
| Se 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. | | | | | | |
| 吕 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 | | | | | |
| Mataiala | | | | | |
| Materials Material Plan | | | | | |
| | | | | | |
| Embodied Energy & Carbon Waste | | | | | |
| wasie | | | | | |
| Equity | | | | | |
| Neighborhood & Access | | | | | |
| Access to Nature | | | | | |
| Access to Community Services | | | | | |
| Investment | | | | | |
| | | | | | |
| Beauty | | | | | |
| Beauty & Spirit | Not specified | | | | |
| Inspiration | P | | | | |

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.





CENTER FOR SUSTAINABLE BUILDING RESEARCH



MCKNIGHT FOUNDATION