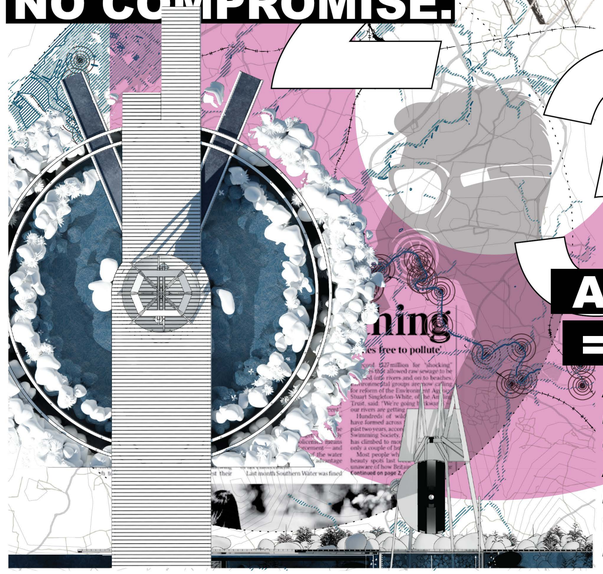
1 BIOSPHERE > ANTHROPOSPHERE.

All architecture must begin by understanding the existing biosphere – its soils, water systems, species, and histories. Regenerative architecture only arises when it grows from ecological systems, rather than imposing itself upon them.

2 ALL KITH. NO COMPROMISE.

Regenerative architecture manifests when it supports and promotes all existing species, becoming a hub of ecological systems.



3 ACCESSIBILITY = INCLUSIVITY.

Architecture can only be regenerative when designed for all humans. Accessibility should be baked into design, and catering to all accessibility needs improves the quality of life for all.

4 NO MONOCULTURES.

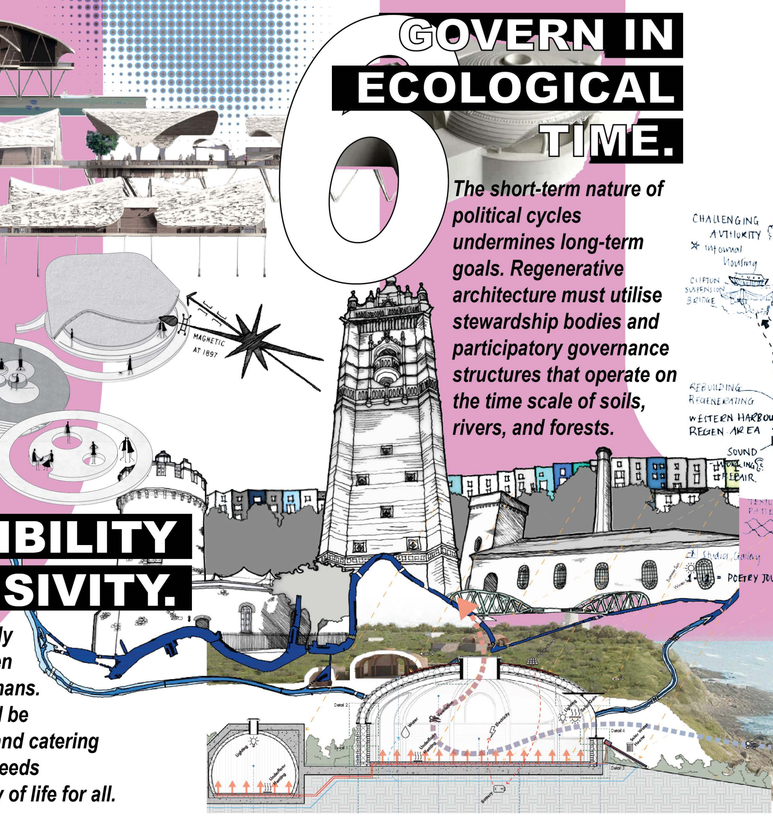
Monocultures create isolation, whether it be in land use, housing, the economy, or architecture. Regeneration requires diversity of function, form, species, and ownership.

5 STREETS FOR LIFE.

Towns, campuses, and all neighbourhoods should operate where walking, cycling public transport are the natural choice. Mobility should strengthen community and more-than-human networks rather than carving holes through them.

6 GOVERN IN ECOLOGICAL TIME.

The short-term nature of political cycles undermines long-term goals. Regenerative architecture must utilise stewardship bodies and participatory governance structures that operate on the time scale of soils, rivers, and forests.

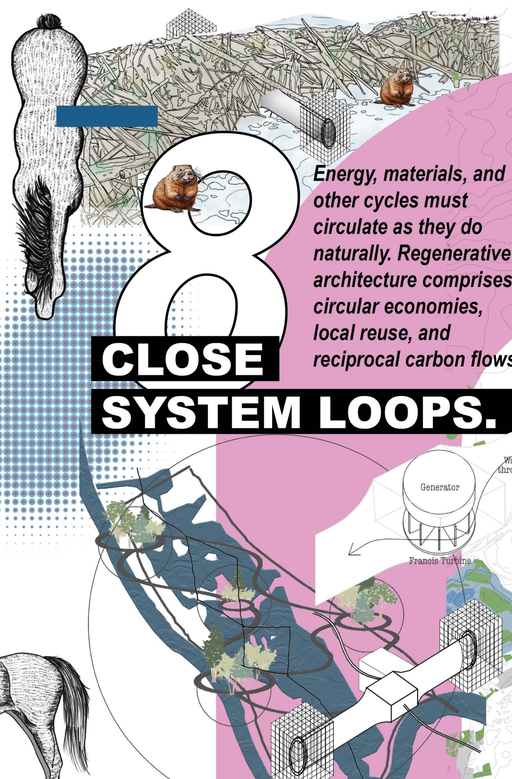


7 CULTURE BEFORE CONSTRUCTION.

Place identity emerges through participation. Communities should co-author design while protecting local memory and cultural continuity. New places should feel rooted, not imposed.

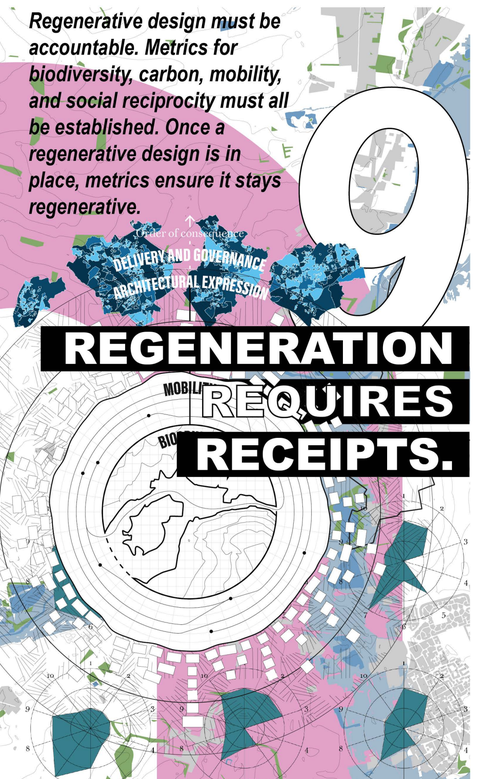
8 CLOSE SYSTEM LOOPS.

Energy, materials, and other cycles must circulate as they do naturally. Regenerative architecture comprises circular economies, local reuse, and reciprocal carbon flows.



9 REGENERATION REQUIRES RECEIPTS.

Regenerative design must be accountable. Metrics for biodiversity, carbon, mobility, and social reciprocity must all be established. Once a regenerative design is in place, metrics ensure it stays regenerative.



10 REGENERATION, NOT DECORATION.

Regenerative design is not a fixed aesthetic. Architecture must be designed in a way that can evolve and change with the landscape. The ultimate success of regenerative architecture is when human intervention is unnecessary, and natural systems do the work for us.

1 BIOSPHERE > ANTHROPOSPHERE.

More-than-human architecture rejects the disposition that land should be owned and consumed. Humans have acted as the masters of Earth, rather than as participants within the Earth's living systems that have long predated and will endure beyond them. This anthropocentric behaviour must be inverted, bringing ecological systems to the top of the hierarchy, creating an ecocentric model.

The extractive traditions of architecture and development, where land is treated as a blank canvas, must be rebuked. While many schemes have shifted to more efficient ways of building, harm mitigation merely softens loss, rather than reversing it. Even truly sustainable building practice (where its impact is net zero) does not produce the necessary systems to reverse human-created damage. Virtue signalling practices, such as carbon offsetting, are barely compensatory gestures, let alone provisions for regenerating the complex relationships that sustain life. As a result, humans demand a fundamental shift to move architecture from a practice that damages first and repairs later, to one that is innately regenerative.

Architecture should not begin with red line boundaries, budgets, or programmes. Instead, it should begin with the biosphere. Soil, water, air, and life are not background checkboxes to be ticked - they are the primary clients at the top of the hierarchy to which all architecture must first answer. Beginning with the biosphere means that buildings must become participants in cycles of water, carbon, nutrients and life, rather than obstructions to them. This allows architecture to become a continuation of an ecological regenerative system, aligning architecture with the landscape rather than dominating it.

In practice, architects must broaden their scope to become listeners before becoming authors, stewards before becoming makers, and translators between human need and ecological capacity. Humans too often are taught to think in the language of zoning diagrams, where site analyses view current biospheric conditions as constraints, rather than opportunities. Viewing them as anything other than this is ecological violence that severs living systems from their capacity to regenerate. Additionally, architects must participate earlier in the ecological decisions made to fully appreciate how a site's ecological potential can be mutually beneficial for humans.

More-than-human architecture pledges to place the biosphere before humans. This is not an act of sacrifice but is the only foundation for a future in which humans and more-than-human kiths can thrive.

2 ALL KITH. NO COMPROMISE.

Regenerative architecture manifests when it supports and promotes all existing species, becoming a hub of ecological systems itself. The human tendency to deplete rather than restore the Earth's resources has been at the expense of all other species, with the human desire for advancement leading them to forget their roots, seeing nature as an obstacle rather than a life sustaining system. Animals live in shelters, away from harsh weather conditions and predators, but still remain part of, and reliant upon, the natural world, living and feeding off it. Humans on the other hand, have developed buildings as barriers, clearly segregating them from the outside world. They have placed themselves as higher beings, disregarding processes and hierarchies that were in place long before they came to be.

This disconnect is only contributing to ecological division, where architecture serves as the mechanism of separation excluding kith. Ultimately, buildings sever the ecological feedback loops of nature. The rise of sustainable architectural practices in recent years has meant the symbiotic relationships between human and nature are recognised, yet it is still in a largely instrumental way, demand working with nature as a colleague - not a tool.

The idea of architecture being designed for only one kith is ecologically extractive by default. If we aim to only serve humans, we disrupt existing systems and displace non-human kith. To create ecologically and socially inclusive spaces, we should treat architecture as a habitat itself, becoming a threshold between exposure and shelter, where ecological processes can continue, not pause. Cohabitation between kiths should become a design ethic. Architecture should be about shared occupation rather than as static structures that defend against the natural world. It needs to reflect the changing needs of both humans and the Earth, since buildings outlive the intentions behind them.

In a world that was established before human existence, should architects not be more attuned to our role as mediators, rather than dictators? In designing for the benefit of all kith, architects would not only address ecological challenges, but challenges of social inclusion and marginalisation. Architecture that benefits the nuanced needs of the Earth would also compliment the nuanced needs of all humans, as diversity is universal.

3 ACCESSIBILITY = INCLUSIVITY.

Accessibility within architecture is an extension of multi species design. There is no such thing as a 'standard' human. Just as no single kith can define an ecosystem, no single human can define architecture. Universal design, at its core, is about embracing diversity and treating accessibility as plurality rather than neutrality.

Architecture can only be truly regenerative when designed for all humans. The complexity of human life and individual experience is not a flaw, but a condition of humanity. It should not be ignored by architects, nor attempted to be simplified. Accessibility cannot be approached as a tick box exercise. Whilst minimum standards start to acknowledge alternative needs, they reflect the current architect's attitude towards designing for kiths; humans take priority over animals, and the able-bodied experience takes priority over the inclusive. What is largely ignored within architectural practice is adapting to the needs of the users across their lifespans. As humans age their bodies and senses evolve, reinforcing the need for regenerative architecture to be adaptable; where choice and flexibility in design allow a greater sense of comfort for all users.

True accessibility within architecture is about offering choice, rather than prescribing a singular solution. It is about responding to varying needs, offering freedom of choice rather than instructing building users on how to navigate their own world. It also requires the acceptance of disability beyond the physical, taking sensory diversity into consideration. Architects must foster inclusion and acknowledge difference.

Considering multiple perspectives is integral in regenerative design, where traditional approaches no longer suffice. Architects need to move away from predicting the users of buildings and instead prepare for the unknown by offering the greatest range of choice. Ultimately, regeneration calls for the acceptance of uncertainty.

4 NO MONOCULTURES.

Monocultures create fragmentation, dividing the residential, commercial and industrial sectors. By only considering one perspective, architects embed exclusion into their designs. The idea of regenerative architecture requires diversity within the design process itself. It is not enough for an architect to design for visual variety or stylistic nuance alone, they must address functional, ecological, and temporal differences.

The human experience is diverse, differing vastly from one to another, as is inherent in nature. Much like fingerprints; no two things in the natural world are truly identical. In the ever-changing world that humans inhabit, adaptability has become a necessity for survival. Diversity is a condition of resilience, and architects must embed it into their designs to cater for not only the nuances that take place within a single human life through the process of aging, but also between both humans and the Earth. There is something to be learnt from every natural system, but the most important lesson for architects is how animals have adapted to survive condition changes created by humans. Only by embedding diversity and time can architecture move from extraction toward regeneration.

In embracing diversity, architects must also consider diversity across time. Buildings should not be designed as permanent; they should be receptive to and anticipative of change. Adaptability within architecture should be an expectation rather than an afterthought. Exclusion is born from monocultures; suppressing optimisation and advancement. It is important accessible design is a collaboration of a diverse group of people with ongoing participation over singular authorship.

Ownership and power are a key element to the discussion of regeneration, as people in the position to drive change are very rarely from the diverse groups that need advocation.

5 STREETS FOR LIFE.

Control over space is political; it does not serve the everyday human. Rigidity leads to compliance, whereas adaptability encourages creativity.

Without consideration for the biosphere, towns have indulged in car-centric networks which are not human friendly, let alone nature friendly. With the intent of convenience, the infrastructure of modern cities has boxed humans into metal cages on their commute between indoor environments. Humans were never meant to experience the world through glass but now spend ninety percent of the day with a roof and four walls around them. This separation from the external environment is not only harmful psychologically but is also detrimental environmentally. Humans must break free of these metal boxes to allow cities to thrive again.

Car-centric urban planning was seen as the bedrock of efficiency and convenience during the twentieth century. However, it has become clear that, in the name of efficiency, the automobile is far from a silver bullet solution to intra-city movement. The inefficiency lies in the shear mass of infrastructure to transport a relatively low number of people. Humans travel either alone or in pairs in their metal boxes every day, generating masses of carbon emission. Additionally, with so much urban space dedicated to automobiles, less space can be allocated to humans, the biosphere, and architecture to mutually thrive.

A more human-friendly solution to intra-city travel will not only help humans reconnect with the environment but will allow the biosphere to breathe. Walking, cycling, and public transport should become the default methods of travel. Attractive walking and cycling networks that connect the front doors of homes, shop fronts and workplaces makes the transition away from the automobile natural and appealing. Ensuring that all homes are within a short walk from a public transport stop will further ease this transition. Tram networks allow for large numbers of people to be transported in much smaller spaces, meaning streets can either be designed to be narrower, or designed to create more spaces for humans and nature to interact. Regenerative transport networks like these enhance the usual daily rhythms of humans while viewing the biosphere as an equal, not an opponent.

Like humans in their automobiles, architects need to break out of their design box and begin designing for regenerative daily rhythms, not just for individual buildings. This means aligning closely with urban planners to ensure that all homes have equal access to attractive pedestrian, cycle and public transit networks. Shifting design away from meeting car parking space quotas and towards progressive access to regenerative transport methods will be difficult, but essential in ensuring that cities become More than Human.

Mobility is not something that architects should be separated from. It should become an essential and enjoyable aspect of a human's daily rhythms, which helps to bind humans and more-than-human kiths.

6 GOVERN IN ECOLOGICAL TIME.

Politicians are not known for their abilities to make astute decisions for the long-term. They are, however, known for making decisions based on short-term gain to ensure they maintain power. For generations, politicians have made big promises and little delivery with even less long-term vision for our urban environments. The short-termism of modern politics ensures the slow delivery of new places and lack of consideration towards maintaining stewardship.

Incumbent governments have the tendency to make hollow promises regarding the delivery of new housing. However, what is less common is the promises made regarding how new places, or renewing existing places, should operate. Traditional success metrics are indicated by quantity of housing delivered, speed of delivery, return on investment, and voters secured. Such short-term, valueless metrics do not look after places in the long-term and instead consider each new development a one-and-done project.

To avoid the pitfalls of traditional governance, the creation of places must be thought of in ecological time, not through political cycles. By avoiding the 'one-and-done' philosophy, new places can set themselves long-term goals and metrics to ensure they stay regenerative. Replacing the aforementioned metrics with ones such as ecological repair, equity of mobility, and economic circularity allows places to be held to high standards across generations, ensuring prosperity for all human and non-human kith. The employment of a Regenerative Index would allow a place's regenerative capacity to be consistently measured and can be used as a tool for policy makers, architects, and urban planners to highlight areas where regeneration must be improved.

Architects traditionally have had very little role in politics, as much as they may want a greater influence in how decisions are made. The field of architecture must evolve to be less egocentric, where the short-termism of political cycles can be avoided. Historically, this has been achieved with development corporations, where a team of architects and other disciplines pioneer and oversee the development of places over decades. Once initial development has finished, multi-generational stewardship bodies must take over to ensure the guiding principles of the place are maintained.

7 CULTURE BEFORE CONSTRUCTION.

All too often, places are not provided with the support and guidance they need once the builders leave site. Places should develop and improve for all kith over generations. It takes bold governance and participatory action to ensure places remain more-than-human.

Place identity does not arise from form alone, it emerges through participation. Buildings gain meaning when they are shaped not only by designers, but by the lived experiences and aspirations of the communities they serve creating a deep rooted sense of place. The role of architecture requires the simultaneous skills of designers to push form and function whilst leaning into the local culture and the voices of communities to create environments where people recognise themselves, their histories, and their futures.

Communities are not just recipients of architecture, they are carriers of cultural knowledge and social rituals that cannot be captured through desk-top site analysis alone. When communities are involved in co-authoring design, architecture becomes a piece of history rather than just fitting a purpose. Participation shouldn't be a superficial gesture or a single consultation, but an ongoing engagement that informs decisions at every step, from materiality to spatial organisation, creating a mutual trust. Through this process, buildings and public spaces become expressions of community passion rather than baseless shells.

Protecting local memory is essential to this approach. Memories and stories are embedded in how people use spaces. Design that ignores these important factors risks community resentment. Cultural continuity does not mean freezing a place in time, it means understanding which elements hold meaning and allowing them to evolve. By acknowledging and understanding what came before, new interventions can extend a narrative rather than impose it.

Rooted architecture observes context without resorting to replication. It does not seek to imitate history; it translates and celebrates local values into contemporary spatial language that become a foundation rather than a constraint. When a place feels rooted, it feels nostalgic. This approach challenges top-down models of development that prioritise speed, efficiency or visual impact over belonging. Places that are imposed often appear complete on opening day, yet remain socially and culturally unfinished, with spaces struggling to be inhabited and humans unsure of where they fit in. This creates a future of uncertainty. In contrast, participatory architecture accepts the strength of being meticulous despite the lengthier duration, leaving room for adaptation, and authorship, allowing places to grow alongside their communities.

Architecture is not just about constructing buildings, it is about constructing relationships between people and space, the past and the present, individuals and the community. When communities are empowered to participate in influencing their environments, architecture becomes a shared cultural act. The result is not only more meaningful, but leads environments that feel lived-in from the start, and places that belong because they were made by communities.

8 CLOSE SYSTEM LOOPS.

Humans have become the most influential species on Earth, possessing the unprecedented ability to alter planetary systems to support their own growth and development. This power, however, has been exercised beyond the limits of many natural systems, pushing these past their capacity to evolve and recover. As a result of this ongoing stress and degradation, humanity now carries an ethical responsibility not only to reduce harm, but to actively restore and participate in the natural systems upon which all life depends.

Regenerative architecture emerges as a retaliation to this responsibility, by adopting a design approach rooted in the understanding that human-made systems must exist in harmony with, whilst also adapting alongside, naturally occurring systems. Its purpose is not simply to minimise damage, but to create conditions in which both society and nature can co-evolve simultaneously. The goal of regenerative architecture is the long-term health of interconnected human and environmental systems, recognising that neither can thrive in isolation.

Naturally occurring systems are the foundations of regenerative design due to the dependency on place throughout this process. Rather than imposing uniform solutions, it allows nature to lead development, repairing disrupted cycles and restoring ecological balance. By responding to local geography, climate, and ecological conditions, space is created for ecosystems to regenerate and flourish. Just as every organism within an ecosystem fulfils a unique role that contributes to overall system health, future developments (whether industrial, commercial, or residential) must emulate these roles, embedding themselves within natural cycles and contributing positively to their function.

The understanding of relationships to restore and replenish systems is additionally a priority. Human and natural environments are composed of complex, interconnected networks that continuously influence one another. Recognising these relationships is essential to designing meaningful design interventions. Many existing systems are driven by short-term gain, producing excessive waste and unsustainable outcomes. By adopting a long-term gain instead, regenerative design will generate positive ripple effects over time. Resources will become valued beyond a single lifecycle, contributing to regenerative and restorative outcomes rather than depletion.

Human-driven environmental degradation has accelerated species extinction, habitat loss, and widespread pollution. Human survival within these conditions depends on respecting ecological limits while establishing an inclusive social foundation. Acknowledging historical, environmental and social inequities is essential to addressing these challenges. Regenerative outcomes must be ethical as well as ecological, ensuring that restoration does not privilege a few at the expense of many, but instead supports communities alongside healthy ecosystems.

If these principles are applied to future development, a regenerative transition will become possible, closing previously disrupted systems and reestablishing relationships between humans and the Earth. For this transition to become a lasting and driving force, it must begin with designers. Architectural practices must actively encourage actions that support planetary health while abandoning those that encourage extraction and degradation. Through new policies, collaborative practices, and shared responsibility, regenerative architecture will strengthen the possibility of a future in which both humanity and the planet can thrive.

9 REGENERATION REQUIRES RECEIPTS.

Regenerative design is not a style, it is a promise that architecture can evolve past just minimising harm and instead, actively work to repair ecological, social, and cultural systems.

Intention without accountability favours aesthetics, for regenerative design to mean anything, it must be accountable through metrics, continuous measuring and testing. Regeneration is a process as buildings live across seasons, lifetimes, and history, a design that claims to be regenerative at completion, but overtime harms ecosystems or communities rejects the importance of longevity. Accountability is what transforms intention into outcome. Metrics are the mechanism by which regeneration becomes real.

Biodiversity must be counted, not assumed. Regenerative architecture must increase ecological diversity, not simply preserve what remains. This requires baseline studies such as the emerging biodiversity net gain metrics, combined with long-term monitoring systems to measure the growth and richness of biodiversity. Landscapes cannot just be a decorative aesthetic that accompanies architecture, rather a functioning ecosystem. Regenerative architecture demands proof of life returning, measuring the success of systems and creating precedents for future projects.

Carbon accountability is equally non-negotiable. Regenerative design must move beyond operational efficiency to lifelong responsibility. Embodied carbon, construction processes, transportation, maintenance, adaptation and potential disassembly must all be measured. A regenerative building should seek to sequester more carbon than it emits across its life however without transparent carbon metrics, claims of regeneration are empty ambitions. Accountability through evidence based metrics forces architects to design through all stages with the full weight of climate responsibility.

Mobility metrics define how architecture shapes behaviour, regenerative design can't ignore from how people move through cities and landscapes. Buildings that increase car dependency undermine environmental and social health, regardless of their carbon reducing or biodiversity improving performance. Metrics for walkability, cycling and public transport links will reveal whether a project supports the low-carbon agenda. Accountability lies with the architect, and the data must confirm it.

Social reciprocity is an overlooked but essential metric. Regenerative architecture must give back to the communities it inhabits. This means measuring access, affordability, participation, cultures and long-term benefit. Good intentions are not enough; it must be evaluated through lived outcomes.

Accountability should not limit creativity, the greatest form of creativity in architecture comes from not conforming to the limitations or constraints of biodiversity, carbon, mobility, and social reciprocity responsibility, and rather designing with responsibility and aesthetics simultaneously. Once a regenerative design is in place, accountability cannot end. Metrics must be revisited, audited and able to challenge the original design. A regenerative building that refuses feedback becomes stagnant and a building that cannot be measured cannot be trusted. Metrics make power visible and demand responsibility.

10 REGENERATION, NOT DECORATION.

Regenerative design is a transformative approach that commits to creating human systems capable of evolving in harmony with natural systems. It moves beyond the goal of sustainability, which seeks to reduce harm, and instead strives to generate a net positive impact on ecological and social environments. Ecosystems are actively restored, resources replenished, all with the intention of strengthening both human and non-human systems. It recognises that the built environment is not separate from nature but embedded within it and therefore must contribute to its renewal rather than its degradation.

This approach demands a profound shift in mindset. It requires abandoning linear models of production and consumption in favour of interconnected, circular systems that recognise long-term evolution. Rather than designing isolated systems, regenerative design considers the relationship between the environment and community. It insists on thinking in systems and understanding that every intervention has ripple effects across both ecological and social networks. The process becomes adaptive, capable of responding to change rather than imposing static solutions.

Central to regenerative design is a commitment to place-based practice. Every project must respond directly to its local ecology, cultural history, and community needs. Designers must engage deeply with the environmental and social context of a site, studying the challenges and potential before proposing a solution. From this understanding, clear regenerative goals are established, seeking measurable improvements throughout. Rather than being secondary considerations, strategies such as water-sensitive urban design and community creation are embedded as foundational elements.

Designers must seek transparency across supply chains, understanding where their materials originate, how they are extracted, and how they will be returned to the Earth. Waste is redefined as a resource within a circular economy, and products are designed for longevity, disassembly, and regeneration. Through this systemic awareness, regenerative design reduces extraction while actively contributing to ecological restoration.

Ultimately, regenerative design envisions a world where human and natural systems co-evolve in mutually beneficial ways. It acknowledges the interconnectedness of environmental health and social justice, recognising that thriving ecosystems will support thriving communities. By embracing collaborative solutions, regenerative design fosters resilient environments in which both humans and more than human kith can flourish. It is not simply a methodology, but a long-term commitment to shaping a future defined by shared prosperity.

Manifesto written by Thomas Barnes, Isabelle Tranter, Amelia Hackett and Emma Langley

A MANIFESTO FOR REGENERATIVE ARCHITECTURE

MORE TH>N HUMAN.

THE >HUMAN COLLECTIVE

KEY TERMS.

Anthroposphere - The depiction of human influence through residues and symbolic interventions, highlighting cultural and infrastructural impacts.

Biodiversity - The variety of life on Earth.

Biodiversity Net Gain Metrics - Mandatory, standardized ecological calculation tools mandated by the Environment Act 2021 in England. They measure a site's habitat value in biodiversity units before and after development to ensure a minimum 10% net increase in biodiversity, ensuring habitats are left in a measurably better state.

Biosphere – The realm of all living organisms, which interact with and alter the other spheres through processes like respiration, photosynthesis, and nutrient cycling.

Degradation – The act or process of damaging or ruining something.

Gaia Device - Not just a building or object, but a techno-natural, environmentally integrated system that intervenes to restore, support, or reveal ecological processes. It is a regenerative tool that cleans water, supports biodiversity, captures carbon, or connects communities with the rhythms of the environment.

Intra-City – Something that exists, occurs, or operates within the boundaries of a single city.

Kith – Our more-than-human co-habitants including an intimate connection with the landscape in which one dwells and is entangled. Kithship is earned through having a deeper connection, crossing dimensions of knowing.

Monocultures - A social or organisational system in which only one cultural perspective is dominant, while others are marginalised. In such settings, cultural diversity is not valued or recognised, and individuals are expected to conform to the standards of the dominant culture.

Social Reciprocity - The mutual exchange of benefits and support, foundational for community health and sustainable lifestyles.

Regenerative Systems – Functional, complex networks capable of sustaining life, consisting of both living and non-living components within a specific environment.

Regenerative Architecture – Unlike sustainable architecture, which seeks to have little to no impact on the environment during construction and operation, regenerative design goes beyond this to create a net positive impact on the environment, ecology, health and society.