Solarpunk Session 3 Recap

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This session was a lot more free-wheeling than prior sessions. We discussed takeaways from the readings:
- Tyranny of Structurelessness: if you don't have a structure for a group, one *will* form, just likely less transparently and likely more clique-y than if you explicitly set it
    - Thus, we should plan on having some structure if we care about equity, persisting an institution, etc
- Are you an anarchist? The answer may surprise you!: you already DO mutual aid and don't need a strong hierarchy to do the 'right thing'. Do you litter just because you can? Do you wait patiently for the train door to open, etc.
    - Thus, we may not need to have as much structure as our default existing paradigm expects
    - As someone pointed out, if peoples' basic needs are taken care of, that fixes many of the issues that we see in the world. Desperation causes crime!
- The video about solarpunk - "When your ideology is pictures"
    - There's a strong role for this type of imagining, even if it doesn't feel 'concrete'
    - However, we must be vigilant that it doesn't get co-opted

We discussed if we should prescribe a family style - seems like the consensus is no. If someone says that you MUST have communal dinners or it's not solarpunk, that doesn't seem right
- Some people don't want to live in a city, some people are introverts, etc and we need an ideology that supports that.
- On the other hand, our current society seems to make the opposite true, where you *can't* live in community if you *want* to. We had someone (Penton) come who lives in a small community and their community would be illegal to build today!

We looked at inspirations and thought about possible futures, including how we could re-envision huge grocery stores and thinking about 'greenspace' and how we don't just want to replace the street with a random grass area, instead it should *do* something for maximum effect.

We also talked a lot about how we could inspire this type of thinking amongst others. Do we envision and sell the vibe, and then figure out the details later? That's what they did for e.g. the American revolution and it went ok. Or do we need to figure out the details now to convince someone who's happy with their single-family house with a pool in Phoenix that they will still have a comfortable life in a Solarpunk world?
- There's a bit of a chicken-and-egg problem. Real-life examples need to exist, but they are necessarily incomplete and still embedded within the wider culture, so not as compelling perhaps as a full plan.

- On the other hand, going back to systems thinking, instead should we try to shift peoples' perceptions of their relationships to the earth / each other and that leads them to solarpunk without too much stress?