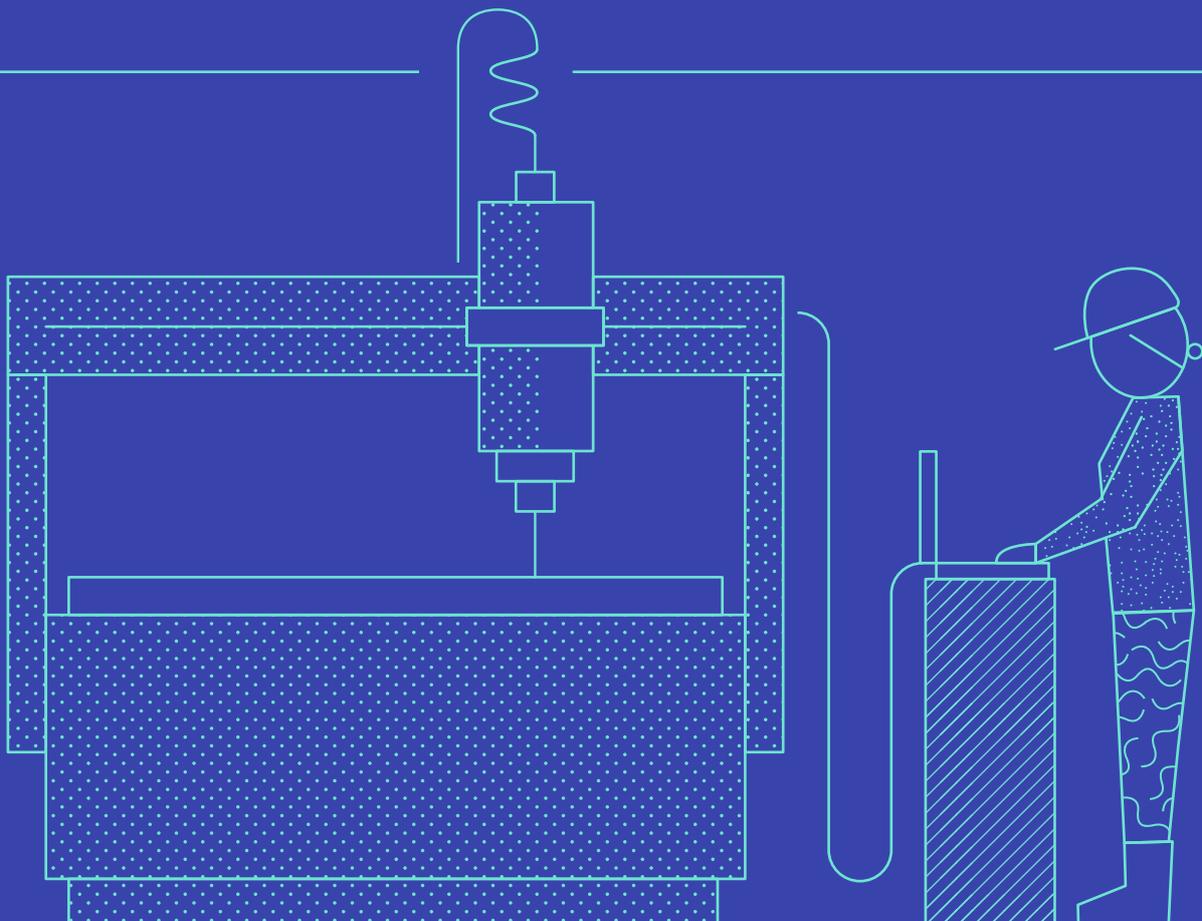




# Built InCommon

Infrastructure for communities who want to build

**Built InCommon uses new technology to build networks of small, neighbourhood-owned factories. Facilitating local fabrication of homes, knowledge exchange, and the ability to share capacity.**



### **Social Value**

Built InCommon factories offer direct opportunities to build good housing, workplaces and civic buildings by engaging local supply chains and those in the community with skills and a desire to build. Community building creates local training opportunities and local businesses – and delivers to all social value indicators of creating positive emotions, connecting people and offering freedom and flexibility in design and building community assets.

### **By the community, for the community**

Sustainable production, the circular economy and social engagement are all prioritised over private profit in the Built InCommon process. The network serves individuals and civic groups – such as community-led housing organisations, community development trusts and affordable and social housing providers. The ultimate goal is to produce sustainable buildings – delivered by the community, for the community.



## Ecology

As the project is developed, utilising some of the Built InCommon tools, a sustainable and resilient local ecology will be weaved together – generating social value.

### 1. Define

Explore and define key foundations for the project, such as: goals and challenges, guiding principles, beneficiaries and partners, available resources, urgency, and measures of success.

**Tools:** 'How Might We?' questions in a brainstorm

### 2. Understand

Dive deeper into the understanding of the project by examining: initial assumptions, end user research findings, process, examples of groups meeting similar challenges. The local area is mapped to identify existing assets and potential stakeholders.

**Tools:** Map your neighbourhood and interview stakeholders

### 3. Think and Imagine

Build upon the good work done in the first two stages to sketch out initial concepts – with the needs and motivations of end users at the forefront.

**Tools:** Generate as many ideas as possible to serve the identified needs

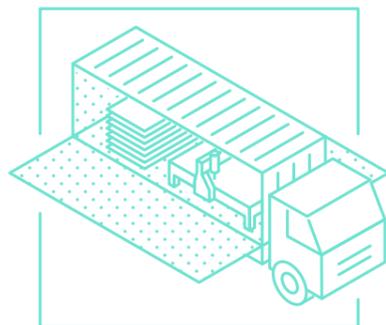
### 4. Model Prototyping

Work through the initial concepts to determine the strongest – taking into account the practicalities of fulfilment and opinions of stakeholders. Determine the best way to create a prototype.

**Tools:** Test different models of delivery through scenario building

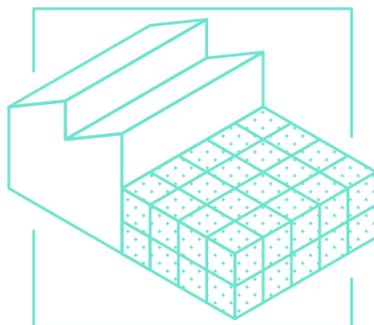
## Business Model

There can be as many variations of business models as there are place specific needs and assets. However, there are three broad categories within which these models are embedded...



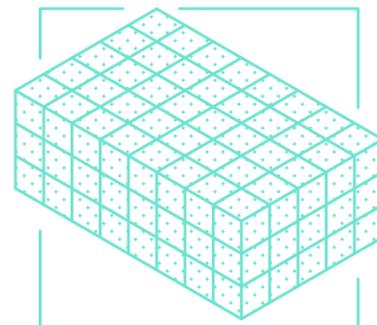
### Flying Factory

A temporary facility set up for a specific project. This can be housed in an existing space or be a movable container-based facility that can be utilised by many groups and projects.



### Expansion of existing workshop

CNC and makers workshops (often fabricating smaller scale products) will have an opportunity to expand to fabricate houses and potentially benefit from a network of similar workshops – securing a more reliable order book and smoothing out peaks and troughs in their workload.



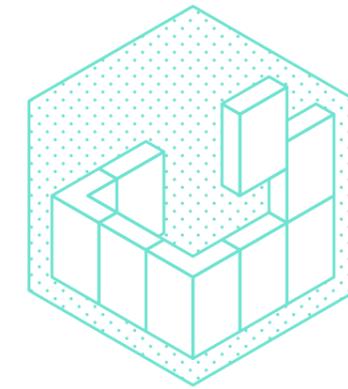
### New Workshop in an existing space or a new build

Set up in an existing space or a purpose built workshop. This has the added value of re-using a building or disused land to create a civic asset. The facility can include other forms of making and become a resource for other communities.

## Construction Systems

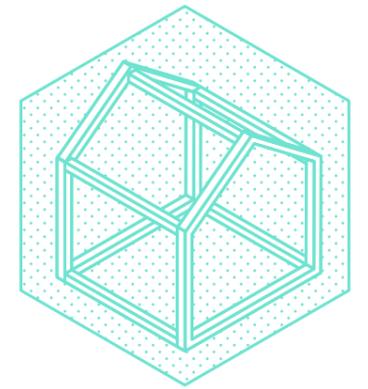
New software and technologies are creating opportunities for local fabrication of high-quality homes and non-residential buildings. Logistics of design, fabrication and construction are automated, so that design changes are easily achievable and people without prior experience of construction can participate in the building process. Several construction systems are emerging and this trend is set to grow.

There are two main types of distributed construction systems...



### Timber Cassettes

Cassettes are building blocks that stack together to form walls, floors and roofs. Each cassette can be handled by just one or two people. The cassettes are fabricated one by one and assembled either in the local factory or on-site. Some of the best known examples of cassette systems have been developed by Facit, MassBespoke, Blok CNC and U-Build.

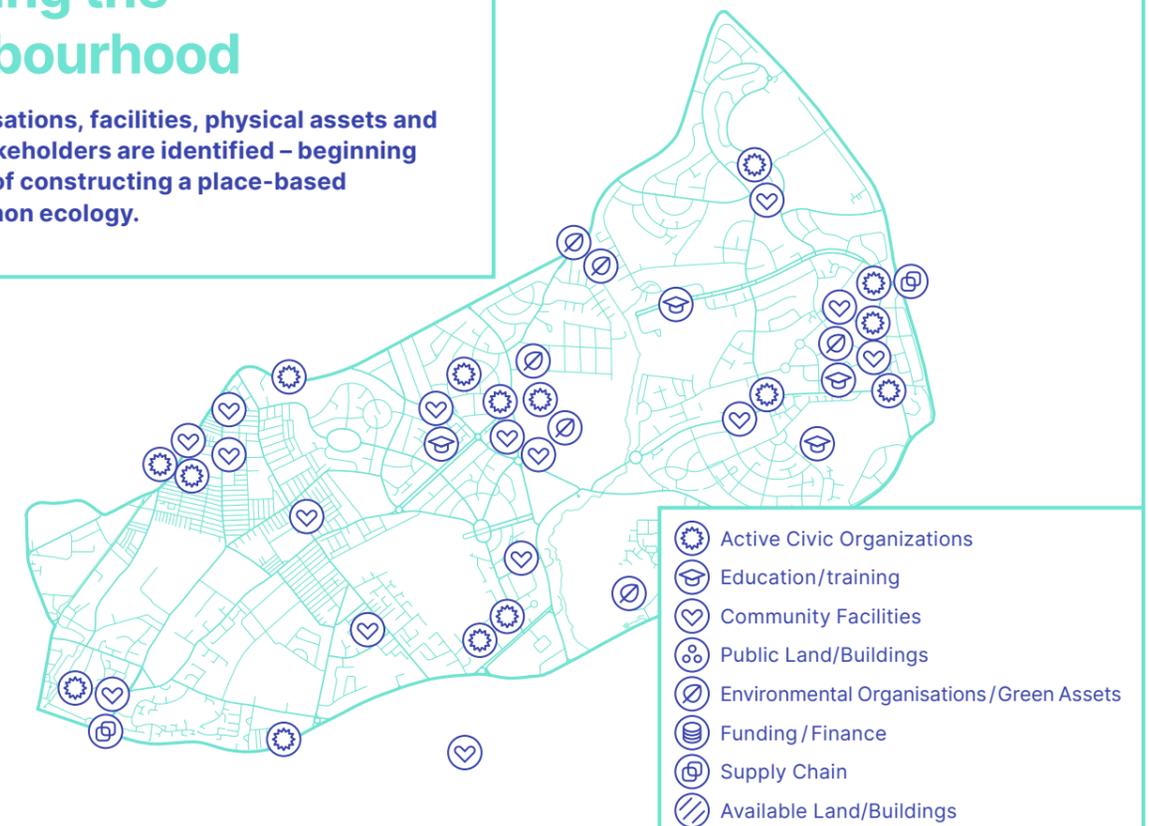


### Flat packed

Sheet material is cut in the factory to generate flat pieces which are assembled to form a timber frame. Walls, floors and roofs are then added to create the building envelope – with all assembly taking place on site. The best known example of such a system is WikiHouse, an open source platform that allows designers and builders to download plans.

## Mapping the neighbourhood

Local organisations, facilities, physical assets and potential stakeholders are identified – beginning the process of constructing a place-based Built InCommon ecology.



Find out more at [builtincommon.org](http://builtincommon.org)

# **builtincommon.org**

The Built InCommon concept has been developed by Bauman Lyons Architects with MassBespoke, with support from Royal Commission 1851 Fellowship and Innovate UK. Many people contributed generously to the development of the ideas.

Special thanks go to Miranda Plowden of South Yorkshire Housing Association, Ben McCall of Doncaster Central Development Trust, Peter McGurn of Goodwin Development Trust, Trustees of CVCLT, Alastair Parvin of WikiHouse, Melissa Mean of WeCanMake, Craig White of White Design and ModCell, Blok CNC, Doina Petrescu of R-Urban, Kerry Harker of East Leeds Project, Professor Flora Samuel, Jonathan Gordon-Farleigh of STIR to Action for being the pioneers of new ideas. Built InCommon identity/graphic design by Martin Baillie. Explainer video by Blake House.

**[baumanlyons.co.uk](http://baumanlyons.co.uk) [massbespoke.com](http://massbespoke.com)**