ECO-SOCIAL GENERATOR

The installation aims to be a place where collective stories and social performances can create a new link between nature and its inhabitants. In our years of experience as architects working on public projects, we observed that the spaces with the most significant deterioration, abandonment, and vandalism were those where people had no emotional bond with or with their community. And perhaps it could be through art and the generation of new rituals –practices where community cohesion could be given, putting itself before contemporary narcissism.

The project will be divided into 5 main áreas to recognize, revisit, feel and occupy space in different ways through different activities, using the moving body and structure to create clean energy for the community.

Urban farming, gardening, recreation,education, public engagement, interactivity, play, energy, security, and economic opportunities are a few of the activities you can do.

It’s not only the park, it’s the whole system that should be sustainable, understanding system as the relationship between ecology and social interactions. So all the structures are place strategically to use the wind and the sun as the main source of energy. Follow by the movement of the citizens, we use piezolectric flooring sistema and combine triboelectric nanogenerator (TENG) and textile material. The textile is use by the kids to hang and play. The play floor is made of crystals and ceramics create a charge to generate electricity. The floor is made of power generating blocks, then electricity is colected in baterries and is used to power up the 60% of the electricity needed at park.

The a woven fabric-TENG can be further used as a multifunctional sensors, such as a 3D tactile sensor for self-powered, stretchable wearable devices in energy harvesting, human motion or robot movement detection, and smart prosthetics.