

Report of Activities

Gamified Cohousing, 07.03.2022

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1. Executive Summary

We are building a business on a value based mission that resonates with a new generation of conscious buyers that want to find new ways of living by sustainable development. Shared housing and shared networked economies will transform the concept of requiring a home from a cost calculated decision to a profit driven vision.

“Gamified Cohousing” (GC) is since July 2018 a limited partnership (FI29254143). In 2019 it branched out into another limited partnership CoHouselt Oy (FI30037728) and owner of the Housing Cooperative Hirsylän Koulu Lohja AsOy (FI30076559). This was done to divide the operations of software production from the real estate investment.

This plan reports the past activities of GC and updates.

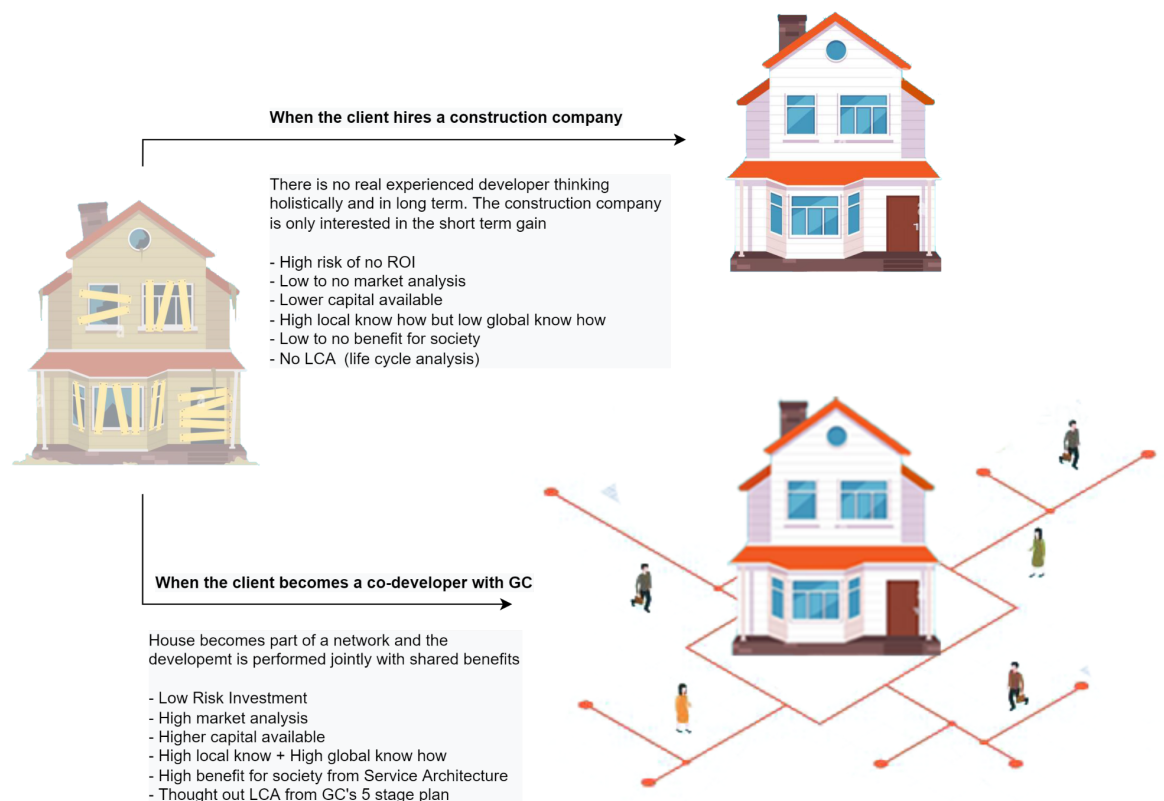
2. Business Updates

2.1 - Mission Statement

We turn empty buildings into sustainable gamified cohousing and coworking economies.

2.2 - Business Details

- Business structure: it turns empty buildings into economies by turning the property owner(s) into co-developers



- Makes a shareholder and leasing agreement between the private owner and the newly created Assunto Oy to assure the investment is risk free for the landowner and that we the GC are able to guarantee a ROI
- We guarantee a successful transformation of the property into a profitable one by applying 5 principles
 - **Minimalistic renovation** (see chapter 5.1)
 - **A Cohousing and coworking mix** (see chapter 5.1)
 - **Modular and open design** (see chapter 5.1)
 - **Gamified Facility Management** (see chapter 5.3)
 - **Service Architecture**

- Main clients are:
 - Owners of properties but not developers
- Main target groups are:
 - People who wish to live and work in a community but want to keep their urban modern life-style standards of privacy
 - People with strong values in terms of society and responsibilities
 - Aged people who prefer to give and get support within a community instead of living isolated in the city or in a caretaker facility.
 - Families with kids who wish them to grow within a sense of neighborhood and an understanding for negotiating differences
- Main business model:
 - Turns empty buildings into sustainable gamified cohousing and coworking economies

2.3 - Updated R&D Support

Who

Added value

Aalto University - Aalto BIM initiative

<http://bim.aalto.fi/>

Research group at the Aalto University on the digitalization of the built environment.

Support in research publications around "Architectural Democracy" and inBookMode using our pilot project as a case study.



University of Coimbra · Department of Electrical & Computer Engineering

<http://www.uc.pt/en/fectuc/deec/Department>

Leading Institution on real time stereo photogrammetry and GPU processing.

Technical support for the documentation of the buildings through stereo photogrammetry to be renovated on a low budget basis.



Metropolia University

<https://www.metropolia.fi/en/>

Department for the research on sustainable construction

Metropolia supported GC with the laser scanning of the 1st prototype house. The outcome, a BIM model and a feasibility study of a computer processor house heating unit.



Tampere University of Technology

Faculty of Business and Built Environment

Research on fire safety legislation of old wooden structures. TU will make a EU joint proposal to investigate this further.



2.4 - Updated Personal Profiles

Who / roles

Roles

Photo

Pedro Aibéo

Architect

Founder
Shareholder
CEO



Nina Linde

Architect

Advisory





Shreya Kembhavi
Interior Architect

Internee



Derya Dilara Atas
Environmental Scientist

Advisory



Sunil Suwal
BIM expert

Advisory



Hugo Pires
Photogrammetrist

On temporary
contracts



Joao Francisco
Programmer

On temporary
contracts

Ricardo Coelho
Webmaster

On temporary
contracts



Aramis Bertschi
Facility Manager

On temporary
contracts



2.5 - Achieved so far

- **(2019 - 2022)**
 - Renovation and implementation of the business idea main structure on the pilot project of Hyrsylän Koulu
 - MVP of the facility management app
 - Rental of spaces, short and long term (estimated earnings yearly from rental 50k euros)
 - Current value of the companies of 550k euros
- **(2022 - 2023)**
 - Improvements of the Pilot project (alternative energy sources + renovations)
 - Improvement of the app
 - Application for a Business Finland / Finnvera or bank investment



- Submission and construction of new buildings around the pilot project
- **Long Term (2023 - open)**
 - Acquisition of new properties with co-developers
 - International projects

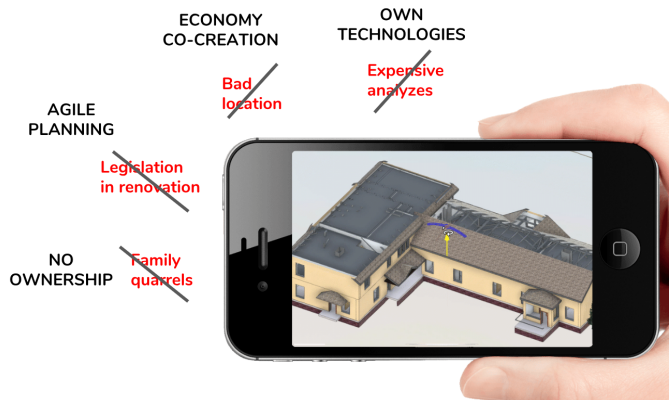
2.6 - Updated SWOT Analysis

- **Strengths**
 - We hold groundbreaking technology¹ and experienced architects to make the renovation more affordable than usual
 - We have a wide network of partners and years of construction experience on the ground in 20 countries
 - Renovating a building brings an emotional attachment to the user and thus value creation
- **Weaknesses**
 - We are not a major construction company in the local national market
- **Opportunities**
 - Many property owners are unaware of the potential of their assets
 - Over 10% of the buildings in Finland are empty
 - Overall trend rising for cohousing and coworking solutions²
 - Destruction of old buildings has an increasingly bad reputation among citizens
- **Threats**
 - The construction industry is a very closed and monopolized one. Clients are used to investing from these. To go for new companies it requires harder commitment of sales
 - Renovating old houses can bring unexpected surprises, but experience plays a role (see point 5.1.1)

¹ We have been working with research institutions on GPU based real time stereo photogrammetry which enables low budget scans of the buildings and also updates of the model during its Facility Management

² Research on co-housing shows that while the demand is growing, the challenge is that majority of co-workings are not profitable. Confront the studies on Danish cohousing, boomed in amount, decreased in overall quality

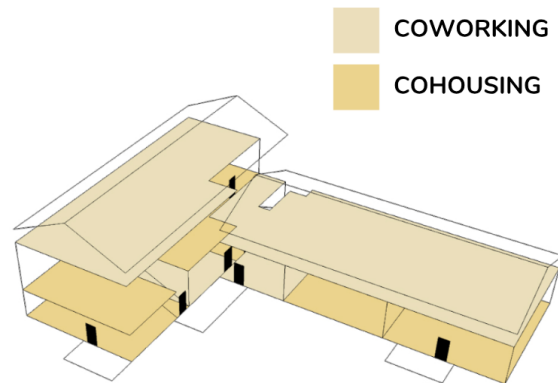
2.7 - Updated 5 step plan



Minimalistic renovation

Old buildings last longer + more identity. How is the renovation performed?

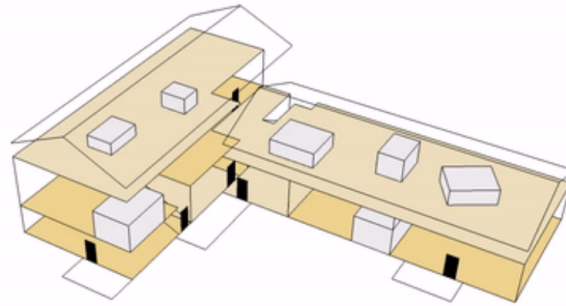
- Apply lean construction methods
 - Instead of "monitoring results" control happens by "making things happen"
 - Optimize value and waste at the project instead of the traditional practice of attempting to optimize each individual activity
 - Value to the customer is defined, created and delivered throughout the life of the project through co-design and co-creation with the customer instead of delivering a ready product
 - Action through continuous flow, instead of schedule-driven push
 - Decentralized decision-making
- Avoid expensive analyzes via our own tested technologies of cost efficient real time stereo photogrammetry.
- Avoid constrictions on legislation in renovation normally associated with multiple ownership of properties
- Minimize family quarrels in property development through leasing solutions
- Change the least amount possible from the original design of the building
- Remove the least amount of materials and structures from the buildings
- Apply alternative energy sources (Anaerobic Biogas for eg.)
- Apply simple and natural based products into the building
 - Example the removal of all linoleum surface solutions



Cohousing + Coworking

Internal economy = work + innovation. How is the ratio of cohousing and coworking mix attained?

- Each flat has its own modern shower, WC and kitchen
- Instead of having one or more extra flats for rental income, we turn these into a shared space (the shared spaces also can work as temporary apartments to be rented out for guests and or Airbnb)
- Shared spaces are dependable of the local needs but usually it has a common kitchen, living room, toilets, reception
- Shared spaces do not replace the private needs of each apartment
- Shared spaces are by default maintained through external companies paid by the household money of each tenant. This work can be replaced by the work done by the tenants themselves who are paid for
- Mixed usage settings responds well to legislation
- Shared spaces are not to be seen as luxury, instead as investments, these may allow the tenants to earn money from
- Shared spaces invite an internal economy, minimizing the biggest enemy of real estate: bad location (not the case of Hyrsylän Koulu)



Modular Design

Resilient over time so it can be disruptive. How is the modular and open design implemented?

- Modular design allows growth or shrinkage
- Modular furniture solutions are growing, eg. framery
- Our solution mixes sleep with work
- These modules and self-organization will define the space, the users are the architects, giving it also identity
- See examples of modular structures envisioned in appendix 7.2

Update on the Gamified Facility Management features



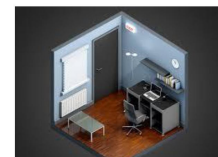
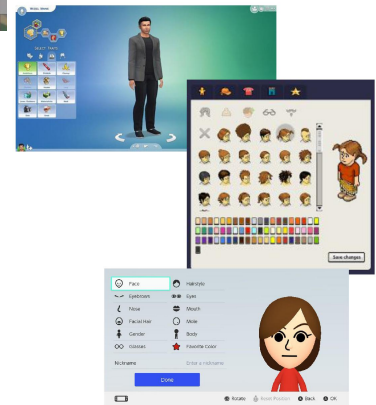
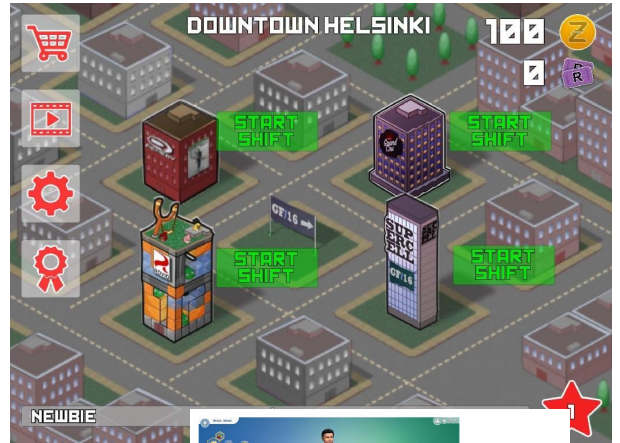
Fig.1 UX of the app currently under MVP development

Sophia lives at a gamified cohousing and pays 750 euros rent for 50m² of private space, but she can also use 400 m² of shared spaces, plus 13k m² of land, where anyone can make her own business or enjoy. She can also just earn money by doing simple tasks like cleaning the windows! But if she and all others do not want to do it, then automatically the app hires someone!



2.8 - Update on the characteristics of the Game App

- Graphics: Isometric 2.5D
- Platform: Mobile
- Engine: Unity
- Three "Levels"
 - Outside / Yard
 - Inside, Main Hall
 - Personal Virtual Room
- View can be turned 90 degrees
- Simplistic 2020 style
 - Modern 3D
 - Easy to approach
 - Low-Poly, High Performance
- Player avatar
 - To access the services and locations in the game, residents and guests can create their own avatar
 - The avatar can walk around in the virtual world, talk to other avatars and manage tasks
 - The avatar is simple and customizable, making it easier for player to see themselves in the game characters
 - Reference: Habbo, Nintendo MiiVerse, The Sims
- Task types
 - Personal Tasks encourage players to get used to the game.
 - Community Tasks encourage players to communicate with other player avatars.
 - Co-living Tasks encourage players to develop the premises together
- Example tasks
 - Personal Tasks
 - Customize your character
 - Find an easter egg in the virtual world
 - Community Tasks
 - High five a new player
 - Give kudos to another player
 - Trade items
 - Co-living Tasks



Hot Tub Dreams : Part 8 of 9

If we save up all these ducky bucks, we might be able to buy a Hot Tub Goody Bag!

Expires in 2d 21h



- Check-in to the premises in the morning (possible GPS-location verification)
- Book a meeting room
- Suggest new feature ("More bean bag chairs to the creative area, please")
- Sell or buy food via scanning of products
- Real-Life Tasks
 - Make some coffee
 - Take the stairs
 - Recycle
- POINTS / GAME CURRENCY
 - Earn points by completing tasks
 - Use points for services
 - Reservations in real life
 - Customizations for your in-game avatar

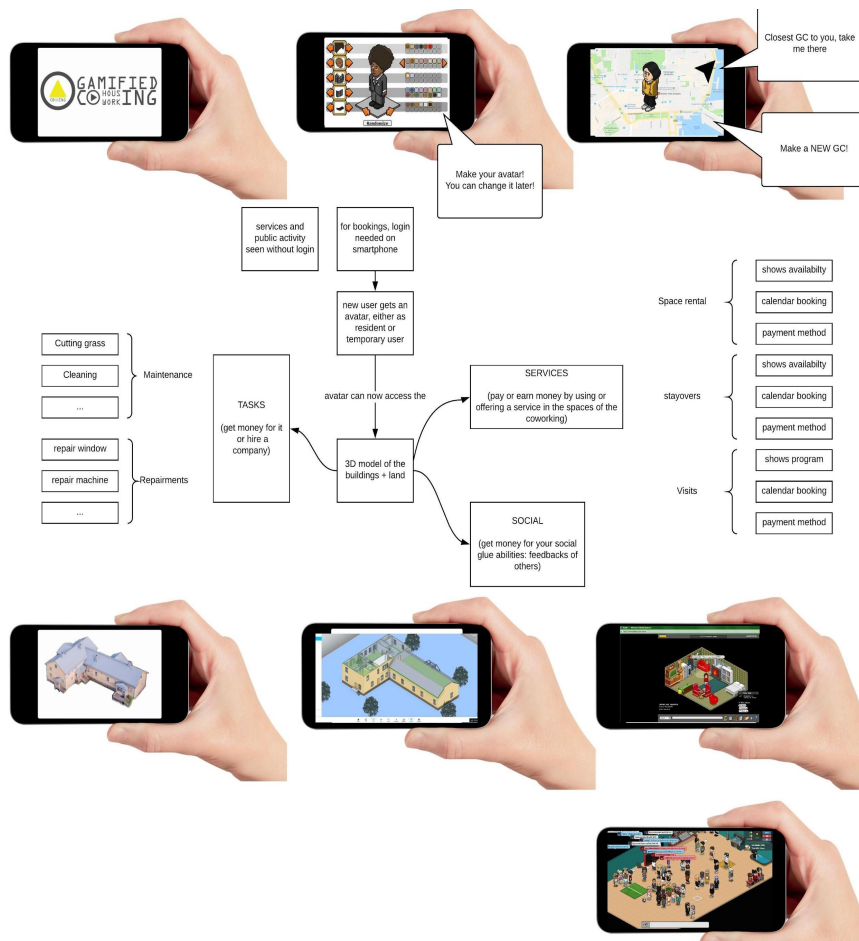


Fig.2 a simplified structure of the game mechanics

2.9 - Showcase of dissemination of work

- Publication at the SBEfin engineering conference on emerging concepts for sustainability, with a scientific paper.

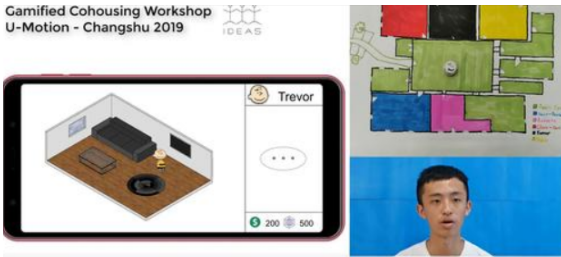
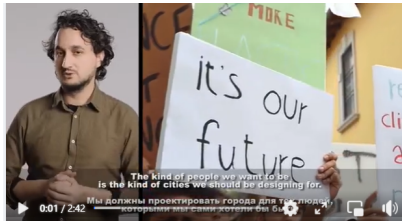


- We have developed and improved our facility management app together with universities within their master programs, for example in 2019 and 2021 with the Metropolia University: <https://www.youtube.com/watch?v=JAxVCM15h8k>



- We have published about our process of upcycling a kitchen

- We presented our work at the Venice Biennale of Architecture of 2021 and at the Moscow Museum of Architecture in 2019, and did several workshops on Gamified Cohousing in China, at the Tongji Design University and in Finland at Aalto University.



- We have been inviting interns and volunteers to work with us so we get fresh perspectives (for example from the Excelia Business School in La Rochelle, France).
- We have been exchanging ideas and talks with other architects such as Dorte Mandrup or other cohousing for example the Ryozan Park of Japan, with whom we exhibited our work in Moscow.
- We have been invited to several hackathons, for example: Ultrahack

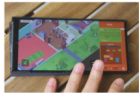


- Our work has been published in several magazines, and newspapers such as Financial times and the largest Finnish Newspaper, Helsingin Sanomat:
<https://www.hs.fi/elama/art-200006220733.html> Or design magazines:
<https://www.meillakotona.fi/artikkelit/hyrsylan-uusi-elama>



Ulos lokeroista

GET CONNECTED



Kompleksit ovat vaikeita toteuttaa, mutta onneksi ne eivät ole ainoa vaihtoehto. Gamified Cohousing on yksi vaihtoehdoista. Gamified Cohousing on uuden sukupolven asuinmuoto, joka yhdistää yhteisöllisyyden ja yksilöllisyyden. Gamified Cohousing on uuden sukupolven asuinmuoto, joka yhdistää yhteisöllisyyden ja yksilöllisyyden. Gamified Cohousing on uuden sukupolven asuinmuoto, joka yhdistää yhteisöllisyyden ja yksilöllisyyden.

There are alternatives to not taking to the neighborhood and embracing the building. Gamified Cohousing is one of the alternatives. Gamified Cohousing is a new type of housing, which combines community and individuality. Gamified Cohousing is a new type of housing, which combines community and individuality. Gamified Cohousing is a new type of housing, which combines community and individuality.



- We presented our work at the [World Summit on Digital Built Environment 2019](#) and at The [Habitare](#) fair, which has over 40 000 visitors.



- We have been active in social media in fb: <https://www.facebook.com/GamifiedCohousing> and Instagram: https://www.instagram.com/cohousing_gamified/



3 - Business year 2020

BALANCE SHEET

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Cohouseit OY

Hyrskylantie 169
09430 Saukkola
Business ID: 3003772-8
Currency: EUR

	31.12.2020	31.12.2019
ASSETS		
NON-CURRENT ASSETS		
Investments		
Holdings in group undertakings	2,500.00	2,500.00
Investments total	2,500.00	2,500.00
NON-CURRENT ASSETS TOTAL	2,500.00	2,500.00
CURRENT ASSETS		
Debtors		
Long-term		
Other debtors	192,238.91	187,238.91
Long-term total	192,238.91	187,238.91
Short-term		
Trade debtors	49,600.00	0.00
Short-term total	49,600.00	0.00
Debtors total	241,838.91	187,238.91
Cash in hand and at banks	1,908.03	3,668.37
CURRENT ASSETS TOTAL	243,746.94	190,907.28
ASSETS TOTAL	246,246.94	193,407.28

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BALANCE SHEET

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Cohouseit OY
Hyrskyläntie 169
09430 Saukkola
Business ID: 3003772-8
Currency: EUR

	31.12.2020	31.12.2019
LIABILITIES		
CAPITAL AND RESERVES		
Retained earnings (loss)	-1,592.72	0.00
Profit (loss) for the financial year	1,571.90	-1,592.72
CAPITAL AND RESERVES TOTAL	-20.82	-1,592.72
CREDITORS		
Long-term		
Other creditors	232,782.66	195,000.00
Long-term total	232,782.66	195,000.00
Short-term		
Trade creditors	10,000.00	0.00
Other creditors	3,456.04	0.00
Accruals and deferred income	29.06	0.00
Short-term total	13,485.10	0.00
CREDITORS TOTAL	246,267.76	195,000.00
LIABILITIES TOTAL	246,246.94	193,407.28

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BALANCE SHEET

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Hyrskylän Koulu Lohja AsOY
Hyrskyläntie 169
09430 SAUKKOLA
Business ID: 3007655-9
Currency: EUR

	31.12.2020	31.12.2019
ASSETS		
NON-CURRENT ASSETS		
Tangible assets		
Buildings		
Own	187,200.00	187,200.00
Buildings total	187,200.00	187,200.00
Machinery and equipment	1,457.19	1,457.19
Advance payments and construction in progress	11,213.74	11,213.74
Tangible assets total	199,870.93	199,870.93
NON-CURRENT ASSETS TOTAL	199,870.93	199,870.93
CURRENT ASSETS		
Cash in hand and at banks	301.45	2,283.11
CURRENT ASSETS TOTAL	301.45	2,283.11
ASSETS TOTAL	200,172.38	202,154.04

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BALANCE SHEET

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Hyrskylän Koulu Lohja AsOY
Hyrskyläntie 169
09430 SAUKKOLA
Business ID: 3007655-9
Currency: EUR

	31.12.2020	31.12.2019
LIABILITIES		
CAPITAL AND RESERVES		
Subscribed capital		
Subscribed capital	2,500.00	2,500.00
Subscribed capital total	2,500.00	2,500.00
Profit (loss) for the financial year	-11,419.14	-6,159.38
CAPITAL AND RESERVES TOTAL	-8,919.14	-3,659.38
CREDITORS		
Long-term		
Amounts owed to group undertakings	204,355.29	204,355.29
Long-term total	204,355.29	204,355.29
Short-term		
Trade creditors	4,736.23	1,458.13
Short-term total	4,736.23	1,458.13
CREDITORS TOTAL	209,091.52	205,813.42
LIABILITIES TOTAL	200,172.38	202,154.04

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