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The City of Enchantment

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Project Brief Description:

The City of Enchantment is composed of a series of projects, which aim at catalyzing a socioeconomic movement to optimize the well-being of a city (London Ontario as the pilot city). The idea began when 7D developed its organizational structure modeled after the human chakra system (see figure 1). It later became evident that this structure could also be used as a social ecological model (SEM) for a city with all of its socioeconomic activities (see figure 2).

Figure 1.

Figure 2.

The goals are:

1. To use this preliminary framework to develop a social ecological model that outlines what a self-actualized city could look like. Then use this model to provide guidelines on how to implement solutions that work towards the self-actualized city (i.e. city metrics for diagnosing the city and providing treatment plans). This will be done by creating a committee of 7 from different sectors in the city, with each individual representing one the 7 chakras functioning in the city. *See section on Ontological Design Framework.*

2. To build physical installations that resemble this model as an art show i.e. a mini-city with 7 different rooms, each room representing a different chakra/function in society. This could be the prototype of the school we eventually want to build. *See section on Art Installations and Launch Event.*

3. This art show will aim at education people in a fun, engaging, and self-directed way. Participants will be encouraged to do a self-analysis throughout the experience so that they can have an idea of where they are best fit into society,

which could encourage authentic vocational development. *See section on Education Strategy.*

4. To engage with the community to encourage contributions, collaborations, social entrepreneurship. We are building an ecosystem wherein people can express their true vocational calling through an entrepreneurship model. *See section on Feedback.*

Timeline:

3 phases, 5 projects, 1 year:

1. Phase 1- Research and Strategize.
   a. Ontological Design Framework
   b. Education Strategy
2. Phase 2- Design and Develop
   a. Art Installations
3. Phase 3- Community Engagement
   a. Launch Event
   b. Feedback

Post-Project Opportunities

After cycle is complete, we can repeat the process at phase 1 but now instead of using literature to design the model, use participation feedback/data to upgrade the initial model/strategy. Also, instead of displaying all 7 chakras at once at future art shows, we can display one chakra at a time and have them featured twice a year. Or from the art show we can grow into a theme park that is constantly evolving each year. This is a never-ending process because ideas, models, frameworks, and strategies will always be evolving and hopefully more people will be contributing to the movement at large.

The point is to turn this thing into a self-organizing system that is constantly updating itself and does not require a single person to maintain itself. We want to create and implement a sys

If this framework proves to be efficacious and have major social impact, we can then implement in other cities the following years.

<u>Ontological Design Framework</u>

<u>Definition of Ontological Design:</u> Everything that we design in turn designs us back. What is designed in the external (i.e. environment, language, systems, cities) influences the internal (i.e. the way we think, relate to each other, and behave). The internal (i.e. how we think) then influences the external (i.e. environment) through our designs, which resembles a constant feedback loop.

"Design postulates:

1. That design is something far more pervasive and profound than is generally recognized by designers, cultural theorists, philosophers or lay persons
2. That designing is fundamental to being human – we design, that is to say, we deliberate, plan and scheme in ways which prefigure our actions and makings – in turn we are designed by our designing and by that which we have designed (i.e., through our interactions with the structural and material specificities of our environments);
3. That this adds up to a double movement – we design our world, while our world acts back on us and designs us.

 Ontological designing as a condition of being could be seen as inhabiting three continuous inter-connected regions:

1. as it applies to conventionally considered designed things — e.g., buildings, manufactured objects
2. extending on from this there is the ontological designing of material and immaterial infrastructure, of e.g. management systems, of information technologies, of communication systems, and then there is,
3. the ontological designing of systems of thought, of habits of mind."

Source: http://www.pantagruelista.com/blogeng/being-and-design

In this city of enchantment project, we will:

1. First design an immaterial infrastructure (ontological design framework)
2. Then design the physical structure of this city (the art installations)
3. Then the "ontological designing of systems of thought, of habits of mind" through self-directed learning in the art show (education strategy).

Current Social Ecological Models:

- Have not been updated since the 80's.
- The main focus is the individual, not the city.

1. Bronfenbrenner's ecological model
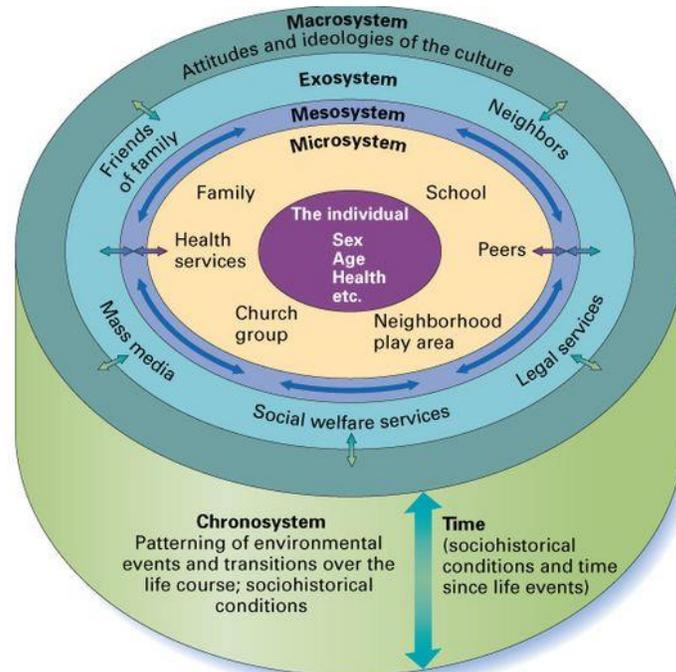
At the core of Bronfenbrenner's ecological model is the child's biological and psychological makeup, based on individual and genetic developmental history. This makeup continues to be affected and modified by the child's immediate physical and social environment (microsystem) as well as interactions among the systems within the environment (mesosystems). Other broader social, political and economic conditions (exosystem) influence the structure and availability of microsystems and the manner in which they affect the child. Finally, social, political, and economic conditions are themselves influenced by the general beliefs and attitudes (macrosystems) shared by members of the society. (Bukatko & Daehler, 1998)

2. The Social-Ecological Model: A framework for Prevention (UNICEF)

The Social Ecological Model (SEM), a framework for understanding the multiple levels of a social system and interactions between individuals and environment within this system.
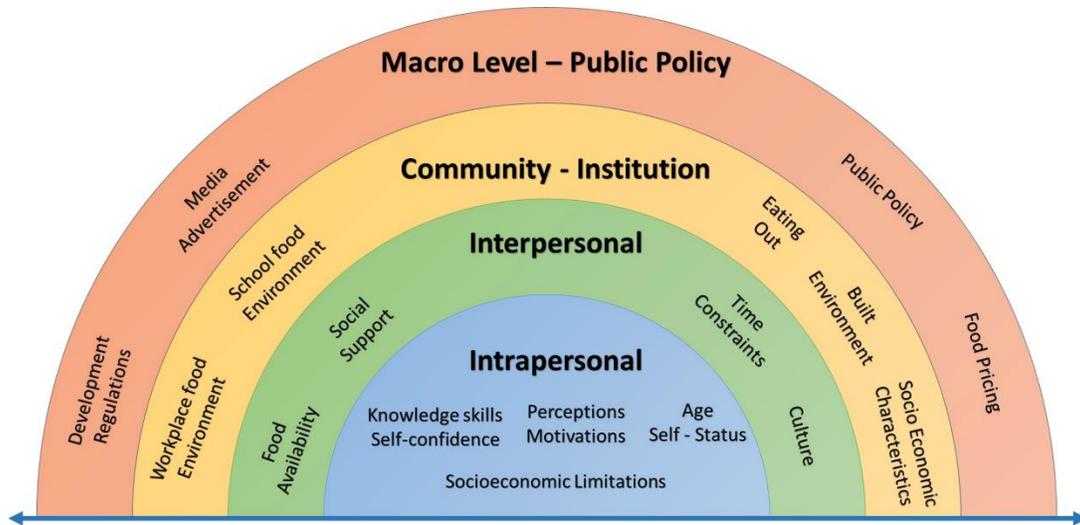
See attached for implementation strategy guide that uses this model.

*We can use these previous models and implementation strategies to guide our work with our new proposed frameworks.

The Proposed 7D Blueprint for City Wellness

City Organization-
TENTATIVE

FUNCTIONS

The Self-Actualized City	●	Authentic Being
Vision	●	Strategy guided by values, worldview
Communications & Representation	●	Politicians, representatives, media
Compassion	●	Social Services for citizens and for other cities in need
Identity Formation	●	Education
Creative Productions	●	Consumerism, Manufacturing
Emergency Response	●	Environment, Health, and Safety

ACTIVITIES

- We have a responsibility to consciously design systems that upgrade our ontological feedback loops so that they may enhance the quality of global consciousness. If we design the city as a living organism and give it a working model to "self-actualize" with proper guidelines, it may be possible for the city to heal itself properly.
- In this model, the individual is not the main focus but rather represented as a cell within a large ecosystem, intended to work for the whole rather than for him/herself.
  - Psychological literature on meaning in life states that meaning is found when one is working towards something greater than oneself, i.e. meaningful service to help others, taking care of a family or pet, etc.

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Assuming what we know about systems theories and ontological design, the key questions are:

1. What would happen if we designed the city as a spiritual entity, would that help individuals recognize their own spiritual nature?
2. What would happen if we attempted to design a self-actualized city and implemented strategies self-actualizing strategies for the city, would that in turn influence its own citizens to self-actualize as well?
3. Is it easier to transform this macro organism that we live in to ease the suffering of individuals or is it easier to self-actualize many micro ogranism individuals to ease the suffering of the world? In other words, is it easier to heal an entire organ in the human body and hope the cells will regenerate, or should we be attempting to heal one cell at a time and hope that the organ will heal from this and then the whole body?

"Just as you grow into the world, the world grows into you. Not only do you occupy a certain place, but that place in turn occupies you. It's culture shapes the way you see the world, its language informs the way you think, its customs structure you as a social being." – Costica Bradatan