



POLY:EUTOPIA

DESIGNING WITH NON-HUMANS: ALTERNATIVE URBAN MODELS FOR ECOLOGICAL REGENERATION

The project challenges traditional, anthropocentric urban models and proposes a **paradigm shift in city planning towards regenerative, interspecies cities**. The goal is to transform cities into living, symbiotic ecosystems where all beings—both human and non-human—have their place and voice. Interspecies collaboration becoming not just a responsibility and care, but a necessity to ensure survival in the face of climate crisis and advanced environmental degradation. **We no longer ask why to collaborate with non-humans—but how. How do we relearn to listen, understand, and co-create? How do we restore our capacity for coexistence?**

It's time to move beyond old dualisms, reconnect natureculture, and abandon the human role as destroyer or savior. We are part of a planetary web of life—entangled, co-existing, co-shaping, co-surviving. Everything is relational, fluid, and shared.

PRACTICE OF NEW DESIGN

poly:eutopia is not a utopia, but a design practice—empathetic, interdependent, and symbiotic. Here, „poly“ refers to multiplicity: of species, layers, relationships, and narratives. „Eutopia,“ from the Greek means “a good place”—real, achievable, and already emerging. This practice will unfold through a series of speculative and experimental case studies, where in the first one, I explore two interconnected main layers:

I. ECOLOGICAL CORRIDORS x SLIME MOLD

This layer of the project investigates the potential of collaboration with *Physarum polycephalum*—a slime mold known for building efficient, adaptive networks—as a co-designer of ecological corridors. Instead of using this organism as a tool to optimize systems for human benefit—such as the wave of research modeling transportation and mobility networks—I ask: **What if this collaboration with slime mold could benefit all living beings, not just us?** Through experimental proto-

typing, lab-based observation, and simple simulations based on *Physarum*'s behavior, I explored speculative frameworks for ecological networks. These networks go beyond just green layer or canopy-level, integrating hidden and overlooked flows of life. Slime mold's decentralized, non-hierarchical behavior becomes a blueprint for a new kind of infrastructure: one that can be relational, adaptive, and regenerative.

II. RELATIONAL MAPPING

The second layer explores alternative cartographies—non-anthropocentric ways of mapping urban space. Here, relational mapping becomes a **collective act of reimagining the city through non-human perspectives**. It serves as a zoomed-in approach to the speculative framework co-created with slime mold, adding a soft, experiential layer to the ecological corridor networks. This participatory method invites us to ask: **What flows of life and interspecies interactions might exist within these frameworks—across different scales, spheres, dimensions, and temporalities?**

STORIES FROM THE FUTURE

Imagine a future beyond the Anthropocene. A interspecies cities, where nature is no longer tool, but a main actor in city planning. Where habitats are no longer isolated, but interconnected living territories. We move past old dualisms, embracing shared belonging and responsibility. Collaboration with slime mold inspired new urban models—adaptive, decentralized, and non-hierarchical. Urban infrastructure is no longer seen only as technical networks—but includes flows of life and interspecies relationships. Ecological corridors become key city infrastructure, supporting multi-layered habitats. What began as an experiment is now core urban policy: and cities regenerate more than they consume...