

APPENDIX 6

Example FPC plan

"Kodomall kingdom" (workshop 2)

Round 1		
Seed cards	World: Recycle mall (ReTuna) in Sweden	
	Japan: Takahata co-existence project	
	Kyoto: Children's cafeteria (Kodomo Shokudo)	
Brainstorm ideas	Make the neighbourhood eatery fashionable as "children's cafeteria".	
	If you go help out in the field, you will receive a meal ticket.	
	Food tickets are for children only.	
	Parent-child participation is possible in the field.	
	Activate shopping district at school curriculum and connect to children's cafeteria.	
	Use shops in local shopping areas.	
	Learn with the help of the town	
	Connect production and consumption with digital signage in a public place.	
	Buy empty shopping mall and make a place for children's food education that also revitalizes the neighbourhood	
Plan + budget (no limit)	Shopping centre infrastructure development: restaurant; greengrocer; tofu shop; fish; miscellaneous goods	9 million
	Mutual communication system (connect production and consumption, digital signage)	3 million
	Operating cost	7.2 million
	Farm (10a) in shopping area	10 million
	Transportation expenses, conference fee	2 million
	Personnel expenses (3 staff members)	12 million
	Expert farming consultant	2.4 million
	Total expenses (no limit)	45.6 million
	<i>Success rate</i>	<i>85% ⇒ success</i>
	<i>Disaster</i>	<i>None</i>
Round 2		
Seed cards	World: Union Kitchen	
	Japan: Chiba ecofeed eggs	
	Kyoto: Eco Money	
Brainstorm ideas	Make the mall into a place for children's vocational experience	
	Make a playground (free space, with activities such as movie screenings, workshops, bouldering).	

	Make children's currency which can only be spent in Kodomall	
	Parents should be barred from taking and spending the currency	
	Encourage and support children's start-up shops in the mall	
	Develop systems, mail order and information dissemination.	
	Thinking about 'turning' the economy	
Plan + budget (no limit)	Expand KodoMall with restaurant + multipurpose room (food and movie theater, pool, exercise)	100 million
	Development of KodoMall currency	8 million
	Development of distribution system for produce from the mall	10 million
	Total expenses	118 million
Time up - game ends		