

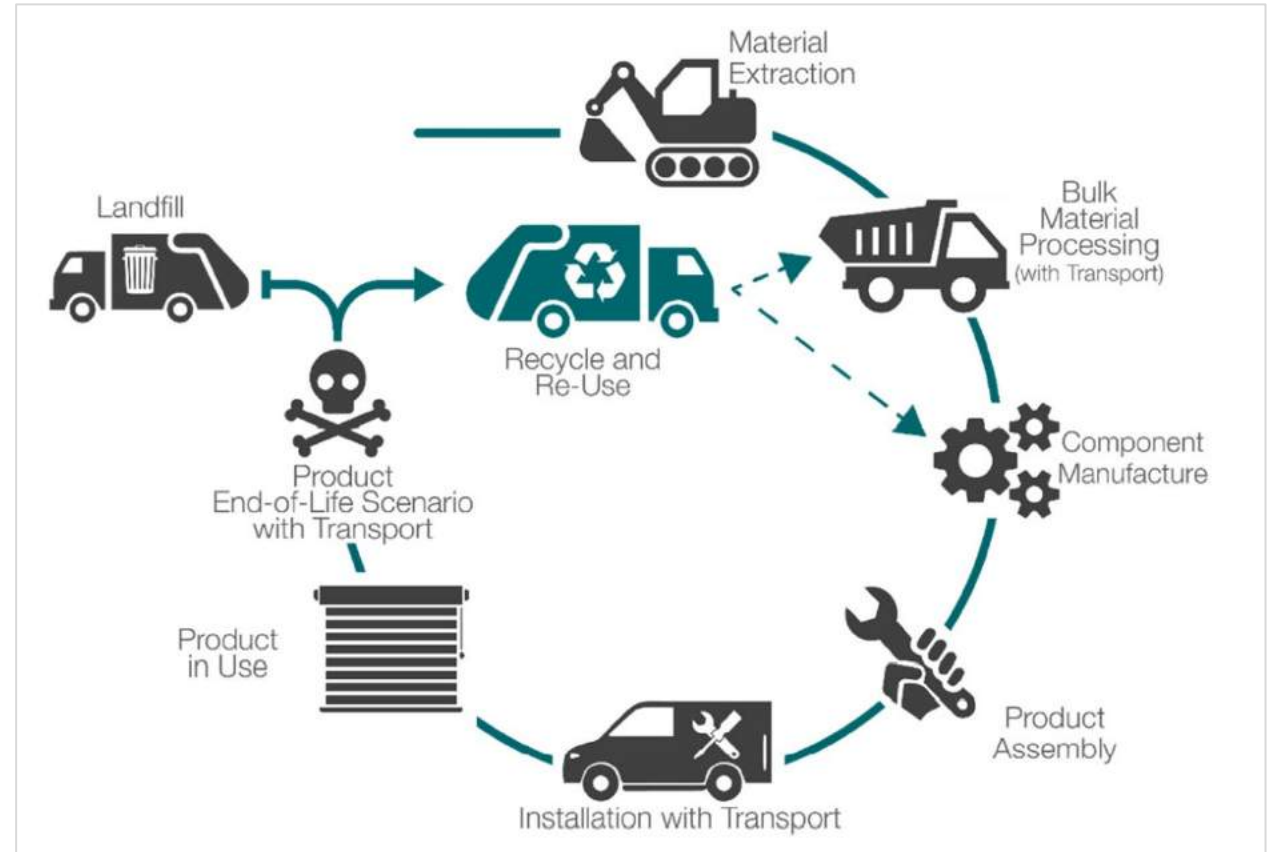
The Circular Economy and future design: Shifting business perspectives: connecting solar shading with life cycle thinking

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School of Engineering

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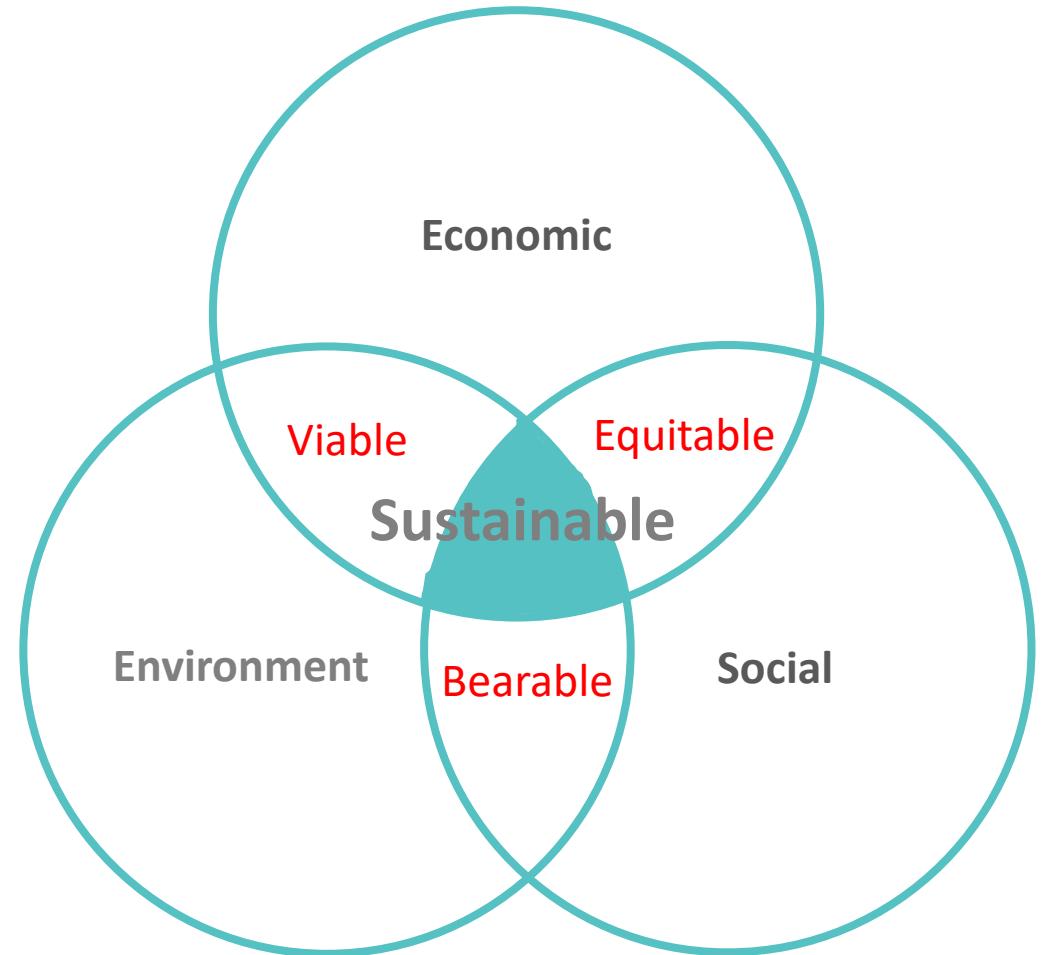
Sustainable development:
meeting the needs of the present
generation without compromising
the ability of future generations to
meet their own needs

Bruntland Report, 1987



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why circularity?



Municipal waste –

2023 - 2.1 billion tons / year -

on trucks circumnavigates globe x 24

disposal - 99% of 'stuff' within 6 months (developed world)

2050 - 3.2 billion tons / year

Construction / Demolition waste –

2025 – 2.2 billion tons / year

40% GHG emissions

E-waste – 2023 – 62 million tonnes / year

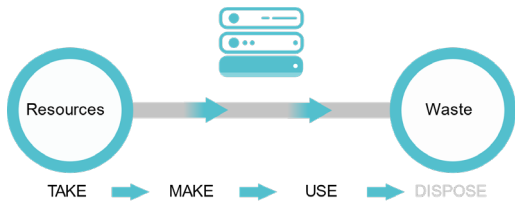
2030 – 80 million tonnes / year

Unsustainable – environment / economics / social

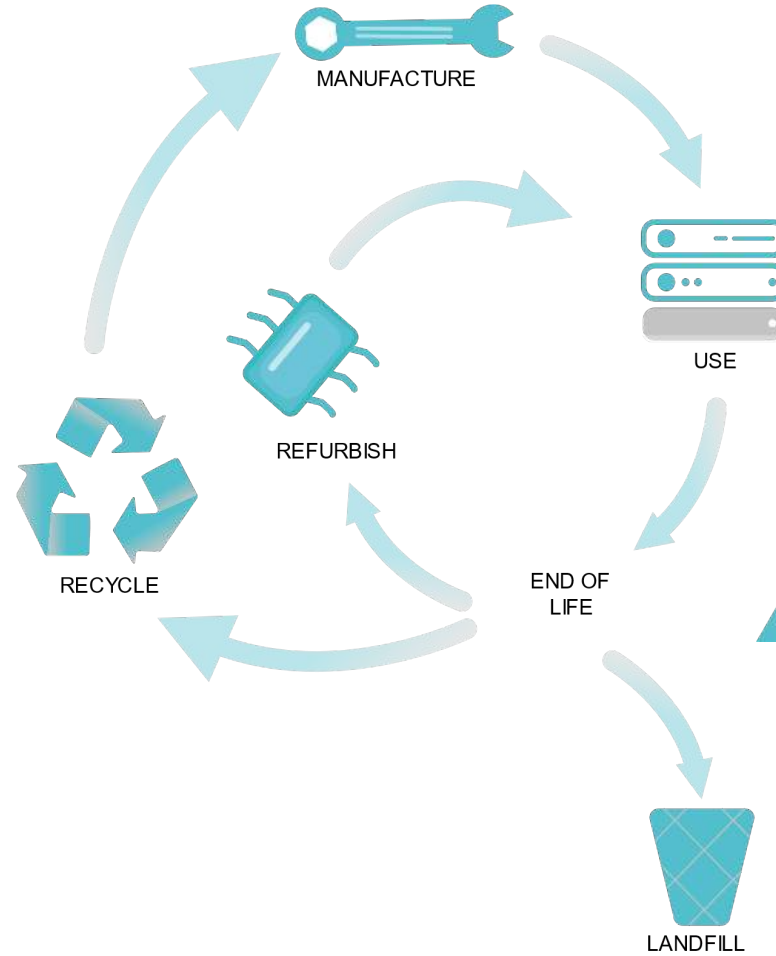
<https://www.unep.org/resources/global-waste-management-outlook-2024>

Why circularity?

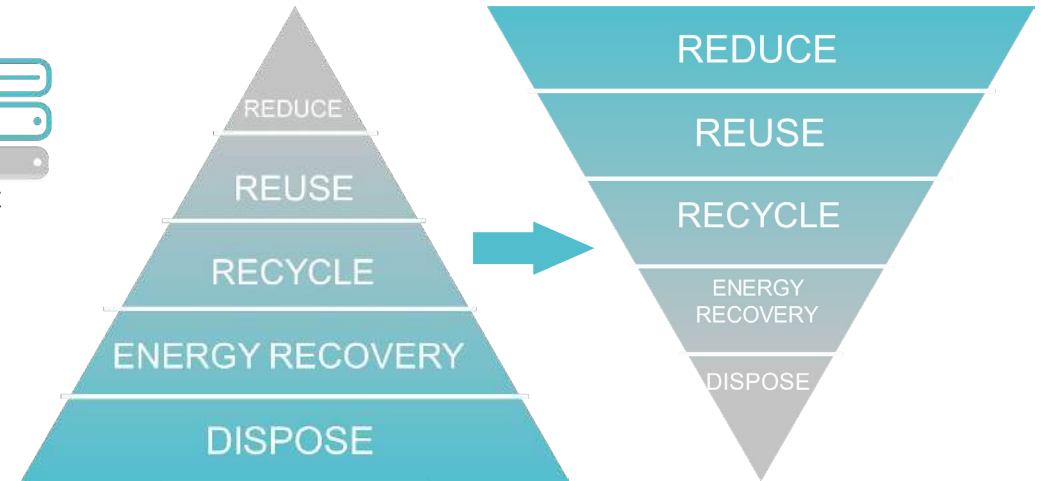
Linear Economy



Circular Economy



Waste Management Hierarchy

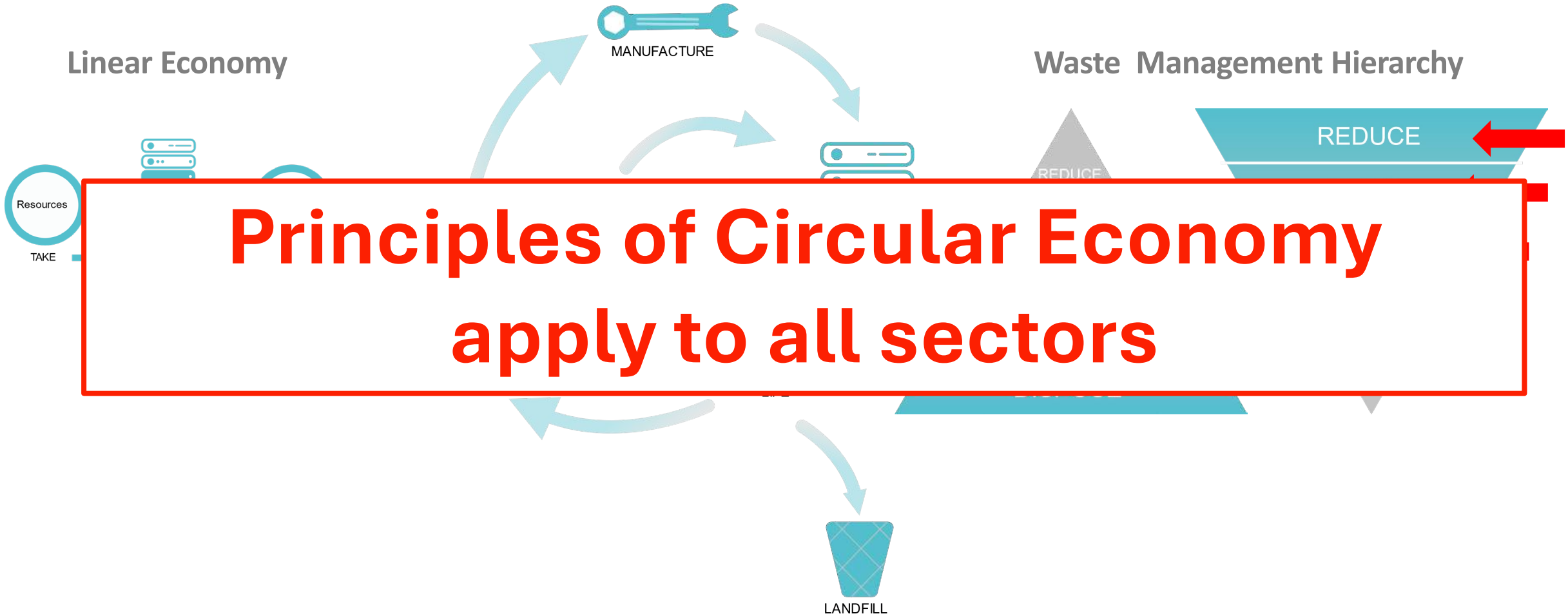


Why circularity?

Circular Economy

Waste Management Hierarchy

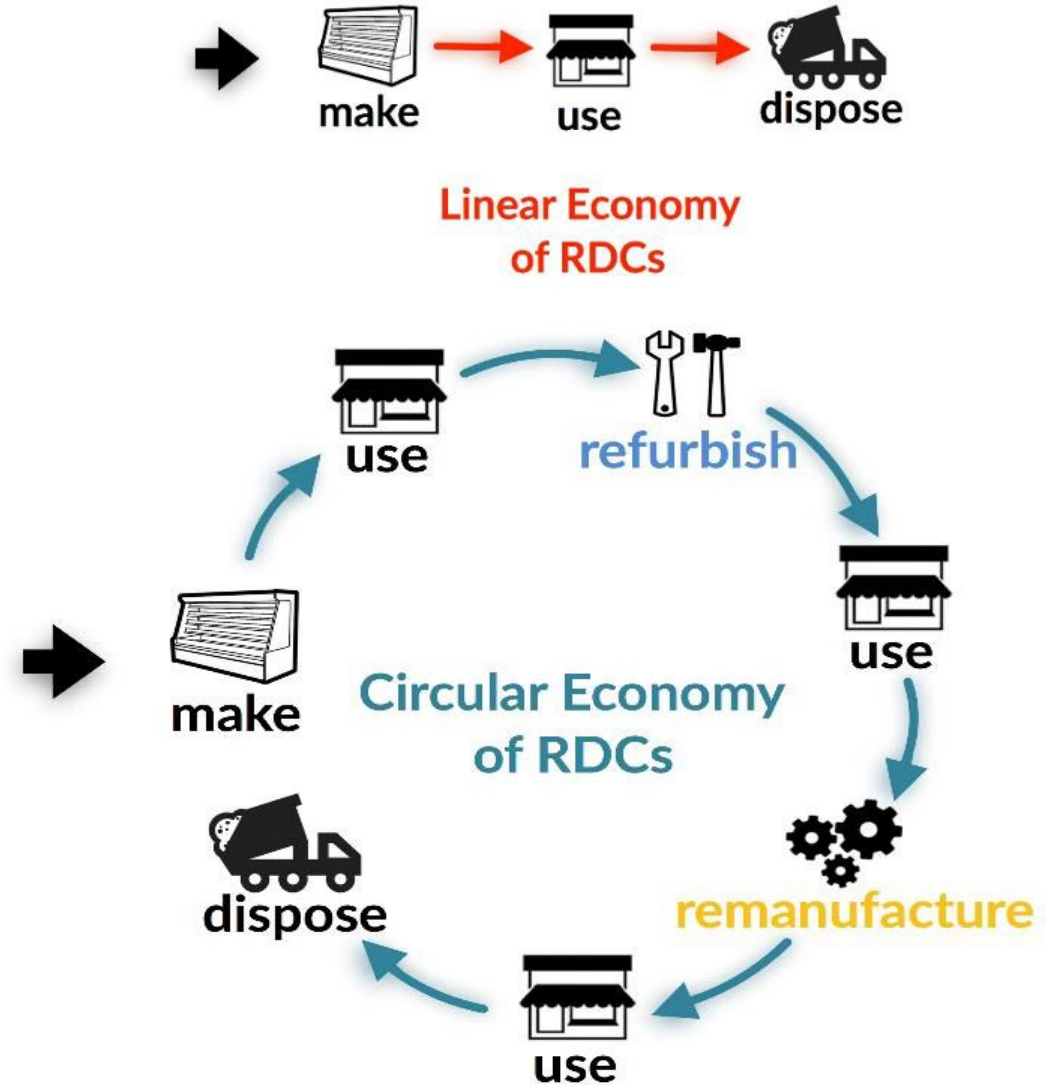
Linear Economy



**Principles of Circular Economy
apply to all sectors**

Case study – user behaviour / perception

Commercial refrigeration sector – reuse / second-life market



Case study – user behaviour / perception

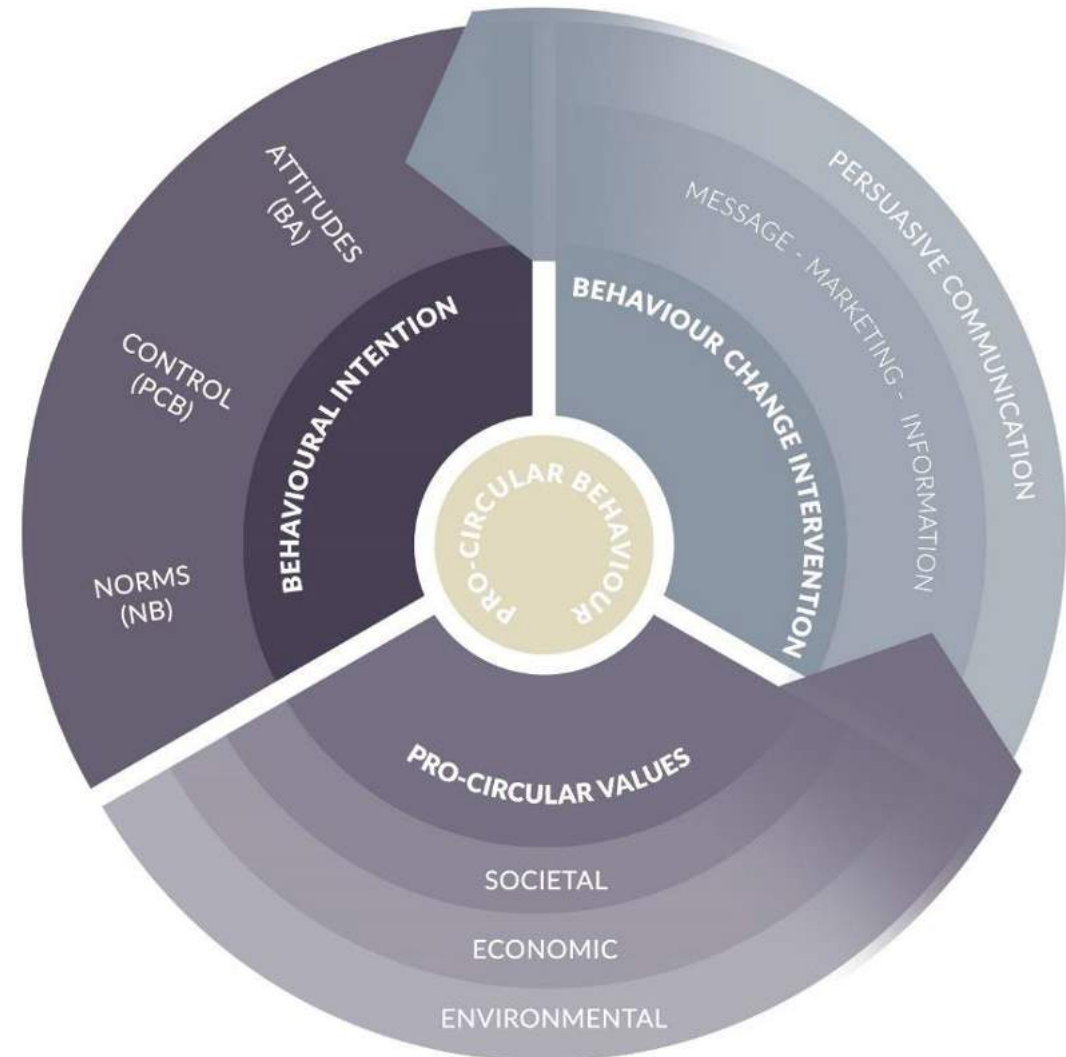
Significant challenge to second-life market

User behaviour

Supporting Resource Efficiency
Based on proven practice in healthcare
Pro-Circular Behaviour Change Tool

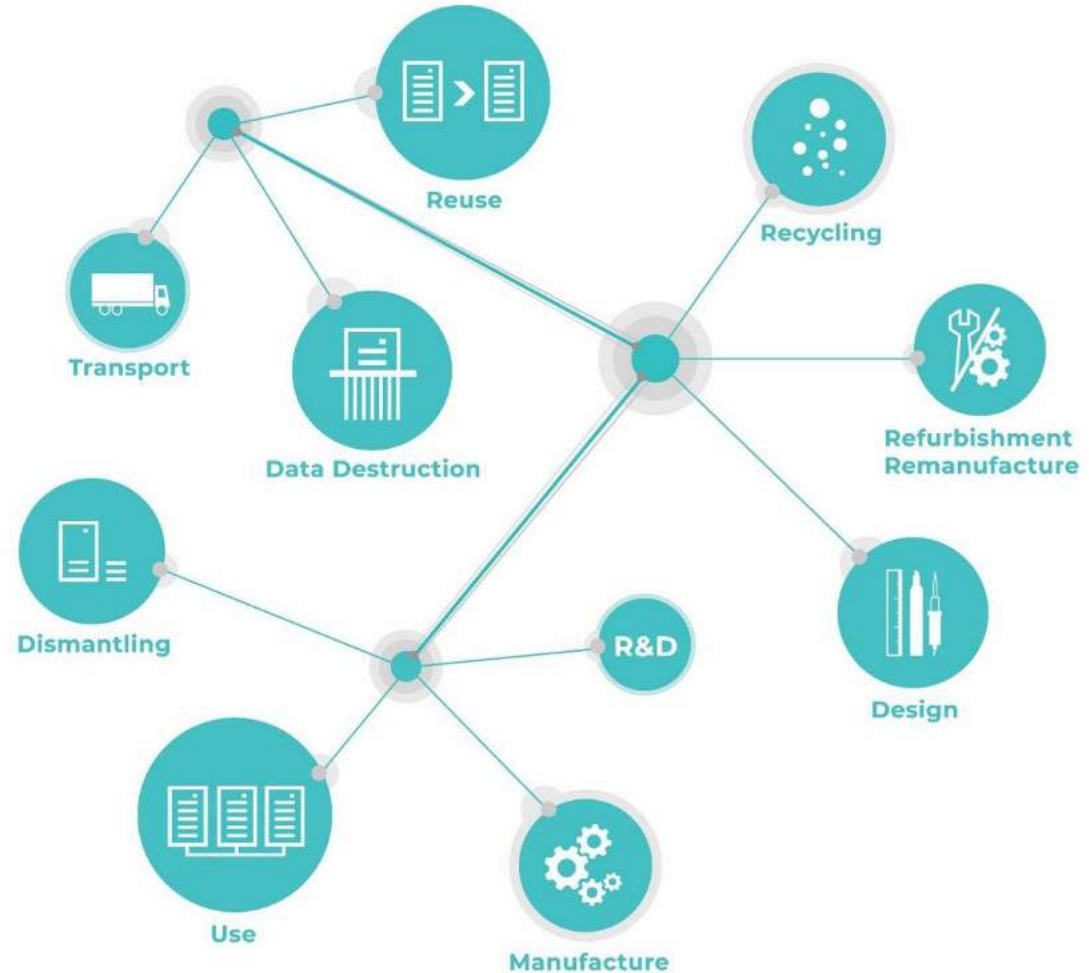
Impact

Increased sale of remanufactured RDCs in major international supermarket chain -
Economic benefit to customers
Significant environmental impact saving



Case study – Whole Systems Thinking / Approach

CEDaCI – A Circular Economy for the Data Centre Industry



Primary source data collection – reverse engineering – materials composition

approx 30 servers, switches, load bank, routers



Whole systems / Life Cycle Thinking approach

Product life extension – reuse / remanufacture

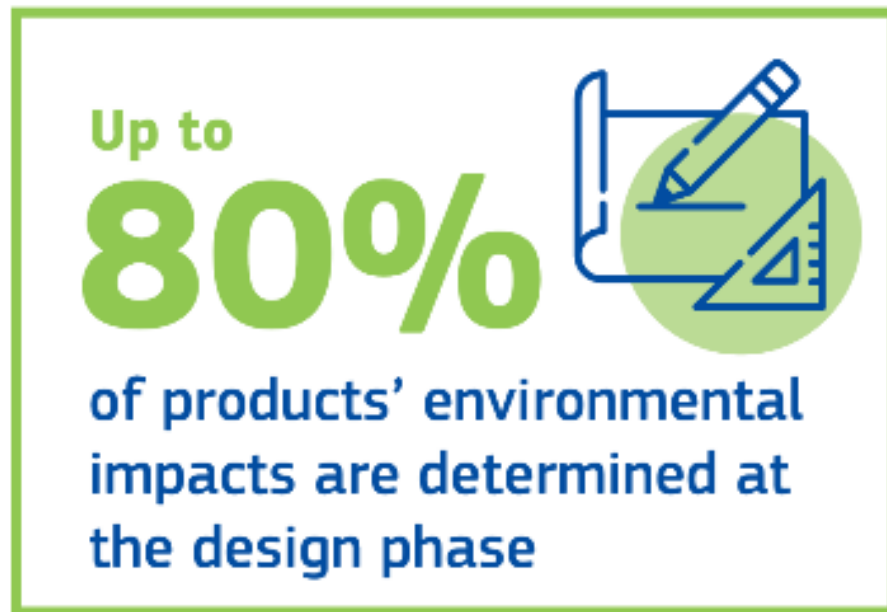
End-of-life – recycling

Beginning of life - Design for circularity

REACTIVE

REACTIVE

PROACTIVE



Up to
80%
of products' environmental
impacts are determined at
the design phase

Empirical evidence?

Decisions made during [the design] stage profoundly influence the entire life cycle of the product and determine 80 to 90 percent of its total life-cycle costs.

Graedel, T. E., Comrie, P. R. and Sekutowski, J. C. (1995) 'Green Product Design', *AT&T Technical Journal*, 74(6), pp. 17–25. doi: 10.1002/j.1538-7305.1995.tb00262.x.

Case study - Design for circularity



CEDaCI circular server – prototype

- Modular platform format
- Consistent component configuration
- Easy / rapid disassembly
- Reduced overall mass by 33%
- Reduced number of components by 50%+
- Reduced mass of plastics by 90%



Open access
publication on OCP
Platform

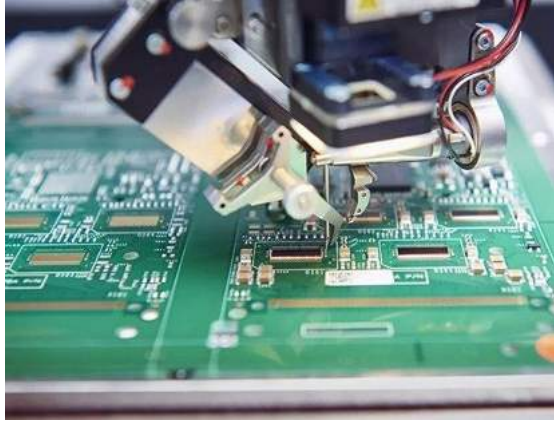
OPEN
COMMUNITY®

<https://www.opencompute.org/about>

Case study – electrical / electronics – incomplete system

E-waste – fastest growing global waste stream

< 20% formally collected / recycling & reclamation rates unknown



Critical Raw Materials – materials of high technical and economic importance

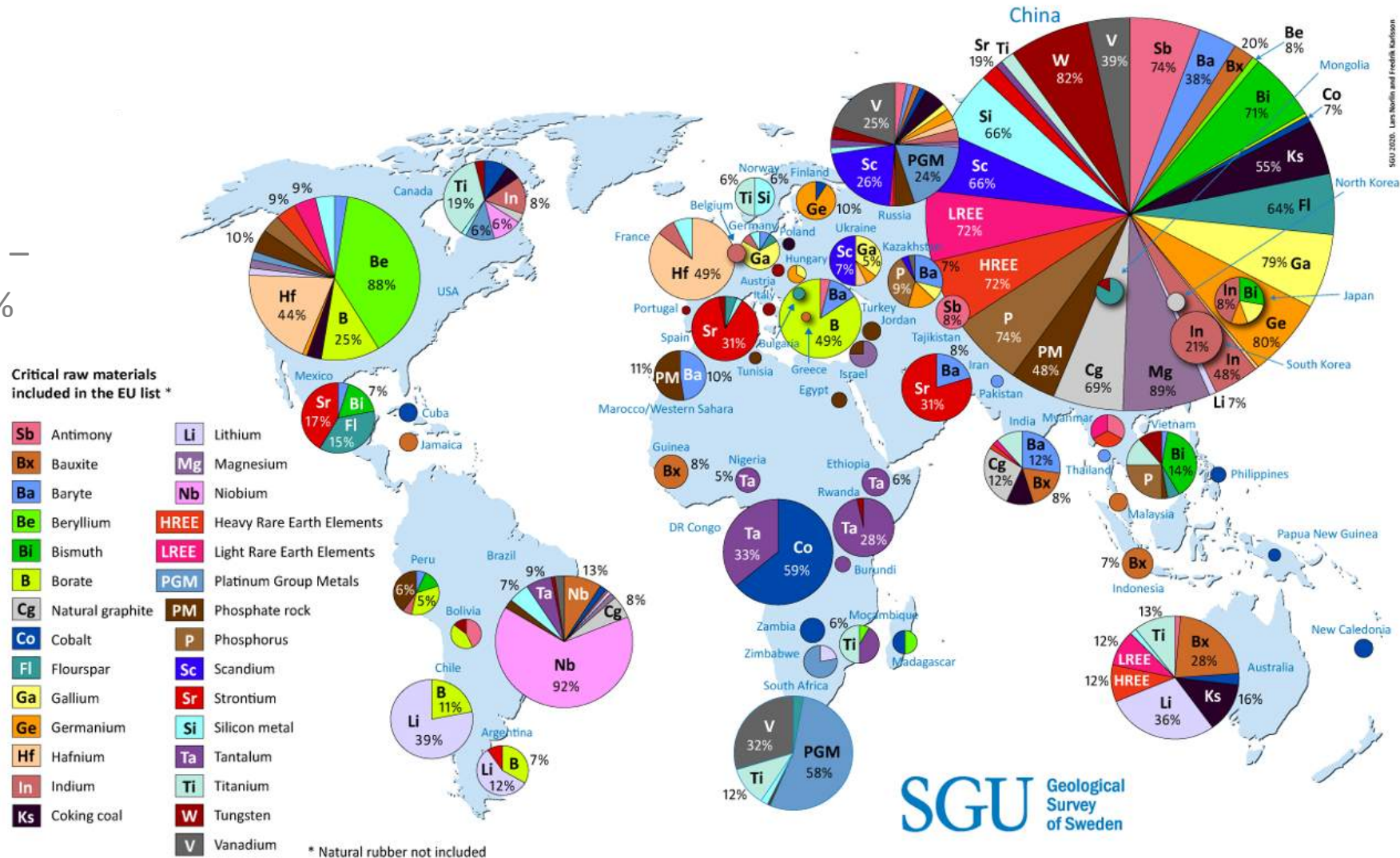
CRM because

Geopolitical location

Unmined reserves

Current recycling rates –
very poor – average 1%

Substitution?

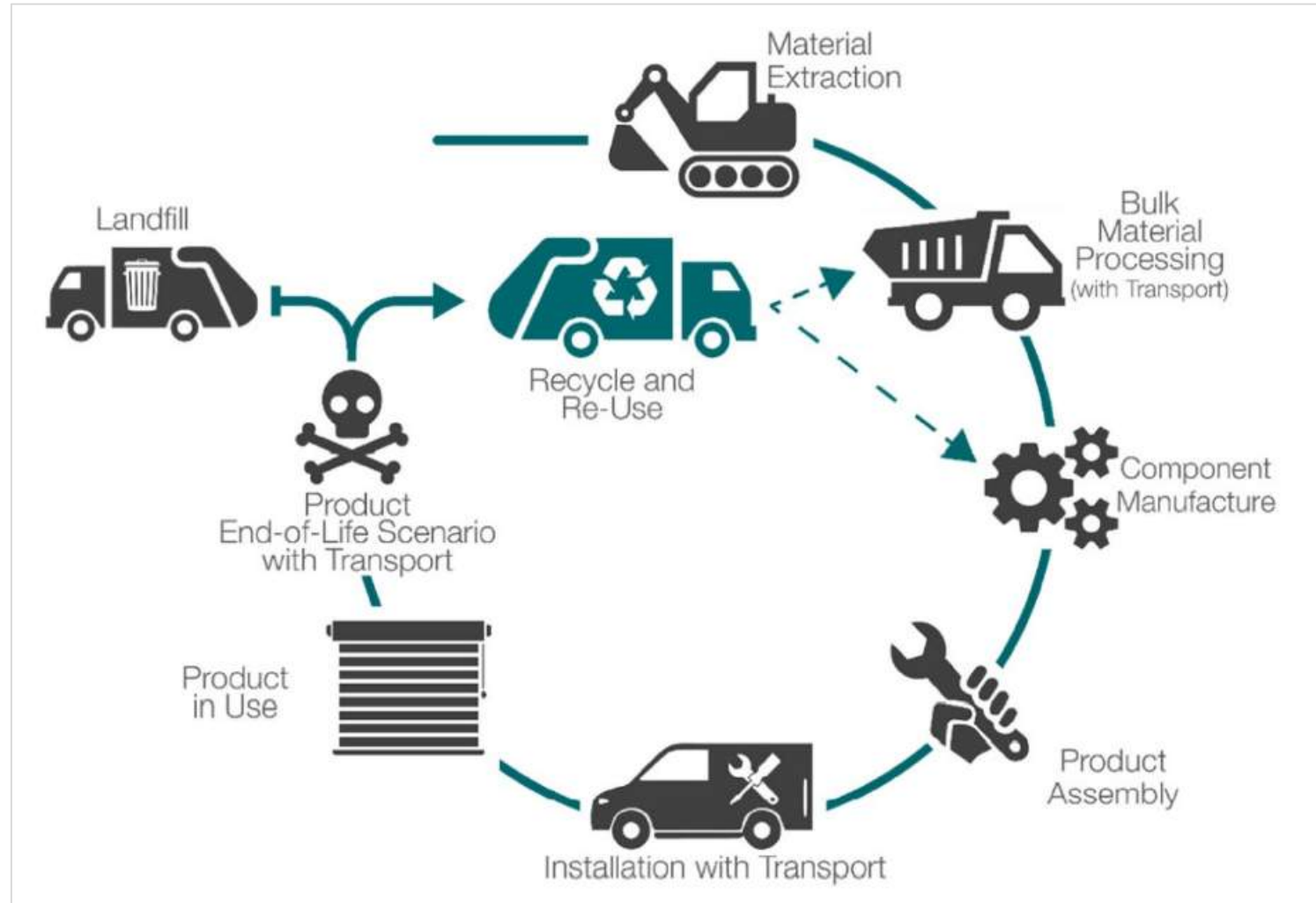


Materials composition - typical server

Currently recycled
 Critical Raw Materials
 Others

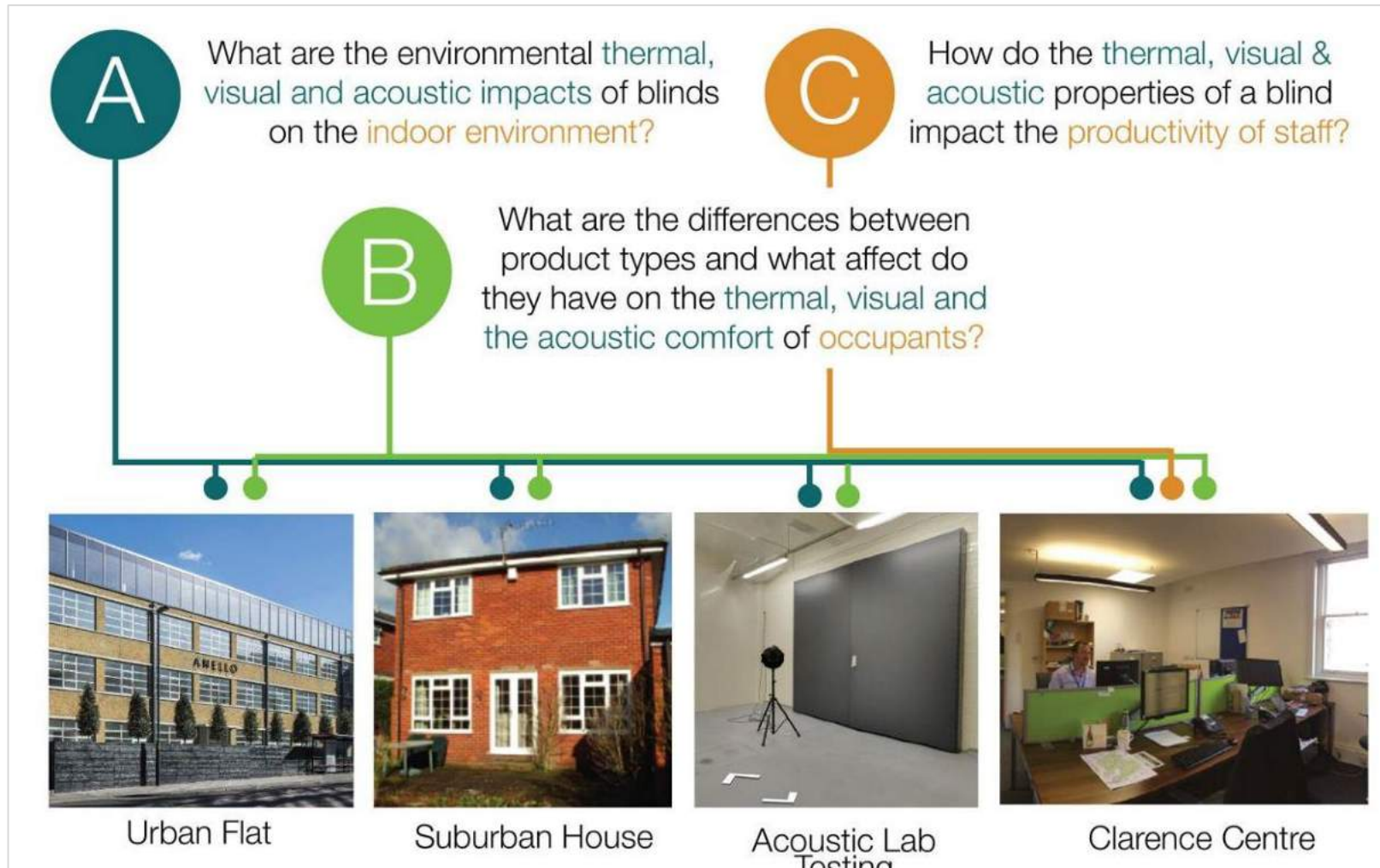
Elements	CRM	Chassis & Screws	Fan	CPU	RAM	MB	PCB	PSU	Either / or	
									HDD	SSD
Ag					X	X	X	X	X	X
Al		X	X	X	X	X	X	X	X	X
Au				X	X	X	X	X		X
Ba				X	X	X	X	X	X	X
Ca				X	X	X	X	X	X	X
Co	X			X	X	X	X	X	X	X
Cr				X	X	X	X	X	X	X
Cu				X	X	X	X	X	X	X
Dy	X			X	X	X	X	X	X	X
Fe		X	X	X	X	X	X	X	X	X
In	X								X	
Mg	X			X	X	X	X	X	X	X
Mn				X	X	X	X	X	X	
Mo				X					X	
Nd	X				X			X	X	
Ni				X	X	X	X	X	X	X
Pb					X	X		X	X	X
Pr	X								X	
Sb	X					X		X		X
Si	X			X	X	X	X	X	X	X
Sn				X	X	X	X	X	X	X
Sr	X			X	X	X	X	X	X	X
Ta	X							X		
Ti	X			X	X	X	X	X	X	X
W	X						X	X	X	X
Zn				X	X	X	X	X	X	X
Zr				X	X	X	X	X	X	X

Life Cycle Thinking and Solar Shading



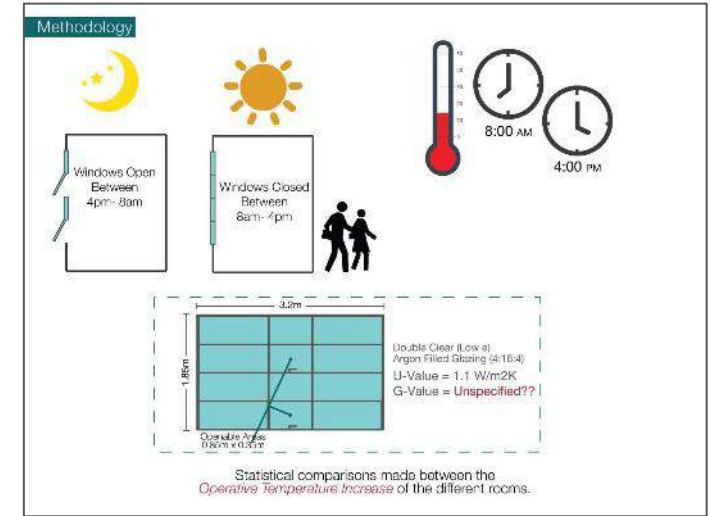
BBSA-LSBU funded PhD

Scientific evidence - environmental, social & economic benefits of shading products



Shading products industry

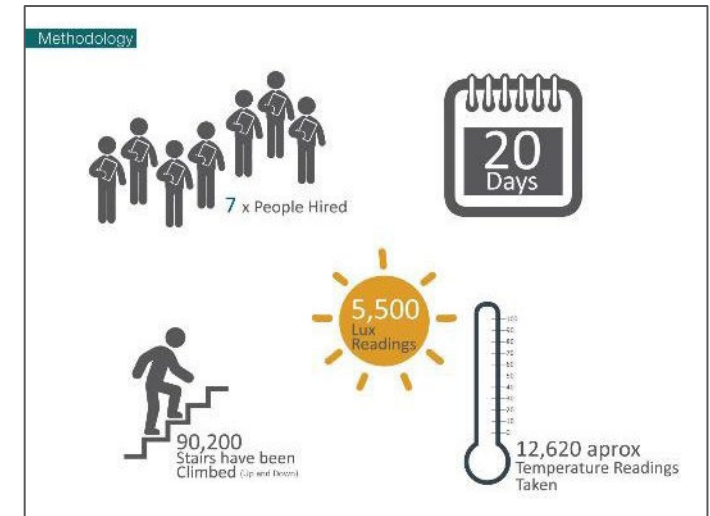
Reducing thermal gain / over-heating



Original Specified Aluminium Venetian Blind

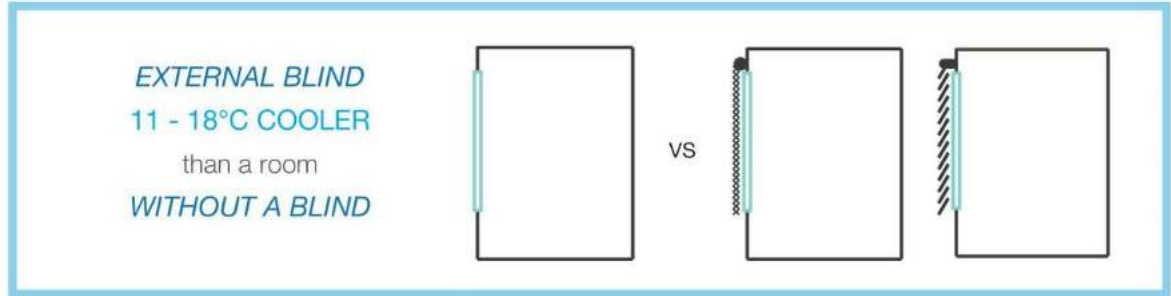


Open Blind Room

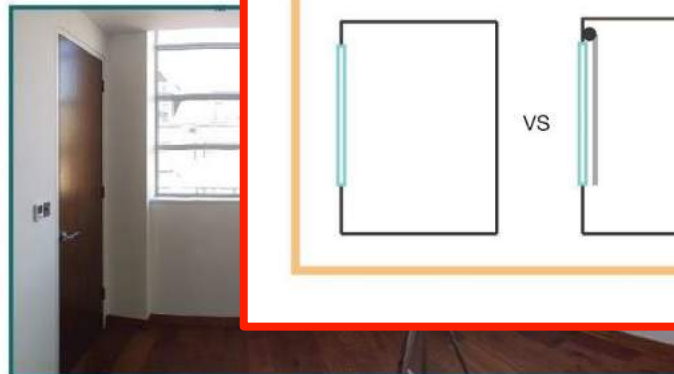


Shading products industry

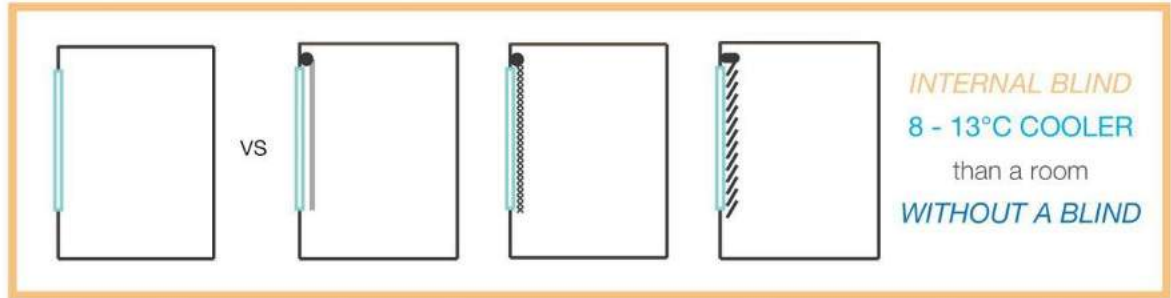
Reducing thermal gain / over-heating



Original Specified
Aluminium Venetian Blind



Open Blind Room

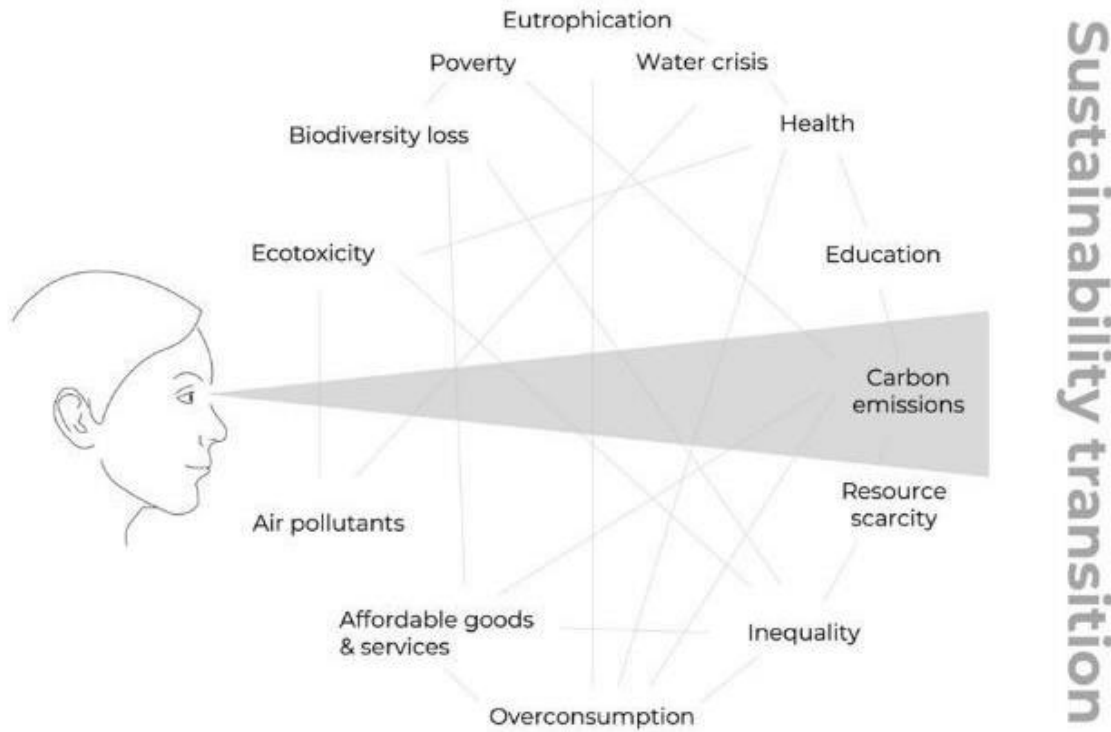


Carbon assessment – inaccurate – at best indicative

Life Cycle Assessment – considerably more accurate – used to assess benefits of solar shading

Comprehensive Life Cycle Assessment includes

1. Climate change
2. Resource depletion (fresh water)
3. Human toxicity
4. Abiotic resource depletion
5. Fossil fuel resource depletion
6. Eutrophication
7. Acidification – earth and oceans
8. Ozone layer depletion
9. Ionizing radiation
10. Particulate matter
11. Land and land use change

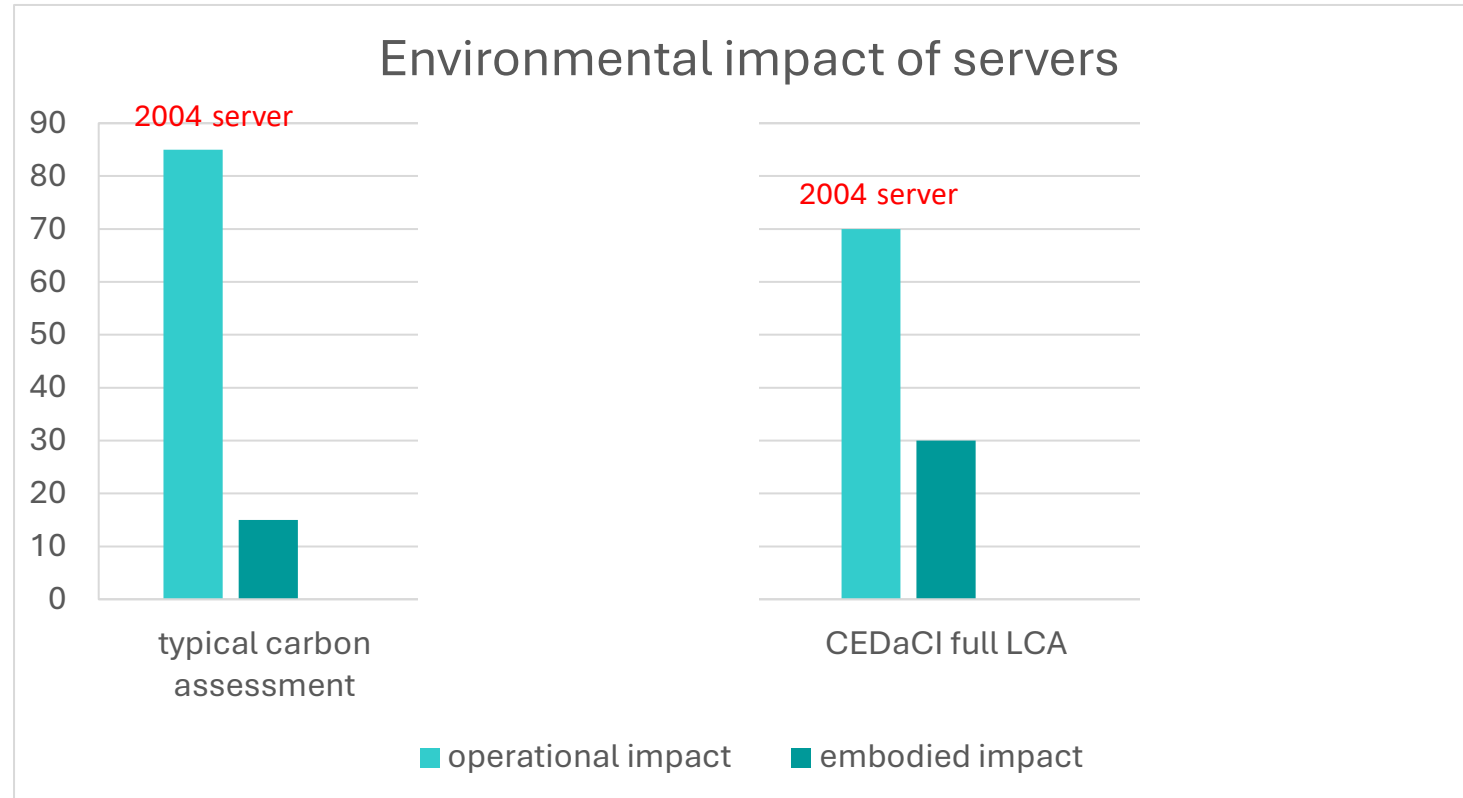


Graphic by Jan Konietzko

Carbon assessment – inaccurate – at best indicative

Life Cycle Assessment – considerably more accurate – used to assess benefits of solar shading

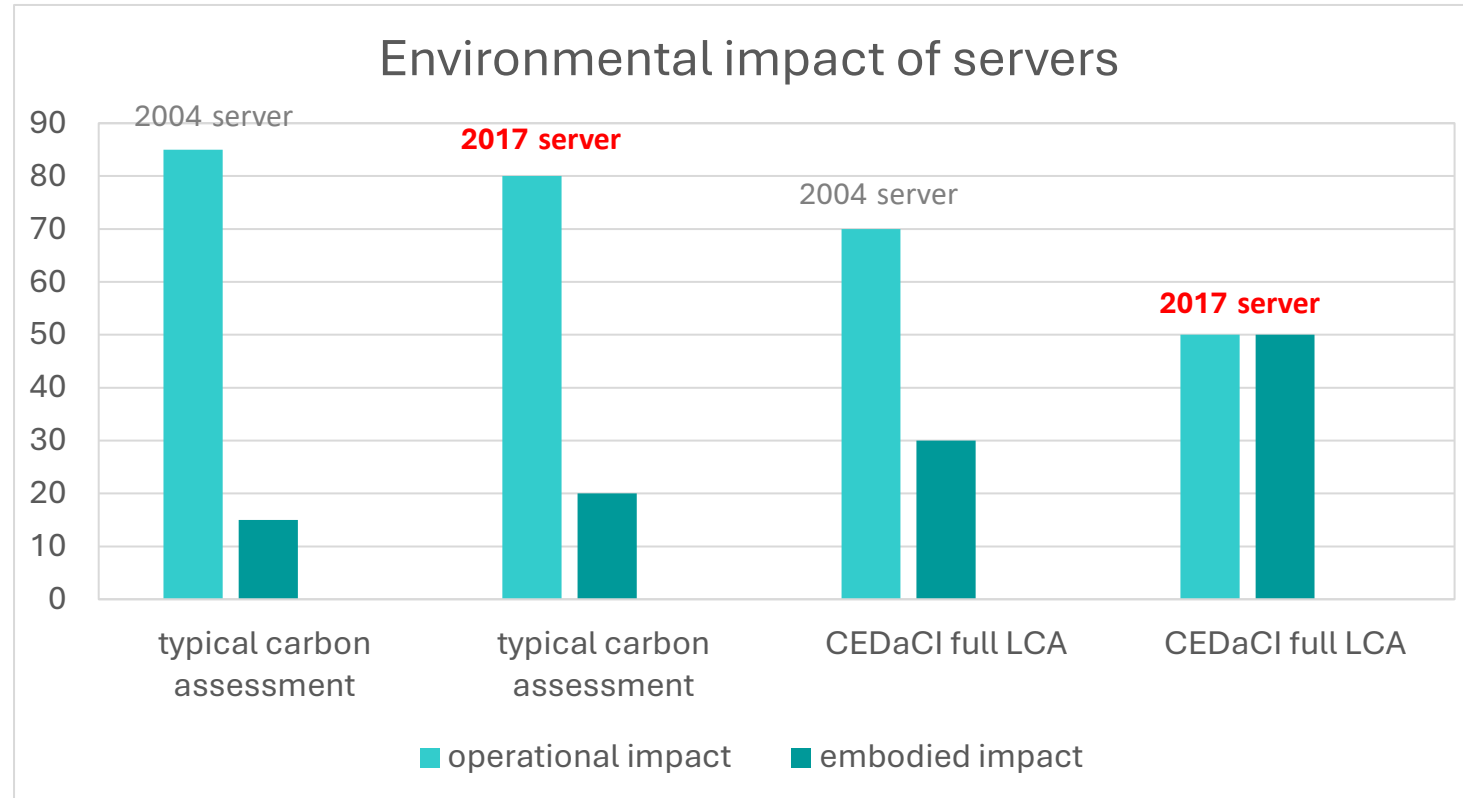
Comparing carbon assessments with preliminary LCA results – indicate much higher embodied impact



Carbon assessment – inaccurate – at best indicative

Life Cycle Assessment – considerably more accurate – used to assess benefits of solar shading

Comparing carbon assessments with preliminary LCA results – indicate much higher embodied impact



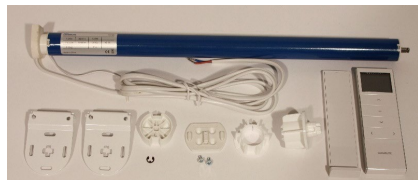
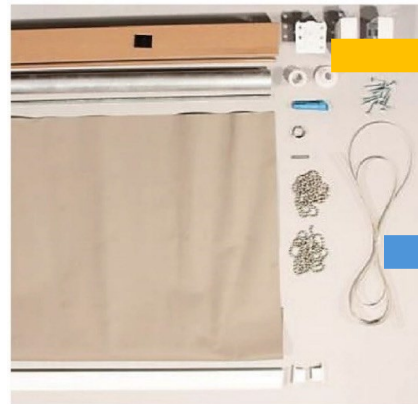
Assessing overall – operational + embodied - impacts of shading products

Manual roller – internal

Manual venetian –
 internal & external

Motorised - internal

Automated- external



Operational Annual Heating Energy Savings*	Control System	End-of-life Scenario	Operational and Embodied Environment Savings				
			Product Lifetime (Years)				
			3	5	10	15	20
5%	Manual	Recycle	2.51%	3.13%	3.88%	4.13%	4.25%
		Landfill	-1.48%	-0.71%	1.24%	1.89%	2.21%
	Internal Motorised	Recycle	1.70%	2.53%	3.52%	3.85%	4.02%
		Landfill	-2.88%	-1.78%	0.59%	1.37%	1.77%
	External	Recycle	-3.91%	-0.46%	2.21%	3.10%	3.55%
		Landfill	-12.95%	-6.00%	-0.62%	1.18%	2.08%
10%	Internal Manual	Recycle	7.51%	8.13%	8.88%	9.13%	9.25%
		Landfill	3.52%	4.29%	6.24%	6.89%	7.21%
	Internal Motorised	Recycle	6.70%	7.53%	8.52%	8.85%	9.02%
		Landfill	2.12%	3.22%	5.59%	6.37%	6.77%
	External Automated	Recycle	1.09%	4.54%	7.21%	8.10%	8.55%
		Landfill	-7.95%	-1.00%	4.38%	6.18%	7.08%
15%	Internal Manual	Recycle	12.51%	13.13%	13.88%	14.13%	14.25%
		Landfill	8.52%	9.29%	11.24%	11.89%	12.21%
	Internal Motorised	Recycle	11.70%	12.53%	13.52%	13.85%	14.02%
		Landfill	7.12%	8.22%	10.59%	11.37%	11.77%
	External Automated	Recycle	6.09%	9.54%	12.21%	13.10%	13.55%
		Landfill	-2.95%	4.00%	9.38%	11.18%	12.08%
20%	Internal Manual	Recycle	17.51%	18.13%	18.88%	19.13%	19.25%
		Landfill	13.52%	14.29%	16.24%	16.89%	17.21%
	Internal Motorised	Recycle	16.70%	17.53%	18.52%	18.85%	19.02%
		Landfill	12.12%	13.22%	15.59%	16.37%	16.77%
	External Automated	Recycle	11.09%	14.54%	17.21%	18.10%	18.55%
		Landfill	2.05%	9.00%	14.38%	16.18%	17.08%

Black (positive) figures - blind use: embodied and operational benefit is GREATER than that of not having blinds.

Red (negative) figures - blind use: embodied and operational benefit is LESS than that of not having blinds.

* Total Heating Energy = 6,690 kWh/yr = 205 mPt/yr.

Materials composition –
**typical motorised / automated
 shading products**

Currently recycled
Critical Raw Materials
 Others

Elements	CRM	Brackets & Screws	Motor	PCB	D Cell Batteries	Li batteries
Ag				X		
Al		X	X	X		
Au				X		
Ba				X		
C					X	X
Ca				X		
Co	X			X		X
Cr				X		
Cu			X	X		
Dy	X			X		
Fe		X	X	X	X	
K					X	
Li	X					X
Mg	X			X	X	X
Mn				X		
Ni				X		
Si	X			X		
Sn				X		
Sr	X			X		
Ti	X			X		
W	X			X		
Zn				X	X	
Zr				X		

Mechanism design – contemporary Roman blind

PA – nylon + steel



POM



Assembly / disassembly



Component assemblies – mixed materials



PC fastener / coated steel chain



ABS



Acrylic painted steel brackets

Solar shading – materials composition

Annual textile production in EU –
175m tonnes primary raw material, millions litres water
and chemicals

Shading products - woods, metals and plastics and

Textiles – some 100% natural / most mixed natural &
synthetic fibres, coatings and laminated layers

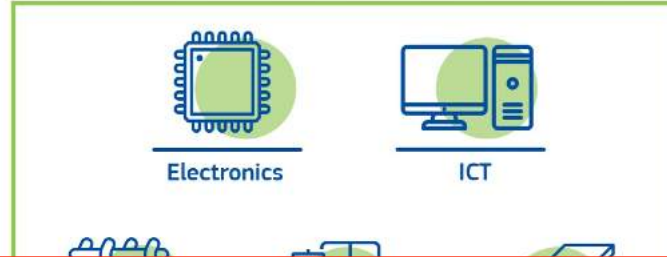
End-of life -

1% of textiles - new products, some are downcycled, 87%
sent to landfill/incinerated along with other components

Urgent need to increase resource efficiency by extending
product life through repair, reuse, remanufacture

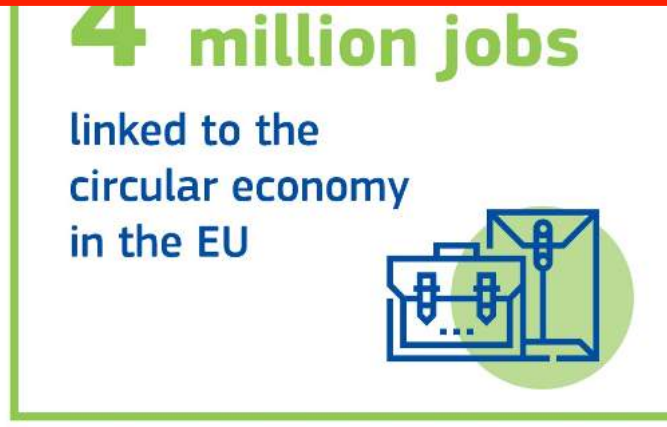
Increase recycling at end of life





Priority ... product groups in the context of value chains, such as

UK Government Circular Economy Package EU / UK Guidelines changing to legislation



2012 – 2018
5% increase in CE linked jobs

Design for Circularity / Eco-design is not an option

Regulation (EU) 2024/1781 of the European Parliament and of the Council of 13 June 2024 establishing a framework for the setting of **ecodesign requirements for sustainable products**, amending Directive (EU) 2020/1828 and Regulation (EU) 2023/1542 and repealing Directive 2009/125/EC

Designs must

- use less energy
- last longer
- can be easily repaired
- parts can be easily disassembled and put to further use
- contain fewer substances of concern
- can be easily recycled
- contain more recycled content
- have a lower carbon and environmental footprint over its lifecycle

Also consider

- WEEE regulations
- producer responsibility regulations
- Scope 1, 2 and 3 carbon emissions
- EPDs
- On going research BBSA – glazing data, + shading / U-tot values

Simple start - Circular Economy for SMEs - participatory research – focus on reuse of textiles

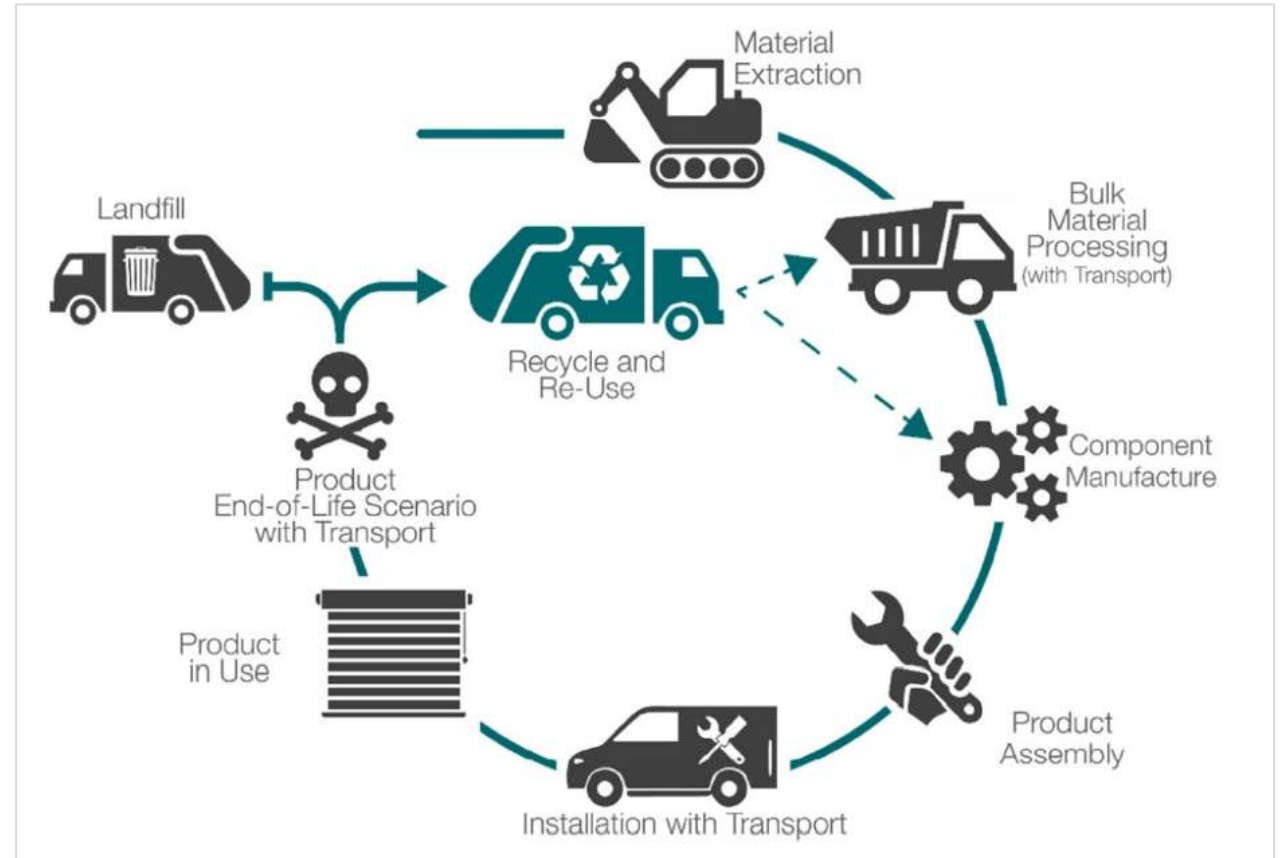


Ella Doran   YODOMO



Conclusion and recommendations

- Potential for circularity exists
- Urgent need to consider **design**
- Assess and compare impacts and benefits of different materials – operational benefits + embodied impacts
 - textiles – natural vs synthetic
 - mono-materials vs composites & laminates
- Can changes increase recycling?
- Design for disassembly as well as assembly
- Increase component reuse and remanufacture
- Increase recycling of textiles, slats etc, manual mechanisms
- Assess user behaviour – drivers for change
- Strategies to increase take-back – manufacturer responsibility – legislation?



Thank you for listening
Any questions?

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