



Cirkulär ekonomi - vision och verklighet

Initiativ inom EU för att öka resurseffektivitet, minska importberoende av råvaror samt att minska mängden avfall.



Call: H2020-WASTE-2015-two-stage

3 topics are opened in this call:

- Eco-Innovative solutions
- Eco-innovative strategies
- Ensuring sustainable use of agricultural waste, co-products and by-products

H2020-WASTE-2015-two-stage: Eco-innovative **solutions**

Scope:

Demonstration, at an appropriate pilot scale, and market replication, of integrated eco-innovative cost- and energy-efficient technologies, processes and/or services for waste prevention, treatment, enhanced collection, recycling and recovery of high-grade valuable materials from waste.

Approaches should integrate technological and non-technological solutions, including, where appropriate, the use of economic instruments, such as incentives for more sustainable production and consumption patterns, and awareness raising initiatives.

Proposals should include the participation of industry, including SMEs as far as possible.

H2020-WASTE-2015-two-stage: Eco-innovative **solutions**

Expected impact:

- Significant improvement in cost, material and, where appropriate, energy recovery efficiency in waste recycling and prevention in the short term. Identification of potential markets for the proposed waste collection strategies, treatment technologies and recycled products, as well as potential for replicability of solutions, based on a return-on-investment study on the short term.
- Creation, in the short/medium term, of green jobs and/or new SMEs due to effective market uptake of innovative technologies, processes and services, ensuring equality of access to women and men, and social inclusion.
- Contribution to development of standards, validated by key industrial players, and identifying best available and emerging techniques under the Industrial Emissions Directive.

H2020-WASTE-2015-two-stage: Eco-innovative **strategies**

Scope:

Development of innovative and sustainable strategies for waste prevention and management in urban and peri-urban areas.

Proposals should highlight how urban patterns, drivers, consumer behaviour, lifestyles, culture, architecture and socio-economic issues can influence the metabolism of cities.

Proposals should highlight the possible benefits to be derived from ecosystems services and green infrastructure, and their gender sensitive application.

H2020-WASTE-2015-two-stage: Eco-innovative **strategies**

Expected impact:

- Demonstrable improvement in the short/medium term in the participatory and science-based decision-making and planning for waste management, risk prevention and land-use as an integral part of urban development. Collectively-built, gender-sensitive solutions to promote eco-innovative urban management and re-naturing cities, measurable by qualitative and quantitative indicators.
- Significant increased competitiveness of soil-ecology-construction-waste treatment-related industries. In the long term, enhanced environmental resilience in urban areas and quality of life both in Europe and internationally..

H2020-WASTE-2015-two-stage: General expected impact

- Significant measurable improvements in the state of the art in waste management in urban and peri-urban areas, and in the operationalization of the urban metabolism approach for sustainable urban development and reduction of negative environmental impacts (e.g. health) in cities.
- Contribution, over the long term, to the establishment of European research and innovation leadership in urban waste management and prevention.

Towards a circular economy: A zero waste programme for Europe

Turning Europe into a more circular economy means:

- boosting recycling and preventing the loss of valuable materials;
- creating jobs and economic growth;
- showing how new business models, eco-design and industrial symbiosis can move us towards zero-waste;
- reducing greenhouse emissions and environmental impacts.

The legislative proposal aims to:

- Increase recycling/re-use of municipal waste to 70% in 2030;
- Increase packaging waste recycling/re-use to 80% in 2030
- Phase out landfilling by 2025 for recyclable waste in non hazardous waste landfills
- Reduce food waste generation by 30% by 2025;
- Ensure full traceability of hazardous waste;
- Increase the cost-effectiveness of Extended Producer Responsibility schemes by defining minimum conditions;



Design for a circular economy

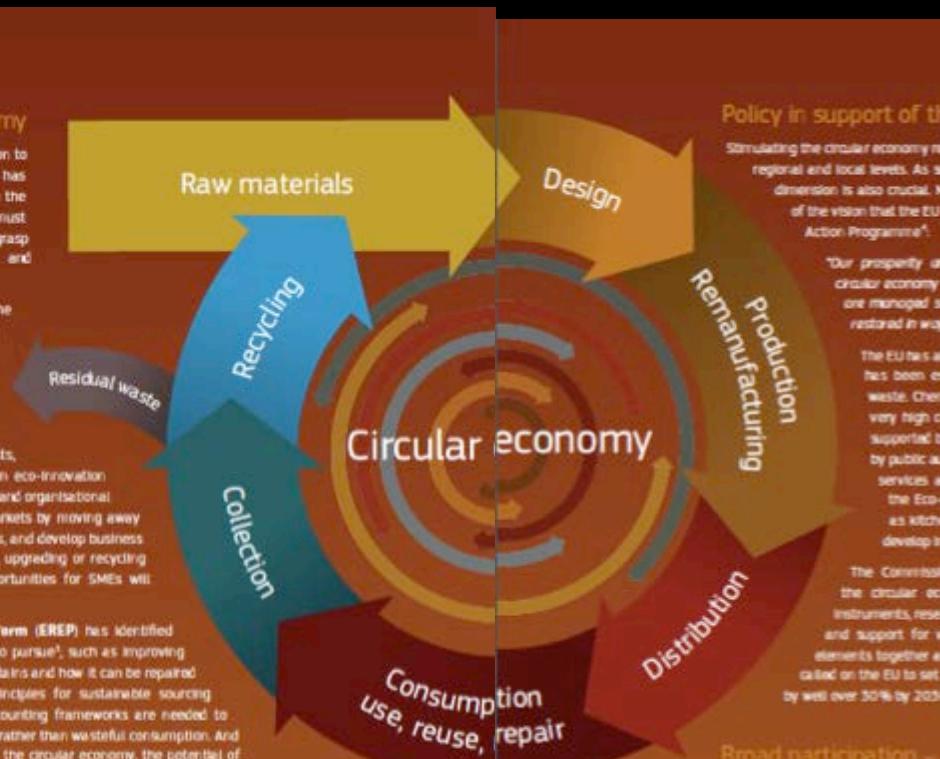
Business is in the driver's seat in the transition to a circular economy. Short product lifetimes has been a key approach for many companies in the past, promoting frequent upgrades and 'must have' latest technologies. Now, business can grasp opportunities to extend product lifetimes and create competitive products that will last.

Design for circularity is the starting point in the development of any new product or service in the circular economy. Cars, computers, household appliances, packaging and many other products can be designed with durability, reuse, repair, remanufacturing and recycling in mind. Greater cooperation within and across supply chains can cut costs, waste and environmental harm. Advances in eco-innovation provide new products, processes, technologies and organisational structure. Some companies will find new markets by moving away from selling products towards selling services, and develop business models based on leasing, sharing, repairing, upgrading or recycling individual components. Many business opportunities for SMEs will emerge from this new approach.

The European Resource Efficiency Platform (EREP) has identified a number of promising areas for business to pursue¹, such as improving information on what resources a product contains and how it can be repaired or recycled; new business models; and principles for sustainable sourcing standards. Moreover, new financial and accounting frameworks are needed to encourage resource efficiency and circularity rather than wasteful consumption. And to help institutional investors invest more in the circular economy, the potential of the bond market should be explored, including for small projects and SMEs.

Sustainable consumer choices

Making sustainable choices should become easier – more accessible, attractive and affordable – for all consumers. Their decisions are affected by a range of factors, including the behaviour of other people, the way they receive information or advice, or the immediate costs and benefits of their choices. People's behaviour can also be influenced by changes at their workplace or in the infrastructure around them, such as facilitating cycling over car use, and by marketing sustainable lifestyles. Such factors can help make a critical transition in thinking – from 'consumer' to 'user' or from 'owner' to 'sharer', and create more demand for services linked to renting, sharing, swapping, repairing and remanufacturing products.



Policy in support of the transition

Stimulating the circular economy requires extensive policy support at European, national, regional and local levels. As supply chains spread globally, the international policy dimension is also crucial. Moving to a circular economy is an essential element of the vision that the EU and its Member States defined in the 7th Environment Action Programme².

"Our prosperity and healthy environment stem from an innovative circular economy where nothing is wasted and where natural resources are managed sustainably, and biodiversity is protected, valued and restored in ways that enhance our society's resilience."

The EU has already taken steps in that direction. A waste hierarchy has been established, giving priority to reducing and recycling waste. Chemicals policy aims at phasing out toxic substances of very high concern. Projects related to the circular economy are supported by European funds. Green Public Procurement Initiatives by public authorities stimulate demand for greener products and services and encourage similar choices by business. Likewise, the Eco-design Directive for energy-related products – such as kitchen equipment and double glazing – helps companies develop innovative products with lower environmental impacts.

The Commission will work towards an enabling framework for the circular economy, which combines regulation, market-based instruments, research and innovation, incentives, information exchange, and support for voluntary approaches in key areas. To bring these elements together and link them to the resource efficiency agenda, EREP called on the EU to set a target securing an increase in resource productivity by well over 30% by 2050.

Broad participation – from niche to mainstream

The rapid uptake of the opportunities – and dealing with the challenges – of the circular economy depends on broad support from society. Involving NGOs, business and consumer organisations, trade unions, academia, research institutions and other stakeholders is essential at all levels of governance. They can act as enablers, leaders and multipliers in the shift to a circular economy. Action is also needed to communicate the ideas and benefits of the circular economy to people in their everyday lives – at the workplace, in schools and among local communities. Social networks and media powered by ICT can mobilise numerous consumers around new circular products and services.

Linear economy

Raw materials

Production

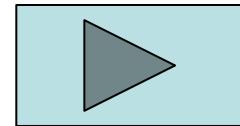
Distribution

Consumption

Waste

Achieving the new waste targets would create 180 000 new jobs, while making Europe more competitive and reducing demand for costly scarce resources.

Re-thinking Progress: The Circular Economy



GAME
Vilaytnormat nätverk för hållbar utveckling

EU-bevakning
Nätverk
Samarbete och utvecklingsråd

A short update on EU 2020 developments
[Göteborg 2012 \(pdf\)](#)
Includes the following topics (Read as PDF):

- Reducing car battery**
Volvo Car Group and Imperial College London have been working for over a half year on an innovative solution in energy storage, not only eliminating the need for a dedicated battery but also saving weight by up to 45 %. Together they have developed a revolutionary concept for lightweight structural energy storage components that could improve the energy usage of future electrified vehicles.
[Läs mer >](#)
- Measuring your lifestyle**
The PRECIZE project seeks to promote energy savings and awareness among households situated on some of Europe's most beautiful, and remote, islands. The Icelandic Energy Agency developed several web-based calculators that can help consumers make more energy efficient decisions related to their home, car and transport.
[Läs mer >](#)
- A plan to make cities smarter**
Leaders of European cities have together with industry and research community representatives decided on the Smart Cities and Communities Partnership. The Partnership Plan sets out a broad range of new actions and approaches to encourage cities to become smarter, focusing on building improvements, and the integration of information technologies into the transport and energy infrastructures, while relying on fast and secure networks that ensure high-quality connectivity.
[Läs mer >](#)
- Opportunities for a circular economy**
This report analyses the opportunities and obstacles that will present themselves as the Netherlands moves towards a more circular economy. It proposes a number of actions that can be taken, particularly by the government, to accelerate this process.
[Läs mer >](#)

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Vill du veta mer om GAME eller har idéer till seminarier, projektmeddelanden, m.m.
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Extra

Nätverket GAMEs mål är att bidra till hållbar utveckling i Västsverige genom att stödja EU finansierade demonstrationsprojekt med Västsvensk anknytning:

- Bidra med neutrala arenor för initiala diskussioner.
- Delta som resurser i initiativ och projekt med Västsvensk anknytning som bidrar till EUs 2020 mål.
- Presentera omväärldsbevakningar och utredningarna till stöd för medlemmarnas initiativ.
- Medverka till informations- och kunskapspridning.



Västra Götaland tar täten i energi och klimatstrategin

Tematiskt fokus 2015 – 2016



Med vårt pågående utredningsarbetet kring EU 2020 målen som vi brutit ned de senaste två åren med fokus på energieffektivitet och bioekonomi i Västsverige har vi lagt grunden för en tredje del om minskade klimatutsläpp.

Vi kommer att genomföra utredningsarbetet under våren i likhet med de processer vi genomfört tidigare år men kommer också att knyta samman de tre olika delarna till en syntesrapport om Västsveriges utveckling för att bidra till de Europeiska målsättningarna.

Under 2014 satsar Nätverket GAME på att skapa erfarenhetsutbyte mellan fem olika branscher kring hur man planerar att minska sina klimatutsläpp till 2020 och sammanställa en syntesrapport av GAMEs tidigare utredningar om Västsverige och EUs 2020-mål.