



YOUTH REGENERATION CAMP 2027

From personal purpose to a first regenerative business model.

A Dxsigner module integrated into Syndesi's AI Survival Summer Camp 2027

Naxos, Greece · Ages 16–17 · Two three-hour sessions

Designed by Brendan Tangi – Founder of [Dxsigner](#)

THE MODULE PROMISE

What if young people used AI to build a business that reflects who they are and contributes positively to the world?

In six guided hours, each participant transforms their talents, values and an ecological challenge they care about into the first structured version of a regenerative business model.

THE JOURNEY COMBINES:



KEY FACTS

AUDIENCE

Students aged 16–17

LOCATION

Naxos, Greece

FORMAT

Two three-hour sessions integrated near the end of the main camp

ORGANISATION

One computer and one individual project per participant

LANGUAGE

English

OUTCOME

A first regenerative business model, analysed, saved and exported as a PDF report

DAY 1: DISCOVER YOUR REGENERATIVE BUSINESS IDEA

Day 1 prepares the personal and strategic context required for DARC Designer.

1	2	3
INTRODUCTION — 30 MIN VIDEO Discover the Dxsigner ecosystem, the role of AI as a design tool and the tangible outcome expected after two days. Video by Brendan Tangi	IKIGAI — 60 MIN Each participant connects what they enjoy, what they can do or learn, a need they care about and the value they could create. Individual Workshop	BLUE OCEAN — 90 MIN Participants select a problem, identify a niche, imagine a response and prepare the context that will guide the AI on Day 2. Individual Workshop

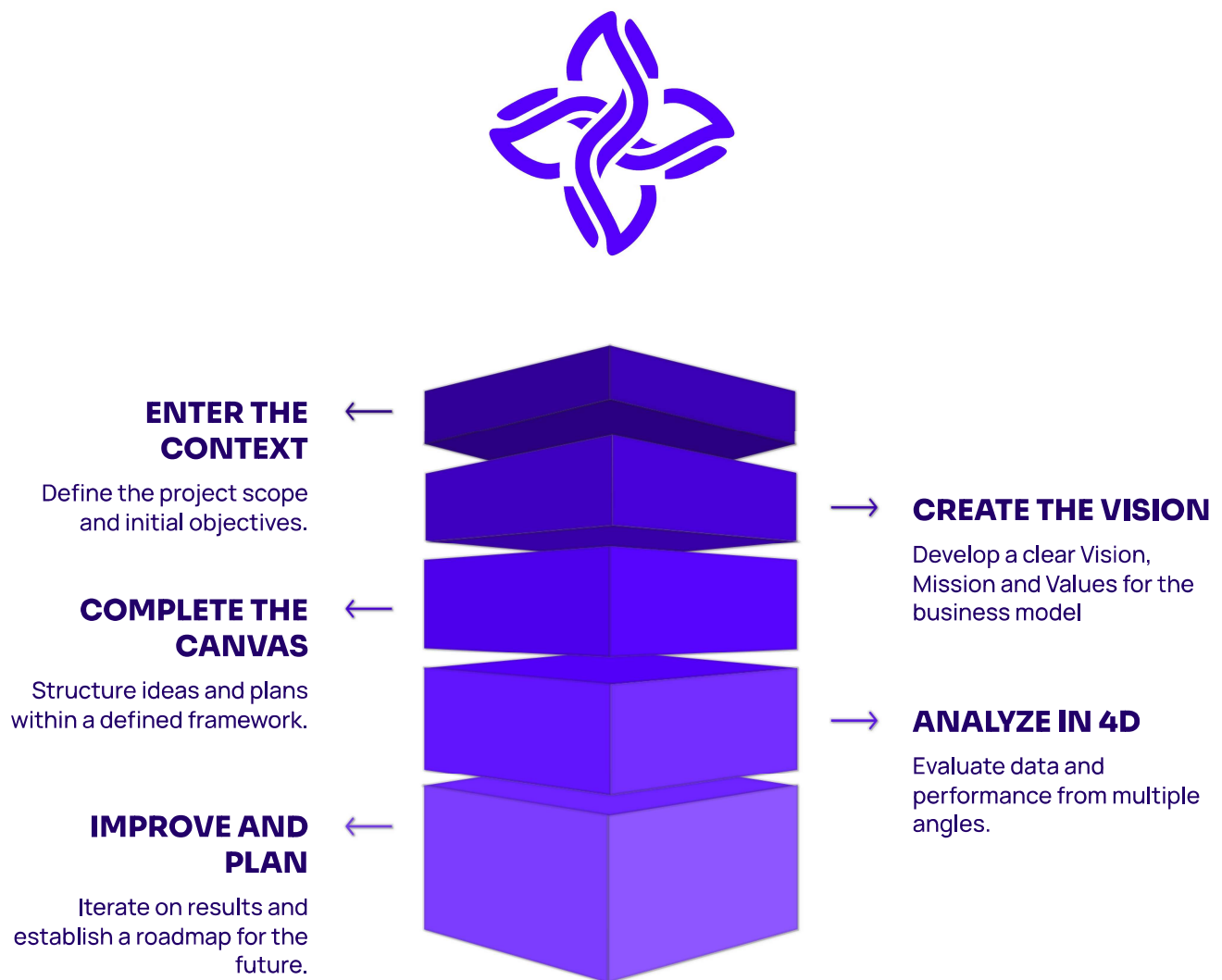
DAY 1 OUTPUT

	1- Personal intention statement
	2- Working project name and defined niche
	3- 120–200 word Project Context covering the problem, beneficiaries, solution, resources and desired impact

DAY 2: BUILD YOUR REGENERATIVE BUSINESS MODEL

Day 2 turns the prepared context into a structured, testable first model. **Total time 180 minutes.**
A 30-minute introductory video presenting DARC Designer and the workshop will open the day.

THE DARC DESIGNER JOURNEY



Each step builds directly on the last, moving from personal context through structured design to a complete, exportable model.

NOT BLIND GENERATION

Participants set a human intention, review each AI proposal and keep only what is useful.
The goal is a **coherent first version**, not an artificially finished business plan.

WHAT EVERY PARTICIPANT TAKES HOME

By the end of the module, each student has:

1

IKIGAI & INTENTION

A simplified Ikigai and entrepreneurial intention

2

NICHE & CHALLENGE

A framed niche and ecological challenge

3

IDENTITY

A working company name and initial visual identity

4

DARC CANVAS

A vision, mission, values and first version of all 16 DARC Canvas blocks

5

ANALYSIS

An analysis of regenerative impact, circularity, economic viability, social equity and governance

6

ROADMAP & REPORT

One priority improvement, a first roadmap towards 2050, a saved project file and a personal PDF report

SKILLS ACTIVATED



CONNECT STRENGTHS TO NEED

Connect personal strengths with a real need in the world



HYPOTHESIS THINKING

Turn an intuition into a business-model hypothesis



HUMAN JUDGEMENT WITH AI

Work with AI without surrendering human judgement



ITERATIVE THINKING

Think in loops, identify weaknesses and iterate

THE DXSIGNER ECOSYSTEM

THREE METHODS, THREE AI TOOLS, ONE SHARED AMBITION

D.A.R.C — DESIGN D'AFFAIRES RÉGÉNÉRATIF CIRCULAIRE

Design viable business models that restore ecosystems, create circular flows and strengthen communities.

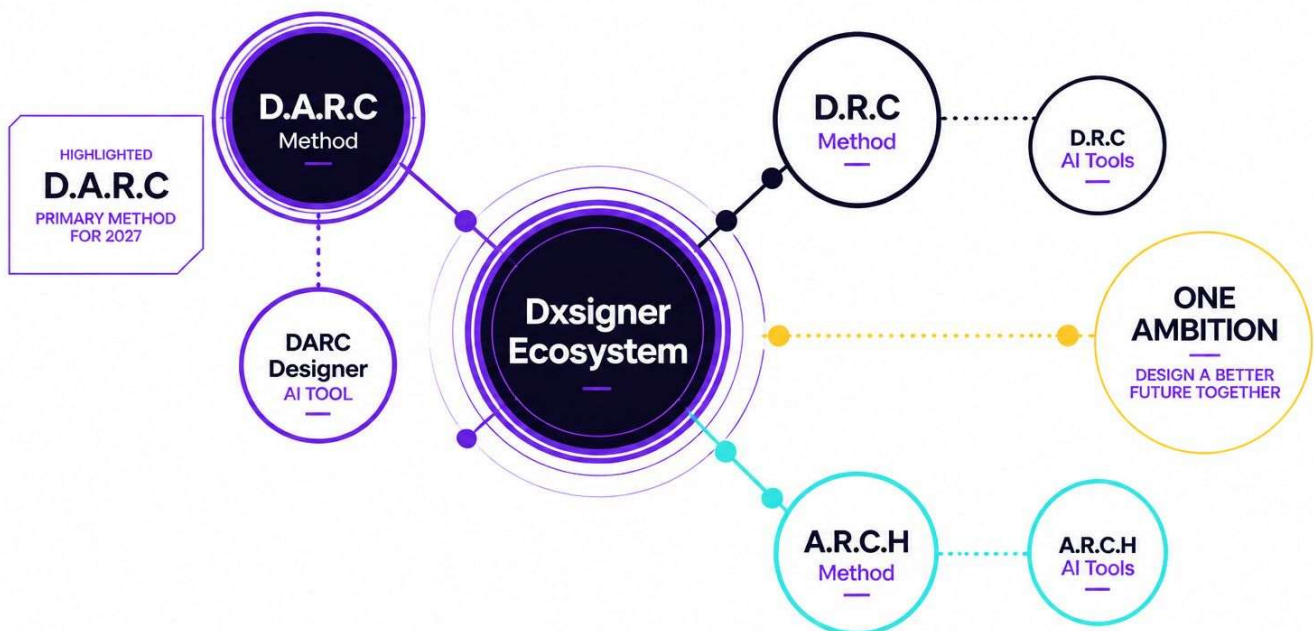
D.R.C — DESIGN RÉGÉNÉRATIF CIRCULAIRE

Design products, services and systems through their materials, uses, life cycles and regenerative potential.

A.R.C.H — ARCHITECTURE RÉGÉNÉRATIVE CIRCULAIRE D'HABITATION

Design more autonomous, circular and life-supporting homes and built environments.

- The 2027 module focuses on D.A.R.C and DARC Designer. D.R.C, A.R.C.H and their Designer tools are introduced as possible extensions of the same project.



BRENDAN TANGI

Brendan Tangi is a designer, trainer and the founder of Dxsigner and the Dxsigner Academy. He develops design methods and AI tools connecting biomimicry, the circular economy, ecological regeneration, product and business innovation.

PRACTICAL FRAMEWORK AND ROLES

RECOMMENDED SETUP



~20 PARTICIPANTS

Each with a computer



ACTIVE ACCESS

DARC Designer and English materials



EVENT API KEY

Shared only during the workshop and revoked afterwards



IN-ROOM SUPERVISOR

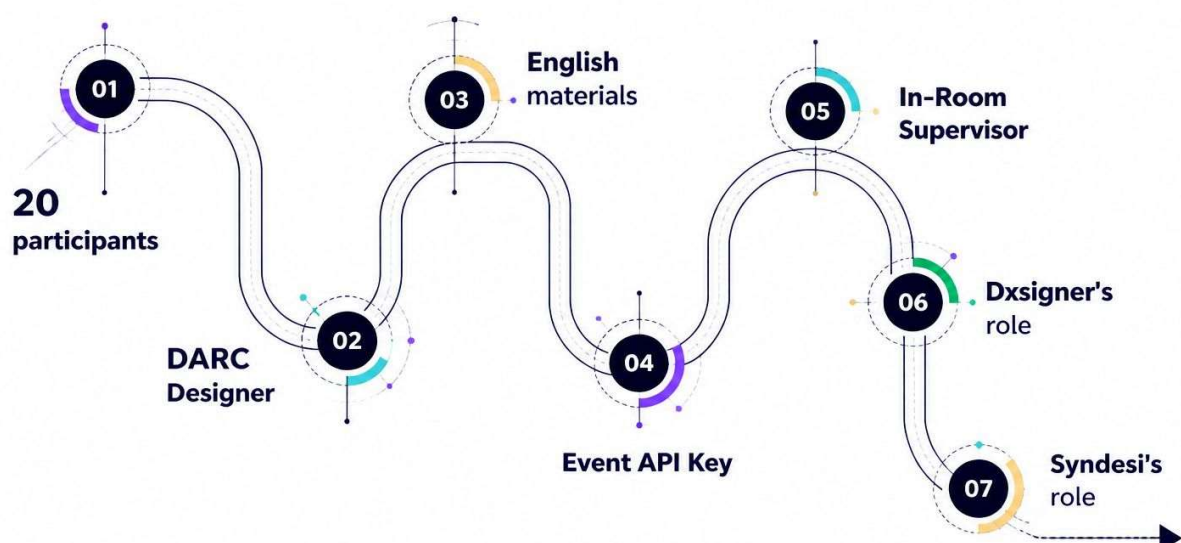
Present throughout both sessions

DXSIGNER'S ROLE

- Design the programme, exercises and D.A.R.C learning journey
- Provide the videos, reference materials and agreed software access
- Define the outcomes and prepare the facilitator before the camp

SYNDESI'S ROLE

- Integrate the module into the camp programme and logistics
- Provide equipment, Internet access, supervision and API-key management
- Facilitate the sessions and use jointly approved wording and visuals



REUSABLE COMMUNICATION COPY & NEXT VALIDATIONS

SHORT WEBSITE DESCRIPTION

Youth Regeneration Camp is a two-session Dxsigner module in which students aged 16–17 transform their talents and an ecological challenge they care about into a first regenerative business model. Using the Ikigai method, Blue Ocean thinking, the D.A.R.C method and DARC Designer, each participant leaves with a structured canvas, an AI-assisted analysis, a long-term roadmap and a personal PDF report.

RECOMMENDED CREDIT LINE

- Youth Regeneration Camp 2027 – A Dxsigner programme designed by Brendan Tangi, integrated into the AI Survival Summer Camp by Syndesi.

Note: The final public name of the module has not yet been agreed. “Youth Regeneration Camp 2027” is currently used as a working title; alternative names under consideration include “Youth Regenerative Business Lab” and “Youth Regenerative Business Camp”. The final title will be selected jointly by Dxsigner and Syndesi before any public or commercial publication.

ITEMS TO VALIDATE TOGETHER BEFORE PUBLICATION

PROGRAMME & SCHEDULE

Final public title and place in the Naxos schedule

CO-BRANDING

Dxsigner × Syndesi co-branding and credit line

VISUALS

DARC Designer visuals authorised for publication

LOGISTICS

Facilitator, software and API arrangements

COPY

Final parent-facing and commercial copy

NEXT STEP

Once the programme and presentation are approved, Dxsigner can produce the detailed learning materials, introductory videos and 2027 module delivery kit.