

Halle Galimba Portfolio

Portfolio for Future Now

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01

'Rewriting the City' is a publication which explores feminist perspectives on urban planning and cities through presenting excerpts from the work of three researchers: Leslie Kern, Caroline Criado-Perez, and Lezlie Lowe. These authors explore how our built urban environments fall short in accounting for women, their needs, and their experiences. These words have been selected in order to pose and explore the question: how would our cities look if women were in charge?

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Post-war propaganda was explicit about the need for women to relinquish their wartime factory jobs to returning men and the suburban home was the perfect "fix" for re-establishing normative gender roles. By providing a spatial solution to the temporary widening of women's horizons, the public-private, paid-unpaid work divide could be "naturally" re-established between the sexes. The suburban lifestyle both assumed and required, in order to function properly, a heterosexual nuclear family with one adult working outside the home and one inside. Large houses, isolated from transit and other services, meant the stay-at-home wife and mother was required to perform a full-time domestic caretaker role, overseeing the home and managing the needs of the breadwinner and children.

Gerda Wekerle and many others argued that relative to the suburbs, cities offered the home and many others needed to juggle multiple conflicting roles. For families headed by women, "their very survival," argues Wekerle, is dependent "on a wide network of social services frequently found only in central city areas." In the early 1960s, famed urban planning critic Jane Jacobs challenged the prevailing idea that the suburbs were good places for women and children. She noted isolation, a lack of people on the streets, and car dependency as concerns that particularly affected women while also contributing to the decline of the public realm in general.

The city, however, isn't a magic fix for these concerns. The overall layout of cities in general reflects a patriarchal capitalist society's expectations of what types of activities take place where, when and by whom. "All forms of urban planning draw on a cluster of assumptions about the 'typical' urban citizen: their daily travel plans, needs, desires, and values. Shockingly, this citizen is a man. A breadwinning husband and father, able-bodied, heterosexual, white, and cis-gender. This has meant that even though cities have a lot of advantages relative to the suburbs, they're certainly not built with the aim of making women's 'double shifts' of paid and unpaid work easier to manage."

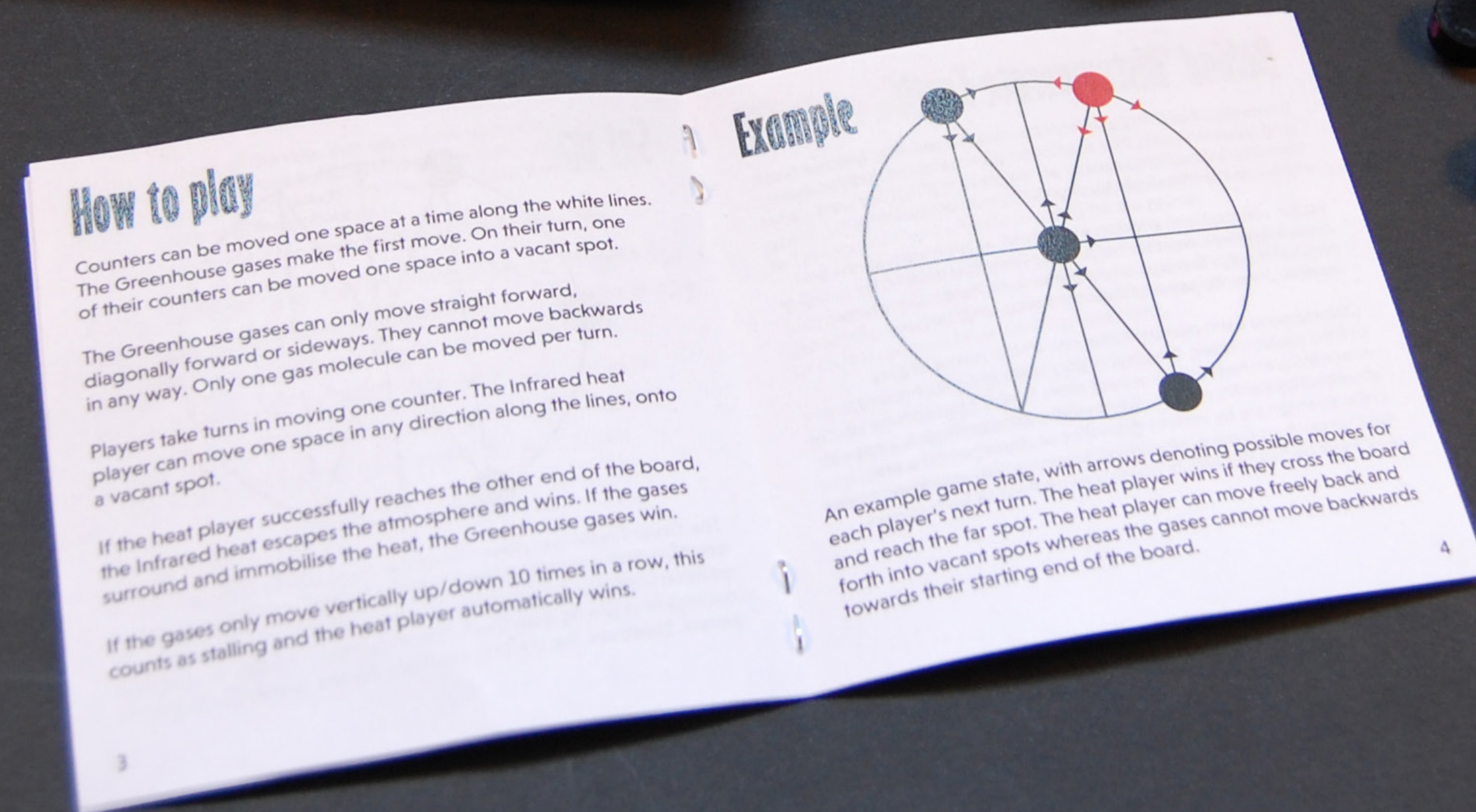
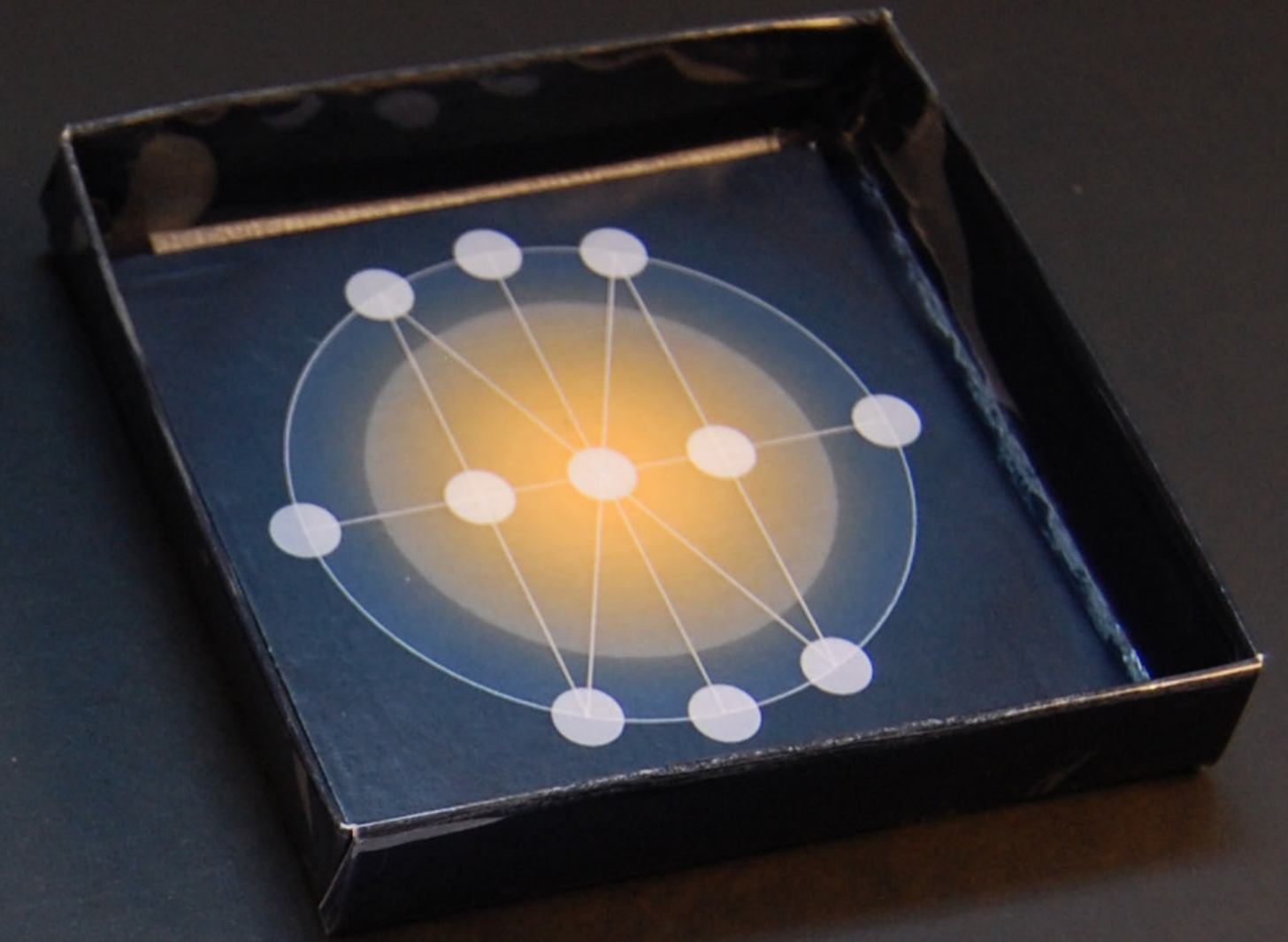
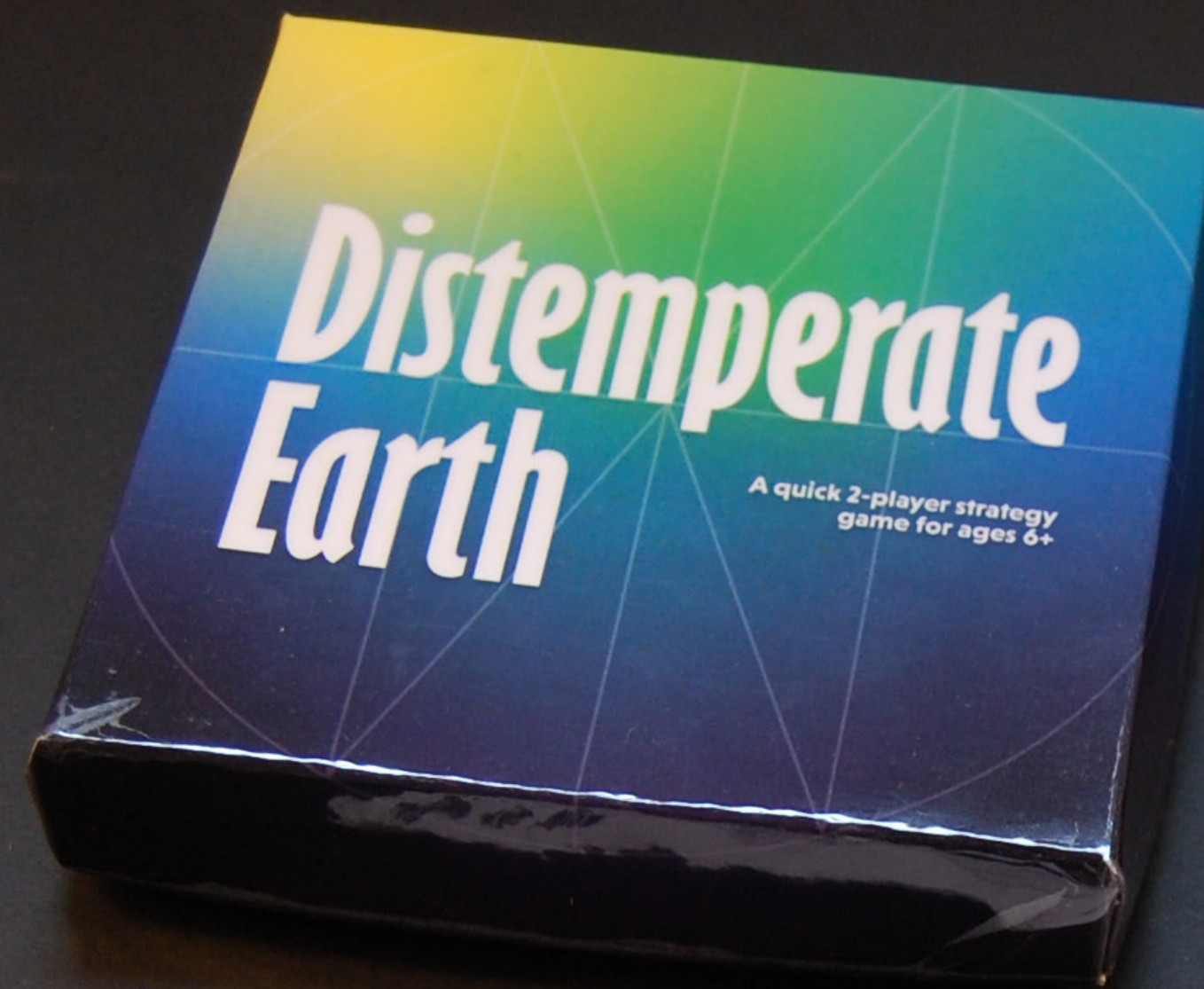
"Because the built environment is durable over long time spans, we're stuck with spaces that reflect outdated and inaccurate social realities."

02

Distemperate Earth is a two player strategy board game based on climate change. Derived from the conversation that John Ruskin started in 1884 in his lecture series about changing weather patterns, Distemperate Earth plays out the discoveries we have accepted since as a simple puzzle game.

Two players fight for triumph in Earth's atmosphere. One as a ray of Infrared heat trying to escape into space, the other as a trio of Earth's most aggressive Greenhouse gases trying to trap the heat and prevent its escape.

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Will carbon dioxide, methane and nitrous oxide succeed in heating our planet to unprecedented levels, or will the Infrared radiation find its way out?

Contents

1 playing board, 3 black counters, 1 red counter, 1 rulebook.



Behind 'Distemperate Earth'

Storm-Cloud of the Nineteenth Century is a series of lectures from 1884 by John Ruskin. The controversial lectures are said to have been one of the first pieces of academia to highlight human impact on the climate, following C19th industrialisation.

Ruskin was met with criticism at the time, as his observations and accounts of new weather behaviours were not backed by physical theory. Through developments in the decades since, we now presently see that Ruskin's words rung true.

Distemperate Earth demonstrates one of the forces at play behind Ruskin's ideas, the players play out the Greenhouse gas effect. Infrared heat from the sun enters Earth's atmosphere and is absorbed by Earth's surface. Some of the Infrared heat is trapped in the atmosphere by various greenhouse gases, whilst some escapes back into space. Human pollution such as emissions from fossil fuels boosts this effect, causing more heat to be trapped.

What now?

Distemperate Earth is a solved game, meaning that with perfect play, the gases can win every time. It can take time and many tries for a player to master playing as the gases in this simple puzzle game. Perhaps we can apply the same persistence and strategy to taking simple steps towards caring for the planet.

Below is a list of UK based resources for finding out how to make a difference or stay informed. Every small effort compounds into something bigger. With collective effort, we can stop the forces of climate change from winning every time.

- <https://www.wwf.org.uk/>
- <https://sos-uk.org/>
- <https://plantbaseduniversities>
- <https://www.cleanup>
- <https://south>

03

Disconnection Collective is a quarterly subscription box with the aim of helping us reclaim our attention from technology's noise.

Social media apps pull us in with notifications and keep us online with an infinite stream of entertainment and distraction. Disconnection Collective promotes the act of being intentional with our time, employing ritual and connection to the seasons & our senses in order to reduce our phones back to useful tools.

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We are



Est. '26

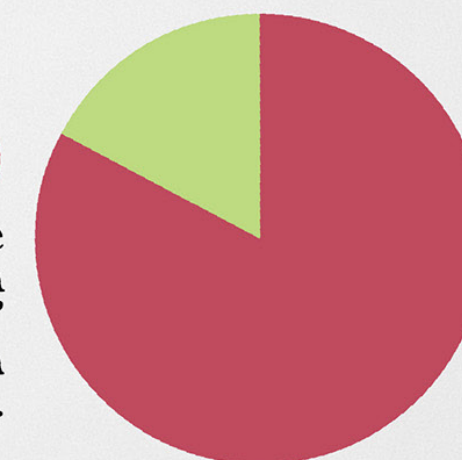
Sharing our passion for being intentional with our time, employing ritual and connection to the seasons & our senses in order to reduce our phones back to useful tools.

The problem on Gen-Z's minds



83%

of Gen Z believe they have an "unhealthy" relationship with their phone.



Source: BePresent Digital Wellness Report (2024)

The Story of Us



CARA & EM
FOUNDERS OF
DISCONNECTION
COLLECTIVE

- We love to dabble, create, tinker, play, slow down, be present
- These values play a key part in us finding our own way away from screen time
- We wanted to empower young women to take their time back too

Me-Time Kit

- What if there was a seasonal reminder to slow down sent straight to your door?
- Filled with bits to help you find your very own screen-free rituals
- For those who embrace creativity, and value their time spent intentionally



What's inside?



Current traction

- Getting attention onto our start-up with PR pre-sale unboxing
- Using initial feedback to tweak our next prototypes
- 500+ newsletter sign ups before first release
- 2000 followers on TikTok tuned in for updates



Next steps

- Finalise our exclusive spring-time release for our first issue
- Continue building our community of like-minded people to find solutions that work
- Reaching out to those already in the industry to create meaningful collaborations

GET YOUR HANDS ON A BLOODY GOOD BURGER.

THE VEGAN VAULT'S

MAINS

CHEESEBURGER (GFO)..... £11.00
 No beef patty, Vegan cheese, gherkins, iceberg lettuce, tomato slice, burger sauce, with a side of fries

CHICKEN MAYO BURGER (GFO) £10.75
 No chicken fried filet, vegan mayonnaise, iceberg lettuce, tomato slice, with a side of fries

HEARTY HOT DOG (GFO).....£10.00
 Meat free sausage in a fluffy bun, topped with caramelised onions, tomato relish, chillies, guac and mustard

DONER KEBAB & PITA £9.75
 Meat free doner strips, pita bread, salad, tomatoes and Vegan garlic mayonnaise

CAULIFLOWER WINGS (GFO)..... £7.75
 Cauliflower chunks with a crunchy coating, diced mushrooms and a sticky buffalo style sauce

BACON LOADED FRIES (GFO)..... £7.75
 Skinny french fries topped with no bacon pieces, crispy onions, Vegan cheese and sauce

GFO = Gluten Free Option available

DISCOVER JUST HOW GOOD PLANT-BASED CAN TASTE.



The Vegan Vault is a food court restaurant that serves indulgent vegan junk food, their mission is to combat the idea that vegan food has to be boring.

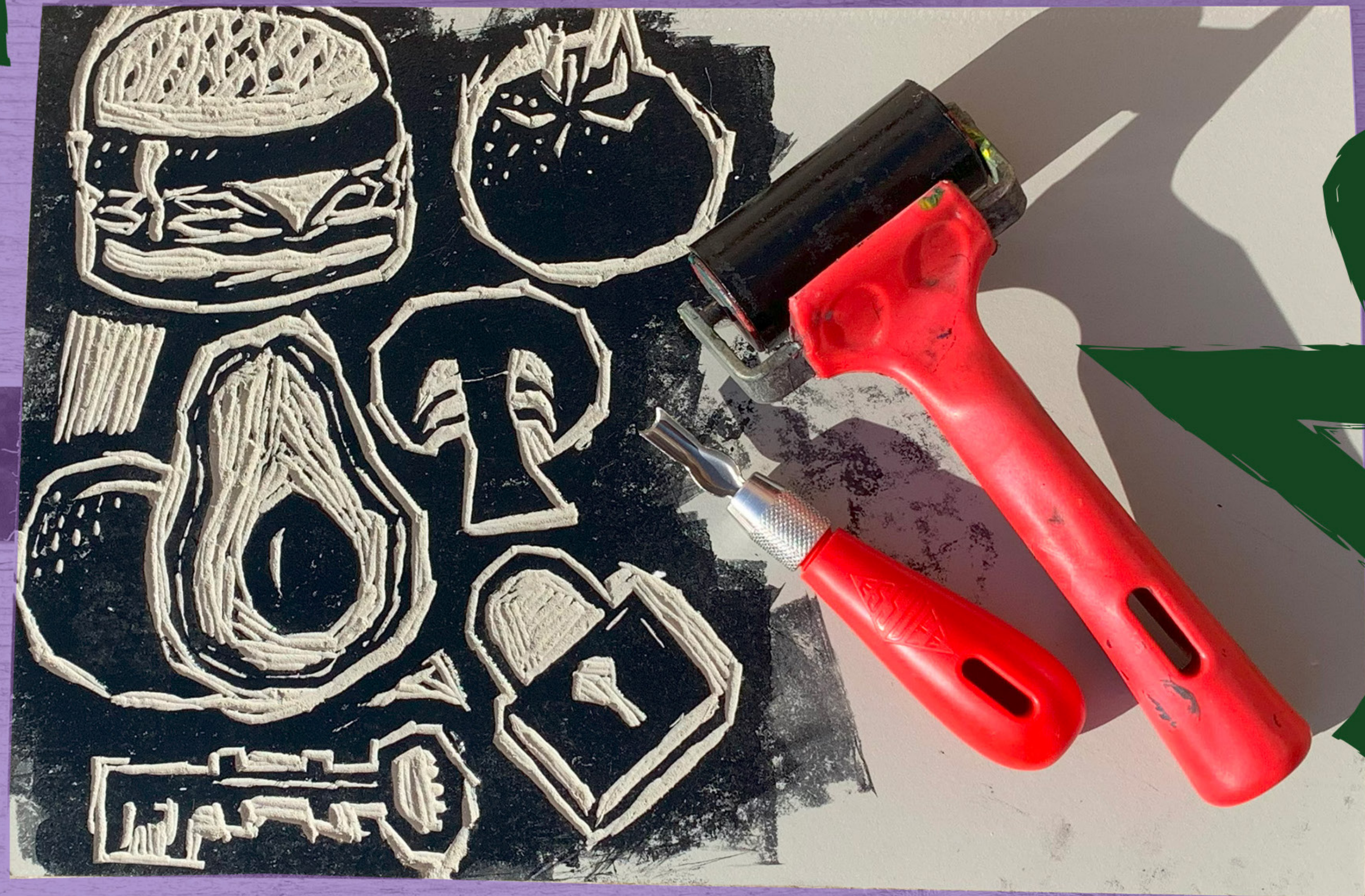
The goal of the project was to create a visual identity that will resonate with not only vegans but also encourage non-vegans to try

plant-based food - facilitated by the food court setting. I wanted to convey that the food was flavourful, exciting, and not afraid to be 'unhealthy'.

In trying to visually resonate with vegans, some of my initial directions for the brand identity were too 'healthy' looking and lacked the energy that this brand needed.

I used linocutting to create the illustrative assets which added an edge to the whole look and drove it away from the squeaky clean directions I initially went in. The rest of the restaurants already operating in Street Food Solihull were very visually exciting to the textural element of these assets helped this brand feel more at home in it's food hall.





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05

Stick Together are a social enterprise with a focus on the link between access to nature and mental/physical wellbeing. They work to remedy the access gap, as marginalised groups are shown to have less access to green spaces.

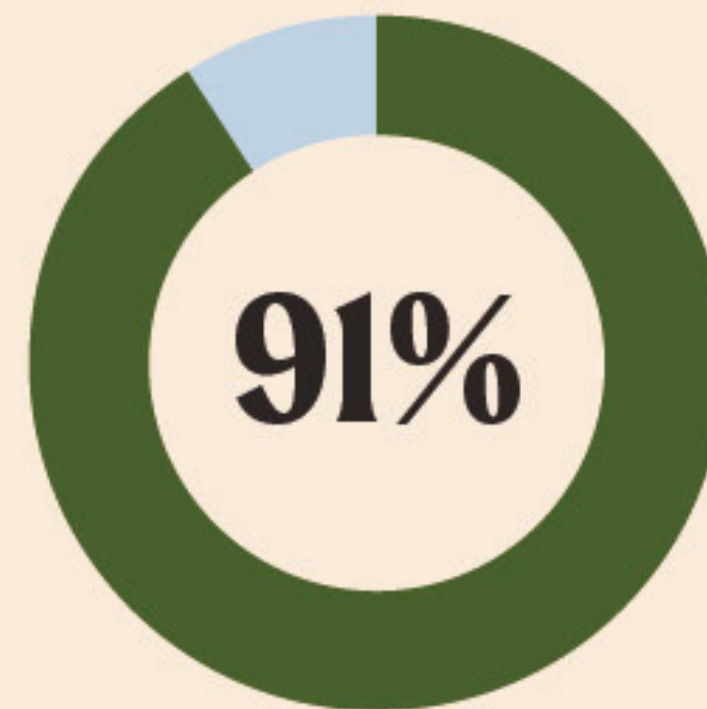
To present their mission and supporting statistics in a digestible way, I created a long-scroll infographic to be shown on their blog and on their facebook page. They partner with local clean-up initiatives to keep green spaces pleasant for all.

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Access to Green Space in the UK

Access to natural spaces can be vital for our mental health and well-being, yet many communities across the UK face significant deprivation in this area. Read on to explore the benefits nature offers us, the stark realities of green space accessibility, and the current state and possible future of our natural spaces. By understanding these challenges, we can encourage community involvement and advocacy in ensuring everyone has the opportunity to enjoy and care for their local green spaces.

Nature's positive impacts on our mental health and well-being



responded that spending time in nature was beneficial for their mental health.

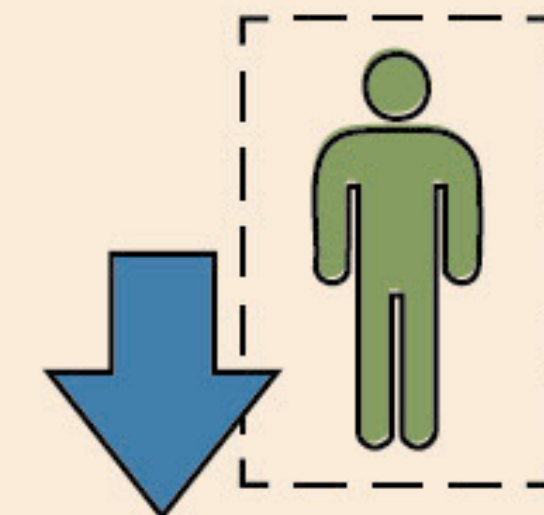
In those who **moved to a greener area**, positive impacts on mental and physical wellbeing persisted after the move for at least

3 years.

Just **2 hours per week** spent in nature can offer us a myriad of benefits, such as:



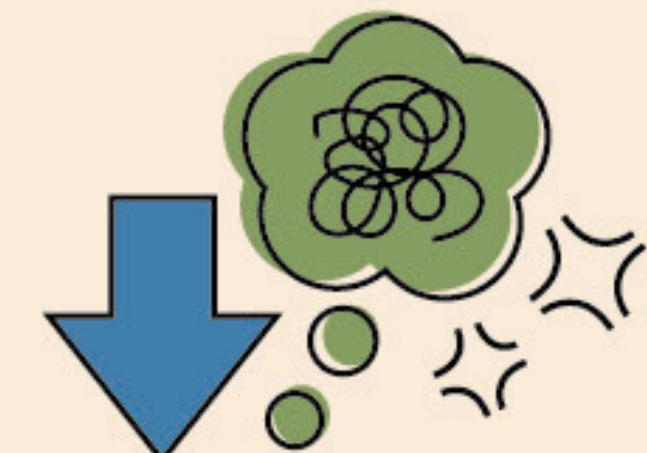
Increased creativity



Reduced loneliness



Improved sleep



Reduced stress

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Increased creativity



Reduced loneliness



Improved sleep

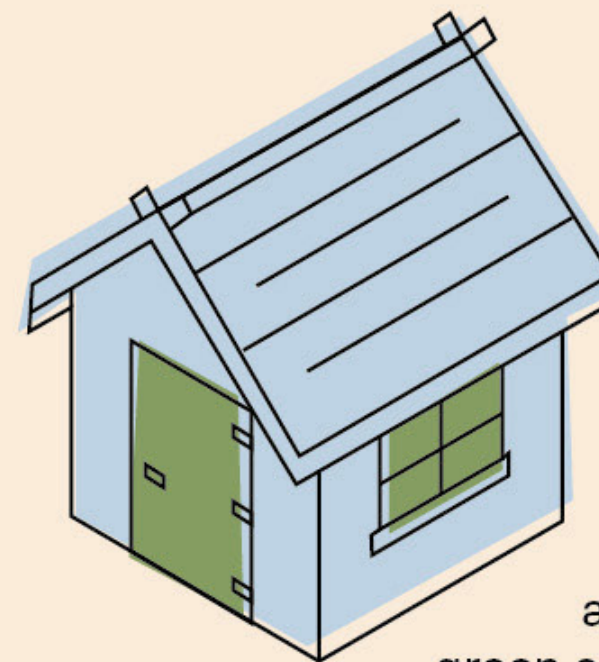
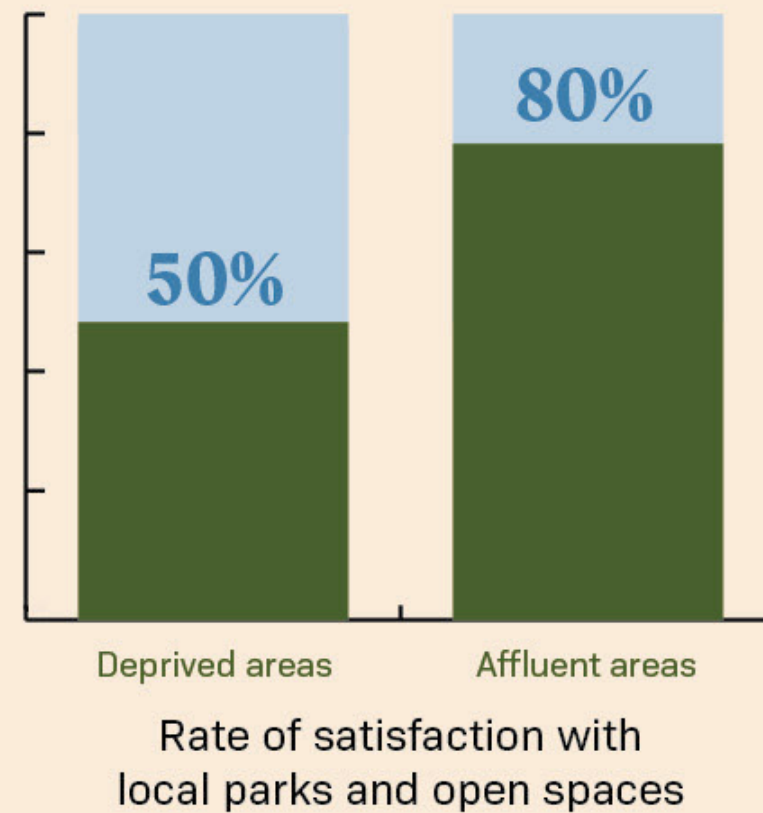
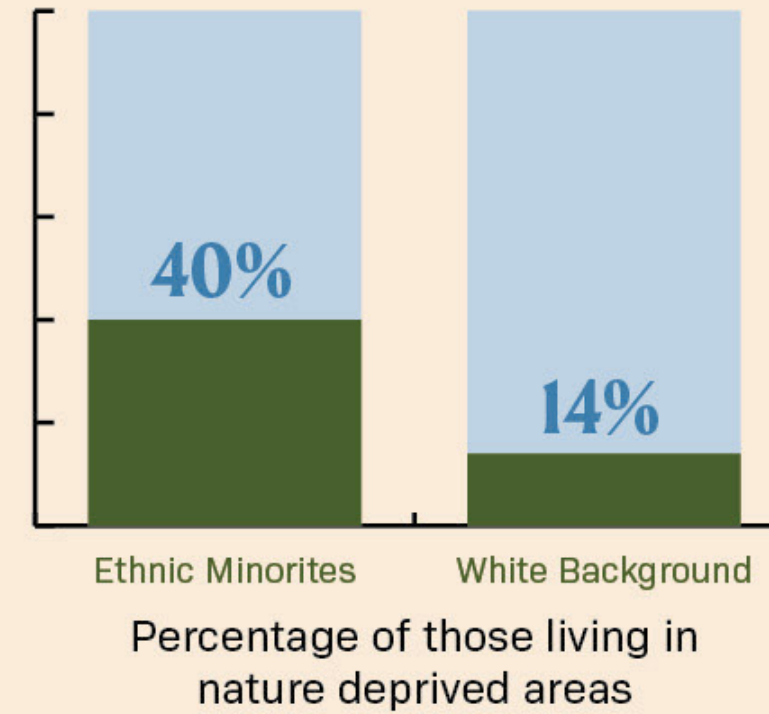


Reduced stress

The lack of green and blue space in the UK

We've established how integral nature can be to our mental health, yet a worryingly large proportion of people in the UK have a distinct lack of access to green spaces. Nature tends to be more accessible to privileged groups.

1,108
neighbourhoods
9.6
million
1 in 5 of us
are deprived of green space



9m²
In the most green space deprived neighbourhoods, the average amount of public green space is only 9m² - equal to the average size of a garden shed.

The current state and future of our green spaces

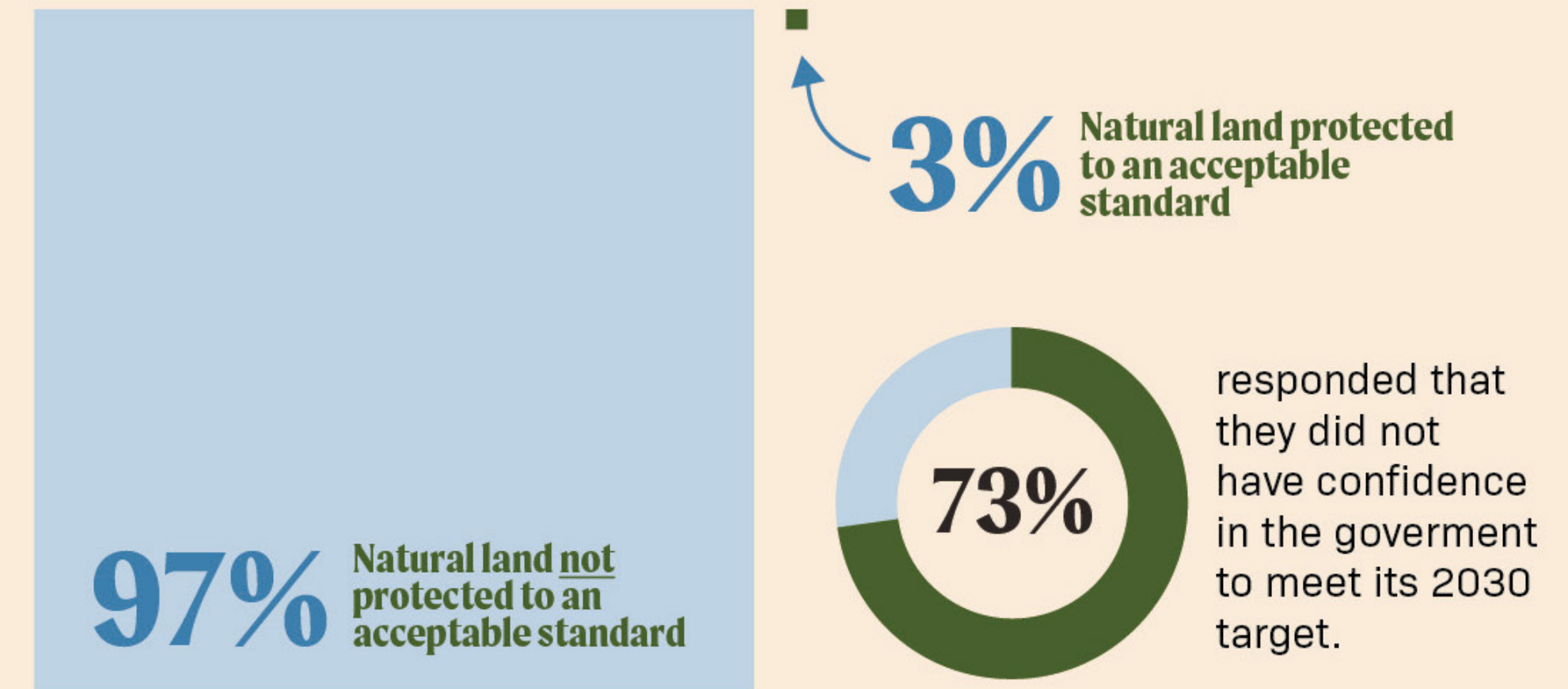
The government made a pledge to protect 30% of our natural land by 2030. As of the 2024 Wildlife and Countryside Link's progress report, the UK's progress towards this goal is poor.

Deprived areas Affluent areas
Rate of satisfaction with local parks and open spaces

green space is only 9m² - equal to the average size of a garden shed.

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Here's what you can do to help

There are plenty of organisations that do great work to help this pressing issue, you can **support and keep up to date** with them online at: friendsoftheearth.uk, rspb.org.uk, wcl.org.uk, and farmgarden.org.uk. You can also volunteer with local **clean-up initiatives and action groups**.

We have also created a quick and easy **email template** you can send to your local MP to urge them to take action on these matters in your area, find it linked with this post and fill in with your details.

Sources

- gov.uk/government/statistics/the-people-and-nature-survey-for-england-data-tables-and-publications-from-adults-survey-year-3-april-2022-march-2023-official-statistics/headlines-findings-of-the-adults-people-and-nature-survey-for-england
- naturalengland.blog.gov.uk/2019/07/12/two-hours-a-day-or-side-is-vital-for-health-and-wellbeing/mind.org.uk/information-support/tips-for-everyday-living/nature-and-mental-health/how-nature-benefits-mental-health/the-lancet.com/journals/lanplh/article/PIIS2542-5196(23)00212-7/fulltext
- pubs.acs.org/doi/10.1021/es403688w (Longitudinal Effects on Mental Health of Moving to Greener

Thank you for your time!

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