Permaculture Design is a method of landscape planning that can be applied at scales from the home garden to city block to village to farm. It is an ethically based whole-systems design approach that uses concepts, principles, and methods derived from ecosystems, indigenous peoples, and other time-tested practices to create sustainable human settlements and institutions. Although rooted in horticulture and agriculture, Permaculture design is interdisciplinary, touching on a wide range of subjects including regional planning, ecology, animal husbandry, appropriate technology, architecture, and international development.

Andrew Millison has been studying, teaching and practicing Permaculture since he took his first design course in 1996. He started teaching Permaculture at the college level in 2001, and has been an instructor at OSU since 2009. In addition to for-credit Permaculture Design courses that he teaches on campus and online, Andrew teaches non-credit courses for the general public. He has produced two open source textbooks and hosts a podcast found at: www.earthrepairradio.com

Permaculture Ethics
- Care of the Earth
- Care of People
- Fair Share

& Design Principles
1. Observe & interact
2. Catch & store energy
3. Get the right end of things
4. Apply self-regulation & accept feedback
5. Use & value renewable resources & services
6. Produce no waste
7. Design from patterns to details
8. Integrate rather than separate
9. Use small & slow solutions
10. Use & value diversity
11. Use edges & value the marginal
12. Creatively use & respond to change

More info at marioncomga.org