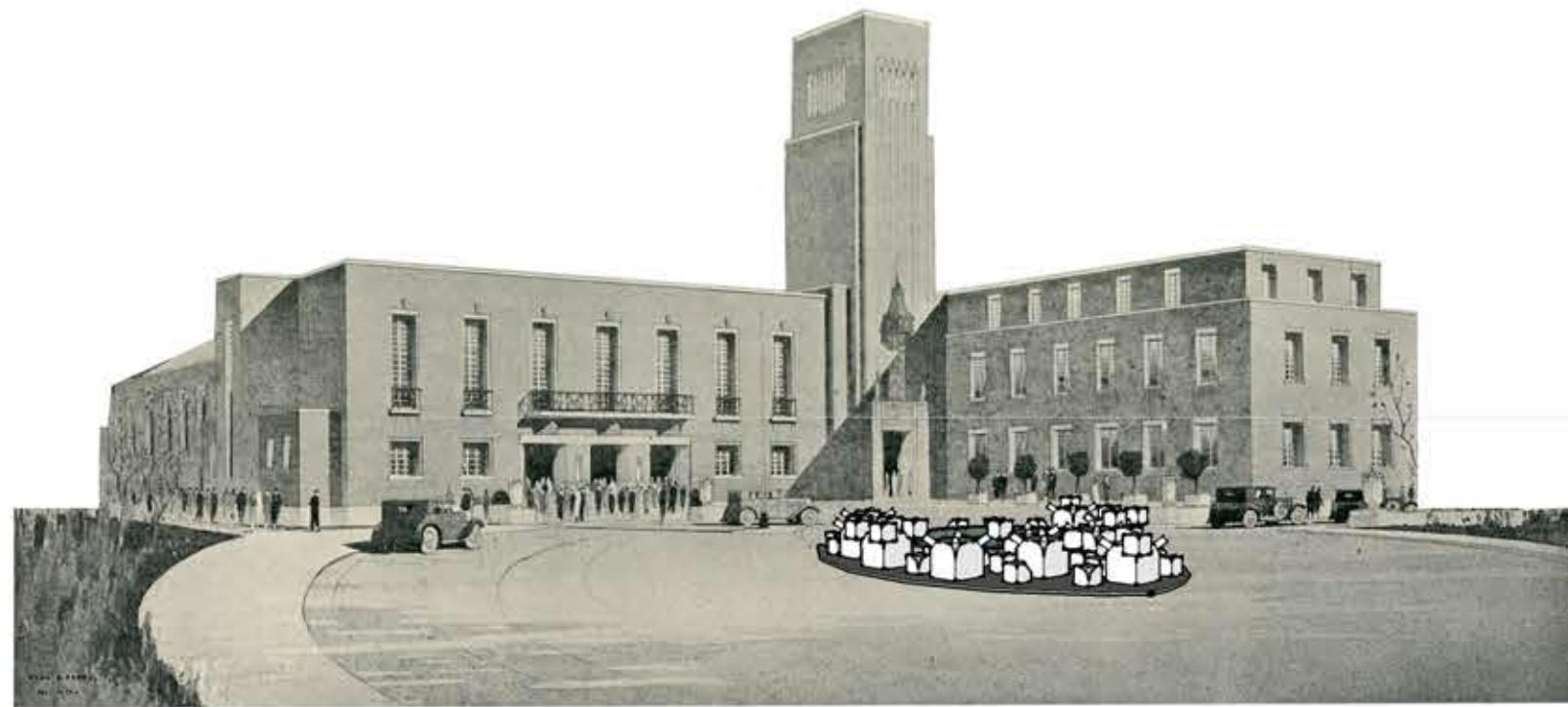


SHARING GATE

**SUSTAINABILITY
CONNECTIVITY
ENTREPRENEURSHIP**



CONCEPTUAL VIEW

'Sustainability' express the key feeling of the theme, Along with 'Idle capital' helping in realisation of the space and an activity to spread the visions of sharing economy.

In social life sustainability is the combined contribution of Society,Economy and Environment.Like this in sharing economy- Space,People and Resource can be taken as the key contributors.In the design; Space has been symbolised as the Gate or Tunnel;People as the person engaged in activity inside the space;and Resource as the material used by the person for completing the activity.

In sharing economy; 'Waste is a resource in the wrong hand', which is an analogy of 'Idle capital is a wasted resource'.This is symbolised inside the space using individual movable objects.Which in itself,idle is a boring dead waste.But with movement , with action it becomes part of something bigger and becomes usefull.

Its more than just sharing. Its about creating a community expanding the chain,being the best link possible.

Sally is benefitted by me; but its not compulsory that I benefit from her, maybe I am benefitted from Molly,and Molly from someone else.

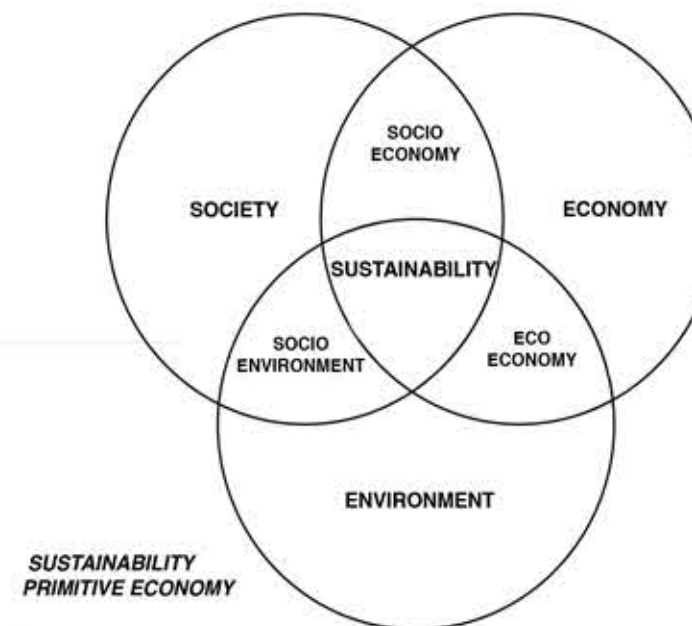
But its sure that you will be benefitted. Society will be benefitted.

Socio-economic ecosystem
Shared: Resources
Creation
Production
Distribution
Trade
Consumption

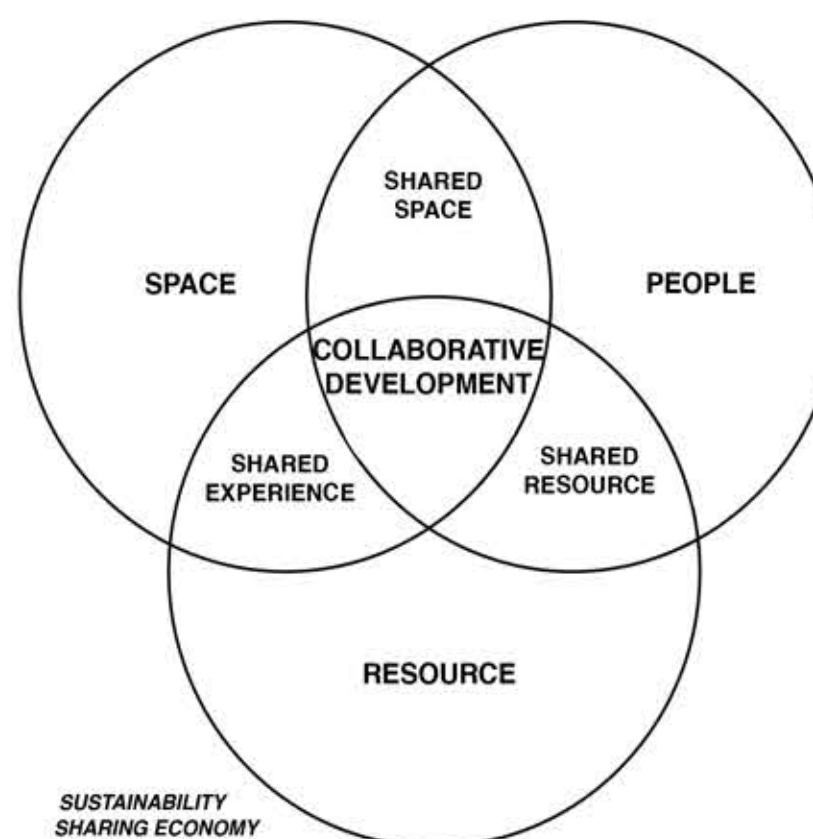
Environmental impact
Sustainable consumption
Community
Decentralization
Participatory Democracy
Self organization
Increased independence

Connectivity
Communication
Cooperation
Trust Will
Collaboration
Disownership

**Mutual trading of resources
leading to sustainable lifestyle.**



SUSTAINABILITY
PRIMITIVE ECONOMY



SUSTAINABILITY
SHARING ECONOMY

SYMBOLISM IN DESIGN



SPACE : PLACE OF ACTIVITY

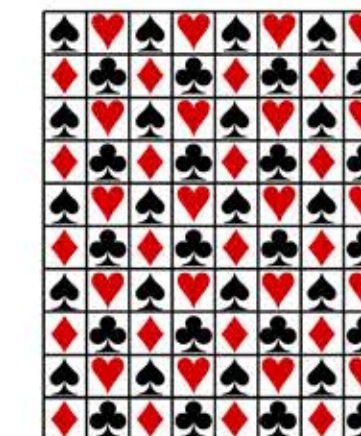


PEOPLE : PERSON INSIDE THE SPACE
INVOLVED IN THE ACTIVITY



RESOURCE : TOOLS WHICH HELP
FOR THE ACTIVITY

**Allows people to take idle capital
and turn them into revenue sources**

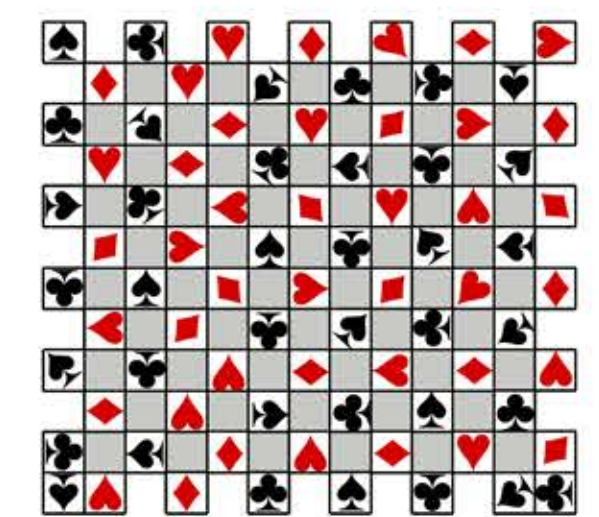


IDLE STAGE

CARD GAME:
Independant cards and symbols, when idle leave a common pattern in the game.When agitated and played around in possible d irections and movement, it generates different patterns. Keeping the game active and providing more possibilities.

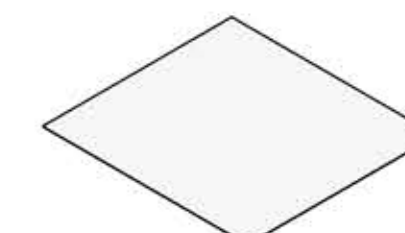


MOVEMENT

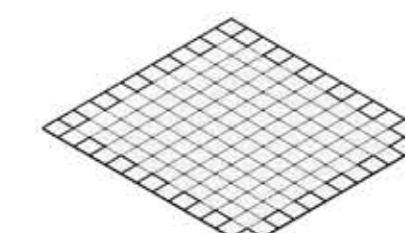


ACTIVE STAGE

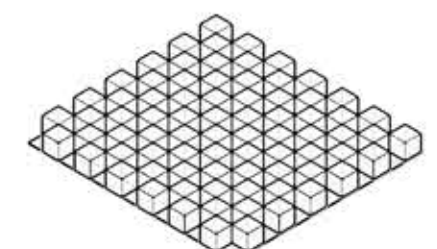
STRATEGY GENERATION



Field for activity



Drafting out individual resources



Projection of resources on floor