FarmHack RISD – Meta Notes

The Need

Develop a template

Communicate the design process

Tools exist at an industrial scale

 Scale them down

 Less power/ capital intensive

 These aren’t new ideas

Find the market

 Network of farmers

 Fab lab – nuture business

 Demand

Root washer - $50 materials + $20/hr\*50 hrs

Instructibles.com

Open source is about reputation, not monetary compensation

Framework for designing and producing cheap, scale appropriate, local tools

Accessibility – open source design

Inspiring precedent – amish/Mennonite, [local motors](http://www.local-motors.com/), [instructibles.com](http://www.instructables.com/), [bio-gas](http://gekgasifier.com/)

Industrial manufacturing does not serve community scale farming

Farmers can DIY – or create a sector of small scale manufacturing

Farmhack is a social technology, like CSA

Define the market

 Support current processes

 Sustainable businesses perpetuate themselves

 Profit is secondary to purpose

 “fair rate” of return

 There currently isn’t a model to make this profitable

Local economies shape their own destinies – autonomy

Expand market share of local food

Production

Communicating design document

Business model – for production

Create incentives to work with universities – template

Get over the hump of manufacturing the first prototype – [kickstarter](http://www.kickstarter.com/)?

Model

 Publish designs for free

 Sell kits

 Sell finished product

Forum to figure out financing

2 phases – R &D and manufacturing – need business models for both

Pooling resources – finding common needs

Relationship building required

 In person – build the brain trust

 Validates online interaction

 Building reputation

 Website is simply a venue for making themselves available

Lists of designs

 People and their skills

 User profiles?

 List yourself as a contact for a tool

 List of tools with people – flip it! – list of people with tools

This is like [etsy](http://www.etsy.com/)