

# Kiertotalouden uudet vaatimukset suunnittelulle



# Kiertotalouteen suunnittelussa on haasteita!

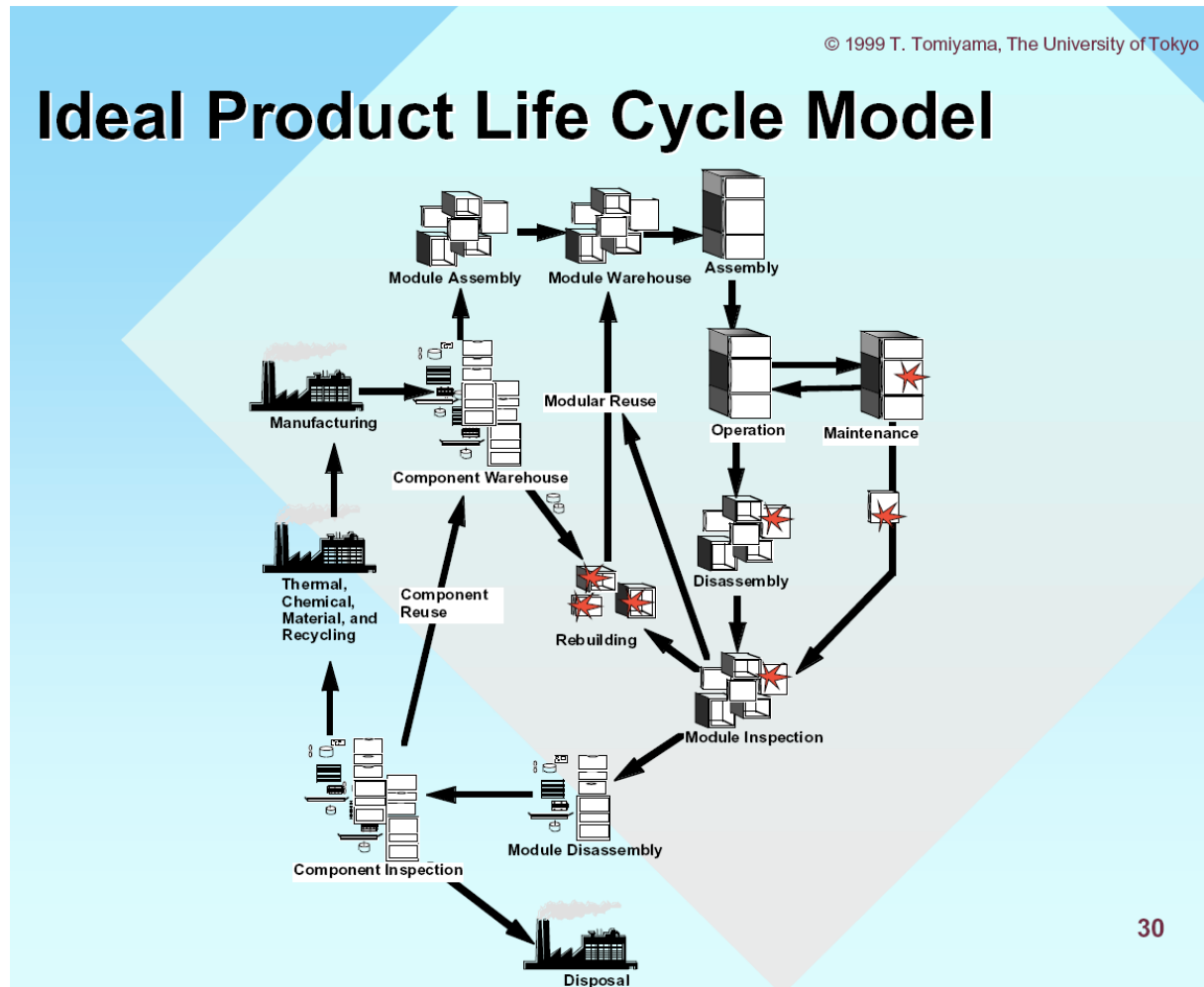
- Koneita, laitteita ja tavaroita massatuottavan teollisuuden liiketoiminnan painopiste on uusien laitteiden myynnissä
- Useita vuosikymmeniä suunnittelutyön tavoitteina ovat usein olleet
  - Tuotteen valmistuskustannusten laskeminen
  - Huollon tarpeen minimoiminen
  - Korjausten tekeminen vaihtamalla selkeitä kokonaisuuksia
  - Ostajien kiinnostuksen ylläpitäminen uutuuksia esittelemällä
  - Tarkoituksellinen vanhenevien ominaisuuksien sisällyttäminen tuotteisiin

..näin kehitetty tuote ei tue kiertotaloutta, kuin ehkä materiaalin kierrätyksen osalta.

- Sinänsä hyvillä tavoitteille on **negatiivinen puolensa**
  - Tuotteen valmistuskustannusten laskeminen **lyhentää yleensä tuotteen käyttöikä, eikä mahdollista elinkaaren aikaisten kokonaiskustannusten optimointia**
  - Huollon tarpeen minimoiminen **johtaa usein ratkaisuihin, joilla on suunniteltu käyttöikä, jonka jälkeen niitä on vaikeaa tai mahdotonta korjata**
  - Korjausten tekeminen vaihtamalla selkeitä kokonaisuuksia **johtaa esimerkiksi tuhansien eurojen kokonaisuuden vaihtotarpeeseen 4 senttiä maksavan jousen katketessa**
  - Ostajien kiinnostuksen ylläpitäminen uutuuksia esittelemällä ja tarkoituksellinen vanhenevien ominaisuuksien sisällyttäminen tuotteisiin **lyhentävät tuotteen kelpoisaikaa**

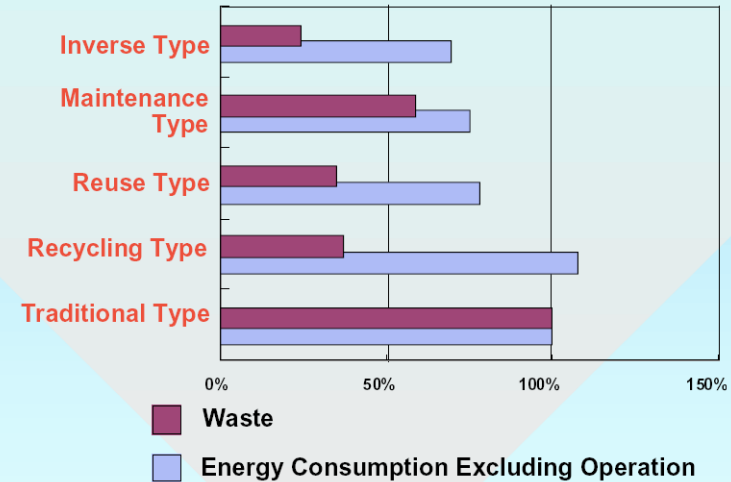
# Kestokulutushyödykkeissä on tutkimus osittanut jo vuosia sitten kiertotalouden potentiaalin

Esimerkiksi Tokion yliopistossa 90-luvun loppuvuosina tehty tutkimus osoitti, että pakastimen osien kierrättäminen moduuleina ja komponentteina vähentää ympäristörasitusta ja lisää liiketoimintatulosta verrattuna materiaalien kierrätykseen.



# Optimized Results (Environmental Impacts)

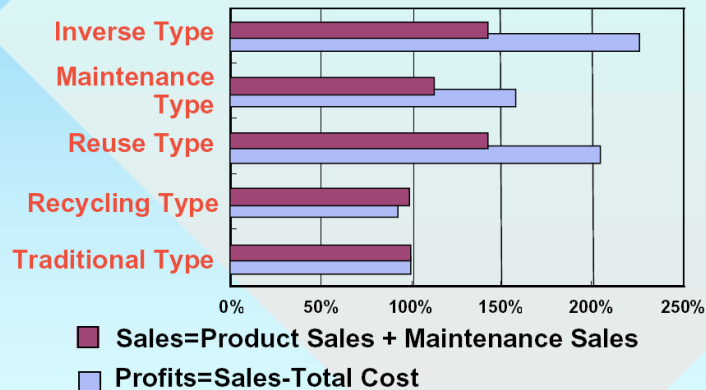
Collection Rate : 90%  
Recycle Rate : 40%  
Life Time of Product : 6year  
Maintenance Preference: 0.66



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# Optimized Results (Economic Factors)

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# Mutta uusi liiketoimintamalli ei yleistynyt...

- Kiertotalous vaatii toimiakseen infrastruktuurin, joka vaatii paikallista läsnäoloa myös kansainvälisiltä toimittajilta
- Kiertotaloudesta ovat kiinnostuneita sellaiset asiakkaat, jotka ymmärtävät ostamansa hyödykkeen elinkaarenaikaisen kustannuksen ja joilla se on tärkeää
- Lyhyellä aikavälillä nopeassa liiketoiminnassa halvan kertakäyttötuotteen valmistaminen oli useimmille yrityksille paljon turvallisempi ratkaisu ja markkinavoittaja.

# Tilanne muuttuu, jos

- Erilaisten tuotteiden kokonaisvaltaiseen ympäristökuormittavuuteen kytketään merkittäviä taloudellisia maksuja..
- ..tai tapahtuu muita vastaavia muutoksia, jotka tekevät halvan mutta lyhytikäisen tuotteen ostamisesta nykytilannetta vähemmän houkuttelevaa.
- KUN tämä muutos tapahtuu, ollaan suunnittelumaailmassa valmiina:

# Esimerkki kiertotalouden suunnittelun ohjeistuksesta

- Tämä on Delftin yliopistosta Hollannista.



PLATE conference - Nottingham Trent University, 17/19 June 2015

van den Berg M.R. and Bakker C.A.

A product design framework for a circular economy

## A product design framework for a circular economy

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**Keywords:** circular economy; circular product design; design guidelines; product life extension.

**Abstract:** The paper provides a circular economy framework from a product design perspective with tools to aid product designers in applying circular product design in practice. Design research for circular economy has so far mainly been limited to referring to existing fields of research such as design for disassembly, remanufacturing and recycling. The implications of combining these fields in the context of circular economy from a product design perspective however have remained largely unexplored. Furthermore, available aids for product designers are limited. A critical review of current 'circular economy' terminology led to the (re)definition the five most design-relevant topics: future proof design, and design for disassembly, maintenance, remake and recycling. With this an adapted circular economy model was proposed. Next, several tools were developed to aid a designer with the application of circular product design. The tools were tested and validated with Philips designers and engineers. A Philips case study was used in the development and application of the tools.

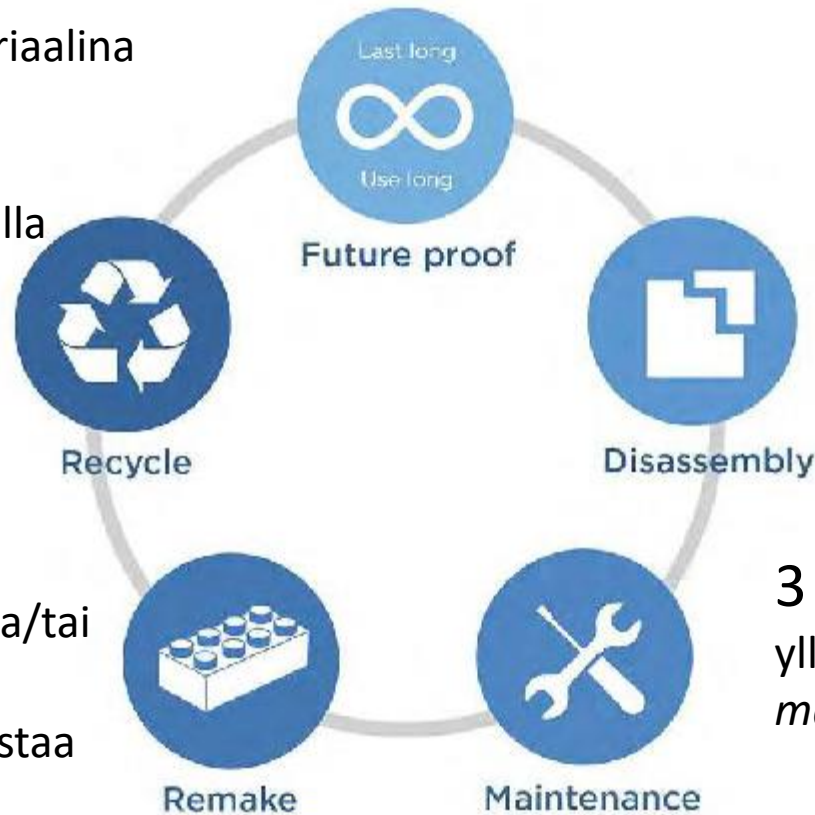


# Viisi avainasiaa

1 Tuotteen pitkä käyttökelvopuusaika tulee varmistaa eri keinoin.

5 Uudelleenkäyttö materiaalina tulee kyseeseen vasta viimeisenä vaihtoehtona, kun kierrätys korkeammalla jalostusasteella ei ole mielekäästä.

2 Kokoonpantavuuden lisäksi tulee kiinnittää huomiota tuotteen purettavuuteen.



3 Tuotteen elinkaarenaikainen ylläpito tulee suunnitella ja *mahdollistaa!*

4 Tuotteen uudistaminen ja/tai tuotteen moduulien uusiokäyttö tulee mahdollistaa



## Circular Economy

Design systems and products to recover resources and value



Futureproof  
Last long, use long



Disassembly  
allow to service, remake and recycle



Maintenance  
Reuse of products



Remake  
Reuse of parts



Recycle  
Reuse of materials

only non-destructive

destructive & non-destructive

Last long

Use long

Connections

Product architecture

Maintenance

Lifetime prognostics

Modularity

Reliability assesment

(Reverse) Logistics

Materials

Electronics

Connections

Performance

Reliability

Durability

Roadmap fit

Upgradability

Adapatability

Timeless design

Anticipate legislation (e.g. toxicity, recyclability, disassembly time)

Quick and easy disconnect

Limit use and diversity of fasteners

Limit use and diversity tools

Simplify product architecture

Allow ease of acces to components

Clarity of disassembly sequence

Ease of cleaning

Ease of repair / upgrade

Allow onsite repair and upgrade

Online monitoring for quality, testing, maintenance and billing

Use modular components

Standardize interfaces

Back- & Forwards compatability

Allow for easy read out of components

Product can easily be returned

Spare part harvesting

Local production

Avoid the use of (non-compliant) coatings

Limit the number of different materials

Only use materials that can be recycled

Use preferred/pure materials

Get PCB out in one piece

Easy/fast detection of materials

Use SMD components

Avoid fixed connections

Break down by (shredding/disassembly) to

Pieces of uniform composition

Pieces of relatively large size (>1cm)

# 1 Tuotteen pitkä käyttökelpoisuus aika

 <p><b>Circular Economy</b> Design systems and products to recover resources and value</p>	 <p><b>Futureproof</b> Last long, use long</p>	Last long	Performance Reliability Durability
		Use long	Roadmap fit Upgradability Adapatability Timeless design Anticipate legislation (e.g. toxicity, recyclability, disassembly time)
	 <p><b>Disassembly</b> allow to service, remake and recycle</p>	Connections	Quick and easy disconnect Limit use and diversity of fasteners Limit use and diversity tools
		Product architecture	Simplify product architecture Allow ease of acces to components Clarity of disassembly sequence
		Maintenance	Ease of cleaning Ease of repair / upgrade Allow onsite repair and upgrade
		Lifetime prognostics	Online monitoring for quality, testing, maintenance and billing
	 <p><b>Remake</b> Reuse of parts</p>	Modularity	Use modular components Standardize interfaces Back- & Forwards compatability
		Reliability assesment	Allow for easy read out of components
		(Reverse) Logistics	Product can easily be returned Spare part harvesting Local production
	 <p><b>Recycle</b> Reuse of materials</p>	Materials	Avoid the use of (non-compliant) coatings Limit the number of different materials Only use materials that can be recycled Use preferred/pure materials
Electronics		Get PCB out in one piece Easy/fast detection of materials Use SMD components	
Connections		Avoid fixed connections Break down by (shredding/disassembly) to Pieces of uniform composition Pieces of relatively large size (>1cm)	

- Suorituskyky
- Luotettavuus
- Kestävyys
- Sopivuus tulevaan ympäristöön
- Päivitettävyyys
- Sovitettavuus
- Ajaton muotoilu
- Lainsäädännön kehityksen huomiointi



# 2 Purettavuus

 <p><b>Circular Economy</b> Design systems and products to recover resources and value</p>	<p>only non-destructive</p>	 <p><b>Futureproof</b> Last long, use long</p>	<p>Last long</p> <ul style="list-style-type: none"> <li>Performance</li> <li>Reliability</li> <li>Durability</li> </ul> <p>Use long</p> <ul style="list-style-type: none"> <li>Roadmap fit</li> <li>Upgradability</li> <li>Adaptability</li> <li>Timeless design</li> <li>Anticipate legislation (e.g. toxicity, recyclability, disassembly time)</li> </ul>
		 <p><b>Disassembly</b> allow to service, remake and recycle</p>	<p>Connections</p> <ul style="list-style-type: none"> <li>Quick and easy disconnect</li> <li>Limit use and diversity of fasteners</li> <li>Limit use and diversity tools</li> </ul> <p>Product architecture</p> <ul style="list-style-type: none"> <li>Simplify product architecture</li> <li>Allow ease of access to components</li> <li>Clarity of disassembly sequence</li> </ul>
		 <p><b>Maintenance</b> Reuse of products</p>	<p>Maintenance</p> <ul style="list-style-type: none"> <li>Ease of cleaning</li> <li>Ease of repair / upgrade</li> <li>Allow onsite repair and upgrade</li> </ul> <p>Lifetime prognostics</p> <ul style="list-style-type: none"> <li>Online monitoring for quality, testing, maintenance and billing</li> </ul>
		 <p><b>Remake</b> Reuse of parts</p>	<p>Modularity</p> <ul style="list-style-type: none"> <li>Use modular components</li> <li>Standardize interfaces</li> <li>Back- &amp; Forwards compatibility</li> </ul> <p>Reliability assessment</p> <ul style="list-style-type: none"> <li>Allow for easy read out of components</li> </ul> <p>(Reverse) Logistics</p> <ul style="list-style-type: none"> <li>Product can easily be returned</li> <li>Spare part harvesting</li> <li>Local production</li> </ul>
		 <p><b>Recycle</b> Reuse of materials</p>	<p>Materials</p> <ul style="list-style-type: none"> <li>Avoid the use of (non-compliant) coatings</li> <li>Limit the number of different materials</li> <li>Only use materials that can be recycled</li> <li>Use preferred/pure materials</li> </ul> <p>Electronics</p> <ul style="list-style-type: none"> <li>Get PCB out in one piece</li> <li>Easy/fast detection of materials</li> <li>Use SMD components</li> </ul> <p>Connections</p> <ul style="list-style-type: none"> <li>Avoid fixed connections</li> <li>Break down by (shredding/disassembly) to</li> <li>Pieces of uniform composition</li> <li>Pieces of relatively large size (&gt;1cm)</li> </ul>

- Nopeasti ja helposti irrotettavat liitokset
- Rajallinen määrä erilaisia kiinnitystapoja
- Rajallinen määrä purkamisessa tarvittavia työkaluja
- Selkeä tuotteen rakenne (arkkitehtuuri)
- Helppo luokse päästävyys osille
- Selkeä purkamisjärjestys

# 3 Ylläpidettävyys

 <p><b>Circular Economy</b> Design systems and products to recover resources and value</p>	 <p><b>Futureproof</b> Last long, use long</p>	Last long	<ul style="list-style-type: none"> <li>Performance</li> <li>Reliability</li> <li>Durability</li> </ul>	
		 <p><b>Disassembly</b> allow to service, remake and recycle</p>	Use long	<ul style="list-style-type: none"> <li>Roadmap fit</li> <li>Upgradability</li> <li>Adapatability</li> <li>Timeless design</li> <li>Anticipate legislation (e.g. toxicity, recyclability, disassembly time)</li> </ul>
			 <p><b>Maintenance</b> Reuse of products</p>	Connections
		 <p><b>Remake</b> Reuse of parts</p>		Product architecture
			 <p><b>Recycle</b> Reuse of materials</p>	Maintenance
		<p>only non-destructive</p>		Lifetime prognostics
			Modularity	<ul style="list-style-type: none"> <li>Use modular components</li> <li>Standardize interfaces</li> <li>Back- &amp; Forwards compatability</li> </ul>
			Reliability assesment	<ul style="list-style-type: none"> <li>Allow for easy read out of components</li> </ul>
			(Reverse) Logistics	<ul style="list-style-type: none"> <li>Product can easily be returned</li> <li>Spare part harvesting</li> <li>Local production</li> </ul>
		<p>destructive &amp; non-destructive</p>	Materials	<ul style="list-style-type: none"> <li>Avoid the use of (non-compliant) coatings</li> <li>Limit the number of different materials</li> <li>Only use materials that can be recycled</li> <li>Use preferred/pure materials</li> </ul>
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Connections	<ul style="list-style-type: none"> <li>Avoid fixed connections</li> <li>Break down by (shredding/disassembly) to                             <ul style="list-style-type: none"> <li>Pieces of uniform composition</li> <li>Pieces of relatively large size (&gt;1cm)</li> </ul> </li> </ul>			

- Helppo puhdistettavuus
- Korjausten ja päivittämisten helppous
- Paikan päällä tapahtuvien korjausten ja päivitysten mahdollistaminen
- Online kunnonvalvonta ja ylläpito

# 4 Uudistaminen ja moduulien uusiokäyttö

 <p><b>Circular Economy</b> Design systems and products to recover resources and value</p>	 <p><b>Futureproof</b> Last long, use long</p>	Last long	<ul style="list-style-type: none"> <li>Performance</li> <li>Reliability</li> <li>Durability</li> </ul>	
		 <p><b>Disassembly</b> allow to service, remake and recycle</p>	Use long	<ul style="list-style-type: none"> <li>Roadmap fit</li> <li>Upgradability</li> <li>Adapatability</li> <li>Timeless design</li> <li>Anticipate legislation (e.g. toxicity, recyclability, disassembly time)</li> </ul>
			 <p><b>Maintenance</b> Reuse of products</p>	Connections
		 <p><b>Remake</b> Reuse of parts</p>		Product architecture
			 <p><b>Recycle</b> Reuse of materials</p>	Maintenance
		<p>only non-destructive</p>		Lifetime prognostics
			Modularity	<ul style="list-style-type: none"> <li>Use modular components</li> <li>Standardize interfaces</li> <li>Back- &amp; Forwards compatability</li> </ul>
			Reliability assesment	<ul style="list-style-type: none"> <li>Allow for easy read out of components</li> </ul>
			(Reverse) Logistics	<ul style="list-style-type: none"> <li>Product can easily be returned</li> <li>Spare part harvesting</li> <li>Local production</li> </ul>
		<p>destructive &amp; non-destructive</p>	Materials	<ul style="list-style-type: none"> <li>Avoid the use of (non-compliant) coatings</li> <li>Limit the number of different materials</li> <li>Only use materials that can be recycled</li> <li>Use preferred/pure materials</li> </ul>
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- Modulaarinen rakenne
- Standardit – erityisesti liittynöissä
- Yhteensopivuus tuoteversiossa eteenpäin ja taaksepäin
- Mahdollista purku komponentiksi
- Tuotteiden ja niiden osien palautuslogistiikan järjestäminen
- Mahdollista purkuosien markkinat
- Salli paikallinen tuotanto




# 5 Materiaalien kierrätys



- Vältä materiaalkierrätystä haittaavia pinnoitteita
- Rajoita erilaisten materiaalien määrää
- Käytä vain kierrätettäviä / kierrätyksessä arvonsa säilyttäviä materiaaleja
- Elektroniikassa keskitä komponentit yhdelle piirilevylle
- Tee materiaalit tunnistettaviksi
- Käytä pinta-asennettuja komponentteja
- Vältä kiinteitä liitoksia
- Käytä samanlaista rakennetapaa
- Vältä erittäin pieniä erillisiä osia

# Tarkampi taso: Käytetäänkö näitä nyt yleisesti?

Category	Sub-category	Goal	Means	Source
 <b>Futureproof</b> last long and use long	Long lasting	Performance		
		Reliability	Design out moving parts	(Mulder, et al. 2014)
			Design for under stressed use	(Mulder, et al. 2014)
			Provide redundancy	(Mulder, et al. 2014)
			Over dimension critical components	(Mulder, et al. 2014)
		Durability	Wear resistance	(Sundin, 2004)
			Use assembly methods that allow disassembly without damage to (reusable) components.	(Ijomah, et al., 2010)
			Do not use coated, painted or plated components	(Mulder, et al. 2014)
			Prevent discolouring	
			Ensure that fasteners' material are similar or compatible to that of base material thus limiting opportunity of damage to parts during disassembly,	(Ijomah, et al., 2010)

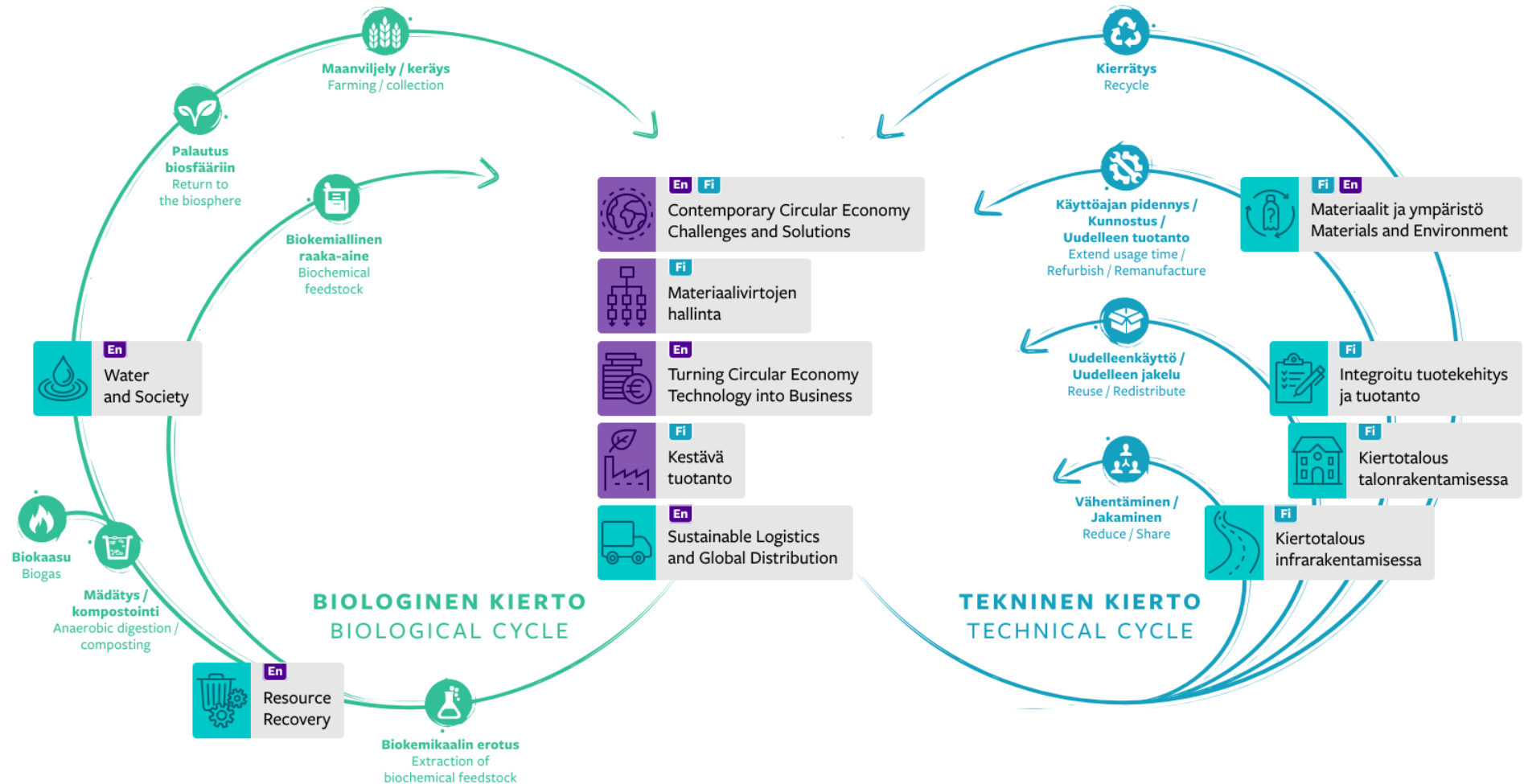
Nämä eivät ole "halpistuotteen" ominaisuuksia




# Yhteenveto


- Kiertotaloudelle edullisen tuotteen ominaisuudet tunnetaan
- Tällaisia tuotteita osataan suunnitella
- Kynnys lähteä tähän on yksittäiselle yritykselle korkea

# Tampereen Yliopistolla uskomme muutokseen ja koulutamme osaamista siihen



# Liite: Kiertotalouden kehysmallin osat avattuna

Category	Sub-category	Goal	Means	Source
 <p><b>Futureproof</b> last long and use long</p>	Long lasting	Performance		
		Reliability	Design out moving parts	(Mulder, et al. 2014)
			Design for under stressed use	(Mulder, et al. 2014)
			Provide redundancy	(Mulder, et al. 2014)
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			Do not use coated, painted or plated components	(Mulder, et al. 2014)
			Prevent discolouring	
			Ensure that fasteners' material are similar or compatible to that of base material thus limiting opportunity of damage to parts during disassembly.	(Ijomah, et al., 2010)
Aging and corrosive material combinations need to be avoided, since disassembling them cleanly and efficiently (due to their tendency to corrode, spread corrosion, and break off inside the product) often is difficult.	(Mital, et al., 2008)			

Category	Sub-category	Goal	Means	Source
 <p><b>Futureproof</b> last long and use long</p>				
	Long in use	Roadmap fit	Ensure a long -term roadmap is available	(Ijomah, et al., 2010)
		Upgradability	Use materials and assembly methods that do not prevent upgrade and rebuilding of the product.	
			Structure to facilitate ease of upgrade of product.	
		Adaptability	Ensure a long -term roadmap is available	(Ijomah, et al., 2010)
			Prevent product obsolescence (user needs)	van den Berg
		Timeless design	Emotional durable design (user desire)	
Anticipate legislation		(e.g. toxicity, recyclability, disassembly time)		



**Disassembly  
non-destructive**

Connections	Quick and easy disconnect	Use easy to disassemble connections				
		Apply loose fits for internal components	(Peeters, et al., 2012)			
		Avoid welding and adhesive between sub-assemblies	(Ijomah, et al., 2010)			
		Use joining methods that allow disassembly at least to the point that internal components and subsystems requiring it can be accessed for testing before and after refurbishment.	(Ijomah, et al., 2010)			
	Limit use and diversity of fasteners	Minimize the number of fasteners used in an assembly	(Mital, et al., 2008)	(Peeters, et al., 2012)	(Ijomah, et al., 2010)	(Balkenende, et al., 2011)
		Minimize the types of fasteners used in an assembly and standardize the fasteners used	(Peeters, et al., 2012)	(Ijomah, et al., 2010)	(Balkenende, et al., 2011)	
		Fasteners need to be easy to remove or destroy.	(Mital, et al., 2008)			
		Allow easy access and identification of the fasteners	(Mital, et al., 2008)	(Sundin, 2004)	(Ijomah, et al., 2010)	(Balkenende, et al., 2011)
		Consider the use of fasteners incorporating an active disassembly or embedded disassembly functionality.	(Balkenende, et al., 2011)			
		Limit the number of tools needed and tool changes	(Balkenende, et al., 2011)			
	Limit use and diversity of tools	Make it possible to use simple tools for disassembly	(Balkenende, et al., 2011)			



**Disassembly  
non-destructive**


Product architecture	Simplify product architecture	Minimize the complexity of the product structure	(Desai & Mital, 2003)	(Ijomah, et al., 2010)		
		Select a product structure which allows a sequence independent disassembly	(Balkenende, et al., 2011)			
		Minimize the number of components used in an assembly	(Mital, et al., 2008)	(Desai & Mital, 2003)	(Ijomah, et al., 2010)	(Balkenende, et al., 2011)
			Optimizing the spatial alignment between various components to facilitate disassembly without jeopardizing assemblability,	(Desai & Mital, 2003)		
			At least one surface needs to be left available for grasping,	(Mital, et al., 2008)	(Sundin, 2004)	
			Simplify and standardize component fits	(Ijomah, et al., 2010)		



**Disassembly  
non-destructive**

	Ease of access to components	Arrange components for ease of disassembly	(Ijomah, et al., 2010)	(Balkenende, et al., 2011)	
		Consider making the plane of access to components the same for all components	(Mital, et al., 2008)	(Sundin, 2004)	(Balkenende, et al., 2011)
		Avoid the need to turn the product in the disassembly process	(Mital, et al., 2008)	(Sundin, 2004)	(Balkenende, et al., 2011)
		Metal inserts in plastic parts should be avoided, since this increases material variety and part complexity and necessitates multiple directions and complex movements in disassembly. Applicable if meant for over moulding	(Mital, et al., 2008)		
		Use assembly methods that would allow disassembly at least to the point that internal components and subsystems requiring work can be accessed,	(Ijomah, et al., 2010)		
		Identify components assembly sequence.	(Ijomah, et al., 2010)	(Sundin, 2004)	
	Clarity of disassembly sequence	Identify components requiring similar assembly tools and techniques.	(Ijomah, et al., 2010)	(Sundin, 2004)	
		Reduce complexity of reassembly	(Ijomah, et al., 2010)		



 <p><b>Maintenance</b></p> <p>Reuse of products</p>	Maintenance	Ease of cleaning	Ensure product surfaces are smooth and wear resistant.	(Ijomah, et al., 2010)		
			Ensure that all parts to be cleaned are easily accessed.	(Ijomah, et al., 2010)	(Peeters, et al., 2012)	(Sundin, 2004)
			Use material that would survive cleaning process e.g. ensure that material melting point is higher than clean process temperature.	(Ijomah, et al., 2010)		
			Limit the number of material types per part.	(Ijomah, et al., 2010)		
			Identify components requiring similar cleaning procedures and cleaning agents.	(Ijomah, et al., 2010)	(Sundin, 2004)	
			Allow for easy and quick access to parts prone to failure	(Peeters, et al., 2012)	(Ijomah, et al., 2010)	(Sundin, 2004)
		Ease of repair	Avoid assembling components with a different life duration	(Balkenende, et al., 2011)		
			Allow onsite repair and upgrade	Allow on-site maintenance		
		Lifetime prognostics	(Online) monitoring for quality, testing, maintenance and billing			

non-destructive



**Remake**  
Reuse of  
components

Modularity	Use modular components	Use modular structure so that obsolescence occurs with components rather than with entire product.	(Ijomah, et al., 2010)	(Mital, et al., 2008)	(Ijomah, et al., 2010)	
		Do not combine components that have different physical life.	(Hata, et al., 2001)			
		Do not combine components that have different intervals for maintenance and upgrade.	(Hata, et al., 2001)			
		Group components in sub-assemblies according to reuse, reconditioning or remanufacturing potential	(Balkenende, et al., 2011)			
		Concentrate compatible material groups in separate subassemblies of a product	(Mital, et al., 2008)	(Balkenende, et al., 2011)	(Hata, et al., 2001)	
		Allow customization by grouping components in liberally	(Balkenende, et al., 2011)			
		Combinable subassemblies	(Balkenende, et al., 2011)			
		Use standard interfaces	Standardize parts	(Ijomah, et al., 2010)		
			Standardize interfaces	Maarten		
			Back- & forwards compatibility			Nestor Palma



Remake  
Reuse of  
components

Reliability assessment	Allow for easy testing of components	Standardize test procedures	(Ijomah, et al., 2010)
		Structure for ease in determining component condition	(Ijomah, et al., 2010) (Sundin, 2004)
		Structure so testing is sequential, mirroring reassembly order	(Ijomah, et al., 2010)
		Minimize the disassembly level required to effectively test components	(Ijomah, et al., 2010)
		Clearly identify component load	(Ijomah, et al., (Sundin,
(Reverse) logistics	Product can easily be returned	Ensure products can be stacked	
		Ensure products can safely be transported	
		Minimize product volume	
	Allow for spare part harvesting		
Local production			



**Recycling**  
Reuse of material

Materials	Avoid the use of (non-compliant) coatings	Any secondary coating processes, such as painting, are to be avoided, since they inhibit access to and removal of components	(Balkenende, et al., 2011)	(Mital, et al., 2008)	(Hultgren, 2012)	
	Limit the number of different materials	Minimize the number of material types used in an assembly	(Balkenende, et al., 2011)	(Ijomah, et al., 2010)	(Hultgren, 2012)	
	Only use recyclable materials		(Balkenende, et al., 2011)	(Hultgren, 2012)		
	Use preferred/pure materials	Increase the use of common materials	(Balkenende, et al., 2011)	(Desai & Mital, 2003)		
	Allow material separability	Consider the material compatibilities to eliminate the need of separation for recycling		(Balkenende, et al., 2011)		
		Allow easy material identification		(Balkenende, et al., 2011)	(Mital, et al., 2008)	(Sundin, 2004)
		Add non-contamination markings for the ease of sorting and recycling		(Balkenende, et al., 2011)	(Mital, et al., 2008)	
			Any harmful materials, if functionally important, should be grouped together into subassemblies for fast disposal.	(Balkenende, et al., 2011)	(Mital, et al., 2008)	



Recycling  
Reuse of  
material

		Do not use fasteners that are not compatible with the connecting components. Fasteners are recycled together with the host component; therefore choose plastic fasteners for plastic and metal fasteners for metal to avoid polluting other material streams or end up in the waste fraction	(Hultgren, 2012)
Electronics	Get PCB out in one piece		(Balkenende, et al., 2011)
	Easy/fast detection of materials		(Balkenende, et al., 2011)
	Use SMD components		(Balkenende, et al., 2011)



Recycling  
Reuse of  
material

Connections

Avoid fixed connections

Prefer snap-fits for plastic components (particularly housing), to allow easy liberation of materials

(Balkenende, et al., 2011)

(Hultgren, 2012)

Use a detachable power cord instead of a permanently fixed one

(Hultgren, 2012)

Break down by (shredding/dissassembly) to

If connections are applied that enclose materials permanently, apply gaps and or break-lines to the enclosing material to enable liberation during shredding

(Balkenende, et al., 2011)

(Hultgren, 2012)

Pieces of uniform composition

(Balkenende, et al., 2011)

Pieces of relatively large size (>1cm)

(Balkenende, et al., 2011)