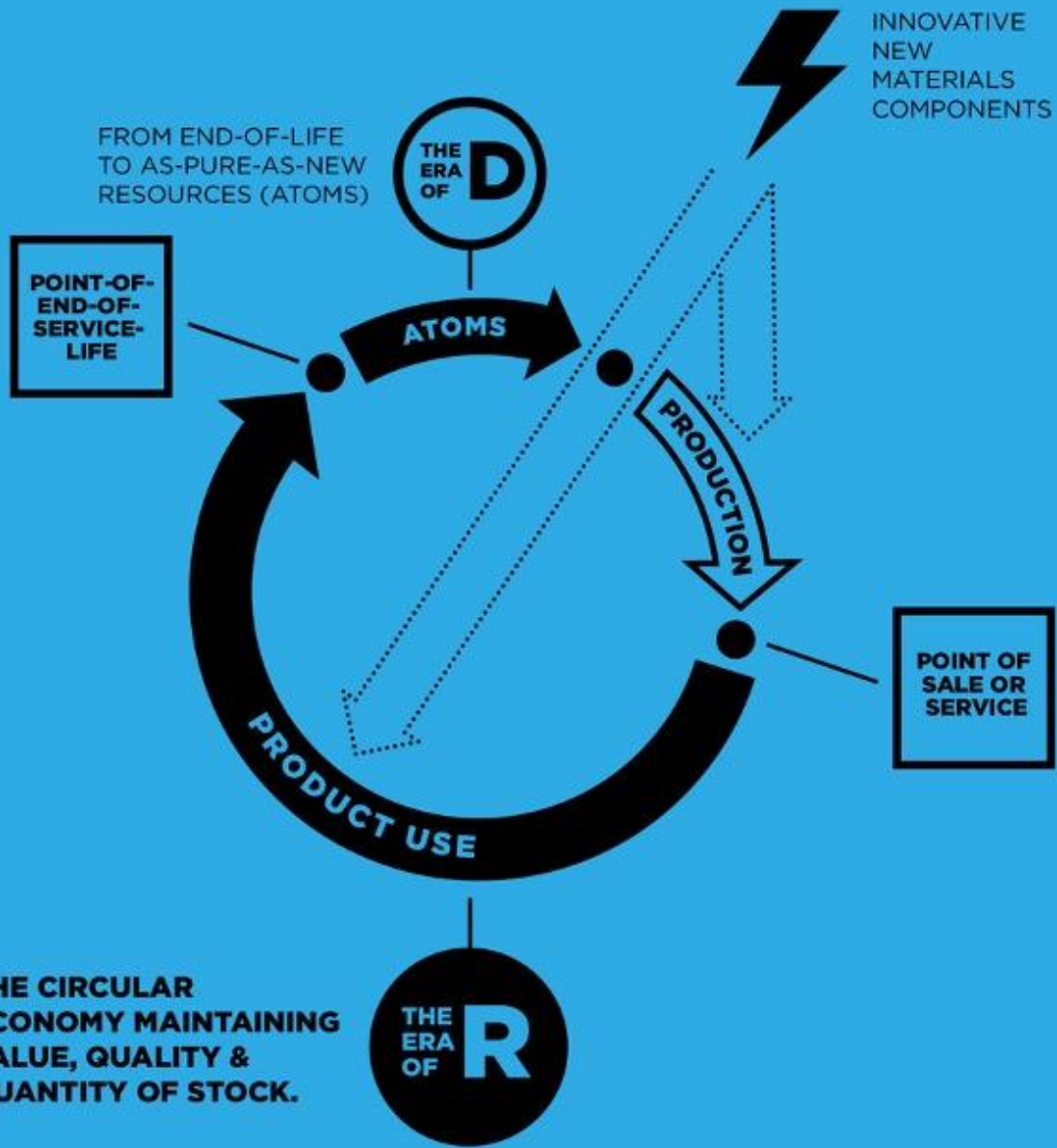
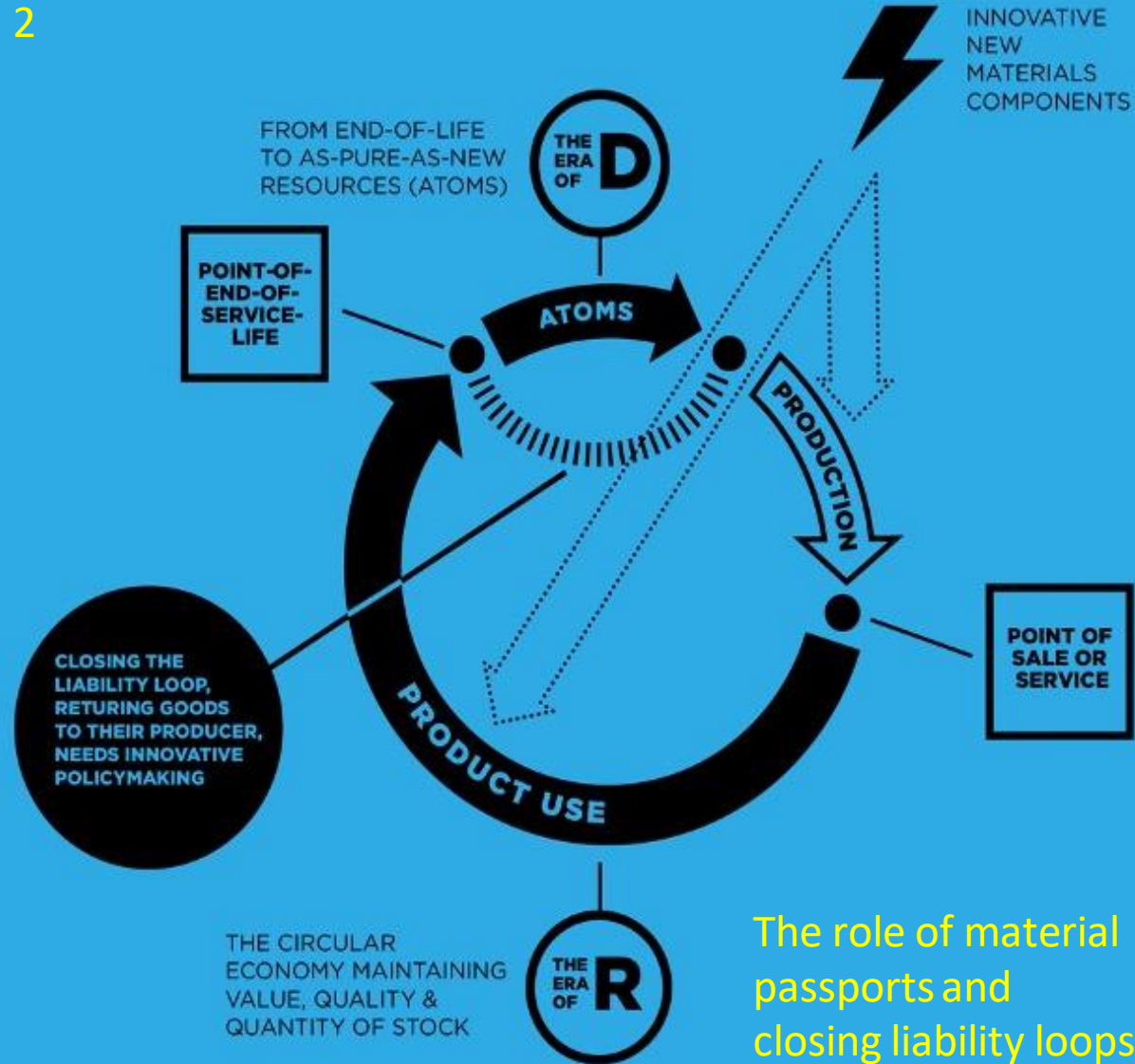


1



Prices need to reveal full costs

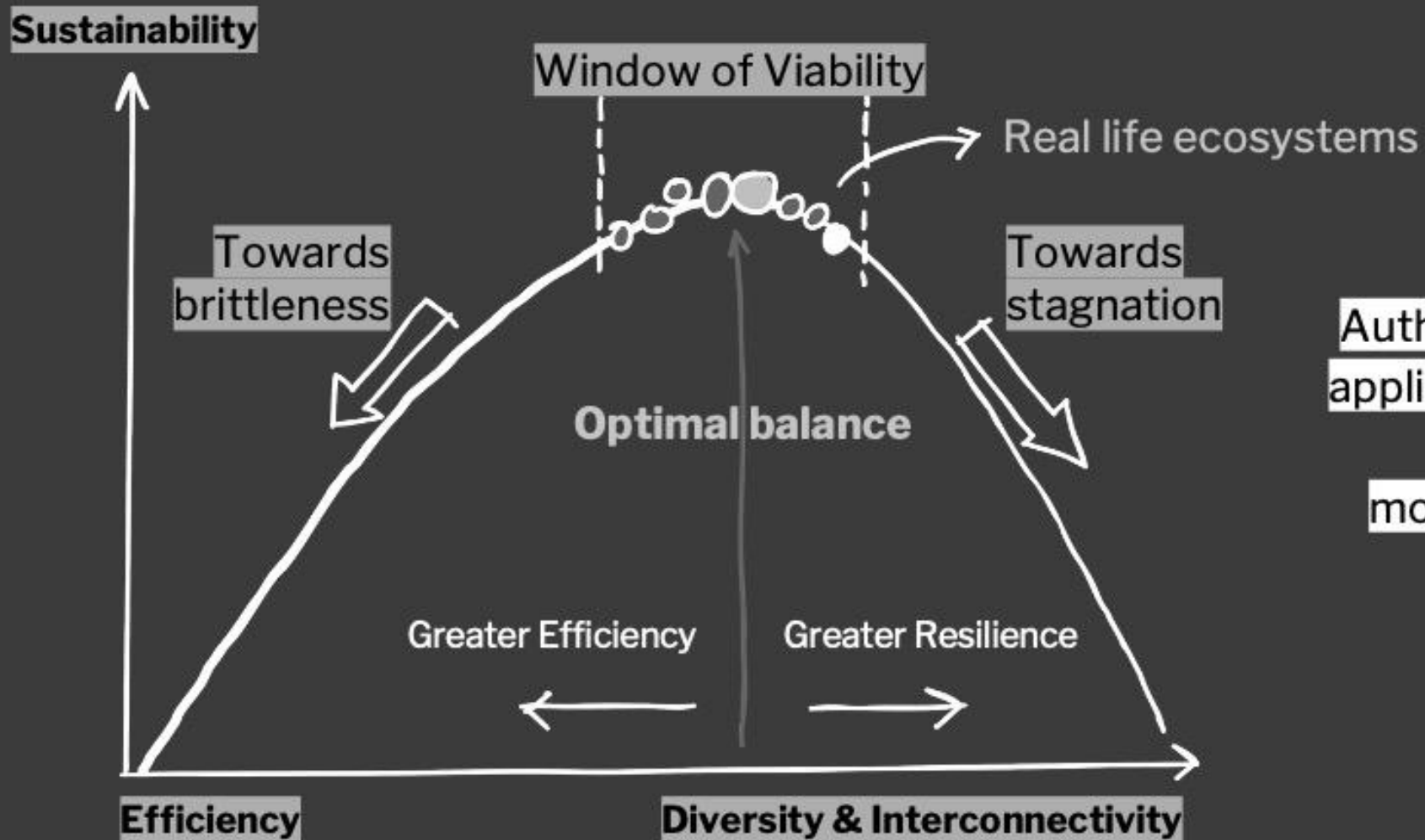
2



The role of material passports and closing liability loops in a CE?

After WR Stahel

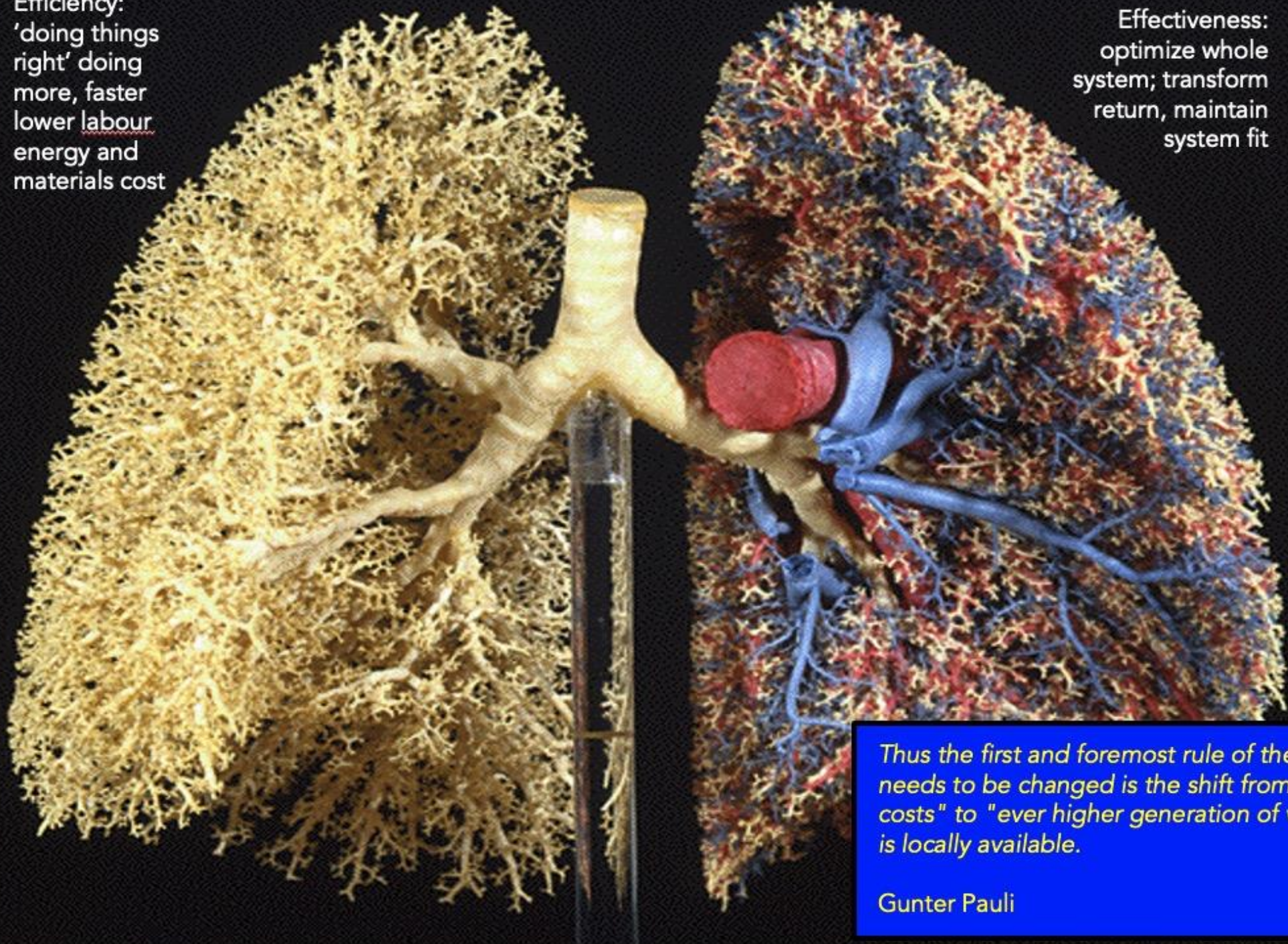
Effective Systems as a Dynamic between Efficiency and Resilience



Authors claim this structure applies to all flow networks - data, energy, money, molecules, in these kind of systems.

Efficiency:
'doing things
right' doing
more, faster
lower labour
energy and
materials cost

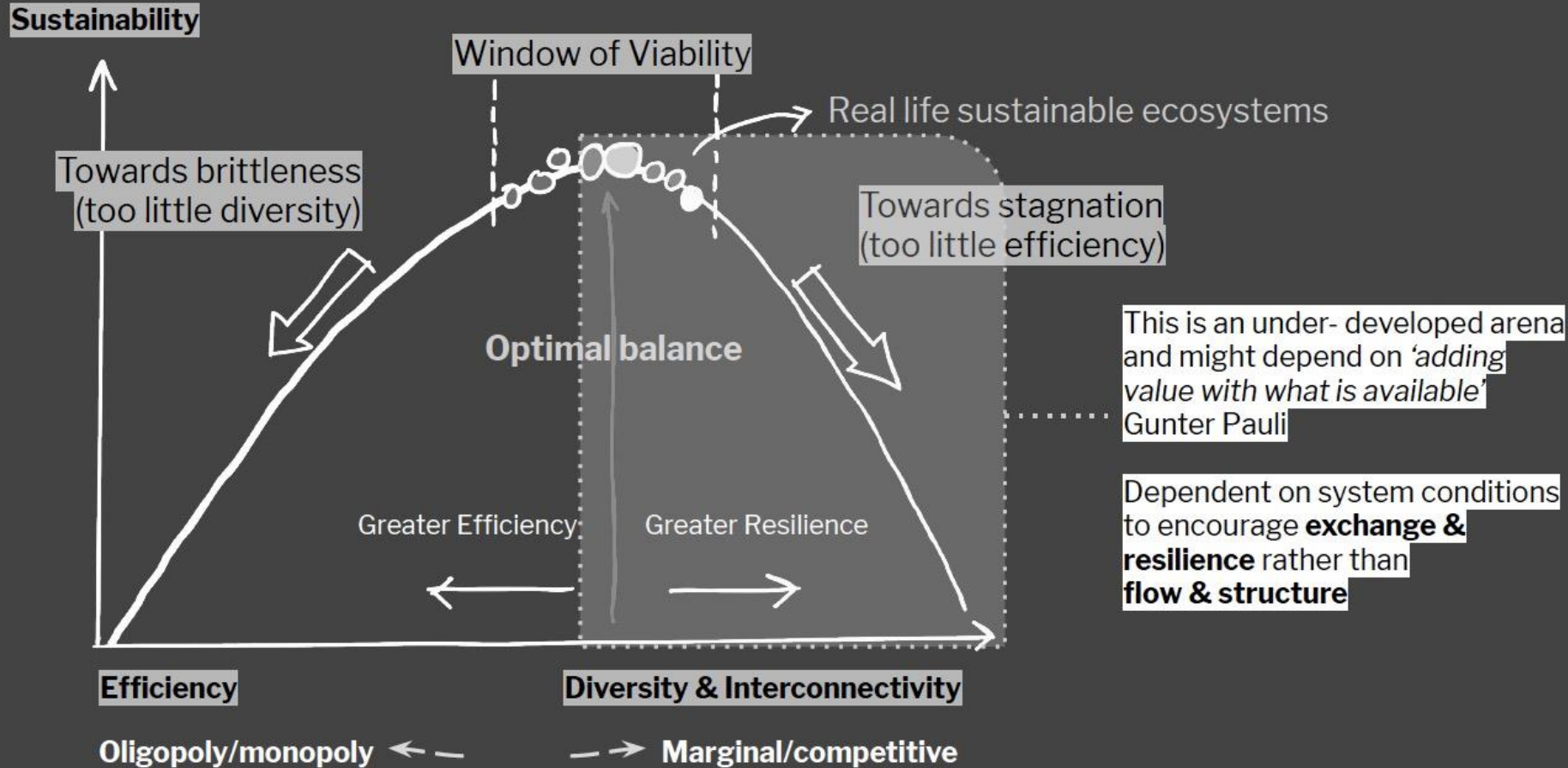
Effectiveness:
optimize whole
system; transform
return, maintain
system fit



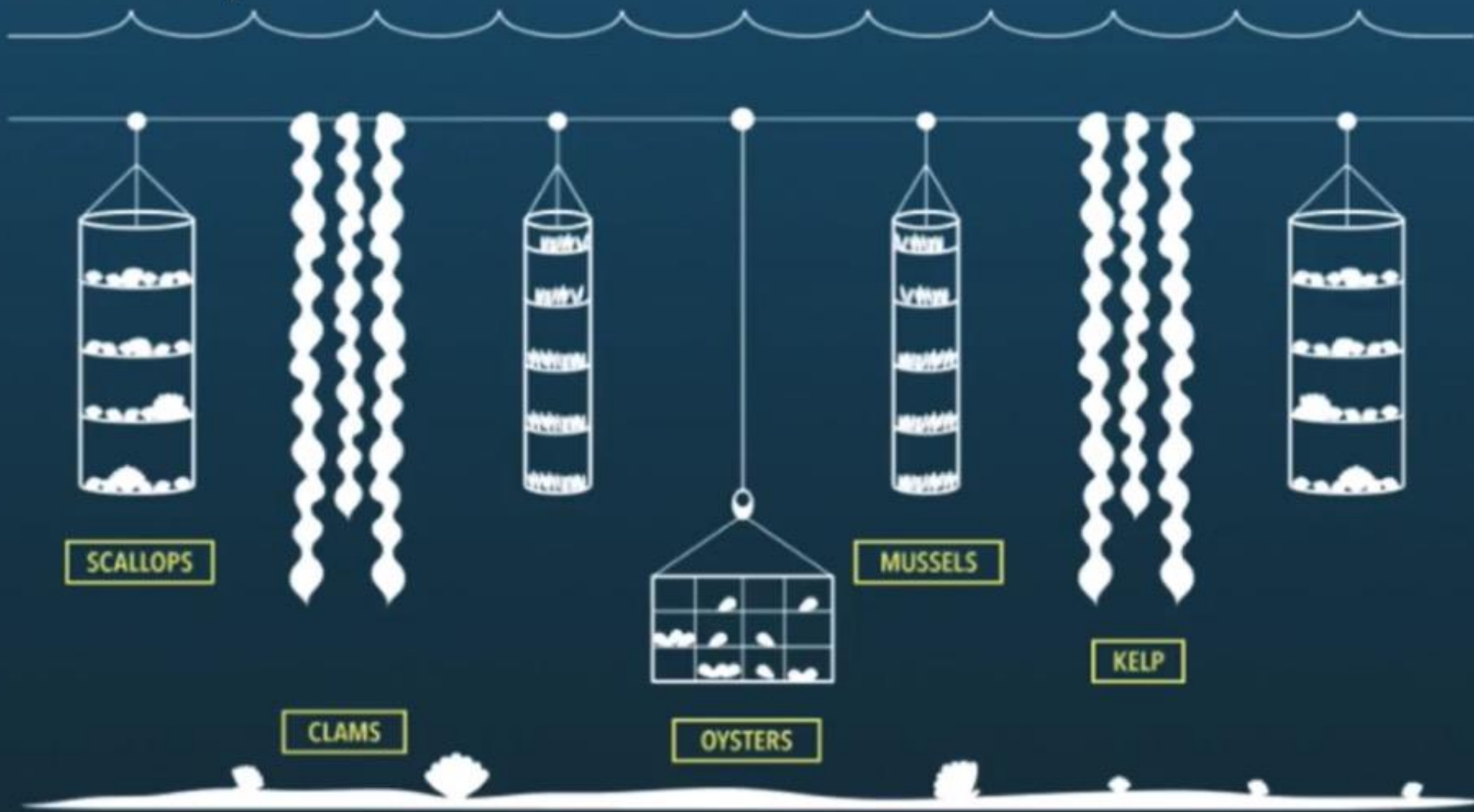
Thus the first and foremost rule of the game that needs to be changed is the shift from "ever lower costs" to "ever higher generation of value" with what is locally available.

Gunter Pauli

Building Effectiveness



3D Ocean farming



Economies of *scope* rather than *scale* 'Add value with what we already have'
Multiple cash flows, multiple benefits
Effective not just *efficient* systems

What kind of circular economy is emerging?

Centralised Circularity

- Zero - waste manufacturing
- Product-to-service
- Recover own-brand goods



- Top-down
- In-house R&D
- Material control
- Proprietary technology



Notions of **effective** rather than efficient systems answer 'both' - through iteration of nested systems within enabling conditions
But which dominates?

Distributive Circularity

- Open standards
- Open source
- Open data



- Network-based
- Distributed R&D
- Material ecosystem
- Knowledge commons