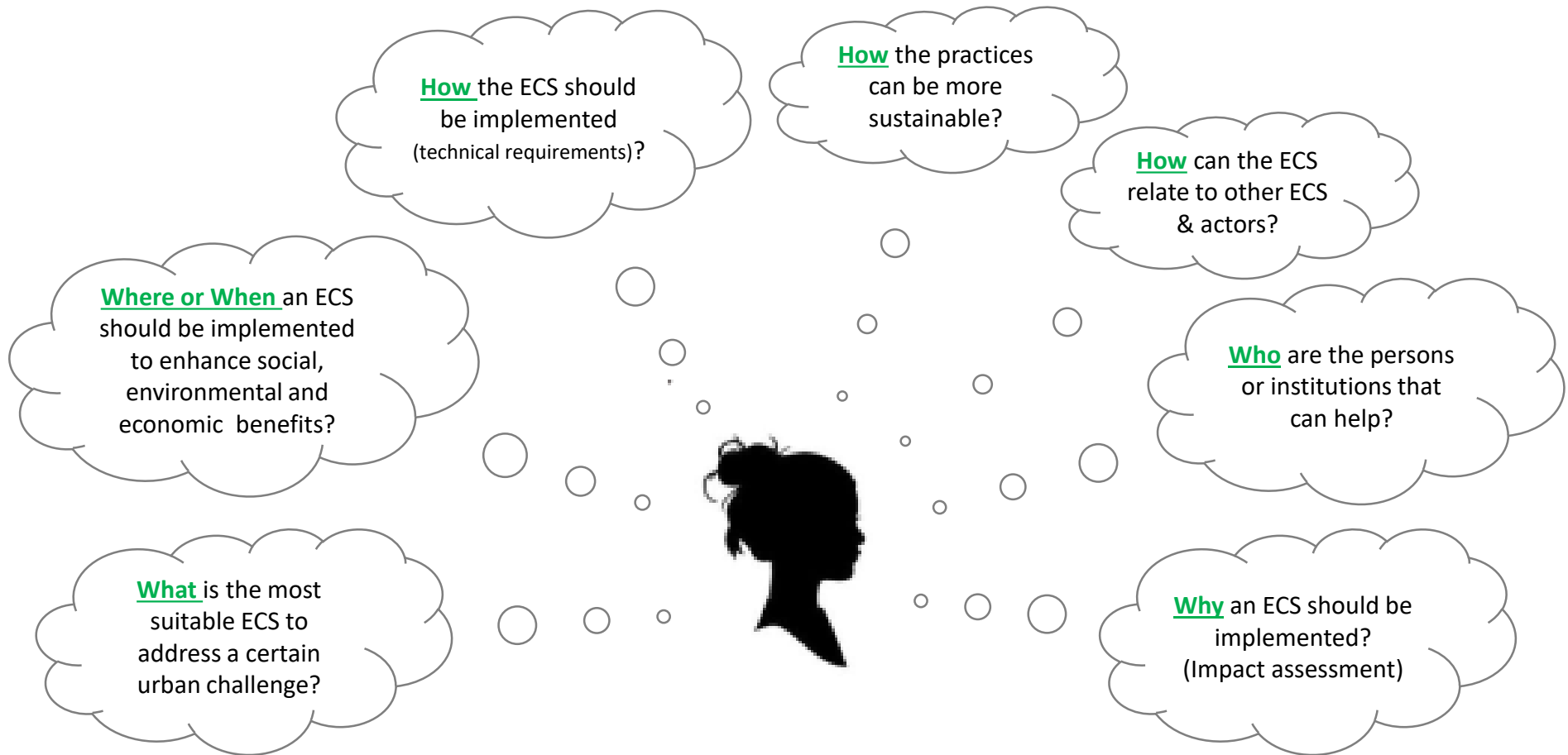


EdiCitNet Toolbox

Knowledge sharing & Networks for Edible City Solutions (ECS)



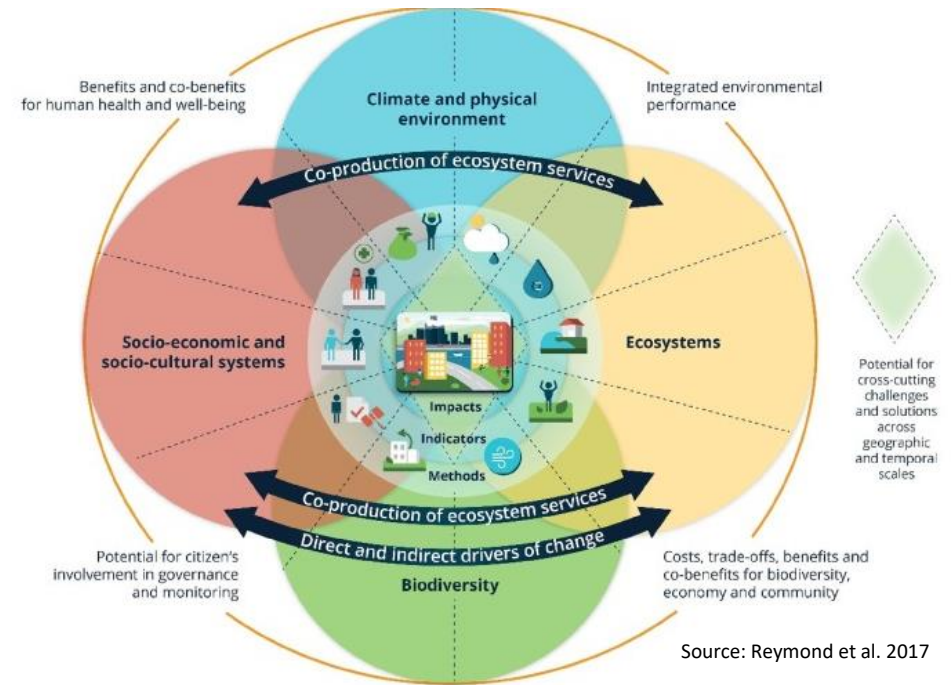
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Knowledge sharing & Networks for Edible City Solutions (ECS)

Urban challenges



Indicators & Benefits



ECS

From grey towards green



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Knowledge sharing & Networks for Edible City Solutions (ECS)

Indicators & Benefits

Urban challenges



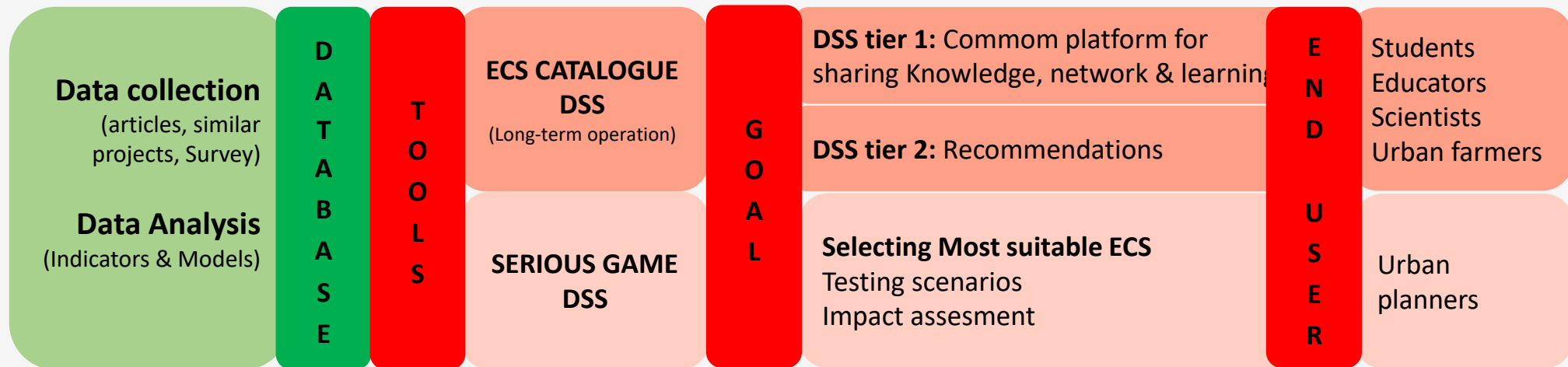
ECS

From grey *towards green*



EdiCitNet Toolbox

Knowledge sharing & Networks for Edible City Solutions (ECS)



Open access, user friendly & inclusive Tools



EdiCitNet Survey

Long-term feed of
Database & Catalogue (DSS 1 & 2)

Connecting End-Users
(Network)

Sharing knowledge on ECS

Learning from each other

Growing together

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Open Access ECS Catalogue DSS



Serious Game DSS



Scenario analysis



*ECS Common platform
Sharing knowledge
Connecting
Recommendations
Making decisions*



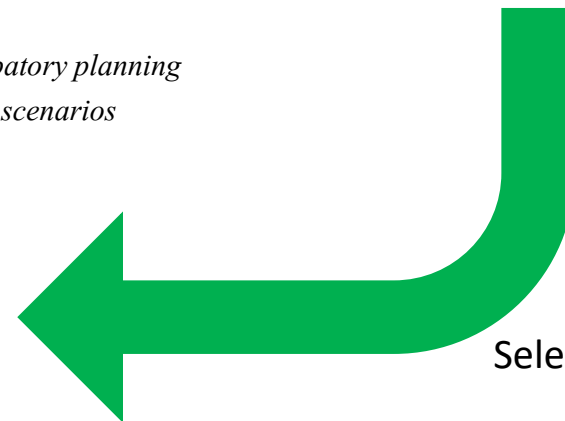
Students, educators, scientists,
entrepreneurs, urban farmers



*Participatory planning
Testing scenarios*



Urban planners



Selected indicators:
Costs
Resources
Production
Benefits

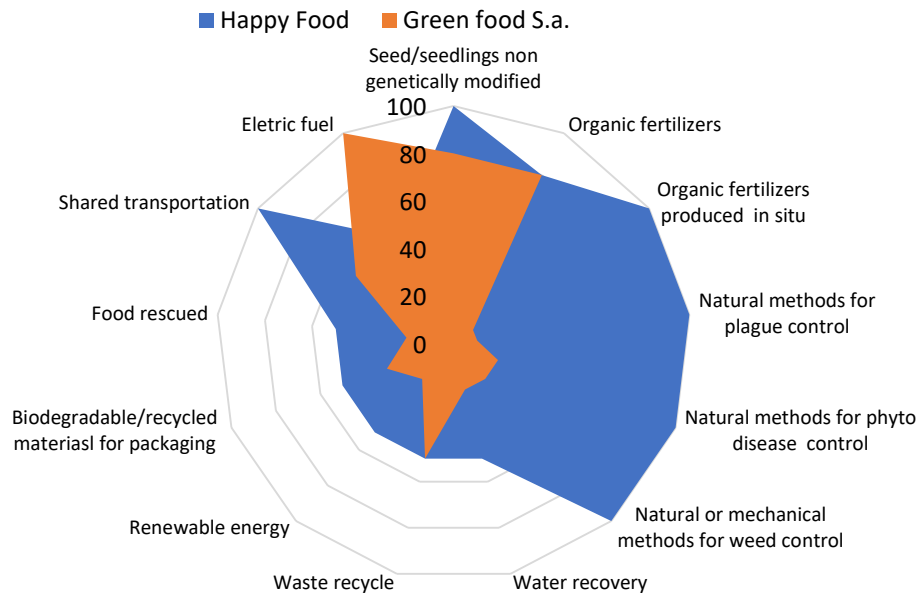
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Open Access ECS Catalogue DSS tier 1

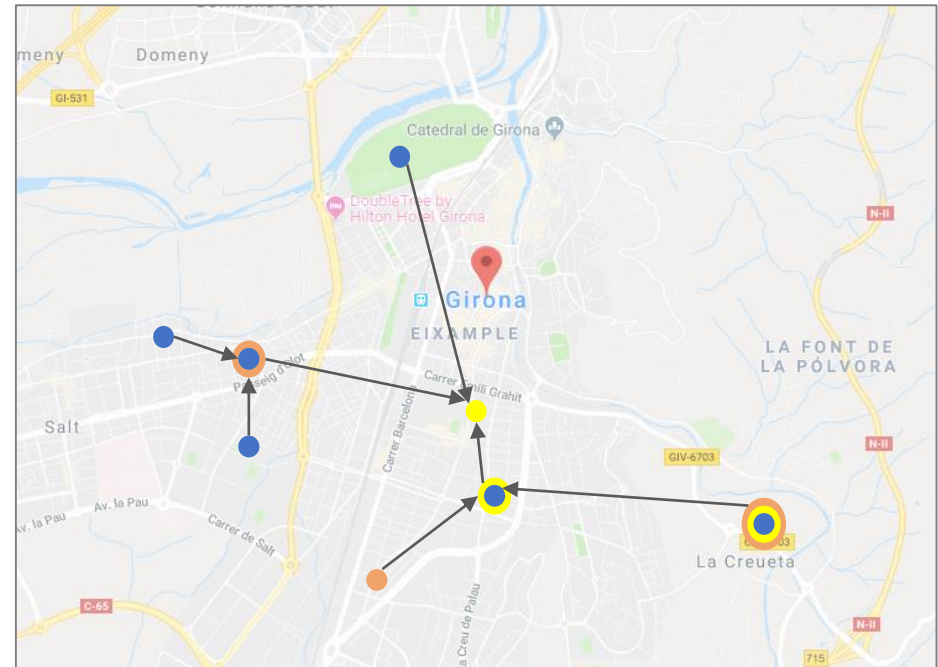
Common platform for sharing Knowledge, network & learning

Sustainability Graphs



Comparison between ECS

The EdiCitNet app (Tinder-like)



- Production of edible products (urban farms)
- Manufacture of local edible products
- Uses of local edible products (Commercialization/ Donation/Exchange)

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Open Access ECS Catalogue **DSS tier 2**

Recommendations for a use case (example)

User: Decision maker, municipality

Purpose of ECS – select among urban challenges: employment, citizens requirement, bigger food security of the city, crime reduction, climate adaptation. **E.g. citizens requirement and food security.**

Goal: Implement ECS in one part of the city.

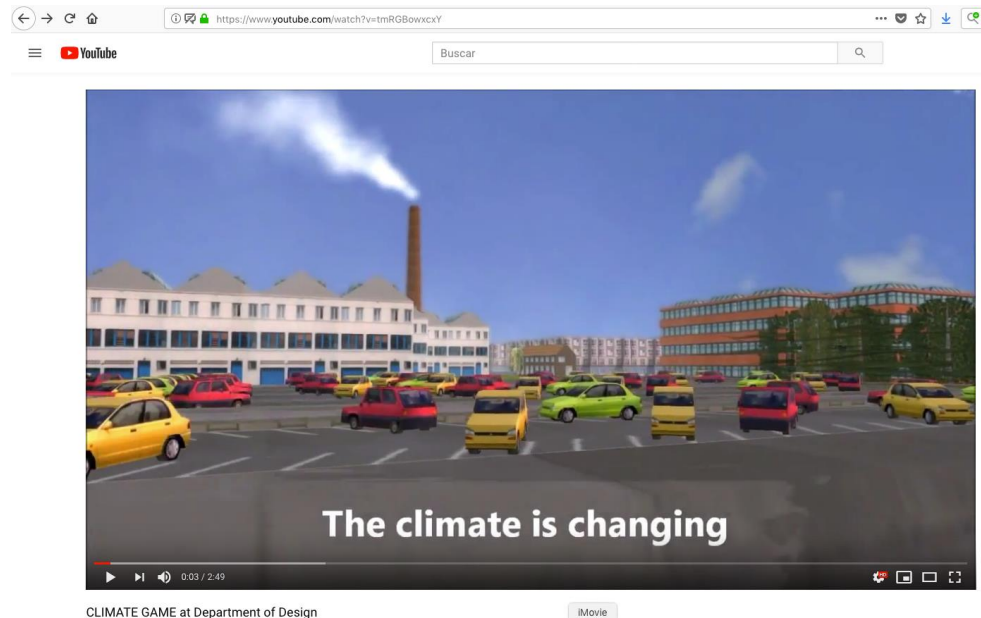
Question: What are the needed resources for setting up and maintaining the gardens? What is the **impact: environmental, social and economic?**

| | | | SCENARIO 1 | | SCENARIO 2 | | SCENARIO 3 | |
|------------------------------|----------------------------------|----------|------------|------|------------|------|------------|------|
| | | | AMOUNT | COST | AMOUNT | COST | AMOUNT | COST |
| COSTS | CAPEX | | / | | | | | |
| | OPEX | | / | | | | | |
| RESOURCES | WATER | M3/YEAR | | | | | | |
| | FERTILIZER | KG | | | | | | |
| | ENERGY | KWh/YEAR | | | | | | |
| | HUMAN | HOURS | | | | | | |
| PRODUCTS, YIELD | VEGETABLES | KG/YEAR | | | | | | |
| | FRUITS | KG/YEAR | | | | | | |
| | PROTEINS | KG/YEAR | | | | | | |
| | | | | | | | | |
| ENVIRONMENTAL BENEFITS | RAIN WATER USED | M3/YEAR | | | | | | |
| | WASTE WATER USED | M3/YEAR | | | | | | |
| | AVOIDED AGRICULTURAL LAND | M2 | | | | | | |
| | AVOIDED N RELEASE | KG/YEAR | | | | | | |
| | AVOIDED P RELEASE | KG/YEAR | | | | | | |
| | AVOIDED ENERGY TO PRODUCE MIN. N | KWh/YEAR | | | | | | |
| | AVOIDED IMPACTS DUE TO P-MINING | | | | | | | |
| | | | | | | | | |
| SOCIAL AND ECONOMIC BENEFITS | | | | | | | | |
| | NEW JOBS, ... | | | | | | | |

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Knowledge sharing & Networks for Edible City Solutions (ECS)

(Serious) Edible City Game DSS



<https://www.youtube.com/watch?v=tmRGBowxcxY>

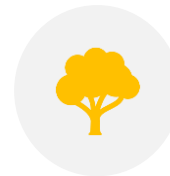
- ✓ *Urban planning*
- ✓ *Participatory (multiple stakeholders)*
- ✓ *Real urban context*
- ✓ *Scenario analysis*



POTATO POTS



AQUAPONICS



GREEN ROOF



BEEES FARM



GREEN WALL

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Possible Contribution of ECS to the City Planetary Boundaries and SDGs Impact Assessment

