

# Conceptualizing circular business models

By Louise Munkholm

Danish Environmental Protection Agency

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## **Outline of the presentation**

- 1. Why we need circular business models
- 2. Definitions
- 3. Types
- 4. Examples



## Why we need circular business models

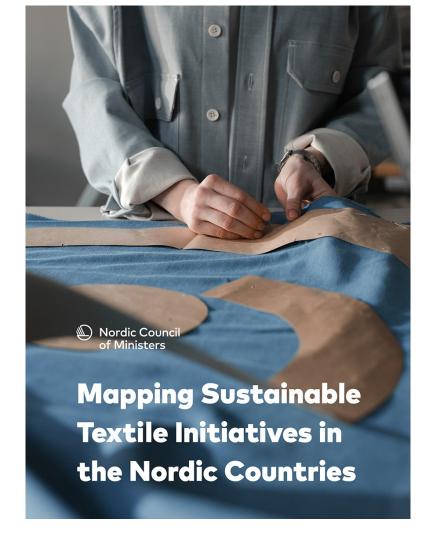
The fashion and textile industry is a very resource-intensive sector associated with high CO2-emissions, as well as a heavy use of water, chemicals, energy and land.

The fashion and textile industry accounts for up to 10% of global Green House Gas emissions.

Approximately 3,500 chemical substances have been identified as used in textile production The water use amounts to more than 215 trillion liters of water per year

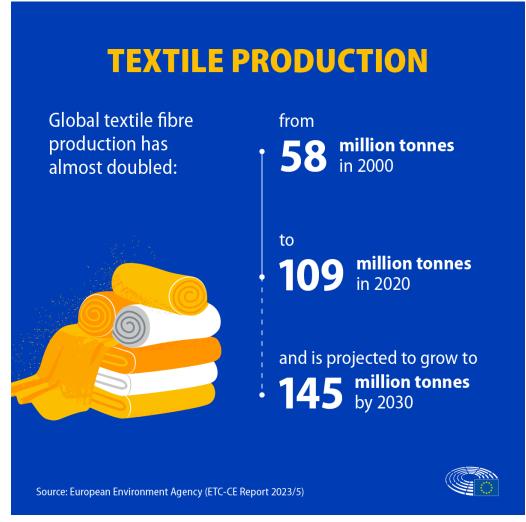
Cotton cultivation uses 2.5% of the world's arable land. Wool requires 278 hectares per tonne of fibre. 140 million trees are used for making viscose every year.

The wet processing stages of dyeing and finishing require the heat and electricity from burning fossil fuels



The report is available here: <a href="https://www.norden.org/en/publication/mapping-sustainable-textile-initiatives-nordic-countries">https://www.norden.org/en/publication/mapping-sustainable-textile-initiatives-nordic-countries</a>



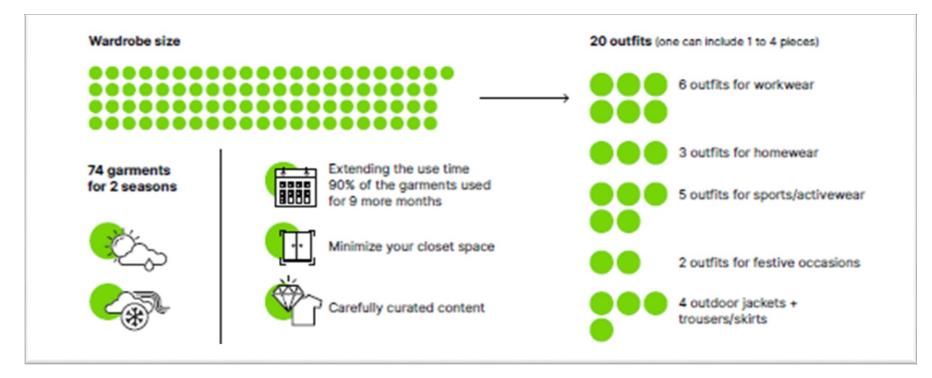


Source: European Parliament Infographics

Synthetic fibers have grown from below 20% to 62% of global fiber production In the Nordics, the annual consumption of new textiles per capita is 26-48 garments

The number of times a piece of clothing is worn before it ceases to be used is decreasing while clothing sales are increasing

If each garment is used twice as many times before disposal, almost half the environmental impact is mitigated.



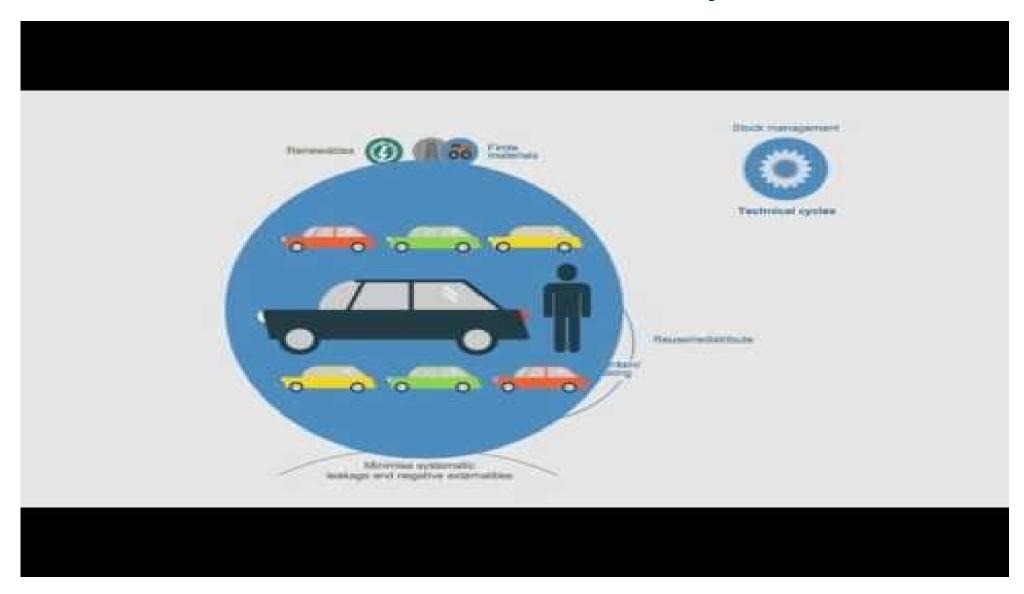


Source: *Unfit, Unfair, Unfashionable* by Hot or Cool Institute (2022)

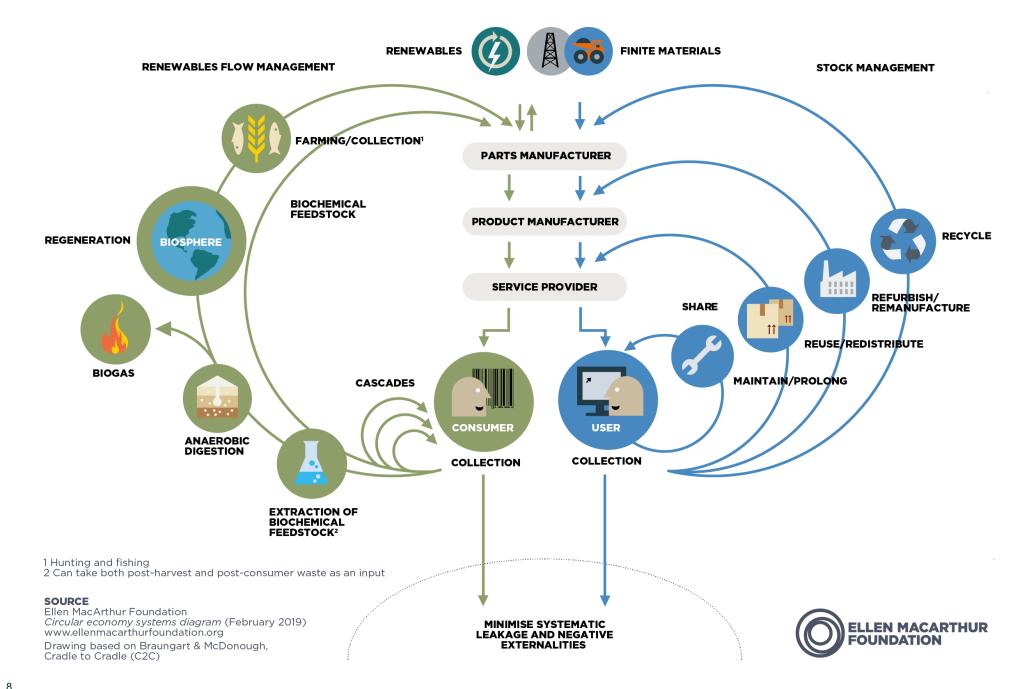


We need circular business models to reduce the environmental impact of traditional business models and of current consumption trends.

# **Definition: Circular economy**







## Types of circular business models

#### MORE USE PER USER



Enabling a user to wear a product more and for longer.

This could include designing products to be physically and emotionally durable, providing services to support long-term use, and empowering users to use their products more and for longer (e.g. tips for DIY customisations).

#### MORE USERS PER PRODUCT



Designing and providing platforms and/or services that facilitate the movement of products from user-to-user so the products can be used more. Products can pass from one user to another after any period of time and on a 'one-off' or periodical basis.

#### **BEYOND PHYSICAL PRODUCTS**

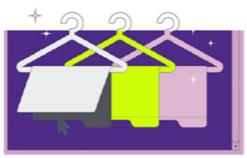


Designing and developing non-physical, digital products and/or services that replace, enhance, and complement users' fashion needs and aspirations.

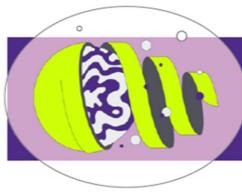


## **Examples**









#### RESALE

This includes peer-to-peer sale of second-hand items (online and offline), third-party marketplaces (online and offline), and own-brand re-commerce and take-back (online and offline)

## RENTAL

This includes one-off peer-to-peer rentals by private owners, as well as large-scale rental and subscription models by multi-brand platforms or individual brands

## REPAIR

This is the operation by which a faulty or broken product or component is returned back to a usable state

### REMAKING

This is the operation by which a product is created from existing products or components.

This operation can include disassembling, re-dyeing, and repurposing

Ellen MacArthur Foundation (2021) Circular business models: Redefining growth for a thriving fashion industry (p. 14)





# Thanks for your attention

(lomun@mst.dk)