

JESPER JERLANG



Standardization on design for circularity

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JESPER JERLANG

Sustainability manager in Aasted



Aasted manufactures equipment for the chocolate industry



Member of:
S-611 Miljø og cirkulær økonomi
S-1000/U05 Cirkulær økonomi

Convenor of:
IEC/TC 111/WG 20 Design for circularity



Paving the way to a low-carbon circular economy



Raw materials

A key element in a circular economy is to minimize the usage of virgin raw materials. Product design focusing on more lightweight constructions reduces the material consumption. A key circularity initiative will be to source materials with smaller environmental footprint and higher degree of recycled content

End of life

Most of our machines can be easily dismantled allowing materials to be recycled. A sizable proportion of our machines are made of pure metals, which are both easy and economically profitable to recycle. By providing recycling instructions, we may increase actual recycling, and product design must focus on removing barriers to recycling such as surface treatment, adhesives and additives

Extended service life

We offer extended services to support a longer lifetime such as repair and spare parts, upgrades and remanufacture. We are currently exploring how new product-service business models can improve sustainability and useful lifetime

Parts manufacturing

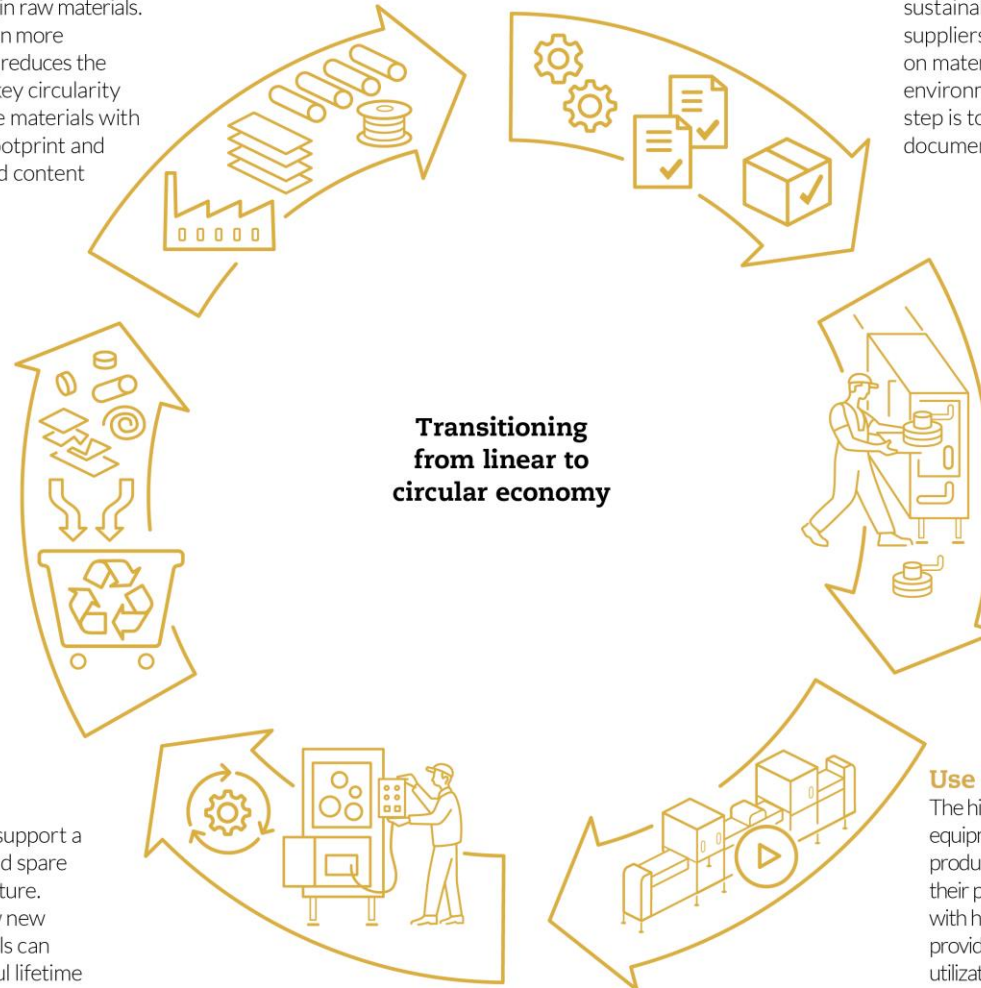
We select suppliers based on sustainability ratings and work with suppliers to support their progress on material efficiency and reduced environmental impact. An important next step is to improve the traceability and documentation of used resources

Assembly at Aasted

We already work with waste management to retain the value of all recyclable waste materials. Further efforts will be made to reduce the waste and improve the sorting for recycling

Use of sold products

The high quality of our machines and equipment generally helps customers limit their production waste, as our machines allow that their products are produced uniformly and with high weight accuracy. The high quality also provides for a long lifetime and high degree of utilization. Product development with focus on flexible use may further increase utilization



Each of the life cycle phases are affected by the design

More than 80% of a products' environmental impact is determined in the design phase

Standardization on design for circularity



IEC/TC 111 Environmental standardization for electrical and electronic products and systems
WG 20 Design for circularity considerations



CEN/CENELEC JTC10 Material efficiency aspects for Ecodesign
WG 8 Design for circularity



IEC TS 63428 - Guidance on material circularity considerations in environmentally conscious design



This TS will build on IEC 62430 Environmentally conscious design

Out for CD enquiry until 14 July. Expects formal vote end of 2023 and publication early 2024

The document describes principles and provides guidance on how to embed material circularity aspects into the design and development of products

Content:

- Terms and definitions
- Principles of material circularity
- Guidance for integrating material circularity aspects during design and development
- Trade-offs between different ecodesign measures

TS 63428 – Material circularity principles

3 guiding principles:

Narrowing resource flows: aimed at using fewer materials or other resources per product

Slowing resource flows: through the design of long-life goods and product-life extension

Closing resource loops: through the use of recycled, reused, and renewable content,



Figure 2 – The material efficiency hierarchy

TS 63428 – Guidance for the products' life phases



Value proposition creation – how to include circularity in value propositions

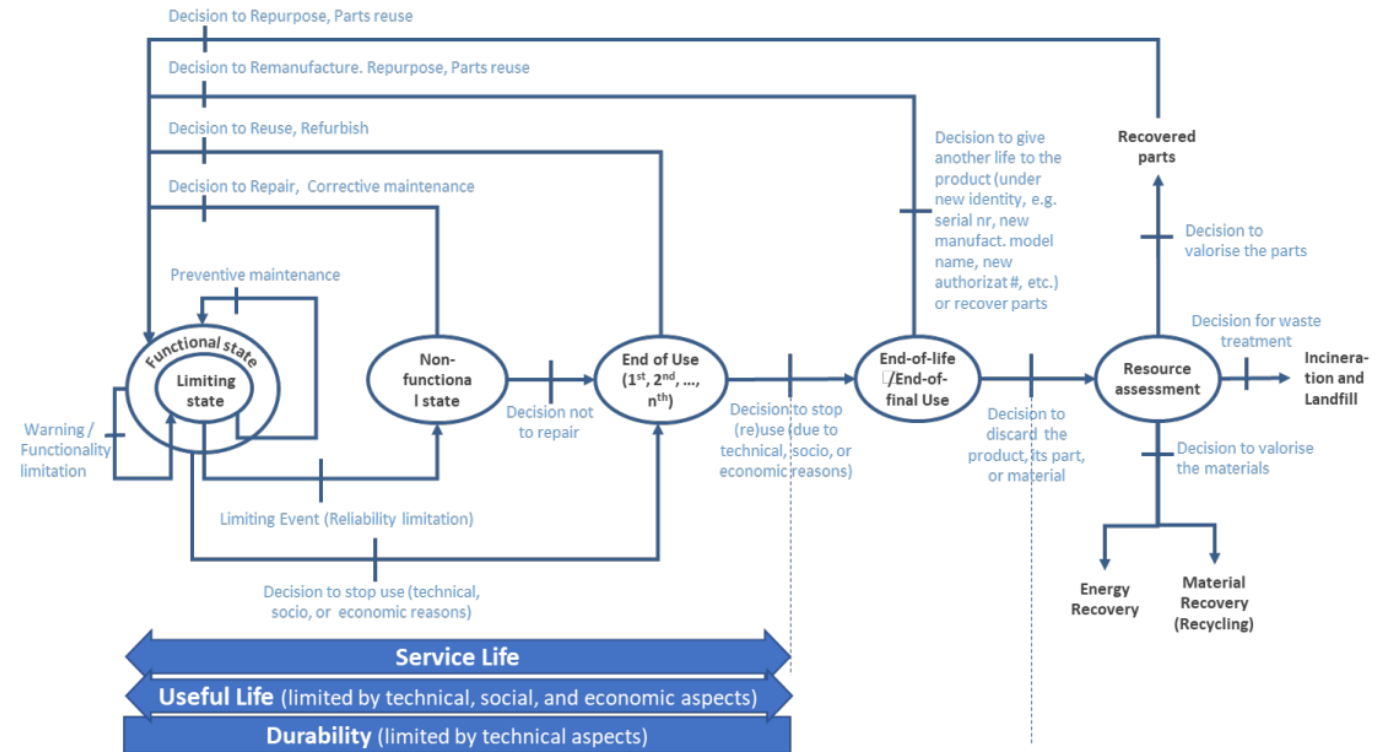
Material selection – how to support narrowing, slowing or closing the loops

Manufacture – how to avoid waste

Distribution and installation – how to avoid early ageing

Use (maintenance, repair, upgrade, reuse and refurbishing) – how to support durability

End-of-Life (remanufacture, repurpose, recovery and disposal) – how to support closing the loops



EN 45560: Method to achieve circular designs of products



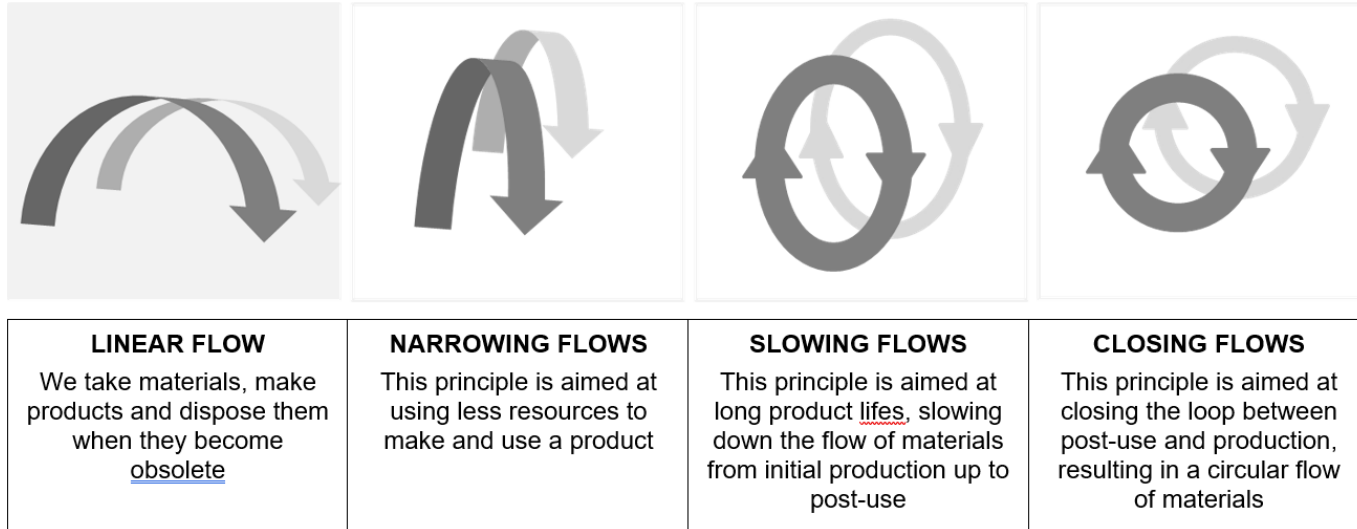
The document will be out for enquiry from July. Expected to come to voting Q2 2024 and publication end 2024

Scope:

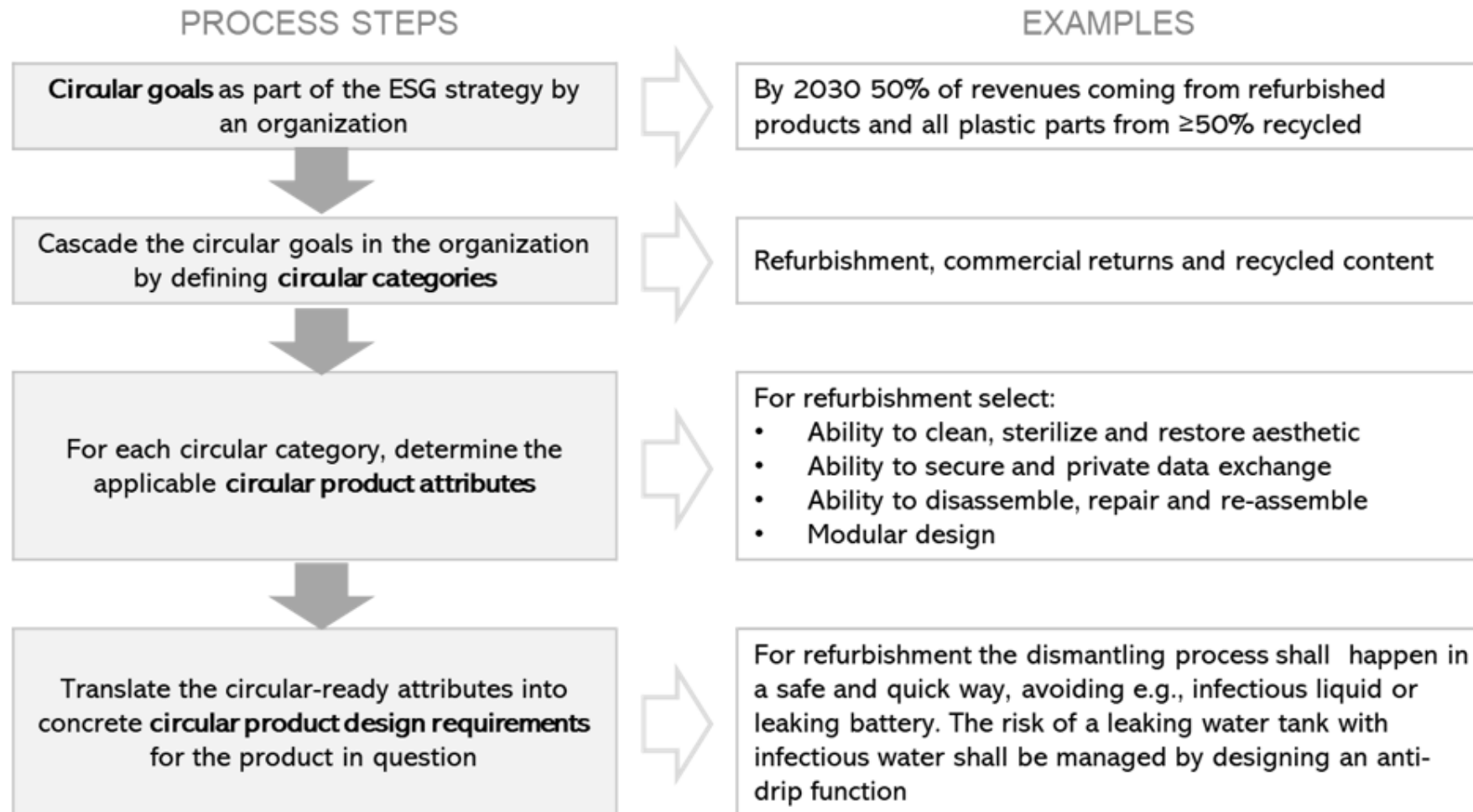
This document proposes **a method to define circular products design rules**. It details principles, requirements and guidance associated with the proposed method. This document:

- specifies requirements and guidance for integrating circularity into the design and development process of products by an organization.
- supports organizations to develop product design rules to fulfil their chosen circular categories (e.g., the circular business models chosen by the organization or the legislation requirements).

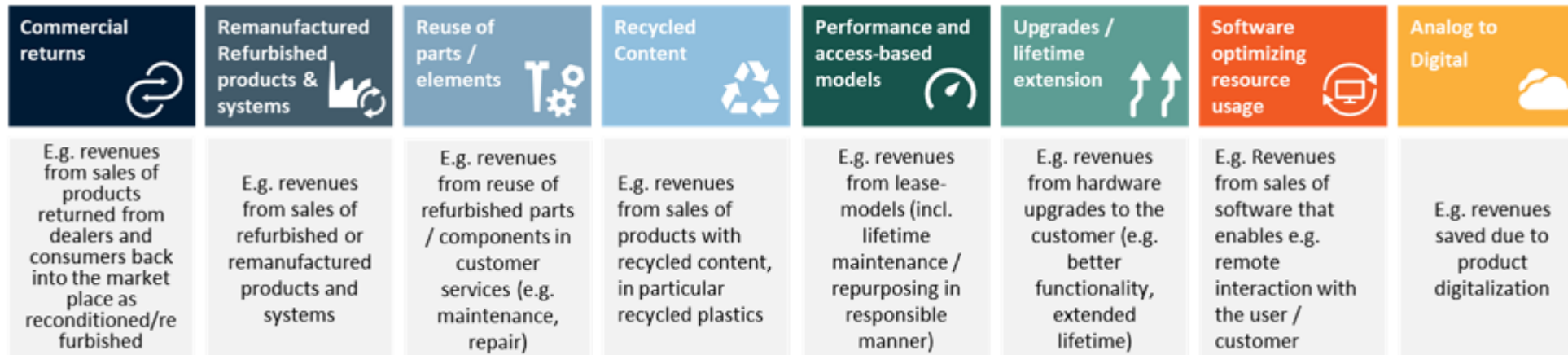
EN 45560 - Principles



The circular product design process for implementation



Circular categories as the entry



Circular categories can be either:

- A circular design strategy
- A circular business model
- An area of action

Assessing product circularity through circular product attributes

User safety or security

identifying, analyzing and preventing errors that lead to adverse events

1. Ability to clean, sterilize and restore aesthetic state
2. Ability to guarantee digital security
3. Ability to operate safely when given longer lifetimes

Functional Performance

refers to the capacity of the material to fulfil its requirements in the specific device application

4. Ability to assess and track performance
5. Ability to disassemble and reassemble
6. Ability of users to accept used products

Obsolescence / Lifetime

refers to the time and state in which a piece of technology or product ceases to be useful, productive, or compatible

7. Forward and backward compatibility and use of standardized parts
8. Modular design
9. Product durability and reliability (including parts, components, and materials)
10. Potential for adaptability and flexibility
11. Potential for product attachment and emotional durability by users

Material Stewardship

embodies the range of activities required for optimal and appropriate use of minerals, metals and other (natural) resources in society

12. Use of non-toxic and sustainable materials
13. Potential for materials to be separated and recycled
14. Potential for material minimization
15. Potential for digitalization

Supporting questions to determine circular product requirements

Circular product attributes	Design questions	Description, guidance, examples	Circular product design requirements
1. Ability to clean, sterilize and restore aesthetic state	1.1. Will the end user be confident that the product has a high quality of hygiene?	A product expressing a high quality of hygiene is essential to a sharing <u>model</u> It is also important to ensure the end-user of the product's cleanliness. E.g., the packaging states 'This product has been controlled to have the same hygiene standard of a new product'	Product-specific or product-group requirements shall be <u>applied</u>
	1.2. Will the product withstand many cycles of cleaning and sterilization?	Product looks and functions expressing a high quality is essential to achieve end user acceptance. 'Age with grace' is necessary	Product-specific or product-group requirements shall be applied
	1.3. Will the dismantler be protected from contagious or hazardous content?	It is important that the dismantling process happens in a safe and quick way, avoiding e.g., infectious liquid or leaking battery. E.g., A leaking water tank with infectious water could be designed with an anti-drip function	Product-specific or product-group requirements shall be applied
	1.4. Will the dismantler be able to disinfect the product with standard tools and methods	Using standard tools reduces throughput time for service. E.g., disinfection liquid + cloth, autoclave	Product-specific or product-group requirements shall be applied
	1.5. Is the product designed so it maximizes cleaning efficiency?	Smooth surfaces with no/few gaps or ridges accumulate less dirt. E.g., design all buttons as foil buttons	Product-specific or product-group requirements shall be applied
	1.6. Is a long life ensured by 'age with <u>grace</u> materials? Also, after some physical damage?	It is necessary to include in the design aesthetics that product looks good after use, also considering potential damages. E.g., scratches on a leather backpack	Product-specific or product-group requirements shall be applied

A circular product design matrix

CIRCULAR PRODUCT ATTRIBUTES	CIRCULAR CATEGORIES													
	Use less Narrow the material flows					Facilitate reuse Slow down the material flows						Use again Close the material flows		
	Physical to Virtual	Multiple functions	Lease & Share	Use less materials	Longer Life	SW update	HW maintenance	HW or SW Upgrade	Repair	Refurbish	Reuse	Remanufacture	Parts recovery	Recycling & recycled content
1. Ability to clean, sterilize and restore aesthetic state			High		High		Some	Some			Some	High	Some	
2. Ability to guarantee digital security	High		High							High	High	High	High	
3. Ability to operate safely when given longer lifetimes			High					Some		High	High	High	High	Some
4. Ability to assess and track performance			Some			High	High	High	High	High	High	High	High	
5. Ability to disassemble and reassemble					High	Some	High	High				High	High	
6. Ability of users to accept used products			High							High	High	High	Some	Some
7. Forward and backward compatibility and use standardized parts	High		Some		High		High	High	High			High	High	
8. Modular design		Some	Some				Some					High	High	
9. Parts durability and reliability		Some	High		High					High	High	High	High	
10. Potential for adaptability and flexibility		Some	High			High		High		Some	High	Some		
11. Potential for product attachment and emotional durability by users					High	Some	Some	Some						
12. Use of sustainable materials				High										High
13. Ability for materials to be separated and recycled														High
14. Potential for material minimization				High										
15. Potential for digitalization	High	High	Some			Some	Some							

High relevance

Some relevance

Minor to no relevance