# **Impact Logic of Generation Restoration**



## **Problem**

## **Strategy GenR**

## Input

## Output

## Outcome

#### **Impact**

Regenerative projects

**SCALE** positive examples

Financing & visibility for field projects



Fundraising Communication

with initiatives from the field

Platforms such as

other's projects

Regenerative (learning) spaces are established in and around every camp

'development aid' have not yet

**RENEW** standards

Dialogue processes and guidelines with (UN) organisations



Dialogues

Research

with players in 'emergency aid'

Impact assessment

Players are empowered to contribute to

Regenerative design is considered and implemented in their organisations every camp

Investors want to projects, but do not yet see a business projects

**DEVELOP** 

investment opportunities

Promoting viable business models



**Business** model

with investors

Business models via investment

invest their money effectively for all SDGs

Investors' money is continuously reinvested in regenerative structures