Table 21.1. Qualitative representation of technology rules scenario.

LAND USE	**PERIOD**									
	2000-2005	*2005-2010*	*2010-2015*	*2015-2020*	*2020-2025*	*2025-2030*	*2030-2035*	*2035-2040*	*2040-2045*	*2045-2050*
Greenhouses	+ (clue 2)	+ (clue 2)	+ (clue 2)							
Housing-low d.	0 (clue 9)	+ (clue 7)	+ (clue 7)	+ (clue 7)	+ (clue 7)		+ (clue 27)	+ (clue 27)	+ (clue 27)	+ (clue 27)
Housing-high d.	0 (clue 9)	+ (clue 7)	+ (clue 7)				+ (clue 27)	+ (clue 27)	+ (clue 27)	+ (clue 27)
Ghettos	0 (clue 9)	++ (clue 7)	++ (clue 8)		++ (clue 22)				++ (clue 33)	++ (clue 33)
Villas				++ (clue 15)	++ (clue 23)	++ (clue 24)	++ (clue 25)	++ (clue 26)	++ (clue 26)	++ (clue 26)
Industry	+ (clue 2)	+ (clue 2)	+ (clue 2)	+ (clue 2)	+ (clue 19)	0 (clue 19)	+ (clue 19)	0 (clue 19)	+ (clue 19)	0 (clue 19)
Services	+ (clue 2)	+ (clue 2)	+ (clue 2)	+ (clue 2)	+ (clue 20)	+ (clue 20	+ (clue 20)	+ (clue 20)	+ (clue 20)	+ (clue 20)
Socio-cultural	+ (clue 2)	0 (clue 2)	+ (clue 2)	0 (clue 2)	+ (clue 20)	+ (clue 20	0 (clue 20)	+ (clue 20)	0 (clue 20)	+ (clue 20)
Forest			+ (clue 12)	+ (clue 12)		+ (clue 24)	+ (clue 24)			
Wetlands			+ (clue 14)	+ (clue 14)	+ (clue 14)	0 (clue 14)	+ (clue 14)	0 (clue 32)	0 (clue 32)	0 (clue 32)
Drylands										
Recreation				+ (clue 16)						
Airports			+ (clue 18)				+ (clue 30)	+ (clue 30)		
Freshwater			+ (clue 13)	+ (clue 13)		0 (clue 14)	+ (clue 14)	0 (clue 32)	0 (clue 32)	0 (clue 32)
New islands							+ (clue 28)	+ (clue 28)	+ (clue 28)	+ (clue 28)