

Closing remarks: Enacting change in practice

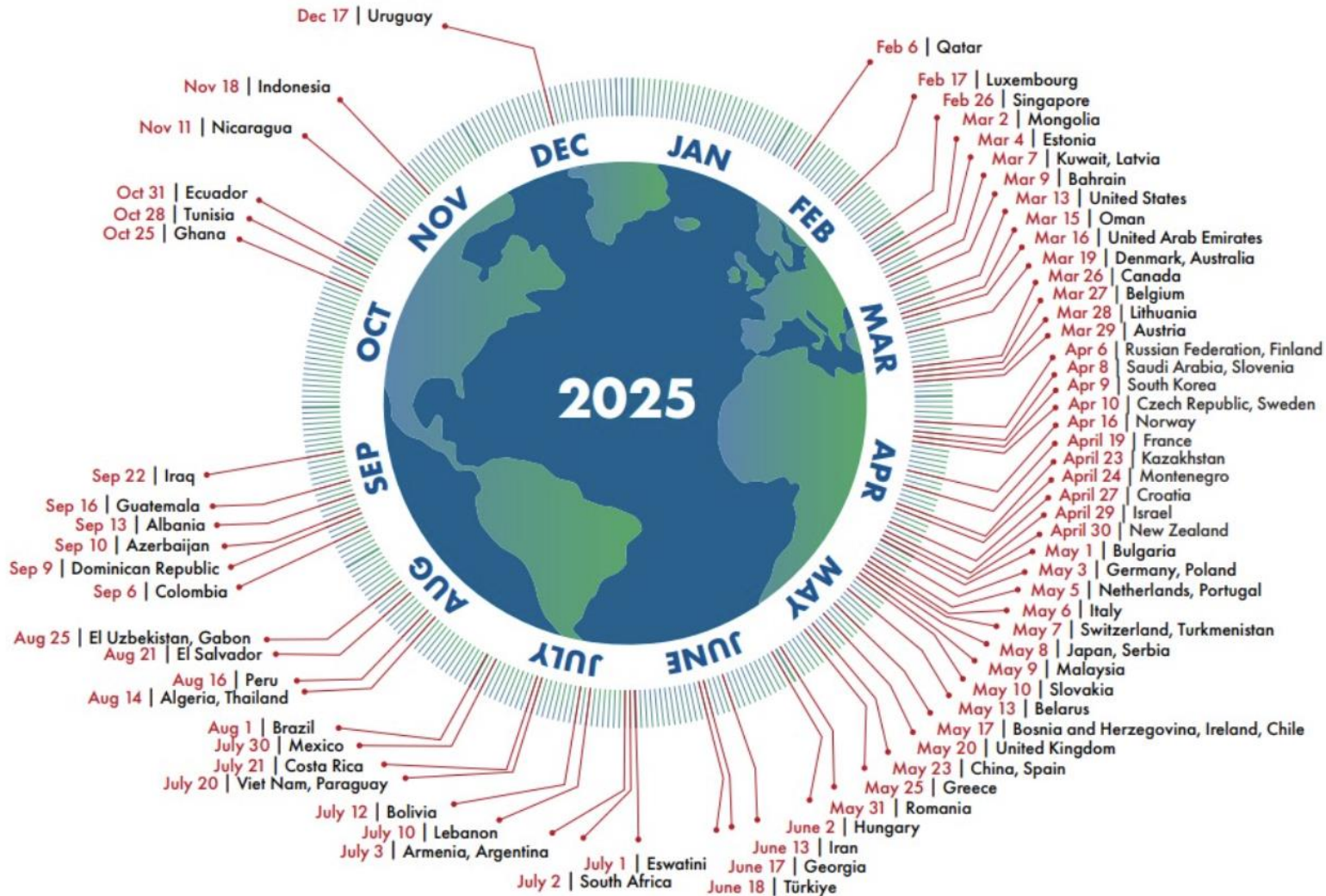
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Country Overshoot Days

Country Overshoot Days in 2025



Examples

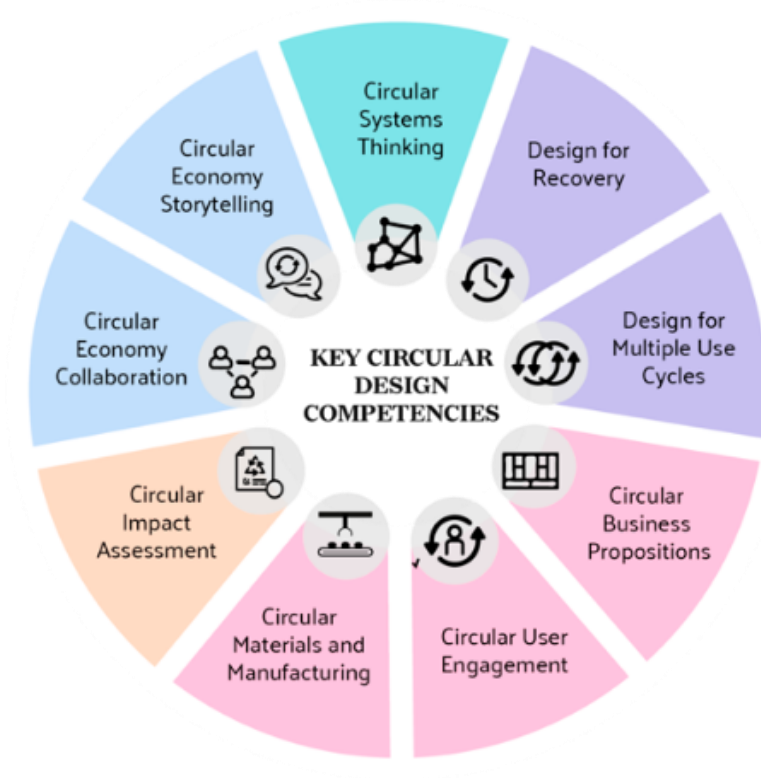
USA	– March 13
Denmark	– March 19
Belgium	– March 27
Sweden	– April 10
Norway	– April 16
Germany	– May 3
Italy	– May 6
UK	– May 20
Argentina	– July 3
Ghana	– October 25
Uruguay	– December 17

(<https://overshoot.footprintnetwork.org/newsroom/country-overshoot-days/>)

Sustain-ability

”the ability to constant learn, work on and improve that which is vital to, and for the ”being og being”” (Fry, 2020, p.7)

The Circular Design Competency Wheel



The ability to...

Circular Systems Thinking

Adopt an approach to design that regards the circular economy as a complex system, taking into account that circular design interventions will have systemic effects

Design for Recovery

Develop product service-systems that allow for products, components and materials to be recovered and looped back into a circular economy

Design for Multiple Use Cycles

Create product service-systems that are designed to have more than one use cycle while retaining value in a circular economy

Circular Business Propositions

Develop circular business propositions that aim at fully closing product and material loops and thereby keeping resources in use for as long as possible

Circular User Engagement

Engage users in all aspects of the circular economy, for instance by enabling users to share and care for (shared or owned) products and stimulate them loop back products at the end of a use cycle

Circular Materials and Manufacturing

The ability to select and use materials and manufacturing methods for a product to minimize the impact (environment, health, social), while taking into account the full lifecycle of the product and its recovery

Circular Impact Assessment

Measure the environmental, economic and social impact of circular design interventions throughout the full product-service life cycle

Circular Economy Collaboration

Facilitate and engage collaborations across value networks in order to create circular product service-systems as well as stimulate the transition towards a circular economy

Circular Economy Storytelling

Create engaging visions and narratives of the circular economy in order to make it a shared idea for which support can be garnered amongst various stakeholders

(Sumter et al. 2021)



*Attitudes,
motivation
and
intentions*



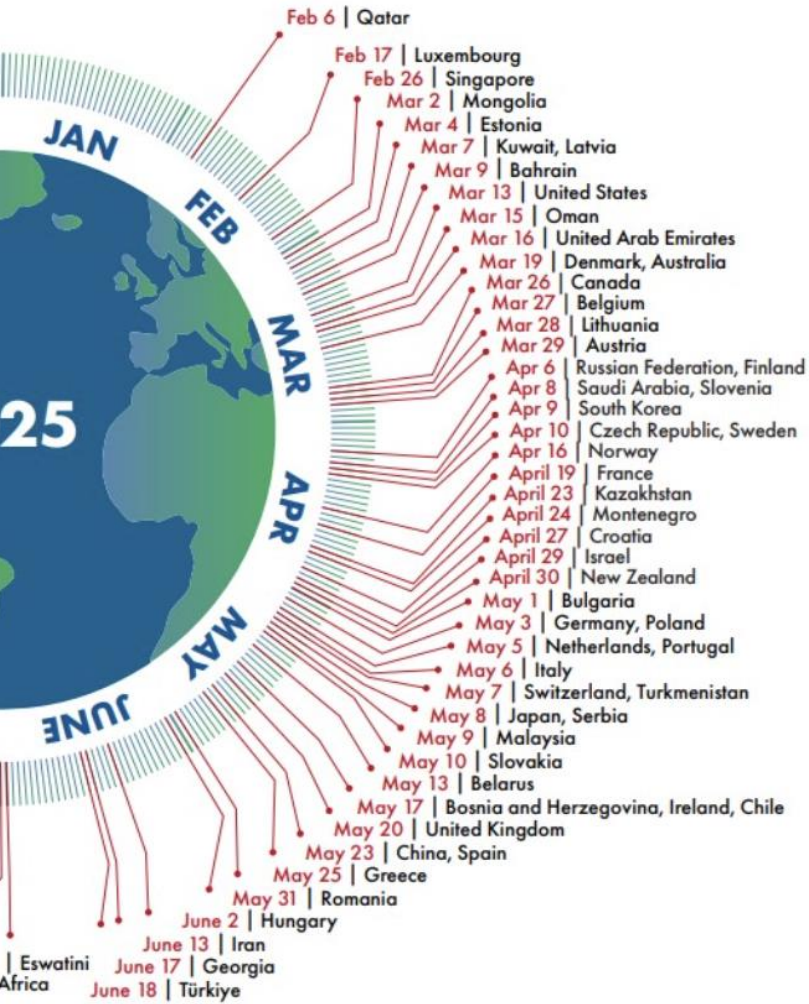
*Educating
designers to a
complex and
unstable world*





*Outcomes beyond the
individual research
project*

Action needed now



- by being sustain-able about what and how to design
- by being mindful about material use and closing loops
- by reducing consumption and preventing waste
- by designing for care and maintenance

Thank you for listening!

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