

# Logbook XR Intelligence ( team 7)

Making the circular economy more tangible for industry actors  
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**Company brief :** *How might we influence board members in the energy and battery sector ( using XR) in order to manage the end of life of the components of their products ?*

**PROJECT BRIEF:** Create an interface (via a phone) that would allow users to view their data and interact with it using AI.

**Why?** To facilitate understanding of the economic impact of recycling and the second life of car batteries.

**Users?** Company CEOs.

**What?** Provide a visual, interactive, and intelligent medium to effectively raise awareness.

**How?** Use a “carrot” to encourage more effective engagement and trigger change.

Carrot here : long-term financial and competitive added value.

## **Summary :**

1. Persona
2. Keep in mind
3. Constraints
4. Recycling costs
5. Legislation

## **Persona :**

Philippe Marchand  
CEO of a large industrial company (5,000 employees, automotive sector)

Problems:

**Lack of time** and knowledge about **new environmental opportunities**.

Still sees environmental issues as a regulatory constraint rather than a source of profit.

Under pressure from shareholders and the media on CSR (Corporate Social Responsibility).

Finds it difficult to assess the real profitability of initiatives such as battery recycling.

Pains:

Risk of **poor public image** compared to “greener” competitors.

Rising costs of industrial **waste management**.

Slow or ill-informed decisions on new technologies.

Feeling of being “overwhelmed” by **new environmental challenges**.

Goals:

Find concrete opportunities to improve the **profitability of the business**.

Understand how **sustainability can strengthen competitiveness**.

Maintain **leadership position** without taking risks perceived as unnecessary.

Prepare the business for **future regulations** without hindering growth.

Desired Benefits:

Reduce procurement costs through **internal recycling**.

**Create an image** of an innovative and responsible company.

Attract **investors** who are **sensitive** to sustainability.

Gain a **competitive advantage** through better resource management.

Objections:

“Recycling is an expense, not an investment.”

“I don’t have the internal resources to deal with it.”

“It’s not my core business.”

“Customers won’t pay more for environmental friendliness.”

Context:

Has experienced traditional industrial growth: **productivity, costs, performance**.

Very **rational**, focused on numbers.

Gets most of his information from financial reports and the business press.

Surrounded by a team that **doesn’t always dare to contradict his vision**.

Triggers:

A **competitor** announces a **strategic partnership in recycling**.

New regulations require **battery recovery**.

A **profitable investment opportunity** linked to the circular economy.

A clear presentation showing the **financial benefits of recycling**.

Keep in mind :

- Bringing this onto the XR brief ( e.g digital passport integration, automated disassembly insights, battery history data) would make the challenge more grounded
- XR experience might bridge the worlds of manager ( strategy) and operator ( maintenance, disassembly, diagnostics)
- Circularity depend heavily on data availability

## **Constraints:**

- Combining ecology, economy, and technology
- Lack of visualization of materials, energy, and data flow
- Few tools concretely illustrate this circular loop
- Compartmentalization between departments (R&D, production, maintenance, purchasing)

**Recycling cost:** Dismantling, crushing, and chemical treatment are expensive. The total cost of treatment is estimated at around €1,500 to €2,500 per ton of batteries, depending on the process and location (including transport, as batteries are hazardous materials).

## **Legislation :**

Important recent data (Europe/industry)

EU regulation (Battery Regulation): sets increasing obligations (recycled content targets) and new rules for verifying recycling rates; regulations are evolving to increase recovery and recycled content requirements. Eur-Lex+1

2031 recycled content targets (examples cited in analyses): ambitious targets — e.g., several reports indicate thresholds such as ~6% recycled lithium and 16% recycled cobalt for certain deadlines (example to be verified according to final version of regulatory tables).  
Reuters+1

Capacity vs. need: Europe has significantly less recycling capacity than will be needed by 2030 — some studies/reports estimate that the EU currently has only about 10% of the capacity required for 2030; many projects are in the pipeline but require funding and skills development. Reuters+1

Industrial examples: European players such as Northvolt are achieving very high recovery rates (reported rates of >90% for certain metals in their plants) and are pushing towards closed-loop models. Le Monde.fr

Market: the lithium-ion recycling sector in Europe is growing (recent estimates: billions of USD and high CAGR towards 2030+), momentum is strong but depends on raw material prices and public policy.