

# Product design and Policies for Recyclability

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# Product Designs

What we want: Recyclable products – products with components/ materials with a market, separable by existing processes

What we have:

- Mixed materials and "horrible hybrids"
- Low value materials with no market
- Trade-offs
  - Ecodesign strategies e.g. dematerialisation/substitution/durability/reuse
  - Optimising for overall environmental impact vs recyclability specifically
  - Innovation and product changes vs stability and certainty for recyclers
- Synergies
  - (e.g. design for repair/disassembly)



# Policies for recyclability

- Extended producer responsibility and waste policies give little incentive for ecodesign
  - Collective responsibility rather than individual responsibility
  - Recycling targets not specific for materials or quality
  - Modulated fees a start but criteria becomes more challenging with complexity of product
- Ecodesign regulations could better address recyclability
  - Separability of materials/components
  - Market for recycled materials with recycled content requirements
  - Actors need relevant information (passports?)



# Going forward

- Using the different policies in the policy mix, e.g. what should ecodesign regulations deal with vs waste/EPR vs RoHS vs others?
- Addressing trade-offs between ecodesign strategies
- Balancing innovation and predictability
- Incentivising markets for recycled materials
- How do we achieve the "right" balance between recyclability and other objectives