



Creative Repurposing — Unlocking the Past for Our Sustainable Future

Introductions



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- **Ron Dembo**, Founder and CEO, Zerofootprint



Source: http://en.wikipedia.org/wiki/Sir_Matthew_Collins_Street_Architecture.jpg



Source: <https://www.shutterstock.com/image-photo/Manila-Capitol-Building-Philippines>



Source: <https://www.liverpool.ac.uk/the-university-of-liverpool-photos/183544.jpg>



SOURCE: <http://www.wikipedia.org/wiki/Brick> - PG

Framing

- Can the technology inherent in heritage neighborhoods help us in a future of urban densification?
- How can engaging the public and the private sectors through user interface design, peer-to-peer challenge programs and gamification help?

"Sustainable City/Community" definition



**Key issue – By 2050,
70% of the global
population will live in
cities.**

- Compact community with a balanced mix of activities, housing, and commercial, institutional, recreational and/or industrial land uses
- Reduces fossil-fuel use from personal vehicle travel and provides opportunities for energy-efficient and healthy alternatives
- Energy efficient, balancing energy supply and minimizing GHG emissions
- Minimizes the use and disposal of water and negative impacts on watersheds
- Resilient and connected – climate, economy, environment & social
- Efficient use of resources, incl. Waste
- Protects, and enhances /restores the natural environment and cultural heritage

























