

Book in Miniature

The fuller vision, presented in a shorter, accessible form.

Prologue · A second renaissance

The first Renaissance was a rebirth of learning, art and enterprise. It changed how people saw the world and what they believed was possible. Renaissance 2.0 asks whether a similar rebirth could grow from our relationship with the natural world.

The premise is hopeful but practical: a healthier environment and a more prosperous future need not be in conflict. With a plan, they can be pursued together.

Chapter 1 · From problem to project

Environmental challenges are often described in terms of loss. This book describes them in terms of work to be done – and work to be done is opportunity. Every degraded river, depleted soil or polluted site represents a project waiting for the right people, ideas and resources.

Chapter 2 · The Environmental Economy

An economy that rewards rejuvenation creates new enterprises, new careers and new forms of investment. It draws on capabilities that already exist – in engineering, agriculture, science, finance and community organisation – and directs them towards repairing and improving the places we live.

Chapter 3 · A Global Project Plan

No single organisation can do this alone. The Global Project Plan offers a shared framework that independent participants can apply locally, so that many small projects add up to something larger, and lessons learned in one place help in another.

Chapter 4 · ForceField and Unity

Plans succeed when people can find one another. ForceField raises awareness and shares experience; Unity is designed to help participants discover relevant skills, partners, resources and opportunities – always with privacy by default and the participant in control.

Epilogue · The first step

Renaissance 2.0 is starting small and is designed to grow. You don't need a project, a title or a plan of your own to take part. Read, reflect, and if the idea resonates, register your interest.