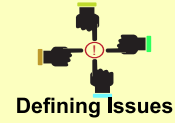


# Designing Regenerative Futures

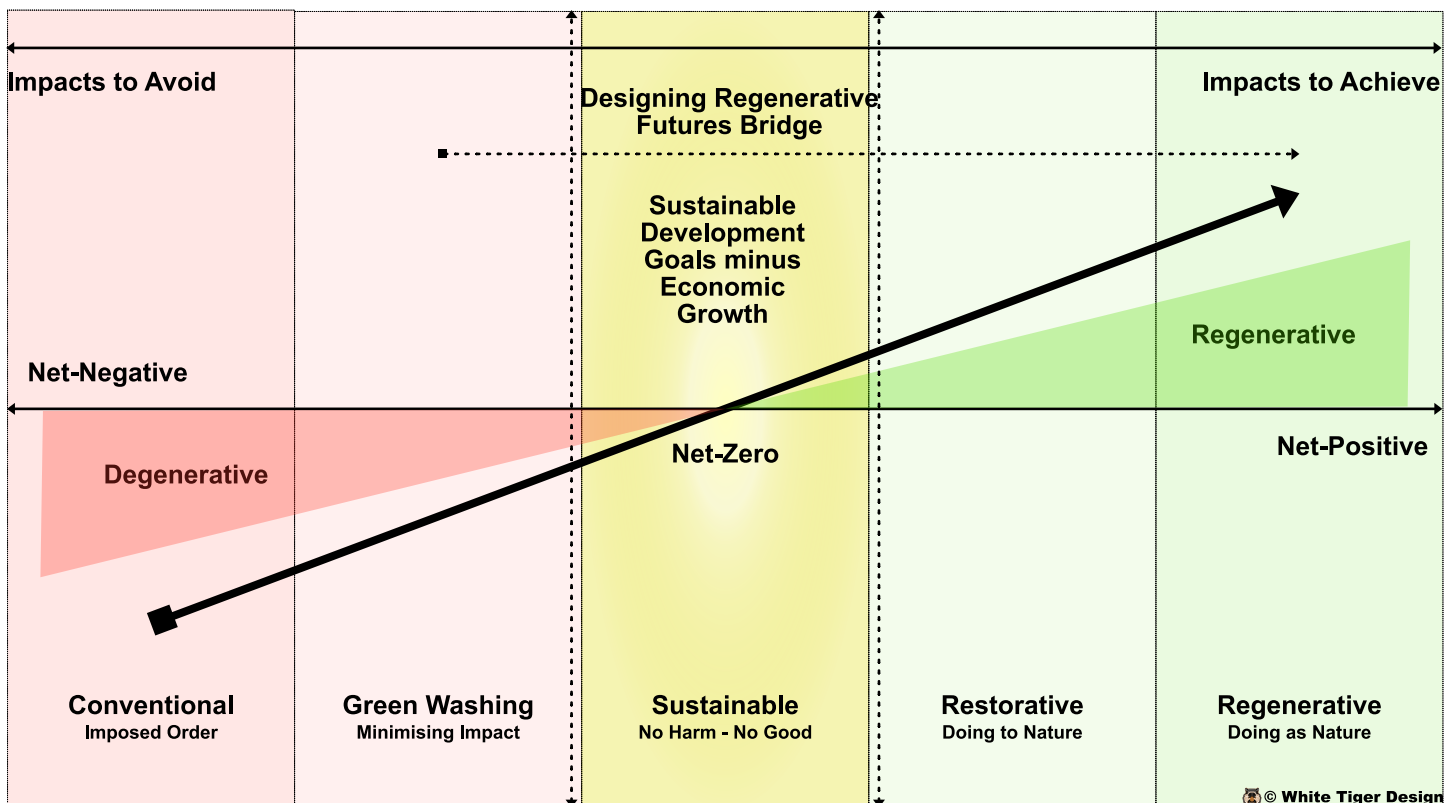
## Impact Creation Mapping



Nature has shown that evolutionary design works in balance for ecosystems at all scales and it is only when humans are involved that imbalance occurs. The inclusion of human design in nature has so far proven to be negative in impact as our effect has been generally degenerative. Only now do we see the need for balance but zero effect is no longer good enough as we have taken too much out of the system and now need regenerative practices.

As we move from net-negative to net-zero we should/must be using net-positive in our systems thinking.

We can design net-positivity into all we do by creating Regenerative Futures.



Sustainability is no longer enough. It must be considered as a transition zone between the worst practices and the best or the starting point of current best thinking and the future best thinking of Regenerative Design.

Using the current Sustainable Development Goals can be used as a bridge into Restorative Design but has the major limiting and often negating goal of Economic Growth which will, if prioritised, make the other sixteen goals impossible to achieve.

Using the CWE Impact Driven Innovation model and Systems Thinking that embraces complexity and multiple perspectives will create Regenerative Futures in all things.

For further details, help with your projects, collaboration or to register interest in developing the model please contact:

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