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# ENVIRONMENTAL CREDIT

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## PRESENTATION

**Environmental Credit** is a project which proposes a paradigm shift towards the use of the planet resources, having in mind future generations and the environmental sustainability of the Earth. It involves every living creature, considering the relation with its closest environment, the near outer space and the universe in general.

## PROJECT DESCRIPTION

Credit environmental is based on a complex polynomial equation that shows the interaction between the elements of the Earth ecosystem.

On one side of this equation there are resources and energy consumption and on the other side, the possibility to renew these resources. Sustainability is guaranteed only by:  $Consumption < 0 = \text{Renewal}$ .

By having the real information on environmental matters, especially of the consumption per person and global population, we will have which is the consumption possibility without causing a negative impact on the planet and the chance to guarantee its future.

Every variable will be taken to an only reference value: GEN (GlobalEnvironmental Unit).

Environmental Credit suggests that every human being is born with a limited amount of environmental credits to use throughout its life. This restriction limits the person's freedom protecting future generations' rights and the planet right to survive.

If this were proposed in an isolated group with limited resources, everyone would understand it. If it were a global action, it would be considered an illegal action, where rights would have been violated.

Environmental Credit presents an intervention on the planet's ecosystem and human life. It limits individual actions related to consumption to seek a balance between used resources and the possibility to renew these same resources.

It allows us to think different utopian and dystopian alternatives related to life on Earth in the future and the chances of sustainability or extinction.

To achieve the paradigm shift is necessary to have a good control over birth control and a detailed resources administration.

In Environmental Credit, biopolitics in extreme is the only possible instrument to accomplish the planet's sustainability.

## STATEMENT

### Biopolitics

Michel Foucault introduces the term Biopolitics to express the relations that the State has with human life in general.

Since ancient times, civilizations development has depended on how the power figures managed life. The empires were able to expand due to its numerous populations; a feudal lord depended on his subjects, their abilities, their health, etc. One way or another power has been exercised over people, over their lives: that is known as "biopower".

Nowadays, biopower is part of politics. Biopolitics has manipulated and affected people's lives, other living creatures and nature in general.

Currently, biopower has hit its highest point since it has started to manipulate and modify DNA's structure.

We are starting a new era that will produce deep changes on human beings, from personal, economic, even to political changes.

### Bioethics

"Bioethics" is the term used to refer to the relation between biology and ethics.

This term was used for the first time by Fritz Jahr in 1927. Jahr wrote an article for the German magazine Kosmos, where he reviewed the relationship between man, animals and plants, and taking Kant's moral imperatives, he came up with the concept of "bioethics imperative".

Since 1970 in USA, Van Rensselaer Potter uses the word "bioethics" in several publications, giving it a wider definition and creating a more "global" ethics that interrelates biology, ecology and medicine. Potter's concepts are also related to the way man would be able to survive technological progresses and keeping that delicate balance we call "sustainability". That is why his publications have titles such as "Bioethics, the art to survive" or "Bioethics, a bridge to the future".

It's interesting to analyze the way man relates with the environment. The closer we feel another specie to ours, the more convinced we are that there's an ethics protocol we have to follow.

Among living things, the plant world might be one of the least to be in consideration by man. Only two generations ago, in Costa Rica, cutting down a tree was considered a progress for humanity. "Cutting a mountain" was considered an act of patriotism and was even rewarded with the ownership of those lands. It was a "man conquest". Through the last years, society has been changing in his ethics towards nature and nowadays Costa Rica is an example of biodiversity contribution to the planet.

The animal kingdom is even more complex. Starting with primary animals and going up in the pyramid to superior species, the ethics problems appear. There's no regulation that protects invertebrate animals' rights, and though it may seem trivial, the worm stands alone in front of the bioethics dilemmas. On the other hand, vertebrate animals used for scientific investigations are covered by certain regulations. This may be because of the nearness and similarity with human race.

Nowadays, bioethics involves not only living creatures but also the planet's resources.

### **Scale Issue**

If by chance, a group of people is isolated from the rest of the world, it will immediately do an evaluation on the resources there are and there would be a system for an efficient use of those resources. This is easy to understand in a small scale but it's difficult to imagine in a scale bigger than human scale.

The Earth is a closed system and for humans, its resources seem endless but they are limited. We are in an era in which it became visible how human actions are affecting the planet; we are in the "Anthropocene".

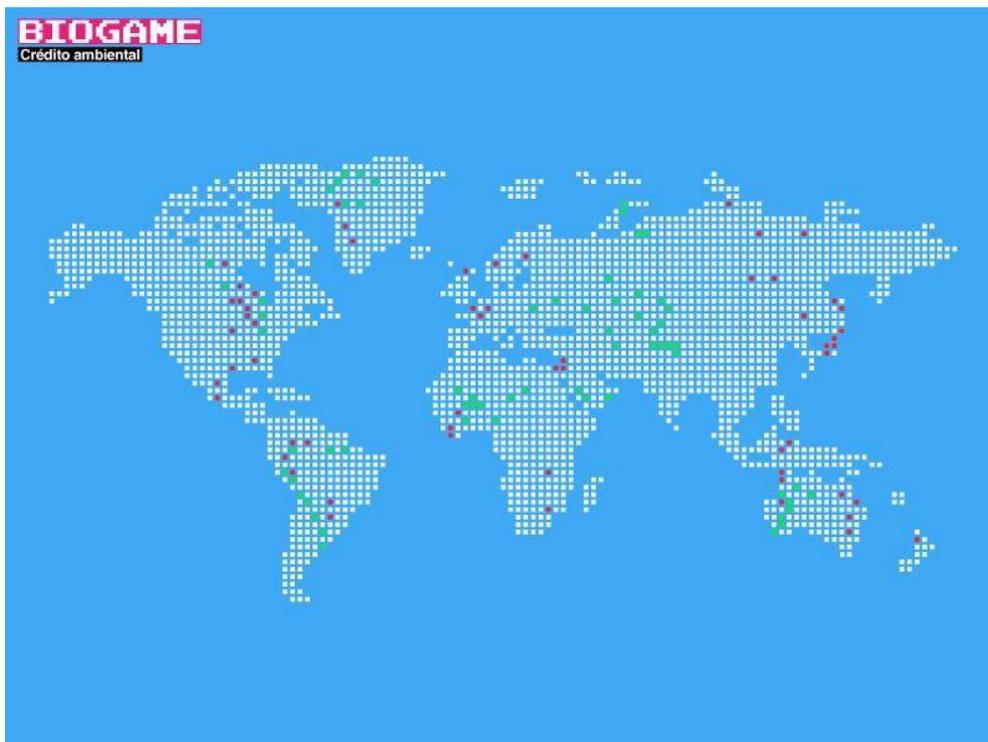
### **Potential Right**

Environmental Credit presents a passage to a new order as a turning point. One way is to give right to future generations. Nowadays, the person that deserves rights must exist. Rights cannot be given to a person who died or someone that still doesn't exist. We all know that there are new lives coming to this world all the time. This is the reason to established the concept of "potential right", so that future generations can be represented legally in the present.

## PROJECT'S PRESENTATION FORMS

The project presents several presentation alternatives: through a game call "Biogame", through Environmental Credit Cards, through a long-term performance, through "Law 2060" and through an installation with its own documentary and artistic register call "Lifetime".

### BioGame



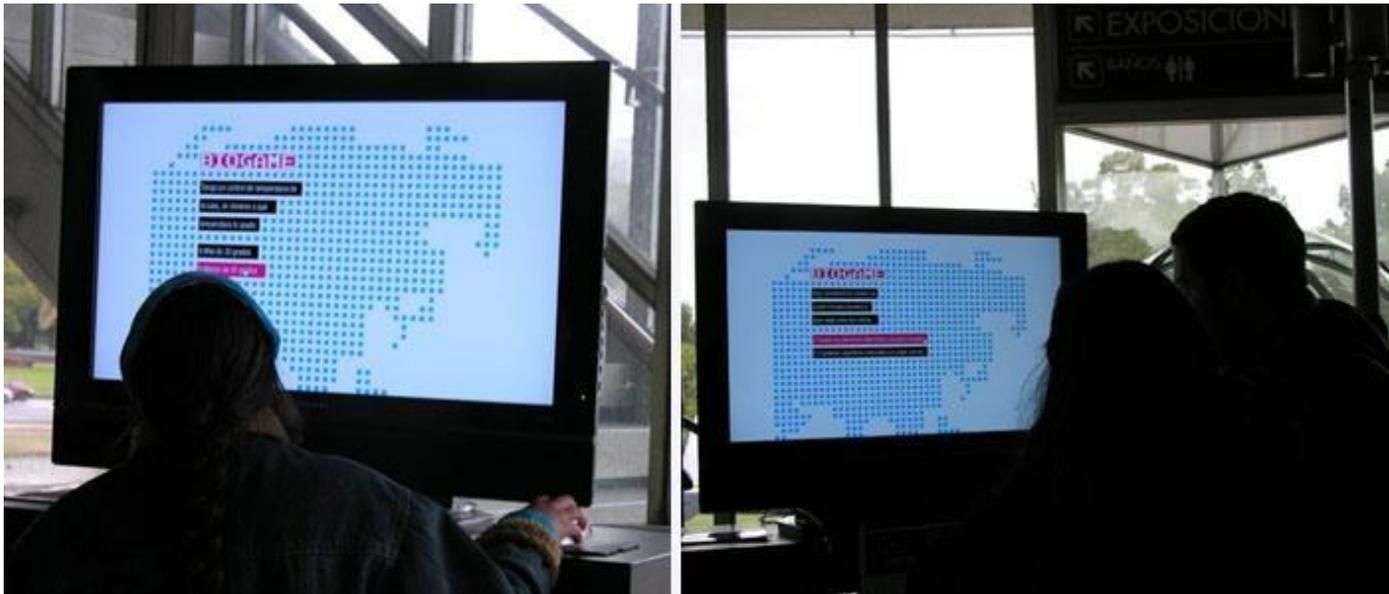
BioGame is a game about future generations' rights to live in a place properly fit for that.

Though today our world is complicated, full of injustice, wars and inequality, it's a place where is possible to live; It opens new paths and "progresses" in spite of all difficulties.

Biogame is a balance game between institutions, people, the planet and future generations, though they still don't exist we can consider they have rights. This right can be called "potential right". In these days there's no subject of right that can execute it, but it must be considered.

Biogame is represented in a hypothetical 7-giga-pixel-resolution image of a world map, in which every pixel stands for a person in the planet.

If we try to win according to today's success paradigm, our "success" becomes a failure since we lose that connection with the relationship we established with the planet and turn the environment in a place not fit to live or with an expiration date.



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There are two ways to play the game. One is on-site, where the player interacts with stands that have screens (computers) that detect the player's card and poses to solve a problem. The other way is to download it and play it on the cell phone or play it online.

Every stands has an interface that allows the player interact with the group and make decisions by himself or playing as a power factor.

When the game starts, 10 questions will be displayed on screen. Below each question, there are two possible answers: one is a positive answer for the environment and the other is negative or not so positive. Depending on each answer given, the player will collect a "green pixel" or a "red pixel".

Once the player finishes answering all questions, his informed of how many pixels of each color he has collected and then they are placed on a world map.

The map, that initially is gray, will be start getting Green or red, showing the influence of our actions



## Environmental Credit Card

Environmental Credit poses to limit the consumption per person through a system of available credits related to the planet's resources.

The main idea of Environmental Credit is that each person is given a credit card when is born. This card has all the credits this person can spend throughout its life, avoiding this way a negative impact o the environment. The use of resources' limit is defined by the balance between people's consumption and environment ability to renew the resources.

The card itself is a paradigm shift: it's a credit card to spend less. Each citizen will decide how to spend the credits, without causing an irreversible damage to the planet.

One of the goals is to form credit cards communities with specific targets such as transportation or food. It is expected a rational use of the resources in a term of one to six month, to make evaluation after that period.



## **Law2060**

Another part of the game is to demand the approval of the law 2060..This law is call like this because if by the year 2060 (it is a random date) is not approved, the world is doomed to extinction.

The law was thought to assign an amount of credits to each person when its born, to guarantee the world's sustainability. These credits are far from carbon credits used today to balance the carbon dioxideemissions. These credits affect everybody's lives.

The goal is to make a big demonstration to with the presence of the media and the "supporters" to get a quick approval of the law.

The main objective is to shake up the system, make it react.

## **Lifetime**

In this case the idea is to show a person's consumption on certain products throughout its life. For example, sugar consumption, energy consumption, etc.

The way to present this part of the project would be with photographs of those products in human scale

It can also be presented with piles of products as an installation about consumption throughout a person's life.

## **ALTERNATIVE FORMS OF PRESENTATION (SUMMARY)**

### **BIOGAME**

Stations where people can play the game and the results are shown in images on screen and online.

### **ENVIRONMENTAL CREDIT CARDS**

Cards with credits to play in groups.

### **LAW2060**

Group performance.

Photographs and video.

### **LIFETIME**

Photo shoot.

Installation.