



Circular Economy - From theory to practice

HEALTH & SAFETY MANAGEMENT

QUALITY MANAGEMENT

ACCESSIBILITY

ENVIRONMENTAL MANAGEMENT

ENERGY MANAGEMENT

Antaris Consulting





- Experts in management systems, risk assessment, auditing, health, safety and environmental legislation and legal compliance assessments.
- Technical expertise in energy efficiency, sustainability, climate change, carbon management, corporate sustainability strategy, climate adaptation, circular economy thinking, UN sustainable development goals, among others.
- ISO 9001/ ISO 14001/ ISO 45001 & ISO 27001/27701 certified organisation.
- Member of 1% for the Planet.

- Science Based Targets to reduce our emissions by 50% by 2030 consistent with the Paris Agreement and approved by SBTi
- CQI and IRCA/ IEMA/ IOSH/ NEBOSH certified training organisation.
- Excellence Through People 1000:2017 Gold certification.
- Service providers of GreenPlus, GreenStart, Green for Micro (SMEs), Climate Action
 Voucher and Support Scheme for Energy Audits



Bruce Harper Consultant

Climate Ready Academy – Circular Economy





Climate Ready Academy Waste and Circular Economy Leaders Programme

The Waste and Circular Economy Leaders programme aims to support businesses to improve their waste management policies and develop a detailed action plan for their business anchored in Ireland's Waste Action Plan for a Circular Economy.

This programme will provide participants with an understanding of current waste management best practices and guidance on how to move their firm from a take-make-waste consumption model that cannot be sustained to one based on models of circularity.



JOIN OUR WAITING LIST

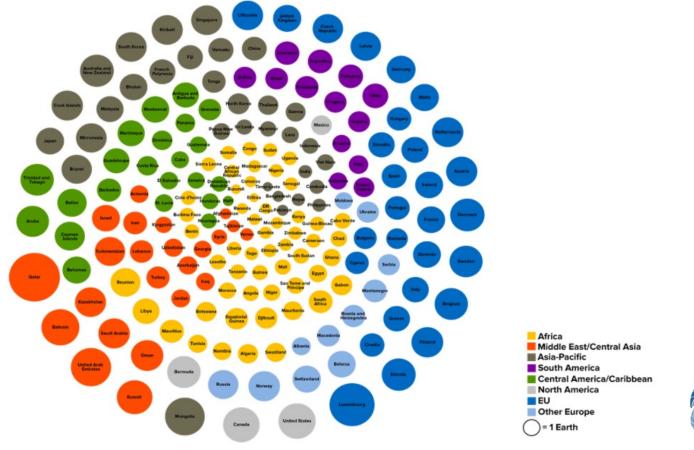






Material footprint

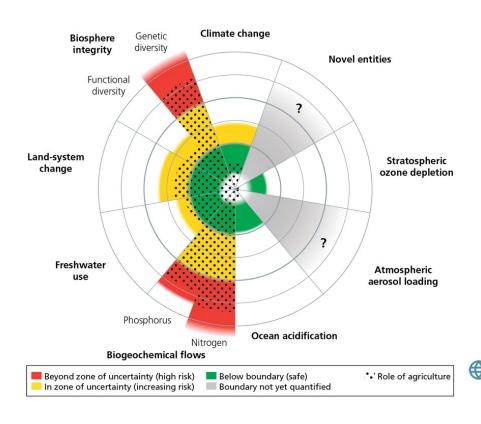






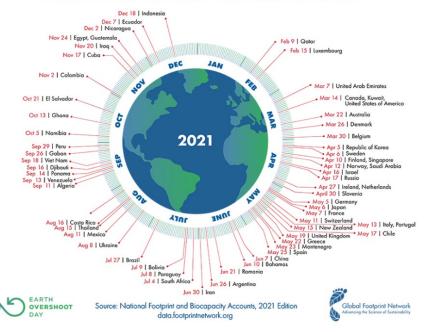
Megatrends- Planetary boundaries





Country Overshoot Days 2021

When would Earth Overshoot Day land if the world's population lived like...



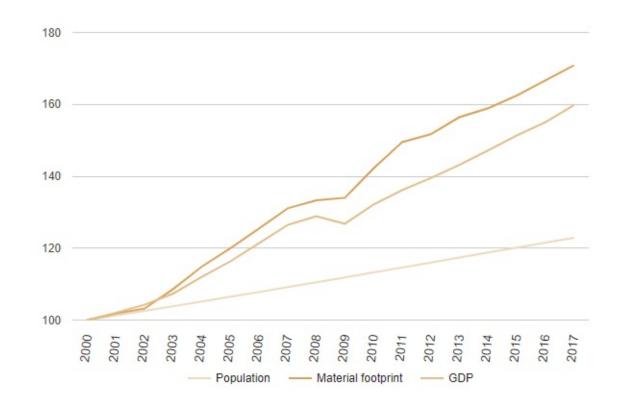
Material footprint



Population, material footprint and GDP growth index, 2000-2017 (baseline 2000=100)

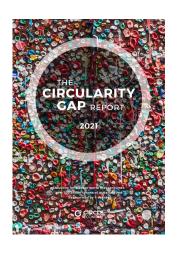
"Material footprint" refers to the total amount of raw materials extracted to meet final consumption demands.

Material use is outpacing population growth, and outpacing the growth in the economy



Circularity Gap





Last year, Circle Economy's Circularity Gap Report revealed that:

our world is only 8.6% circular, leaving a massive Circularity Gap.

The outlook is grim. Just two years ago that number was 9.1%.

Humanity has breached two severe milestones:



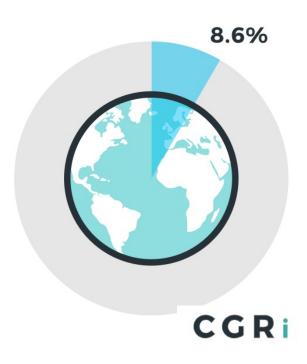
The world is consuming 100 billion tonnes (Gt) of materials a year



It is 1-degree warmer



How is the Gap measured?



Why embrace the circular economy?



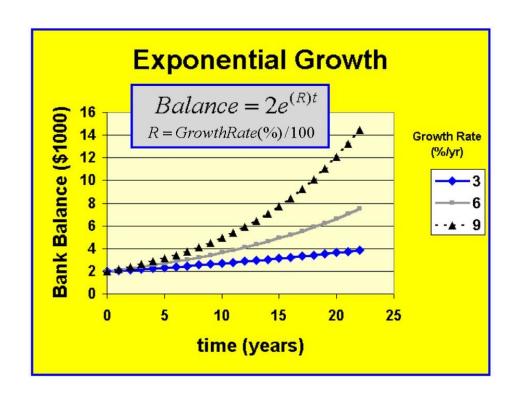
Organisational Level

- Cost savings
- New sources of innovation and revenue
- Improved resilience

Necessary for survival



Adaptation, transition to and alignment with the Circular economy is required for long term survival



Elephants in the room



Growth

Material costs

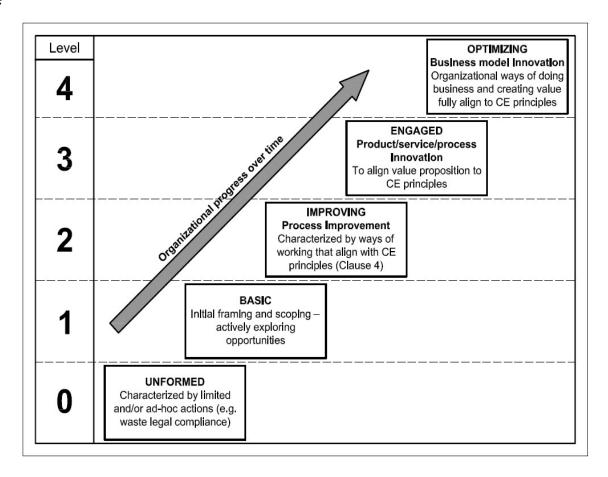


Organisational Circular Maturity



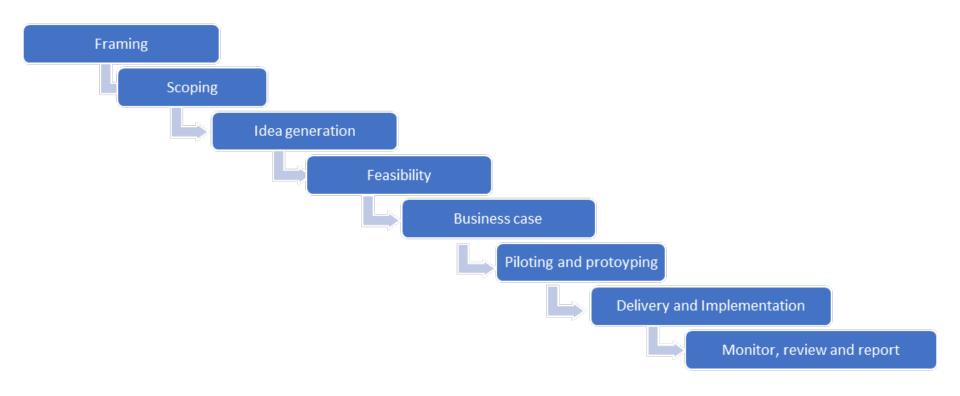
Progress over time

- Unformed
- Basic
- Improving
- Engaged
- Optimising



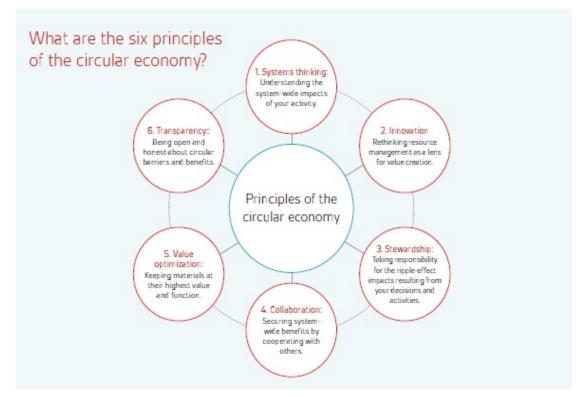
8 stage flexible framework- BS 8001:2017





Principles of the Circular economy

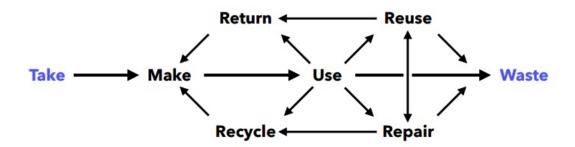




- Systems Thinking
- Innovation
- Stewardship
- Collaboration
- Value Optimisation
- Transparency

Introspection









Evian (Danone)



Often discouraged from re-

NEW LABEL-FREE BOTTLE DESIGN FROM RECYCLED PLASTICS

use (plastic contamination) Less parts, easier to produce with less resources. → Make Recycle ◀ High leakage to natural Very limited use of environment. Should this virgin material. Collaboration product exist in the first with Loop Industries place? (vs re-usable bottle & (better tech to source tap water?) Collaboration with Veolia material from recycled to collect and recycle bottles) bottles.

Short lifetimes - designed for single use

(*Source: Statista)

Product journey mapping



THE CIRCULAR DESIGN GUIDE

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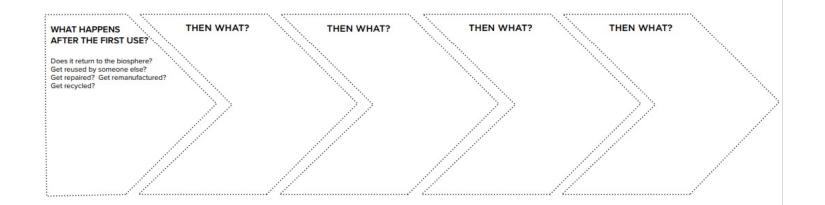
WORKSHEET

Product Journey Mapping



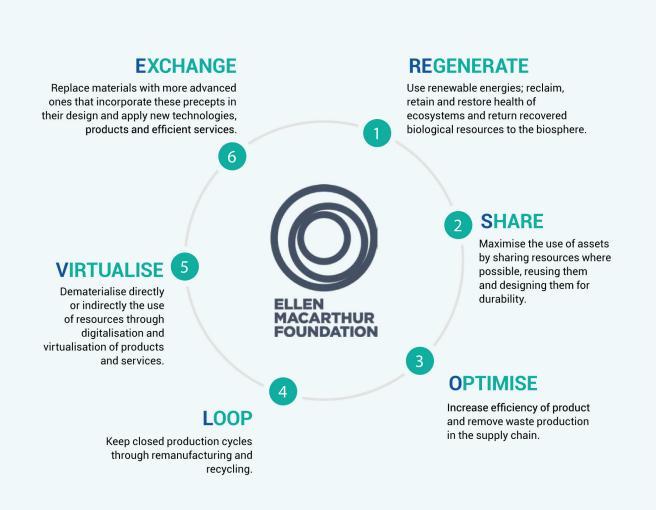
Keep asking what will happen next to your product or materials to help you map the use cycles of your product. Basically, pretend you're a five year old.

MY PI	RODUCT	IS:			
INITIA	L USE P	HASE:			



Idea generation- RESOLVE Model





Idea Generation – Circularity deck



- 1) Narrow (use less material and energy during design, production, delivery and use)
- 2) Slow (use products, components and material longer)
- 3) Close (Use wasted products, components and materials again)
- 4) Regenerate (Use non-toxic and biodegradable materials and renewable energy)
- 5) Inform (Use information technology to narrow, slow, close and regenerate material and energy flows)

www.circularstrategies.org







Narrow



Design with low-impact inputs





Narrow



Design light-weight products





Narrow



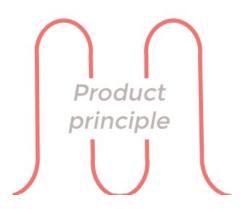
Localize supply where appropriate







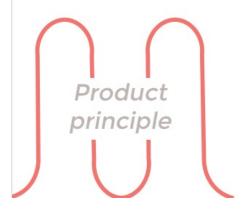
Design for physical durability







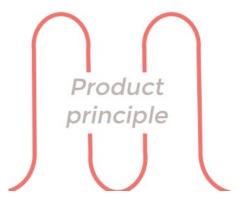
Design for ease of maintenance and repair







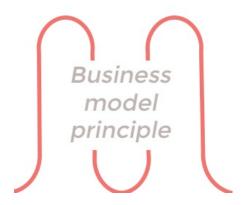
Design for standardization and compatibility







Provide the product as a service









Design with recycled inputs





Close



Design components, where appropriate, with one material



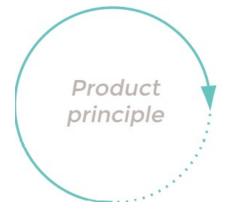




Close



Design with materials suitable for primary recycling

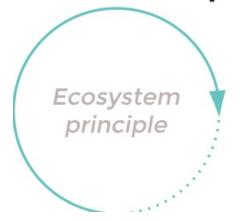




Close



Build local waste-to-product loops





Regenerate



Design with renewable materials

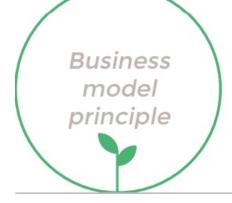




Regenerate



Produce and process with renewable energy





Regenerate



Manage and sustain critical ecosystem services





Inform



Virtualize

Product principle



Inform



Build material database ecosystems

Ecosystem principle



Inform



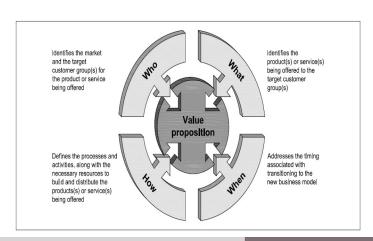
Track the resource intensity of the product-in-use

Business model principle

Business models and value propositions



- On-demand (made to order)
- Dematerialisation
- Product life cycle extension/reuse
- Recovery of secondary raw materials/by-products
- Product as a service/product-service system (PSS)
- Sharing economy and collaborative consumption.



On demand







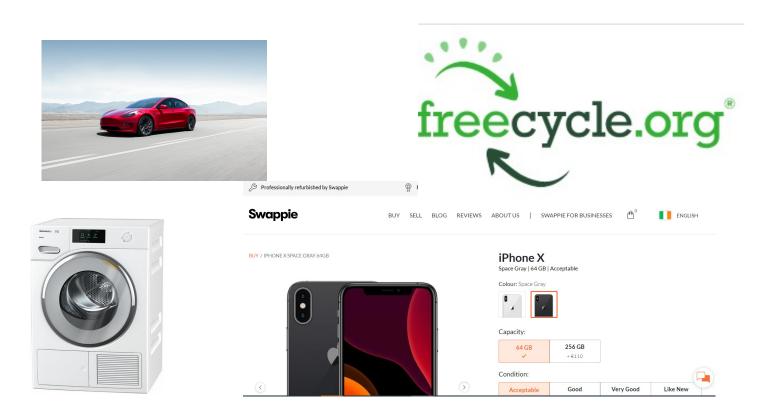
Dematerialisation





Product life extension/reuse





Recovery of secondary raw materials/by-products

















Product as a service/product – service systems (PSS)



- Lease agreement
- Performance based









Sharing economy/platforms & collaborative consumption



- Sharing economy
- Sharing platforms











Barriers



- Convenience (lack of systems thinking and stewardship)
- Trust issues, (lack of transparency and collaboration)
- Value perception (should be able to create value for the customer through value optimization)
- Friction for change/inertia (may be tackled with innovation)
- Lack of knowledge/first movers Collaboration, transparency and systems thinking can increase and share the knowledge needed to transition to circularity.
- Profitability/viability/financing

KPIs monitoring and review



	Take, Make	Return, Recycle	Use	Reuse, Repair	Waste	
Increase	 % renewable energy in production & distribution % products designed with recyclability/repairability in mind 	 % compliance with local recycling regulations # kg products/materials collected € value of products/materials collected % purity of products/materials collected availability of return points % products with a takeback program 	 product lifetime (years) product utilization (%) # users sharing product 	 \$ value on secondary market % of products that can be upgrade to keep value over time # repairs executed (professional, consumer) availability of spare parts & repair information after sales service quality (NPS) 	 % products captured as feedstock to downstream businesses \$ value of products as feedstock to downstream businesses % data available: information on where installed base (products) ends up 	
Decrease	 % or # kg virgin material input (sourced from the environment) % or # kg waste to landfill in manufacturing 	 # kg collected products to landfill or incineration \$ cost of return \$ cost and time sorting and processing 	 \$ cost of maintenance/ operating a product % year over year value depreciation % idle time # energy needed to operate emissions and environmental discharge # of products in the field (lower footprint) 	 \$ cost and time of repair # discarded products cost of spare parts (% compared to new) 	 % products ending up in landfill % products incinerated % products discarded to nature 	



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