

# CIRC4LIFE

THE ROLE OF TECHNOLOGIES IN A CIRCULAR ECONOMY

Presented by [...] [Date]



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#### Basic information about CIRC4Life



- CIRC4Life is an international collaborative innovation project (May 2018 until April 2021) with the aim to develop and implement a circular economy approach for sustainable products and services through their value and supply chains.
- Coordinator Nottingham Trent University
- Partner organisations

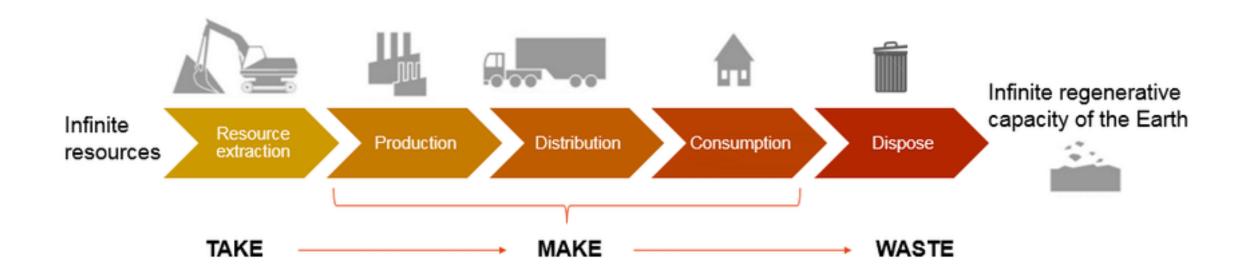
Enviro Data (ENV), Jonathan Michael Smith (JS), Kosnic Lighting Limited (KOS), Centre of Research for Energy Resources and Consumption (CIR), European EPC Competence Center GmbH (EECC), The Institute for Ecology of Industrial Areas (IETU), RISE IVF AB (SWE), Make Mothers Matter (MMM), ONA PRODUCT (ONA), INDUMETAL Recycling (IND), GS1 Germany GMBH (GS1G), Laurea University of Applied Science (LAU), Center for European Policy Studies (CEPS), Institute of Communication and Computer Systems (ICCS), Recyclia (REC), S.A.T. Alia (ALIA)

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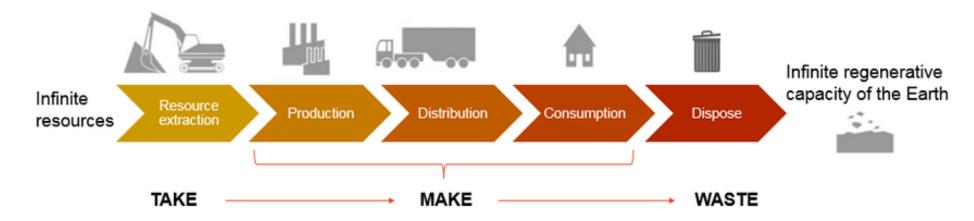
## FROM LINEAR TO CIRCULAR ECONOMY



Wautelet, 2018



#### FROM LINEAR TO CIRCULAR ECONOMY

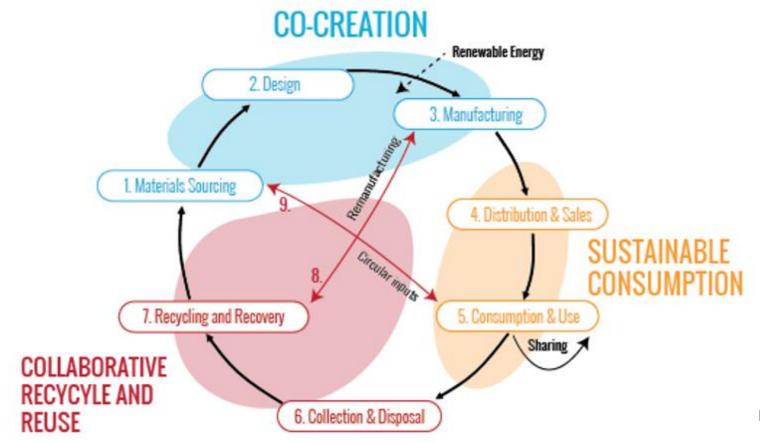


#### Main problems:

- We do not have infinite resources.
- We consume every year more resources than the earth can generate.
- Climate changing is growing and growing.
- This system is not sustainable and has to end.
- Solution? CIRCULAR ECONOMY.



## FROM LINEAR TO CIRCULAR ECONOMY



Kalmykova et al., 2018



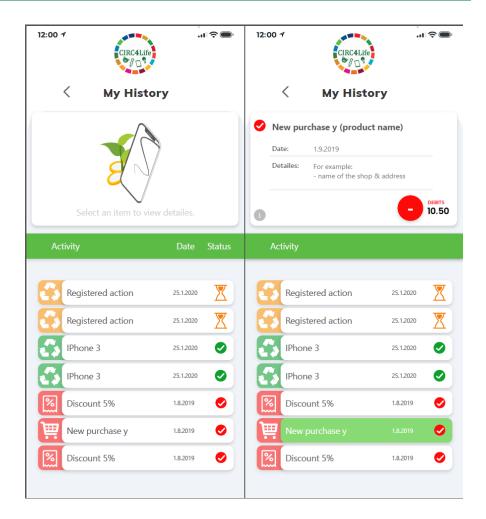
- Technologies plays a major role in every aspects of our daily life - and for promotion of sustainable consumption habits among consumers.
- A key aspect for nowadays industries:
  - To define user friendly tools which everybody can have access to
  - To develop the necessary technological infraestructure
- The main interactions between end-users and companies will be done through mobile apps
  - Important to develop them according to end-users needs.







- To develop end-user app is a process in which the end-users must be involved for a successful result.
- To enable end-users to monitor their consumption habits so they can easily understand that they are conducting a sustainable behaviour or not is a good idea to promote sustainable habits.
- Apps can be used as a tool of offering incentives to users with sustainable behaviour. Different organizations can join the approach so a huge range of them are offered.





chains supply/value **Product**   Eco-cost value indicates product's impact on the environment

 Eco-credits are awarded to the user who recycles an EoL product or bio-waste.

• **Eco-account** records consumer's footprints with the eco-costs and eco-credits.

Information & Communication Technology,
Traceability Technique

Assessment of production sustainability



**Eco-shopping** 



Eco-credits Consumer eco-account

Eco-costs



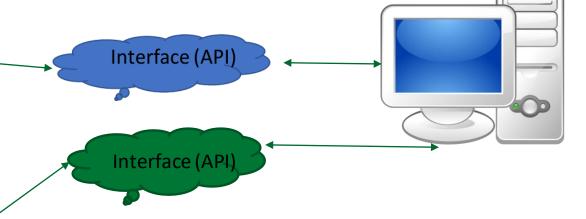
Recycling / reuse











Before a consumer can check all this required info, it is necessary to develop a whole technological infrastructure behind it.



- The role of technologies is important in order to get insights from consumers.
- Key areas where technology plays a major role:
  - To develop webpages and social media in which users can easily interact and give their opinion, or
  - To use big-data tools, or
  - To address a huge number of people when developing a survey or marketing campaign it is also a field in which technology plays a major role.
- To invest in technology is to invest in the future.







## **PRESENTER CONTACTS**

#### **Name**

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#### Name

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#### References

- Kalmykova, Y., Sadagopan, M., & Rosado, L. (2018). Circular economy—From review of theories and practices to development of implementation tools. Resources, conservation and recycling, 135, 190-201.
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  <a href="https://www.researchgate.net/publication/323809440\_Exploring\_the\_role\_of\_independent\_retailers\_in\_the\_circular\_reconomy\_a\_case\_study\_approach?channel=doi&linkld=5afd39c70f7e9b98e03eab1c&showFulltext=true</p>

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