

New Era for Citizens as Game-changers

-Emerging Responsibility in Environmental Society

ゲームチェンジャーとなった私たち —環境社会でもとめられるもの—

Chiho WATANABE

National Institute for Environmental Studies

New Era for Citizens as Game-changers

-Emerging Responsibility in Environmental Society

ゲームチェンジャーとなった私たち —環境社会でもとめられるもの—

* *Anthropocene*, the 'New Era'

The game we're playing

Why are we stepping into *Anthropocene*?

* How to change the game to a 'win-win' one?

Learning from the past

国立環境研究所

National Institute for
Environmental Studies

(NIES)

Excerpt from our Charter

国立環境研究所は
今も未来も**人びとが**
健やかに暮らせる環境を
まもりはぐくむための研究によって
広く社会に貢献します

New Era for Citizens as Game-changers

-Emerging Responsibility in Environmental Society

ゲームチェンジャーとなった私たち —環境社会でもとめられるもの—

* *Anthropocene*, the 'New Era'

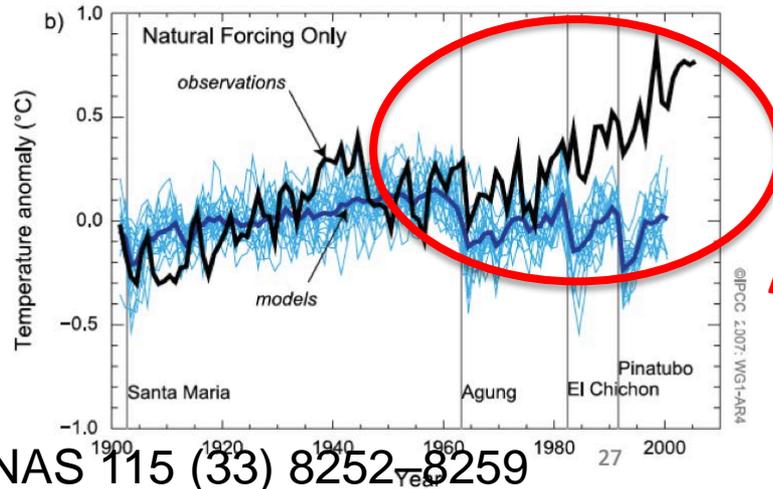
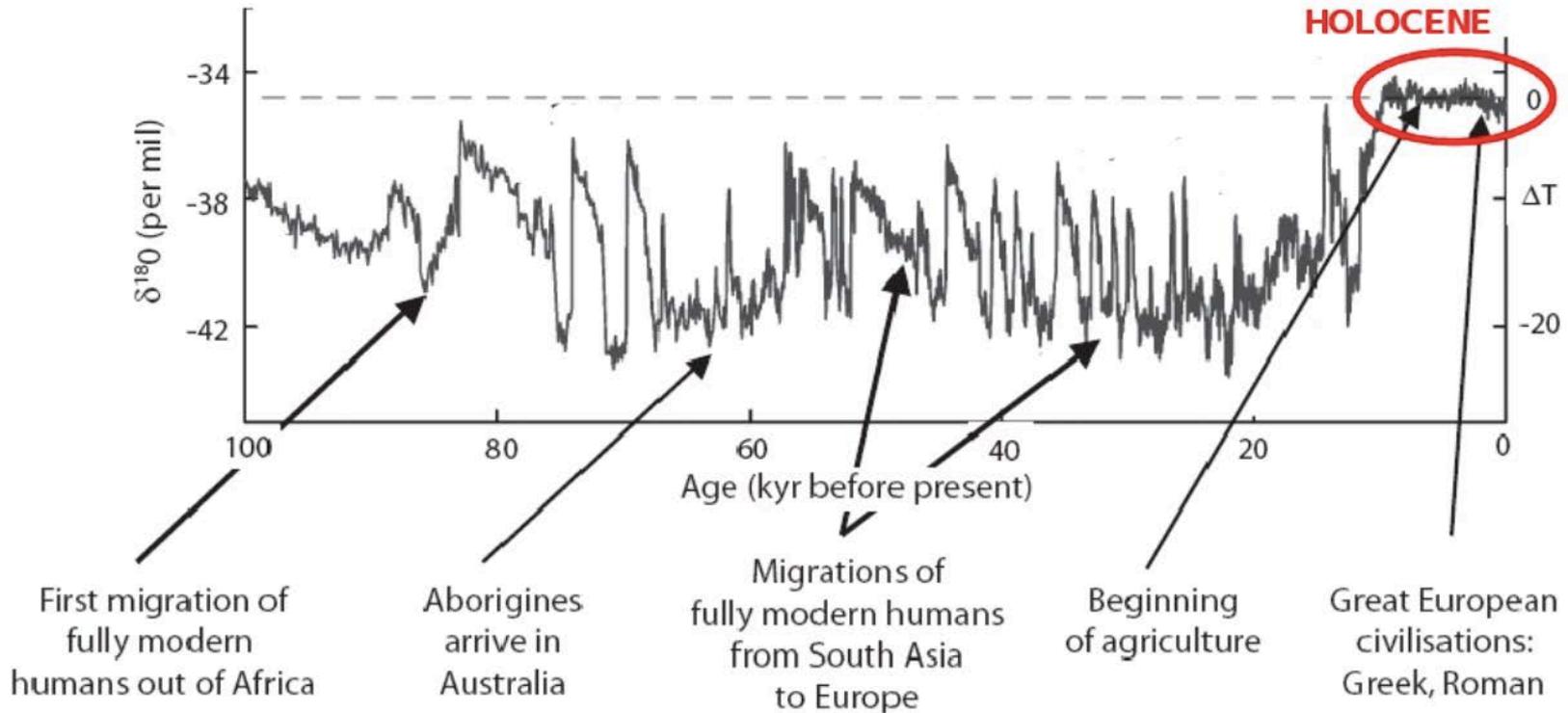
The game we're playing

Why are we stepping into *Anthropocene*?

* How to change the game to a 'win-win' one?

Learning from the past

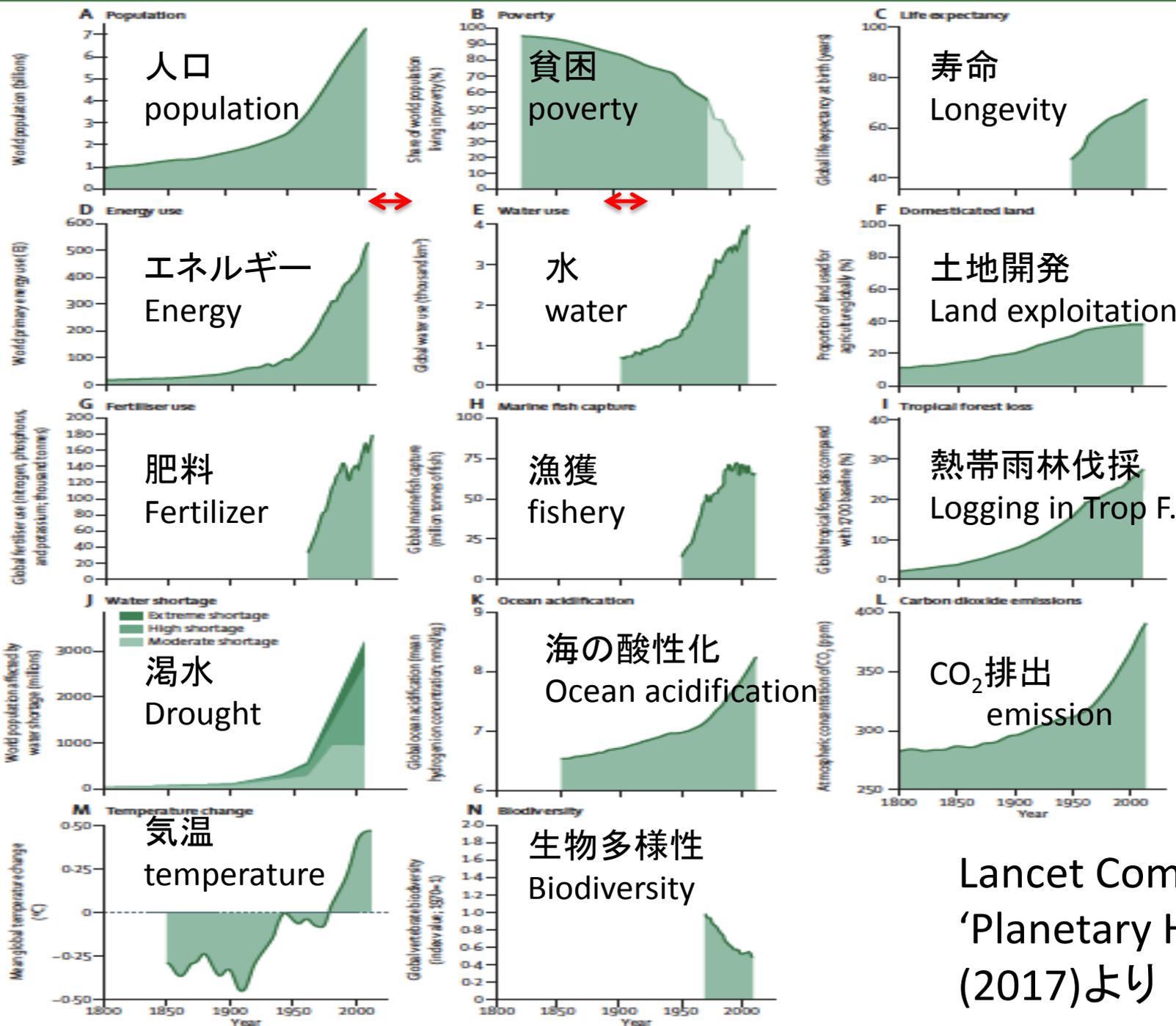
We are living in *Anthropocene*.



Rockstrom et al. (2009)

Anthropocene

see Steffen et al. (2018) PNAS 115 (33) 8252-8259

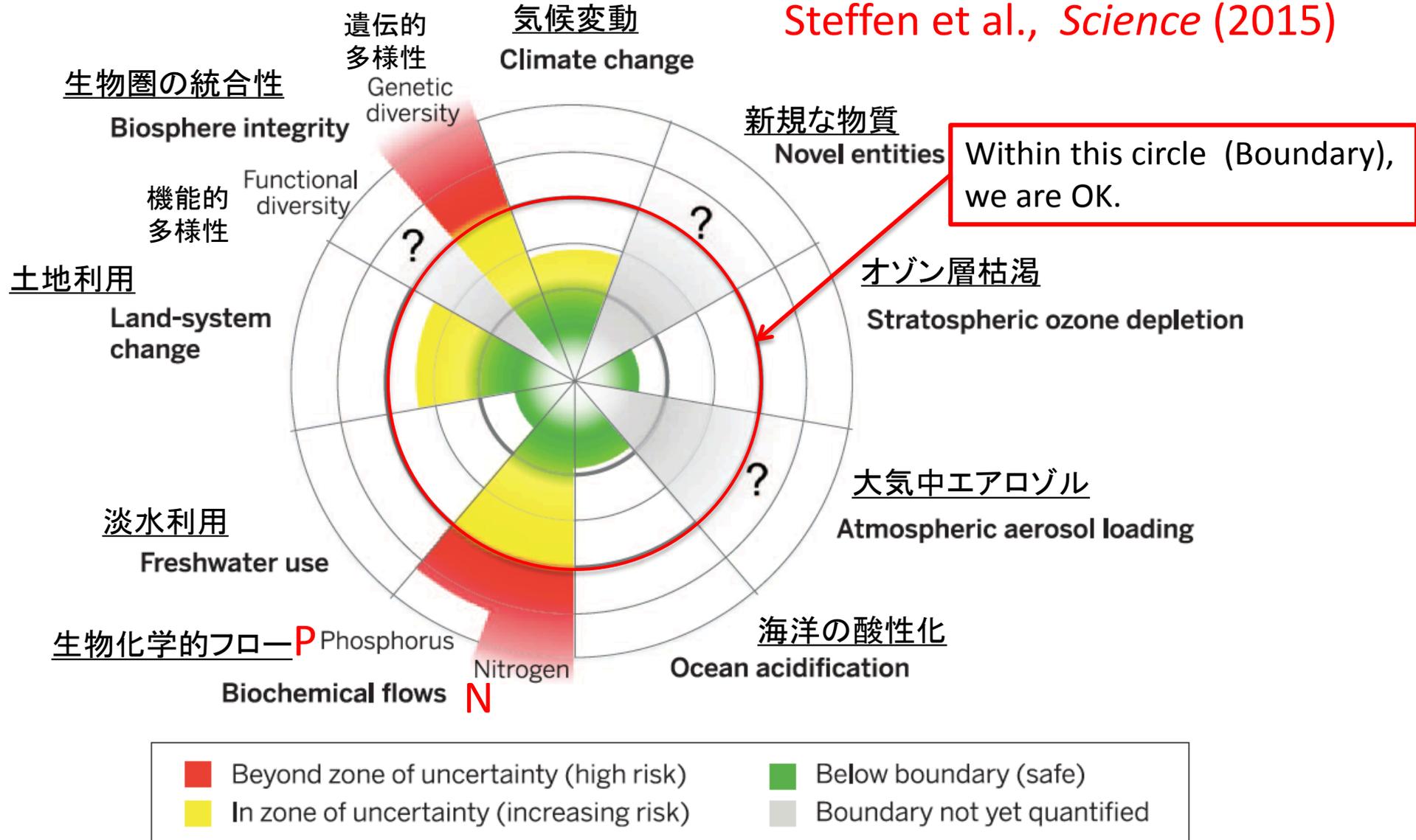


Lancet Commission
'Planetary Health'
(2017)より

'Planetary boundaries'; some are transgressed or close

Rockstrom et al., *Nature* (2009)

Steffen et al., *Science* (2015)





We are playing a ‘win-lose’ game

Millennium Ecosystem Assessment

A 5-year (2001-05) project evaluating the interrelationship between ecosystem change and human wellbeing in the latter half of 20th century. Called by late Cofi Annan (ex UN-SG). 1,360 experts participated in the project.

Ecosystem change \Leftrightarrow improvement of wellbeing and economics
 \Rightarrow *ecosystem service* for future generations may decrease.
 \leftarrow avoidable with *appropriate actions in the next half century*
 \leftarrow substantial shifts in policy and practice required

www.millenniumassessment.org "synthesis report"

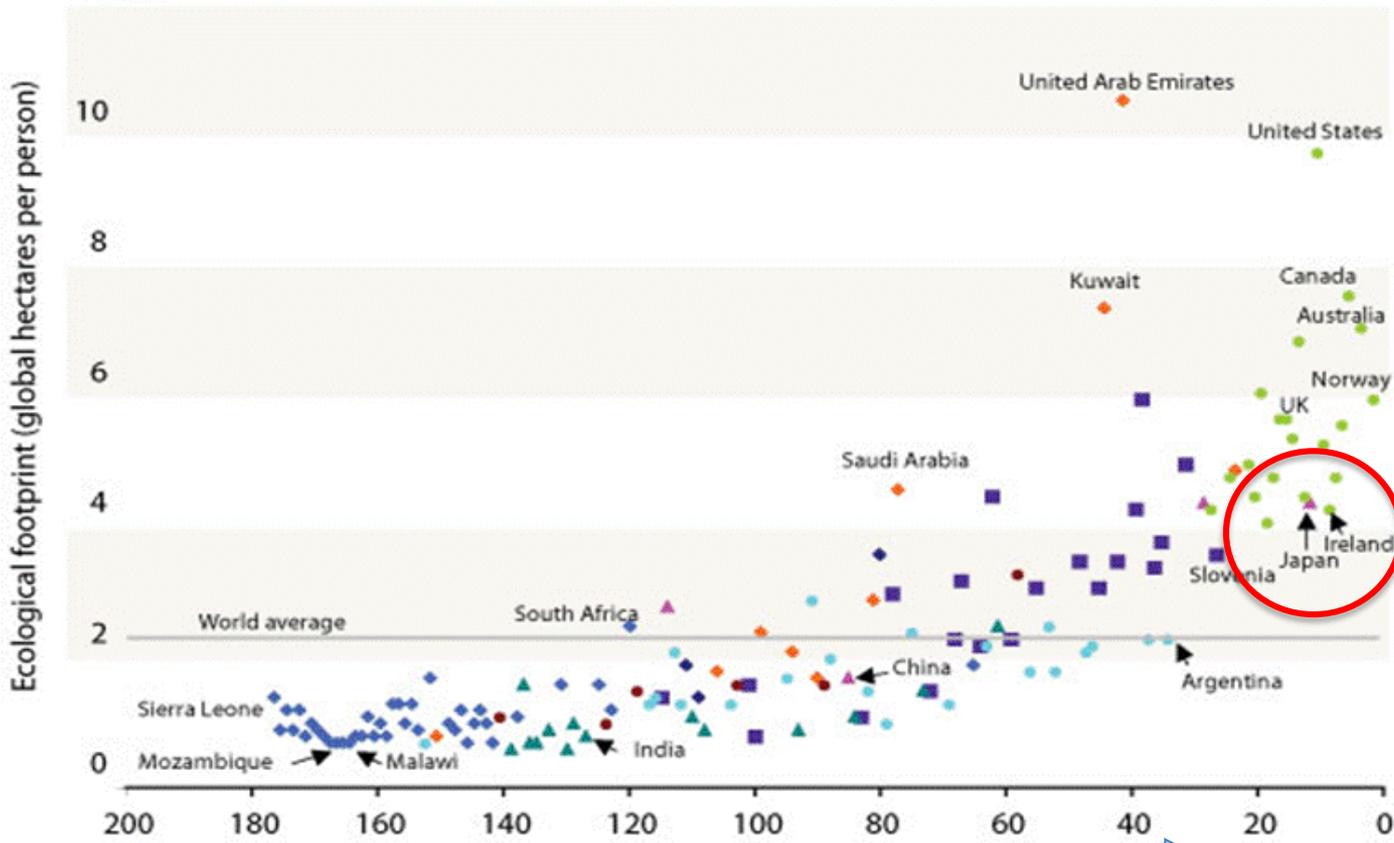
We are playing a 'win-lose' game

Wellbeing of people built upon environmental burden

HIGH

Environmental burden (ecol ftpt)

LOW



LOW

Wellbeing (human dev. index)

HIGH

- ◆ Central Asia
- ▲ East Asia
- Latin America
- ◆ Middle East
- North Africa
- ▲ South & Southeast Asia
- ◆ Sub-Saharan Africa
- The West
- Eastern Europe

P O Z O P

Links between ecosystem damage and human welfare

Environmental changes
and ecosystem impairment

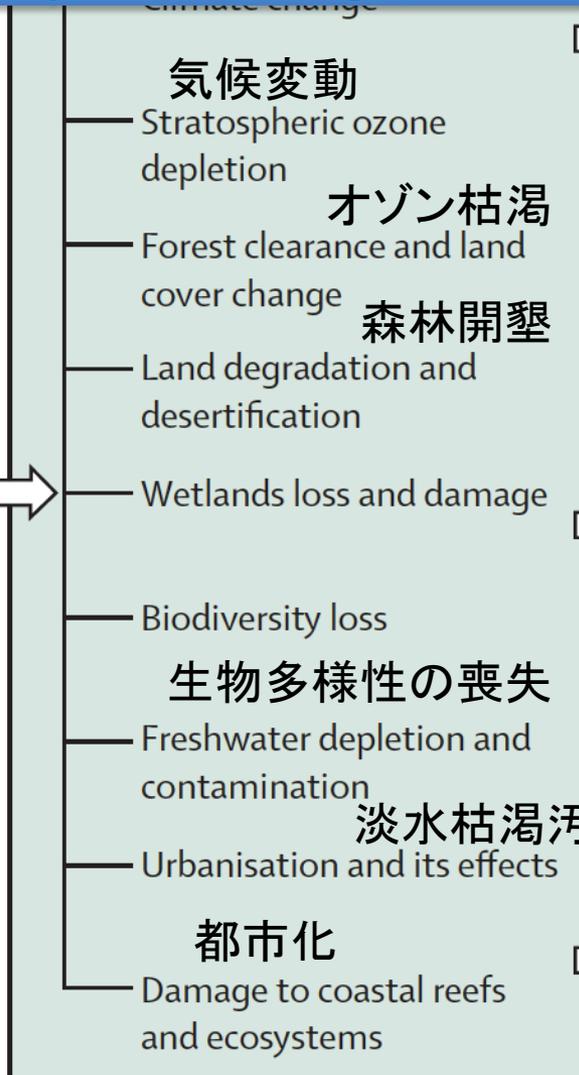
直接影響: 熱波, 洪水など
Examples of health effects

Ecosystem change/damage

Escalation
of human
pressure
on global
environment

Millennium
Assessment

2019/2/13



Direct health effects

Floods, heatwaves, water shortage, landslides, exposure to ultraviolet radiation, exposure to pollutants

生態系によって媒介される影響:

感染症の分布の変化, 農作物の減産など

Ecosystem-mediated health effects

Altered infectious disease risk, reduced food yields (undernutrition, stunting), depletion of natural medicines, mental health (personal, community), effects of aesthetic or cultural impoverishment

間接的影響: 生計の減少, 集団の移住, 争い……など

Indirect, deferred, and displaced health effects

Diverse health consequences of livelihood loss, population displacement (including slum dwelling), conflict, inappropriate adaptation and mitigation

Lancet Commission 'Planetary Health' (2017) より

Why are we stepping into *Anthropocene*?: 3 reasons

Paul Ehrlich's equation

$$\text{Environmental Impact} = \text{Population} \times \text{Affluence} \times \text{Technology}$$

T: bigger = worse (higher environmental burden)

ex)

I: CO₂ emission by the population

P: population

A: consumption of electricity per capita

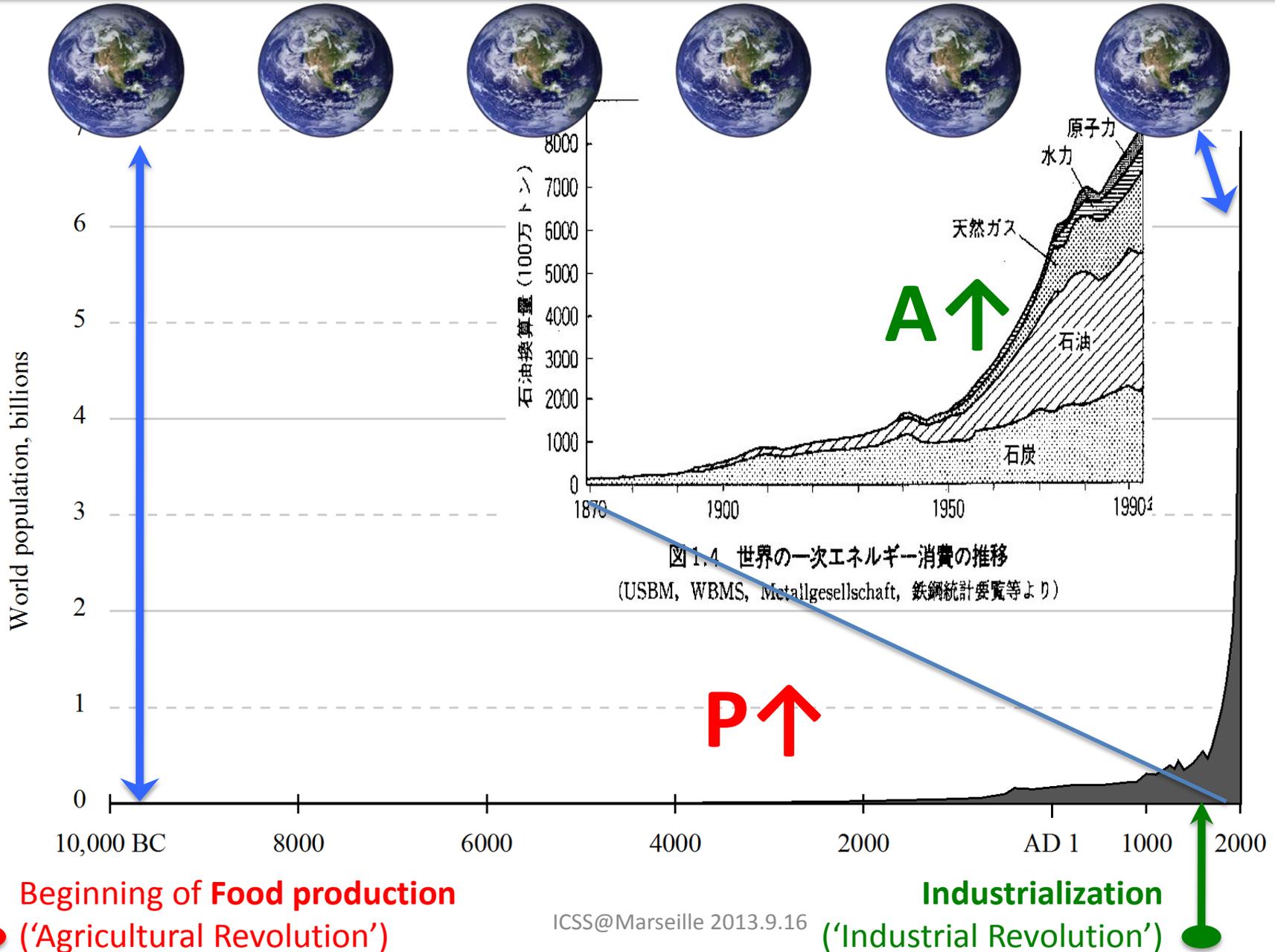
T: CO₂ emission per unit electricity production

Ehrlich P. 1932~

(Stanford U., Conservation Ecology)

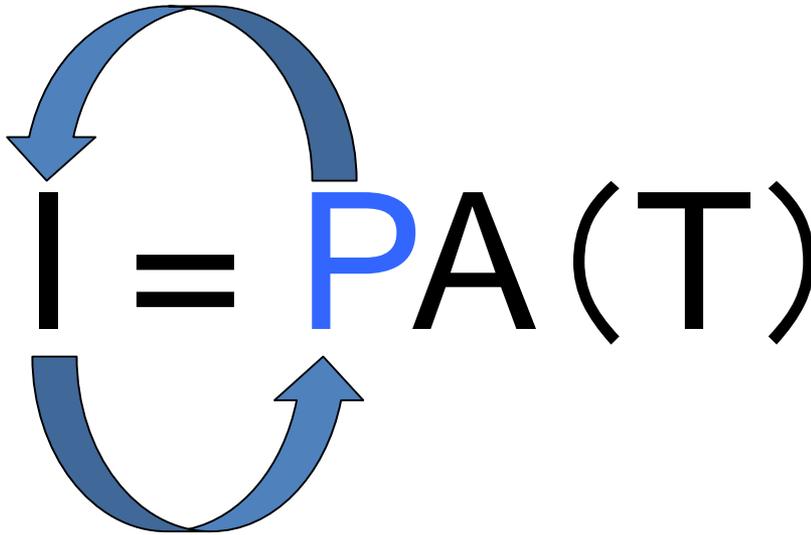


Reason #1: Exponential increase in 'Impact'

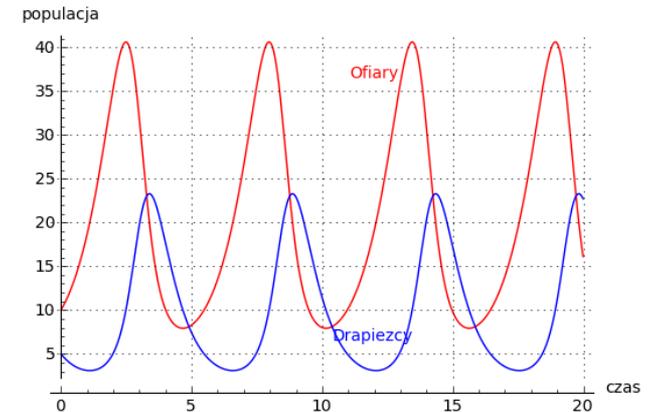


Reason #2: Weak I=PAT feedback <examples with direct, strong feedback>

- Animals (*natural ecosystem*)
- Hunter-gatherers (*human-ecosystem*)
- cf. Local environmental pollution
(Minamata, Itai-itai, air-pollution in mid-20C Japan)



Decrease in ecological service
(including food shortage)



Reason #2: Weak I=PAT feedback <examples with strong feedback>

Prior to industrialization

Forest = limiting factor [for 'A']

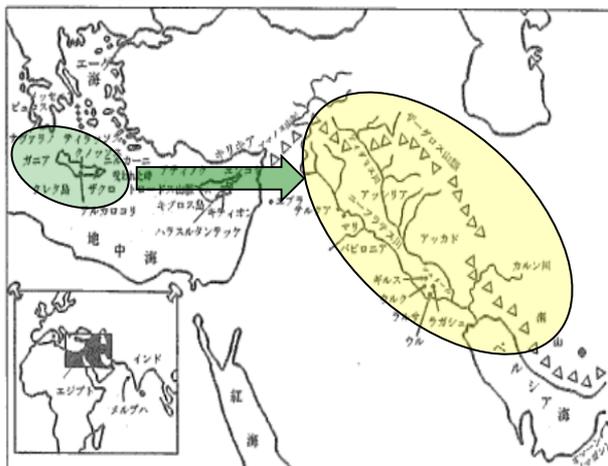
as fuel (heating, cooking, refining Ag,)
as construction material

(house, palace, battle ship, barrel)

→ constraints on
land use

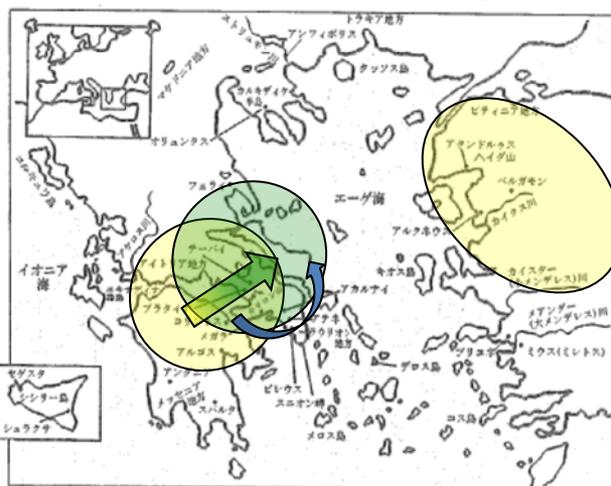
BC3,500-1,500

第1-2-3図 青銅器時代の世界の地図

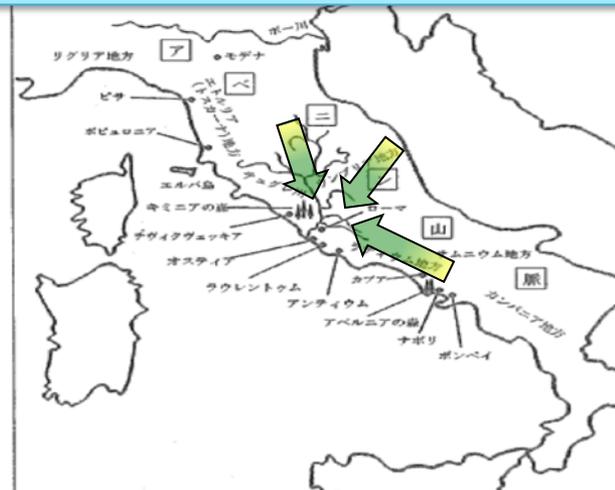


(資料：パーリン「森と文明」)

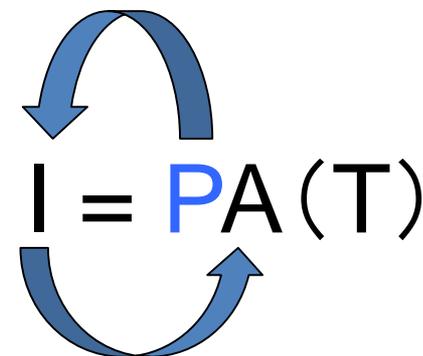
第1-2-5図 ギリシアと小アジア



BC1,500-800 (資料：パーリン「森と文明」)



BC 500 - AD 400



Decline in ecosystem service
= decline in QOL

(White Paper MOEJ; 2005)

Reason #2: Weak I=PAT feedback
<Condition/strategy to avoid feedback>

Spreading the Impact

urban areas, company, country.....

$$I_1 + I_2 + \dots + I_n = \text{PAT}$$

food, electricity, 'materials'
waste, CO₂,
human resource

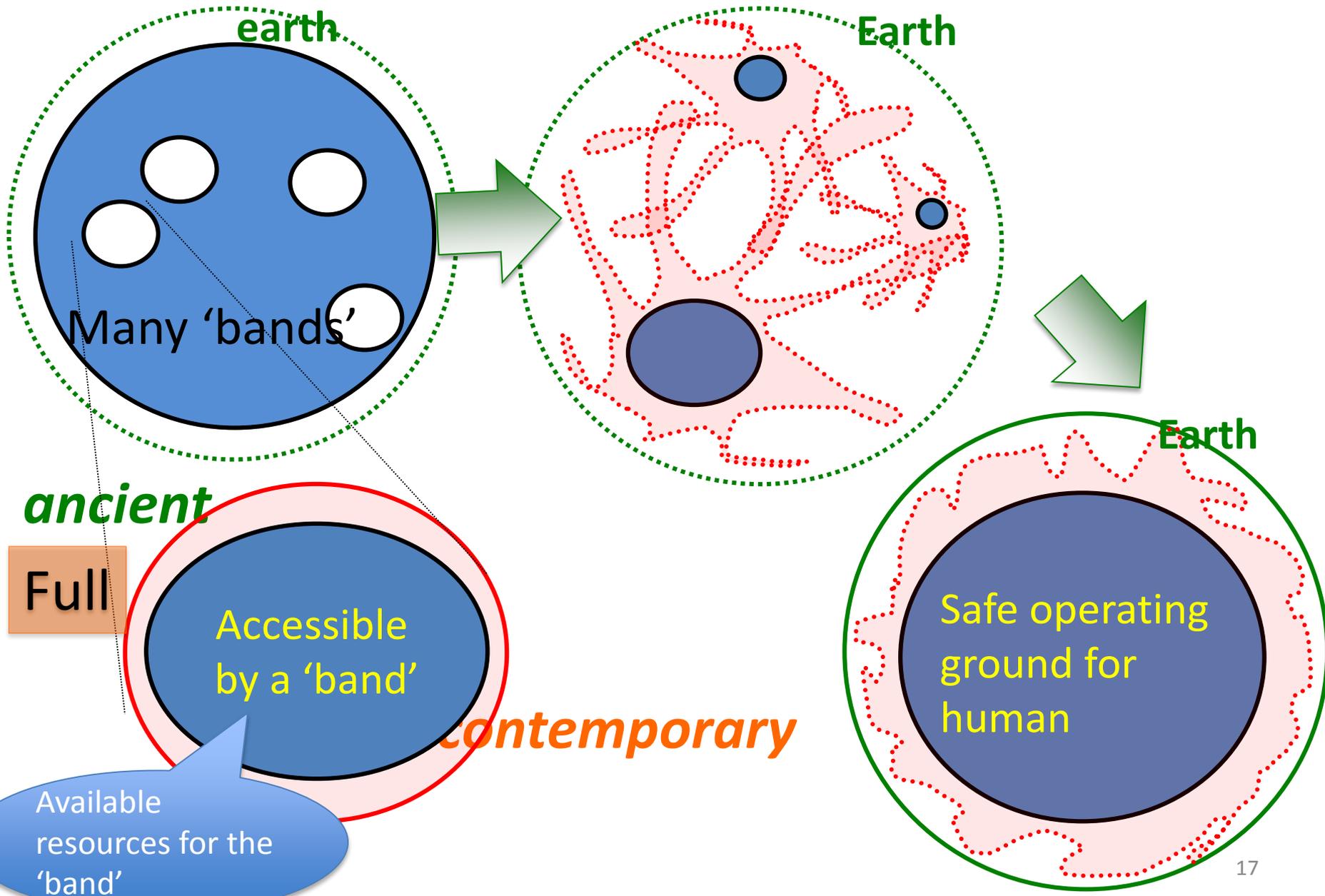
Reason #2: Weak I=PAT feedback
<Condition/strategy to avoid feedback>

Major urban areas are supported by x100 times larger areas.

- * **Vancouver** (pop=472,000@1991)
Ecological footprint 2M ha (i.e., 4hr/person)
180 times larger than the administrative (Wakenagel, 2008: Urban Ecology).
 - * **Baltic sea coastal region** (29 major urban areas)
Ecological footprint = **200 times** larger than administrative area
(Folke 2008)
 - * **Japan** (4+1 major cities)
 - Tokyo, Yokohama, Osaka, Nagoya
around 4-5 ha/person (**250-600 times***)
 - Matsue <a smaller city> 4.25 (30 times*)
- *: ratio for environmental capacity 2008
(by Yokoo and Oka, 2005; “環境容量超過率”(倍))



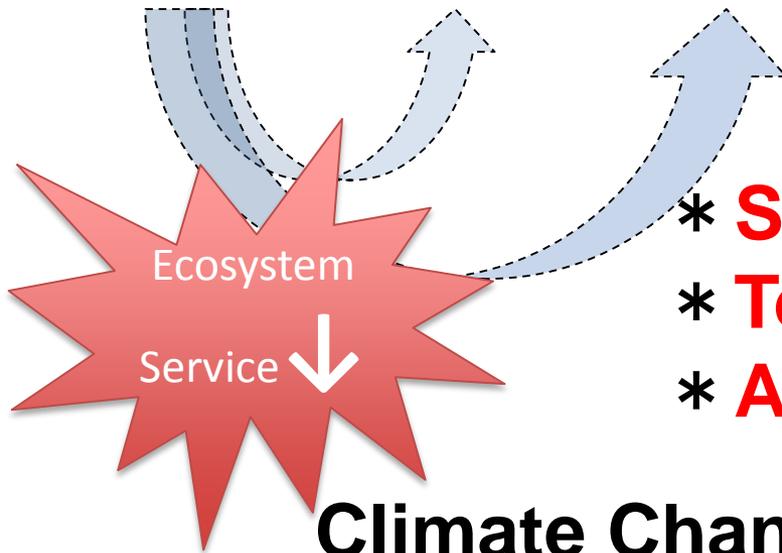
Full world before empty world



Reason #2: Weak I=PAT feedback
<Condition/strategy to avoid feedback>

Barriers for feedback:

I = P A T



- * **Spatial** =far/isolated
- * **Temporal** =distant past, future
- * **Awareness** =invisible, low priority

Climate Change: spatial, temporal, awareness

biodiversity: spatial, awareness

chemicals: awareness

waste: spatial

urban: spatial, awareness

Reason #3. no rival species



What if.....?



New Era for Citizens as Game-changers

-Emerging Responsibility in Environmental Society

ゲームチェンジャーとなった私たち —環境社会でもとめられるもの—

* *Anthropocene*, the 'New Era'

The game we're playing

Why are we stepping into *Anthropocene*?

* How to change the game to a 'win-win' one?

Learning from the past

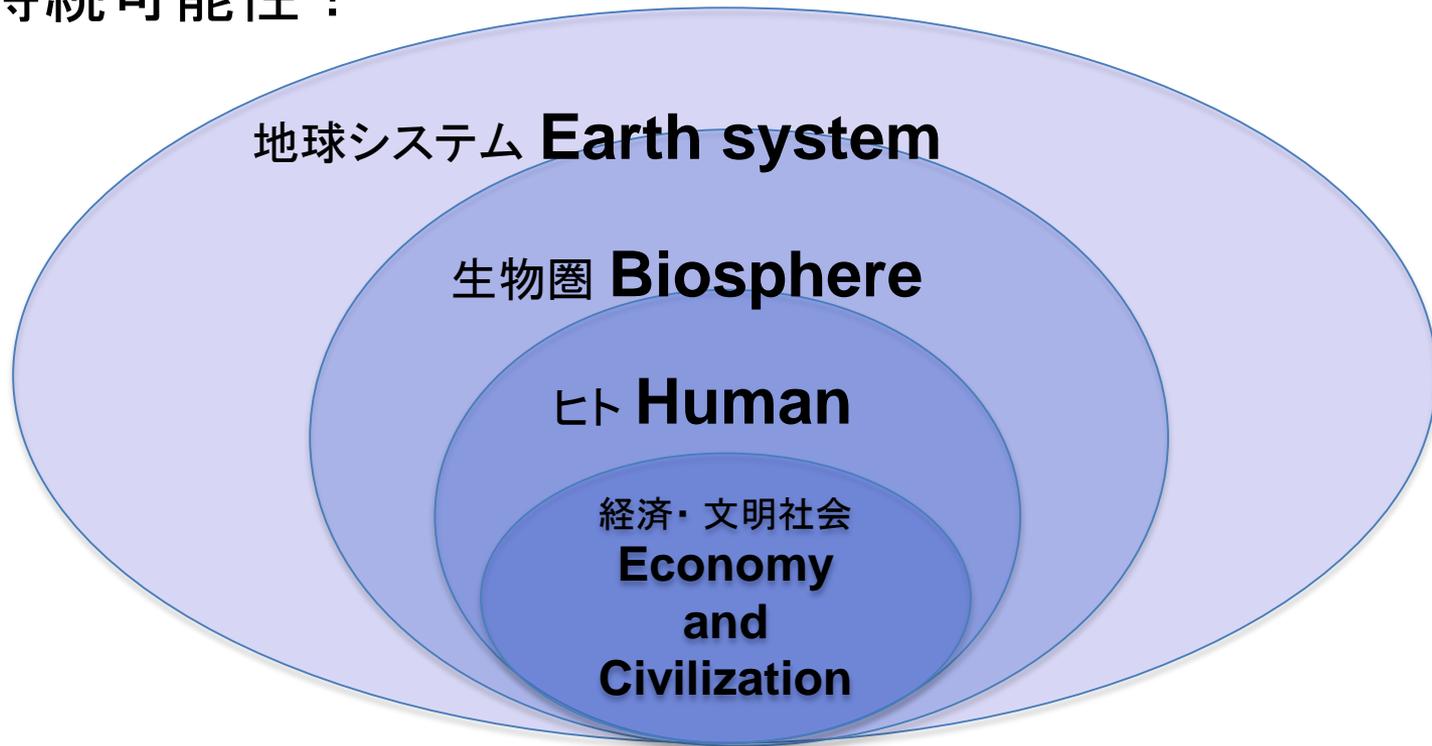
Past success-failure and the way forward

Current status is the results of our past effort to 'adapt'.

- We are unaware of how 'powerful' we become.'
 - need to understand the potential consequence of *any* behavior
 - devise appropriate feedback measures for *any* behavior
- **Had been focused only (almost exclusively) on humans**
 - should pay attention to non-human world
 - monitor and broadcast the status of ecosystems

Connected layers

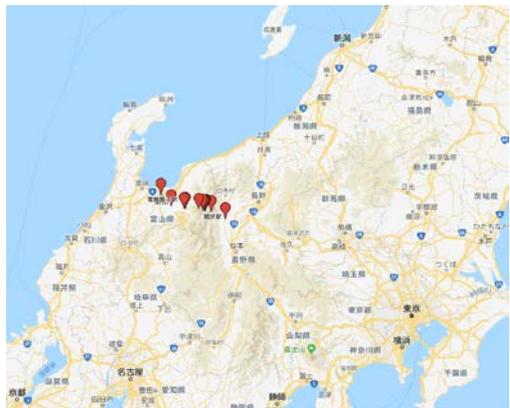
→ Sustainability of which?
どの持続可能性？



“Planetary health” (Whitmee et al., 2015. Lancet)

Human health and civilization can be achieved based on the flourishing natural system and wise management of it.

10-yr monitoring of vegetation/snowfall at *Tateyama*



Camera set @ Murodo-cabin



Aug 17, 2018

May



Nov

	2009年	2010年	2011年	2012年	2013年	2014年	2015年	2016年	2017年	2018年
5月20日頃										
6月1日頃										
6月10日頃										
6月20日頃										
7月1日頃										
7月10日頃										
7月20日頃										
8月1日頃										
8月10日頃										
8月20日頃										
9月1日頃										
9月10日頃										
9月20日頃										
10月1日頃										
10月10日頃										
10月20日頃										
11月1日頃										
11月10日頃										
11月20日頃										

2009

2018

Past success-failure and the way forward

Current status is the results of our past effort to 'adapt'.

- We are unaware of how 'powerful' we become.'
 - need to understand the potential consequence of *any* behavior
 - devise appropriate feedback measures for *any* behavior
- Had been focused only (almost exclusively) on humans
 - should pay attention to non-human world
 - monitor and broadcast the status of ecosystems
- **failure to notice warning signals [for feedback]**
 - should be more sensitive to those signals (?)
 - education, literacy raising, visualization of the signals

Revitalize the warning signal for I=PAT feedback

I = P A T

To overcome the Barriers for feedback:

* **Spatial** =far/isolated

Temporal =distant past, future

- Use ICT to feedback monitoring (both real-time and long-term)
- Demonstrate planet-ecosystem-human links

* **Awareness** =invisible, low priority

- Raise '*environmental literacy*' through conversation, education
- Resort to more 'tangible' value systems;

Ecosystem

Service ↓



Planetary Stewardship

Ecological Society of America (2009)

As current President and President-Elect of the Ecological Society of America (ESA), we call for *planetary stewardship* as a framework for science and society to rapidly reduce anthropogenic damage to the biosphere. Ecologists and the ESA must collaborate with other natural and social scientists – as well as with practitioners, resource harvesters, land managers, decision makers, and other concerned citizens – to explore solutions. Humankind’s past actions have already committed the planet to a substantially altered future; the task ahead is to find creative and scientifically defensible actions that minimize risks of further resource or ecosystem degradation and maximize opportunities to sustain and restore natural ecosystems and the services they provide.

Guest Editorial; Frontiers in Ecology (2009)



Mary E Power
ESA President,
University of
California, Berkeley,
CA



F Stuart Chapin III
ESA President-Elect,
University of Alaska,
Fairbanks, AK

最優秀賞

附属小学校 4年 平林ほのか

たった一つのスイッチでも、
白くまさんのありがとう。

**The barriers may be breakable;
Spatial, temporal, and awareness.**

***'A polar bear would say thank you for
your turning off an electric device.'***

by a 4th-grade primary schoolgirl

U of Tsukuba,

Energy reduction campaign, Dec 2017

筑波大学 冬季省エネ・節電標語 (2017. 12月)



筑波大学
University of Tsukuba

Thank you for your attention!

আমি পারবো!
ফার্স্ট স্টেশন

মুক্তিযোদ্ধা দুপার হাটকি

ফার্স্ট স্টেশন

ফার্স্ট স্টেশন