

SSbD Implementation II: Circularity

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Circular economy concept

The circular economy is a model of production and consumption, which involves sharing, leasing, reusing, repairing, refurbishing and recycling existing materials and products as long as possible. In this way, the **life cycle of products is extended.**

In practice, it implies **reducing waste to a minimum**. When a product reaches the end of its life, its materials are kept within the economy wherever possible. These can be productively used again and again, thereby **creating further value**.

This is a departure from the traditional, linear economic model, which is based on a take-make-consume-throw away pattern. This model relies on large quantities of cheap, easily accessible materials and energy.





Identification of opportunities for circular value capture	 Includes the searching of technical, economic, social and environmental opportunities that allows promoting a circularity approach of materials and related packaging products
Circular KPIs assessment	 Appropriate circular economy indicators will be defined to assess how circular the materials flows are Complementary indicators that will allow addressing additional impacts and risks will be considered The transition towards a circular economy in the new materials development and packaging products production value chain will be measured and evaluated
Evaluation of circularity scenarios	• Potential scenarios will be analysed to improve circularity

CIRCULARITY



1. Identification of opportunities for circular value capture \rightarrow The RESOLVE framework

The **ReSOLVE framework developed by** Arup and Ellen MacArthur Foundation

consists of Regenerate, Share, Optimize, Loop, Virtualise and Exchange to support circularity in the built environment.

	 Shift to renewable energy and materials Reclaim, retain, and restore health of ecosystems
	 Return recovered biological resources to the biosphere
SHARE	 Share assets (e.g. cars, rooms, appliances) Reuse/secondhand
	 Prolong life through maintenance, design for durability, upgradability, etc.
OPTIMISE	 Increase performance/efficiency of product Remove waste in production and supply chain
	 Leverage big data, automation, remote sensing and steering
	Remanufacture products or components Recycle materials Digest anaerobically
	Extract biochemicals from organic waste
	 Dematerialise directly (e.g. books, CDs, DVDs, travel)
<u> </u>	 Dematerialise indirectly (e.g. online shopping)
EXCHANGE	Replace old with advanced non-renewable materials
	Apply new technologies (e.g. 3D printing) Change percentation (correlate (corre
	multimodal transport)

CIRCULARITY



2. Identification of circular KPIS:

The **Material Circularity Indicator (MCI)** for a product measures the extent to which linear flow has been minimised and restorative flow maximised for its component materials, and how long and intensively it is used compared to a similar industry-average product.

The MCI is essentially constructed from a combination of three product characteristics: the

mass V of virgin raw material used in manufacture, the mass W of unrecoverable waste that is attributed to the product, and a utility factor X that accounts for the length and intensity of the product's use.





2. Identification of circular KPIS:

0 < MCI < 1

Any product that is manufactured using only virgin feedstock and ends up in landfill at the end of its use phase can be considered a fully **'linear' product, MCI = 0**.

On the other hand, any product that contains no virgin feedstock, is completely collected for recycling or component reuse, and where the recycling efficiency is 100% can be considered a **fully 'circular' product, MCI = 1**.

In practice, products will sit somewhere between these two extremes and the MCI measures the level of circularity in the range 0 to 1.

CIRCULARITY



2. Identification of circular KPIS of PRESERVE:

Preliminar circular indicators for PRESERVE

MCI

Carbon footprint: Kg CO2/Functional unit

€€/Functional unit

Mass (kg)

Water scarcity (m3 depriv /Functional unit)

Ecodesign

Example of circularity results



Mass (kg)

In this example, a score of 1 is the best performance, and 0 is the worst performance.

Providers proximity





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Risk level	Acute human healt h hazards	Chronic hu man health hazar ds	Physical pro perties	Hazards from releas e behaviour	Process- realted haza rds	Safety	
Very high- risk	0	0	0	0	0	0	Very high ri sk
High-risk	1	1	1	1	1	1-5	High risk
Medium- risk	2	2	2	2	2	6-10	Medium- risk
Low-risk	3	3	3	3	3	11-15	Low-risk
Neglible risk	4	4	4	4	4	16-20	Neglible ris k



SCORE FOR STEP 1





Position to safe level	Score	Color code	Criteria evaluation	
> Safe level + 50%	0		Fail the criteria	
> Safe level; < Safe level + 50%	1			
> Safe level - 25%; < Safe level	2			
> Safe level - 50%; < Safe level - 25%	3		Pass the criteria	
< Safe level - 50%	4			



SCORE FOR STEP 2





Position to safe level	Score	Color code	Criteria evaluation	
> Safe level + 50%	0		Fail the anitonia	
> Safe level; < Safe level + 50%	1		Fall the criteria	
> Safe level - 25%; < Safe level	2			
> Safe level - 50%; < Safe level - 25%	3		Pass the criteria	
< Safe level - 50%	4			



SCORE FOR STEP 3







SCORE FOR STEP 4













