

FutuRaM

Future availability
of secondary
raw materials

Work Package 2

Future Availability of Secondary Raw Materials

Scenario Storylines & Scenario Quantification
Draft Report – Version 3



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DRAFT REPORT – VERSION 3

REVIEW NOTICE

Latest Revision: Thursday 16th November, 2023 at 13:10

This is a draft report for internal review

The chapters beyond the Scenario Storylines chapter are in the first draft stage and are undergoing continual development.

CONTRIBUTING

- In a CSV file with the format: 'name, line start, line end, comment, reference' (if reference is applicable, please provide the DOI or BibTeX).
- Please use consistent formatting for the page numbers and any referencing.
- FutuRaM members add their comments to the shared document found at this link [🔗](#).
- The same template can be downloaded from here [🔗](#) and sent to SCM [🔗](#) for inclusion in the shared document.
- You can also contribute directly to the [LATEX](#) source files on the WP2 GitHub repository [🔗](#).

WASTE STREAM NOTICE

Waste Streams, please check your sections

- Review the waste stream impact sections for each scenario
- Add more references, especially for the targets, regulations, and projections.
- Contribute to the main points raised by the reviewers of the first draft (see below).
- Read the quantification chapter and develop your plan to interpret the scenarios in your waste stream.
- Consider how the scenario parameters and your waste stream model code-base will interface.
- Consider how your waste stream model will interface with the integrated model.

QUANTIFICATION: Data Collection

Contribute to the data collection in the future technology and product list here [🔗](#).

DISCUSSION POINTS

- How to transfer general targets?

general CRM/SRM ⇒ waste streams → product groups

We would need a set of constraints for each of the recovery flows and processes, as well as the individual waste flows (by code) in each WS, to backcast this.

- Consideration of possible future resource constraints in the scenarios.

We suggest covering this in sensitivity analysis and multi-objective-optimisation.

- Economic considerations (prices, subsidies, PPP vs. GPD etc.).

- Geopolitical Considerations (supply risk, trade, etc.).

- Scenarios relationship with the United Nations Framework Classification (UNFC).

- E-mobility.

Do we hold it level across the scenarios, as planned? Or, do we make changes, since the Autolobby & Deutschland GmbH have recently killed the ICE ban...

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SOME LINKS

- Quantification: chapter 4
- Interpretation: chapter 5
- Appendices: chapter 13
- WP2 folder on the FutuRaM Sharepoint See  for more details.

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Front Matter

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I. REPORT DETAILS

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1.0	2023-09-11	First draft for review	Stewart Charles McDowall
2.0	2023-11-11	Second draft for review	Stewart Charles McDowall
3.0	2023-11-22	Addition of scenario quantification	Stewart Charles McDowall

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48 III. PREFACE

49 The FutuRaM project aims to quantify the current and future availability of secondary raw materials (SRM),
50 focusing on critical raw materials (CRMs) [1]. This study is concerned with six waste streams in the EU
51 member states, as well as Iceland, Norway, Switzerland, and the United Kingdom (EU27+4). In this report,
52 the EU27+4 will henceforth be referred to as the EU, unless specified otherwise.

53 **THE WASTE STREAMS COVERED IN FUTURAM ARE:**

- 54  **Waste batteries (BAT)**
- 55  **Construction and demolition waste (CDW)**
- 56  **End-of-life vehicles (ELV)**
- 57  **Mining waste (MIN)**
- 58  **Slags and ashes (SLASH)**
- 59  **Waste electrical and electronic equipment (WEEE)**

60 Work package two (WP2) is conducting foresight studies for materials that are either classified as critical
61 to the EU economy or are significant due to factors such as their large volumes, commercial importance, and
62 environmental impacts [1, 2, 3, 4]. WP2 is tasked with developing a set of coherent scenarios for material
63 use and waste/recovery over time across various sectors in the EU. This report describes the three distinct
64 scenarios and the process by which they were developed.

65 **THE THREE SCENARIOS THAT HAVE BEEN DEVELOPED IN FUTURAM ARE:**

- 66  **I. Business-as-usual (BAU)**
- 67  **II. Recovery (REC)**
- 68  **III. Circularity (CIR)**

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VII. EXECUTIVE SUMMARY

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This report presents the first phase of the scenario development process – the storyline narrative phase. Three distinct future scenarios have been drafted up to the year 2050: Business as Usual, Recovery, and Circularity. These scenarios are designed to be internally consistent and provide an overview of the potential future landscape of waste management and SRM recovery within the EU.

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The scenario development process employs a methodology that integrates both forecasting and back-casting techniques to build a comprehensive, future-facing knowledge base that can aid fact-based decision-making [5, 6, 7, 8, 9, 10, 11].

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In the next phases of scenario development, future product composition and recovery technology will be assessed, scenario elements will be quantified, and all data will be integrated with the quantitative models for waste generation and SRM recovery.

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The FutuRaM project aims to offer a nuanced understanding of the potential future waste management and resource recovery landscape within the EU. This approach provides insights into key drivers, uncertainties, and the possible impacts of policy and technological advancements. Additionally, by aligning SRM recovery efforts with the United Nations Framework Classification for Resources (UNFC) [12], the project aims to facilitate the commercial exploitation of SRMs and CRMs by manufacturers, recyclers, and investors. With the comprehensive knowledge base that we are developing, FutuRaM aims to support informed decision-making by policymakers and government, as well as industry and community stakeholders.

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FUTURAM'S THREE FUTURE SCENARIOS

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Scenario I: Business-as-usual (BAU)

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The BAU scenario extrapolates current trends into the future with limited change. Using forecasting techniques, it projects a potential future where there are minor advancements in resource efficiency, recovery technology, and the energy transition, but primary extraction of raw materials remains the dominant practice.

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Scenario II: Recovery (REC)

The Recovery scenario imagines a future leveraging advanced technology to significantly enhance SRM recovery from waste streams. It outlines a future where the EU successfully meets its recycling and recovery targets through an effective waste management system and circular design principles [13, 14]. This scenario sees an increased recovery rate of SRMs, extensive use of digitalisation and automation in recycling processes, and new or strengthened waste regulations in line with EU targets.

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Scenario III: Circularity (CIR)

The Circularity scenario captures the ideal of a fully realised circular economy, going beyond end-of-life recovery to minimise waste at every production and consumption stage. It predicts a future where the EU's targets for recycling, recovery, and circularity are met through extensive stakeholder collaboration, new business models, and increased use of renewable energy and circular economy technologies [15, 16, 17].

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VIII. OVERVIEW OF THE SCENARIO STORYLINES

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See section 3.1 for the full scenario description and waste-stream-specific scenario impact narratives.311
This scenario envisions the future based on the current situation, extending to 2050 with very little
312 deviation from present consumption patterns and without substantial development of the secondary raw
313 material (SRM) recovery system. While there may be advances in some areas such as resource efficiency,
314 recovery technology, and the energy transition, substantial modifications remain hindered by economic,
315 social, and political constraints. The extraction of primary raw materials continues to be the predominant
316 source utilised to satisfy the EU's growing SRM demand.

317 In the Business as usual (linear economy) scenario, the following are key characteristics:

- 318
- 319 • A forecasting model is used to predict the future based on the current situation and the development of existing trends.
 - 320 • EU targets including those for eco-design, recycling and recovery are not met, and the current linear model largely persists.
 - 321 • Material demand remains coupled with economic growth, perpetuating a trend of increasing consumption.
 - 322 • Primary mining and extraction persist as the leading sources of raw materials, underlining the dependency on traditional extraction methods.
 - 323 • Recycling and recovery rates continue to lag, leading to increased production of SRM-containing waste that signals missed opportunities for resource reuse.
 - 324 • The EU's dependency on imports of SRMs escalates, heightening the risk of supply disruptions [18].
 - 325 • Investment in new SRM recovery technologies remains minimal, stifling innovation and advancements in this field.
 - 326 • The industrial focus remains on cost-effective material production and use, disregarding the long-term sustainability aspect.
 - 327 • Material scarcity and price fluctuations pose potential risks to the EU industry, highlighting the vulnerability of this business model [19].
 - 328 • Without any significant updates to environmental regulations, the negative impacts on ecosystems and biodiversity intensify.
 - 329 • Mining activity in the EU remains limited and concentrated in only a few member states. Current exploration projects (e.g., for Lithium in PT, FR, UK and rare earths in SE) are not realised.
 - 330 • The transitions to renewable energy and e-mobility continue at their current pace.

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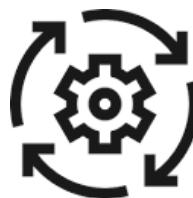


Scenario I: Business-as-usual (BAU)

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Scenario II: Recovery (BAU)

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See section 3.2 for the full scenario description and the waste-stream-specific scenario impact narratives.

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In the recovery scenario, the central emphasis is on harnessing sophisticated technologies to salvage SRMs from waste streams at the end of their lifecycle. While there are noticeable strides towards the incorporation of 'circular design' principles and re-X strategies (which focus on reducing, reusing, recycling, repairing, and refurbishing), material demand increases similarly to the BAU scenario. This is, however, mitigated to some extent by the implementation of a comprehensive material recovery system.

350

Key features of this technology-promoted recovery scenario include:

- 351 • This scenario uses a combination of forecasting and backcasting methods to envision the
352 future.
- 353 • The backcasting method is used for scenario factors that are covered by governmental targets,
354 starting with the desired outcome and working backwards to the present.
- 355 • The forecasting method is used for scenario factors that are not covered by governmental
356 targets, starting with the current situation and extending to the future.
- 357 • EU targets for recycling and recovery are met, due to the EU's waste management system
358 becoming more expansive, efficient and effective.
- 359 • Technological innovation drives increased recovery rates of SRMs, enabling the more efficient
360 use of waste.
- 361 • Digitalisation and automation are more extensively used in recycling processes, leading to
362 enhanced productivity and efficiency.
- 363 • Business models like leasing and take-back schemes emerge, altering traditional consumption
364 patterns (here, the focus is on take-back for recycling).
- 365 • Ecodesign mandates are implemented, again, here, with a focus on end-of-life recovery.
- 366 • There is greater exploration and exploitation of alternative sources such as urban mining,
367 waste streams, and tailings, presenting novel opportunities for resource acquisition.
- 368 • New waste regulations and guidelines for SRM recovery are implemented, enforcing better
369 management and extraction of SRMs.
- 370 • Investment in research and development for SRM recovery technologies experiences an
371 upswing, promoting continuous innovation in this field.
- 372 • Closer collaboration and information sharing between industry and government institutions
373 (e.g., waste tracking and digital product passports) streamline processes and expedite decision-
374 making.
- 375 • New jobs are created in the recycling and recovery sector, offering economic benefits and
376 improving overall employment rates.
- 377 • SRM production and use become more efficient and cost-effective, fostering economic sus-
378 tainability.

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Scenario III: Circularity

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See section 3.3 for the full scenario description and the waste-stream-specific scenario impact narratives.383
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In this scenario, we move in the direction of the maximum achievable state of material efficiency as government policy, private innovation and social changes are rapidly driving the transition toward a circular economy. The emphasis here rests heavily on re-X strategies that are implemented in the design phase of products (e.g., repairability and re-manufacturability) and that are actualised by changes in consumer behaviour (e.g reduction, refusal, engagement in the 'sharing economy' and curtailment of the 'throw-away' mindset).389
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Further, being enabled by the widespread adoption of 'circular design' principles and improvements in information transparency (e.g., waste tracking and digital product passports) the system for the treatment of post-consumer waste can divert a significant amount of their inflows (to, for example, re-use and re-manufacture) with the residual fraction being readily segregated into purer, more efficiently recoverable, material streams.394
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This scenario envisions a future where government policies are in synergy with private sector innovation and societal changes, driving a wholesale transition towards a circular economy. Unlike the recovery scenario, where the focus is on the end-of-life recovery of materials, this scenario emphasises minimising waste at all stages, starting from the design phase itself.398
The circular economy scenario is characterised by the following:

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- This scenario uses a combination of forecasting and backcasting methods to envision the future.
 - The backcasting method is used for scenario factors that are covered by governmental targets, starting with the desired outcome and working backwards to the present.
 - The forecasting method is used for scenario factors that are not covered by governmental targets, starting with the current situation and extending to the future.
 - EU targets for recycling and recovery are met, as are those for circularity, due to advances in waste management, ecodesign and re-X strategies.
 - A circular economy is implemented, prioritising waste reduction, resource efficiency, and a shift from the 'take-make-dispose' model.
 - A notable increase in SRM recycling and recovery rates, indicating an efficient use of resources.
 - A larger emphasis on designing products for reuse and recycling, making waste a valuable resource rather than a problem.
 - More extensive use of renewable energy and clean technologies in SRM production and use, supporting a low-carbon economy.
 - Collaboration between stakeholders — including industry, government, and consumers — improves, enhancing the implementation of circular practices.
 - New business models like leasing and take-back schemes emerge, altering traditional consumption patterns [20].

- 418
- Digitalisation and data use are heightened to improve efficiency and traceability, aiding in effective resource management.
- 419
- Investment in research and development for circular economy technologies increases, driving innovation and adoption.
- 420
- Awareness and education around sustainable consumption and production practices are amplified, leading to behavioural changes in society.
- 421
- Reliance on imports decreases, suggesting greater self-sufficiency and sustainability.
- 422
- The creation of new jobs within the recycling, recovery and re-X sectors boosts the economy and alleviates social inequality.
- 423
- Stricter waste regulations and product design guidelines are introduced, accelerating the transition towards circularity.
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IX. ABBREVIATIONS

Table 1.2: List of abbreviations

ACRONYM	DEFINITION
AI	Artificial Intelligence
BAU	Business as Usual
BATT	Waste Batteries
BRGM	French Geological Survey (Bureau de Recherches Géologiques et Minières)
CDW	Construction and Demolition Waste
CE	Circular Economy
CRM	Critical Raw Material
CU	Chalmers University
EEE	Electrical and Electronic Equipment
ELV	End-of-Life Vehicles
Empa	Swiss Federal Laboratories for Materials Science and Technology
EoL	End-of-Life
EoU	End-of-Use
EoW	End-of-Waste
EU	European Union
EU27+4	EU + Iceland, Norway, Switzerland and the United Kingdom
EPR	Extended Producer Responsibility
GDP	Gross Domestic Product
GEC	Global Energy and Climate [Model]
GTK	Geological Survey of Finland
LCA	Life Cycle Assessment
LCC	Life Cycle Cost Assessment
LMU	Ludwig Maximilian University of Munich
LU	Leiden University
MIN	Mining Waste
R&D	Research and Development
REACH	Registration, Evaluation, Authorization, and Restriction of Chemicals
RECHARGE	EU rechargeable battery industry association
SGU	Geological Survey of Sweden
SLASH	Slags and Ashes
S-LCA	Social Life Cycle Assessment
SLCA	Sustainability Life Cycle Assessment
SRM	Secondary Raw Material
TRL	Technology Readiness Level
TUB	Technische Universität Berlin
UCL	University College London

Continued on next page

Table 1.2 – Continued from previous page

ACRONYM	DEFINITION
UNITAR	United Nations Institute for Training and Research
UNFC	United Nations Framework Classification for Resources
VITO	Flemish Institute for Technological Research
WEEE	Waste Electrical and Electronic Equipment
WEEE Forum	Waste Electrical and Electronic Equipment Forum
WFD	Waste Framework Directive

X. TERMINOLOGY (ABBREVIATED)

The following table provides an abbreviated list of terminology used in this report.
See section 13.1 for a complete list.

Table 1.3: List of terminology (abbreviated)

TERM	DEFINITION
Backcasting	A method for predicting future trends based on a desired future state.
Business-as-usual	A scenario that assumes no significant changes in current trends and policies.
Circular economy	An economic system that prioritises waste reduction and resource efficiency.
Critical Raw Material	A raw material that is economically and strategically important to the EU, but with a high risk of supply disruption.
Forecasting	A method for predicting future trends based on historical data.
Recovery	The process of recovering SRMs from waste streams.
Re-X	A general term for circular strategies such as reuse, repair, refurbishment, remanufacturing and recycling.
Scenario	A plausible and coherent description of how the future may develop based on a set of assumptions.
Secondary Raw Material	A material that has been recovered from waste and can be used as a substitute for a primary raw material.
Storyline	A qualitative description of a scenario, including the key drivers, actors and events.

XI. DESCRIPTION OF FUTURAM WORK PACKAGE 2

A full breakdown of the tasks and subtasks in WP2, along with the responsible partners is provided in section 13.9. The following sections provide a brief description of each task.

More information can be found in the grant agreement [21], the consortium agreement [22], the project management plan [23] and the Milestone 6 report [24].

DELIVERABLE

D2.1: Report on the environmental and socioeconomic barriers to SRM recovery – Month 47: May 2026

XI.1. Objectives

WP2 will conduct foresight studies for materials critical to the EU economy, or materials that have significant impacts on EU sustainability because of their large volumes. WP2 will develop a set of coherent scenarios for material use and waste/recovery over time in various sectors in the EU: WEEE, ELV, BAT, CDW, MINW, SLASH.

Context

Source: [21]

MODELLING THE FUTURE OF WASTE GENERATION AND SRM RECOVERY

In WP2, modelling the foresight requires dealing with much unknown information and developments. A convincing mathematical model on the future thus requires a strong narrative developed from stakeholders and existing literature regarding how future circular behaviours, recycling and recovery technologies, and the overall material economy will develop. Furthermore, if the mathematical model used is too detailed, there will be many data gaps, leading to it being impractical to use and potentially leading to unrealistic results. This means a good balance needs to be found between data availability and its translation into a quantification of future narratives. The narratives applied to each scenario will follow plausible developments by taking into account stated MS policies by each regarding the material economy (with a special emphasis on the waste and recycling stages) and optimistic outlooks of both recycling technology using learning curves, and of increasing circular behaviour following global best practice. The rate of development towards each of these scenarios will be used for sensitivity and uncertainty analyses, such that a measure of the variability within each scenario is established.

OPEN SCIENCE

Considering the multidisciplinary character of FutuRaM and its aim to provide consistent and robust data, procedures, models, and methods, a critical discussion, harmonisation and integration of the concepts, perspectives and is crucial for the success of the project.

The consortium is committed to making the data available in open formats during the project and free of charge for the EC and all stakeholders to use and publish, along with other relevant reports tailored for

468 the use of the EC and respecting FutuRaM's open science principles.

469 **GENDER**

470 Within the FutuRaM, project no specific population group will be targeted. In contrast, the consortium is
471 aware that research often has a diversity problem since many groups are underrepresented, e.g. women,
472 ethnic minorities, people with disabilities and socially disadvantaged populations and we will consider
473 specific measures that will help to address specifically these groups.

474 We will especially consider the involvement of a variety of stakeholders in WP7.

475 In work packages 2, 3 and 5 we will use Delphi panels, which have an equal representation of gender
476 and an appropriate age distribution that encapsulates multiple perspectives. In the modelling of WP2 and 4
477 (foresight and stock and flow models), consumption of household electronics may increase with increasing
478 gender equality, and behavioural aspects of waste separation which could be an aspect of foresight of stock
479 and flows.

480 **XII. TASK DESCRIPTIONS**

481 **Task 2.1. Develop scenario storyline (ULEI, TUB, Empa, Chalmers, WEEE Forum, BRGM, UNITAR, SGU) (M01-M18):** This task involves scanning, mapping, and assessing scenarios used in the grey, scientific, policy,
482 and industry literature/reporting for the different waste streams, (e.g., the Shared Socioeconomic
483 Pathways, the International Resource Panel Scenarios, the International Energy Agency Scenarios,
484 etc) to develop cogent storylines for the three planned scenarios. These will cut across sectors and
485 will be used for the Stock-Flow models (WP4) and will include the translation of general concepts
486 such as stated policies, sustainable development, circular economy, to each sector. FutuRaM will
487 develop at minimum three scenarios (1. Sustainability, 2. Recoverability, and 3. Business-as-usual).

488 **Task 2.2. Integrate future technologies into the scenarios (Chalmers, ULEI, TUB, Empa, WEEE Forum, BRGM,
489 UNITAR, UCL, LMU, SGU, VITO) (M03-M20):** This task will review current and emerging technologies
490 used in the various sectors for product manufacturing and end-of-life handling, with a special emphasis
491 on material production, use, and recycling. Together with the storylines developed in Task 2.1, it will
492 adapt the market share of these technologies for each sector to determine the future development
493 of each sector.

494 **Task 2.3. Forecast material composition and products for each scenario (TUB, ULEI, UNITAR, Chalmers,
495 BRGM, Empa, VITO) (M7-M20):** Following the scenarios from T2.1, the material compositions and
496 future products for each sector will be determined based on the product and commodity demand
497 and technology realisation (T2.2). This task will be coupled to the data collection in WP3 and WP4.

498 **Task 2.4. Quantify environmental and socioeconomic impacts of SRM recovery under each scenario (ULEI,
499 TUB, Empa, UNITAR, WEEE Forum, BRGM, UCL, LMU) (M18-M36):** This task will use the information
500 generated in Tasks 2.1-2.3, together with the material flow analysis from WP4, to quantify the future
501 environmental and socioeconomic feedbacks for each waste sector and scenario according to future
502 recovery technology.

503 **Task 2.5. Assess the environmental and socioeconomic impacts and bottlenecks of future SRM recovery
504 (ULEI, TUB, Empa, UNITAR, Chalmers, UNITAR, WEEECycling) (M37-M47):** This task will develop a
505 report based on an assessment on the pressures and bottlenecks associated with environmental and
506 socioeconomic issues related to each waste sector, including the associated changes and impacts on
507 imports and of primary raw materials production (D2.1).

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XII.1. Interconnection with other work packages in FutuRaM

REVIEW NOTICE

Does anyone have the original, editable version of this figure?

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512 Figure 1.1 shows the interconnection between WP2 and the other work packages in FutuRaM [21].

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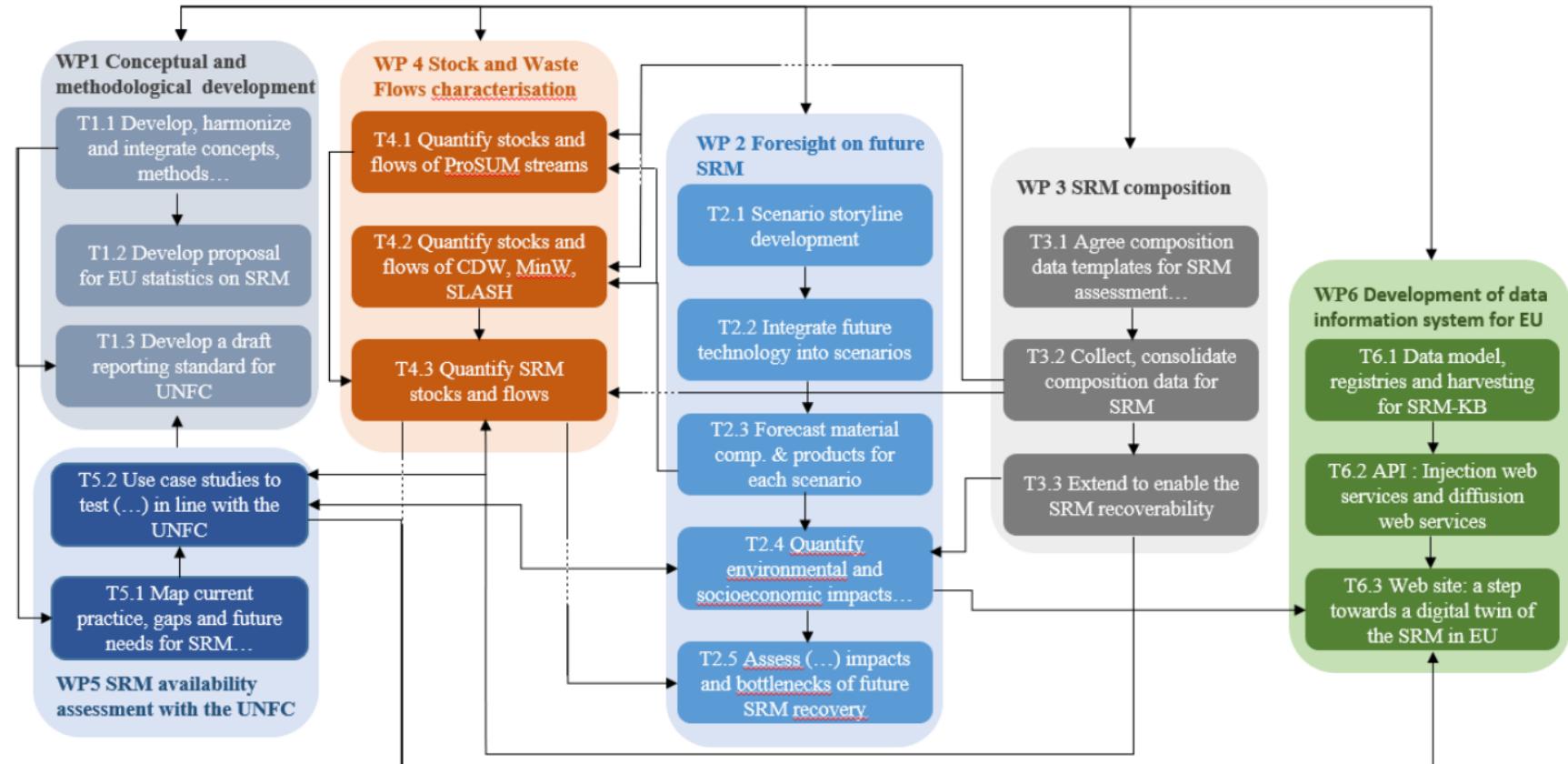


Figure 1.1: Interconnection between WP2 and the other work packages in FutuRaM



XII.2. Work package two milestones

Table 1.4: WP2.1 – Milestone list

M#	MILESTONE NAME	WP	DUE DATE	RESP. PARTNER	MEANS OF VERIFICATION
MS11	Mapping of published scenarios and Storyline/scenario description	2	Dec. 2023	ULEI	Datasets on available scenarios are fed into D1.1 and qualitative descriptions of 3 futures for the six waste streams are circulated
MS17	Mapping of future technologies for each sector	2	Feb. 2024	ULEI	Dataset covering sector-specific current and emerging technologies in both the production of products and their end-of-life treatment made available to WP1 Lead and consortium members, including quantitative descriptions of future product market shares related to 6 waste streams
MS20	Integration of social, environmental, and economic assessments	2	May 2026	ULEI	Social, environmental, and economic impacts of SRM recovery have been quantified for each scenario and waste stream. Information delivered to the consortium.

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XII.3. Subtasks for Task 2.1 – Scenario storyline development

Table 1.5: WP2.1 – Subtask list

WP	TASK	SUB-TASK	NAME	WS	DESCRIPTION	START	END	PARTNERS	STATUS
2	2.1	2.1	Scenario mapping	Cross-cutting	Map various studies from the academic, policy, and grey literature for future scenarios and assess the applicability within FutuRaM	M01	M05	WEEE Forum, UNITAR, BRGM, CU, GTK, LMU, RECHARGE, SGU, TUB, LU, VITO, Empa, UCL	✓
2	2.1	2.2	Scenario methods	Cross-cutting	Compile various methodologies for scenario development and assess their applicability for developing scenarios on material recovery and circular economy for Europe	M02	M05	WEEE Forum, UNITAR, BRGM, CU, GTK, LMU, RECHARGE, SGU, TUB, LU, VITO, Empa, UCL	✓
2	2.1	2.3	Scenario storylines	Cross-cutting	Flesh out the storylines of the 3 main scenarios	M05	M08	UNITAR, CU, TUB, LU	✓
2	2.1	2.4	Qualitative scenario development	Cross-cutting	Use the chosen methods and qualitative methods to develop the three main scenarios to be used in FutuRaM (e.g. BAU, increased material recovery, and full circular economy)	M07	M11	UNITAR, CU, SGU, LU, VITO, UCL	✓(V3)

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XII.4. Consortium partner contributions to WP2

Table 1.6 lists the consortium partner contributions to WP2, in terms of person months for each sub-task. The table is based on the FutuRaM grant agreement [21].

WP #	WP Name	Total PMs	Task No.	Start	End	ALL TASKS	WEEE Forum UNITAR BRGM Chalmers GTK LMU RECHARGE SGU TUB Leiden Uni VITO Empa UCL												Total	
							3	19	8	10	2	12	1	1	21	28	4	8	7	
2	Foresight on Secondary Raw Materials	151.0	2.1	2022-06-01	2023-11-30	Develop scenario storyline	1	5	1	2				.5	2	1		1	13.5	
			2.2	2022-08-01	2024-01-30	Integrate future technologies into the scenarios	1	4	2	6	1	1	.5	.5	6	1	2	1	3	29
			2.3	2022-12-01	2024-01-30	Forecast material composition and products for each scenario	1	4	2	2	1		.5		8	4	2	2		26.5
			2.4	2023-11-01	2025-05-31	Quantify environmental and socioeconomic impacts of SRM recovery under each scenario		2	2			11			2	11		3	4	35
			2.5	2025-06-01	2026-04-30	Assess the environmental and socioeconomic impacts and bottlenecks of future SRM recovery			4	1					3	11		1		20

Table 1.6: Consortium partner contributions to WP2 (person months per sub-task)

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Methodology

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CHAPTER CONTENTS

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2.1. THE CONCEPTUAL FRAMEWORK FOR SCENARIO DEVELOPMENT

The conceptual framework for scenario development is based on the following principles.

The scenarios should:

- Be based on the best available scientific knowledge and data.
- Provide a coherent and consistent picture of possible futures.
- Provide decision makers with knowledge related to the possible consequences of their decisions.
- Consider a range of plausible future outcomes, accounting for uncertainties and alternative trajectories.
- Be developed in a participatory and collaborative manner, involving relevant stakeholders and experts.
- Be transparent and well-documented, allowing for replication and further analysis (e.g., publication in peer-reviewed journals and open-access repositories).
- Be flexible and adaptable, allowing for updates and adjustments as new information becomes available.
- Consider the interconnections and interactions between different sectors, waste streams, and policy domains.
- Take into account the broader societal, economic, and environmental context in which the waste streams operate.
- Incorporate a long-term perspective, considering the potential impacts and implications over several decades.
- Capture both quantitative and qualitative aspects, integrating data-driven modelling with qualitative narratives and storylines.
- Be regularly reviewed and updated to reflect evolving knowledge, technological advancements, and policy developments.
- Be used as a tool for learning and exploration, encouraging dialogue and collaboration among stakeholders.
- Inform policy and decision-making processes, providing insights into the potential consequences of different choices and interventions.
- Be communicated effectively to a wide range of audiences, ensuring accessibility and clarity of information.
- Contribute to the advancement of knowledge and understanding in the field of waste management, resource recovery, and circular economy.

By adhering to these principles, the FutuRaM project aims to develop robust, informative, and policy-relevant scenarios that support sustainable decision-making and contribute to the transition towards a more circular and resource-efficient economy.

2.2. SCENARIO STORYLINE DEVELOPMENT PROCESS

Building scenarios involves several steps and various methodologies, these will differ depending on the specific context and objectives of the exercise [5, 6, 7, 8, 9, 25, 26, 27, 28].

The following section provides an overview of the scenario development process used in FutuRaM. Figure 2.1 provides a visual representation of the process.

2.2.1. Step 1: Define the scope and objectives

Scope and objectives of the scenario development process

The scope and objectives of the scenario development process are defined in the context of the overall aim, scope, and objectives of the FutuRaM project.

Aim of FutuRaM:

FutuRaM will develop the Secondary Raw Materials knowledge base on the availability and recoverability of secondary raw materials (SRMs) within the European Union (EU), with a special focus on critical raw materials (CRMs). The project research will enable fact-based decision-making for the recovery and use of SRMs within and outside the EU, and disseminate the data generated via an accessible knowledge base developed in the project.

Scope of FutuRaM:

FutuRaM will establish a methodology, reporting structure, and guidance to improve the raw materials knowledge base up to 2050. FutuRaM will focus on six waste streams: batteries; electrical and electronic equipment; vehicles; mining; slags and ashes; and construction and demolition.

It will integrate SRM and CRM data to model their current stocks and flows and consider economic, technological, geopolitical, regulatory, social and environmental factors to further develop, demonstrate and align SRM recovery projects with the United Nations Framework Classification for Resources (UNFC) [12].

This will enable the commercial exploitation of SRMs and CRMs by manufacturers, recyclers, and investors, and the knowledge base developed in the project will support policymakers and governmental authorities.

Selected objectives of the FutuRaM project in general are presented in Table 2.1.

WP2 – scope definition:

Given this context, the scope of the scenario development process is to develop a set of plausible scenarios that explore the future of waste management, resource recovery, and circular economy in the EU.

The scenarios will be used to identify key drivers and uncertainties that will influence the future of waste management and resource recovery. The scenarios will also be used to evaluate the potential impacts of different policy interventions and technological

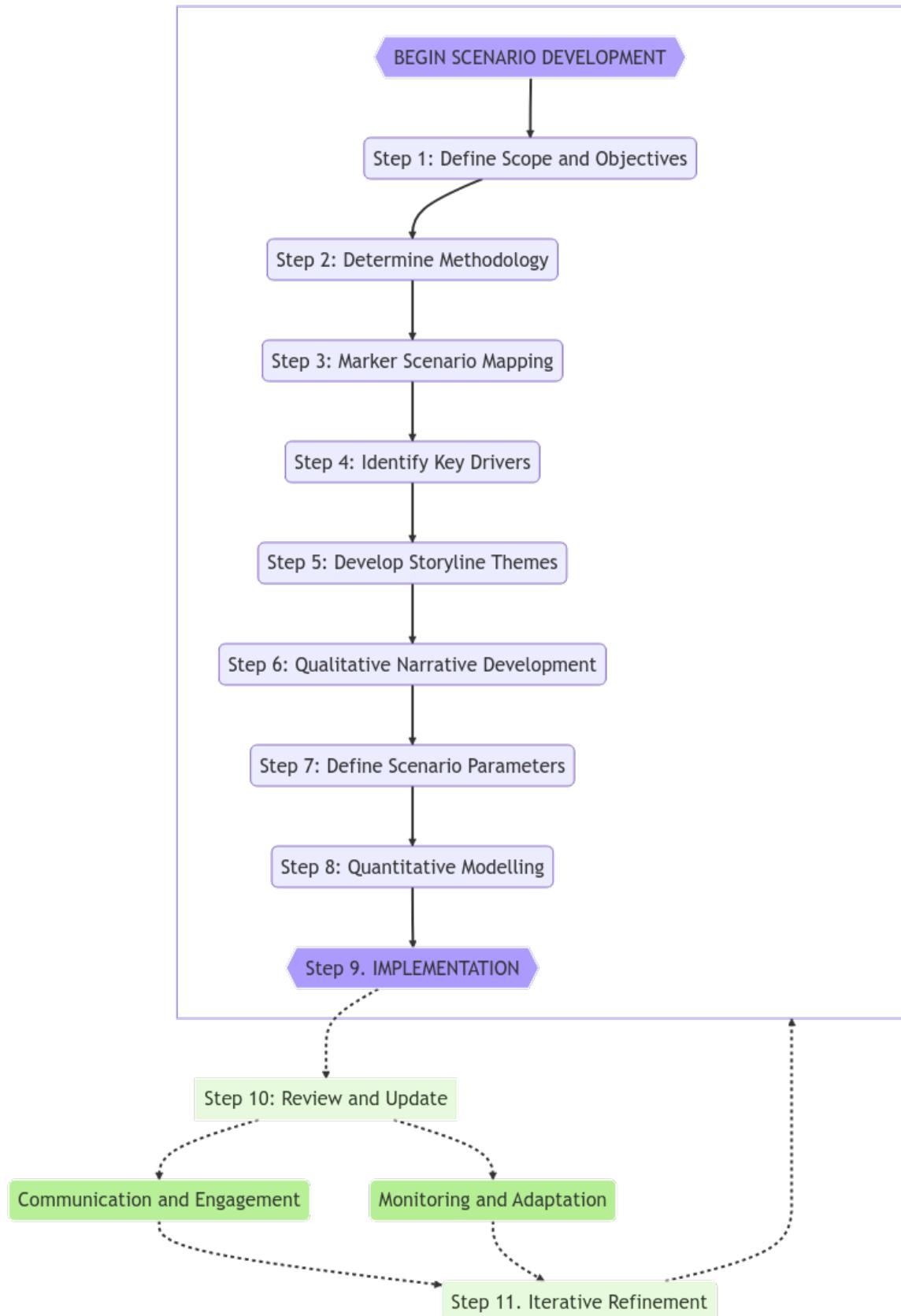


Figure 2.1: Scenario storyline development process

Table 2.1: Selected objectives of the FutuRaM project

NEED	ACTION
A successful transition to a climate-neutral, circular and digitised EU economy relies heavily on a secure supply of raw materials.	FutuRaM will quantify the future availability of SRMs for three future scenarios for the EU material economy. Forecast material demand, SRM supply for each scenario, and raw material imports to evaluate EU material autonomy.
Presently, several socioeconomic scenarios have been developed at national, EU, and/or global scales to assess the energy and mobility transition. Still lacking are specific scenarios for the SRM and CRM recovery systems	FutuRaM will develop stock-flow models for six waste streams based on holistic scenarios to map current and future material use in the economy of the EU-27 plus Iceland, Norway, Switzerland and United Kingdom. FutuRaM will extend existing model approaches by a set of distinct scenarios which cover circular economy, high SRMs recoverability, and business as usual.

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advancements.

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Thematic scope

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The scenarios will be centred on the six waste streams of FutuRaM: WEEE, ELV, BAT, CDW, MIN, and SLASH. Additionally, consideration will be given to sectors and policy domains that are relevant to these waste streams and the general context of the system. These include manufacturing, energy, and transportation, as well as policies related to the environment, the economy, society, technology, and geopolitics.

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Geographic scope

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The scenarios will be developed for the EU-27 plus Iceland, Norway, Switzerland and the United Kingdom (EU27+4). The scenarios will consider the current and future waste management practices and resource recovery technologies in these countries.

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Additionally, the scenarios will consider the current and future policies and targets related to waste management and resource efficiency in these countries. To some extent, the scenarios will also consider the current and future trade relationships between these countries and other countries around the world.

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Temporal scope

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The scenarios will be developed for the time horizon of 2025–2050. This time horizon is aligned with the long-term targets of the EU, including the EU Green Deal, the EU Circular Economy Action Plan, and the EU Industrial Strategy.

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The discrete stages in the forecasts are planned to be: 2025, 2030, 2035, 2040, 2045 and 2050.

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The temporal resolution of the scenarios will be determined during the quantification phase of the scenario development process.

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While it is possible to develop scenarios with a high (or even continuous) temporal

resolution, that of these scenarios will be determined based on the availability and quality of data. It is important to acknowledge that providing too high a temporal resolution may lead to a false sense of accuracy and precision.

Furthermore, the scenarios will be developed with the understanding that the further into the future we look, the more uncertain the predictions become [8, 29, 30].

WP2 — Aims and objectives definition

Table 2.2: FutuRaM WP2 aims and objectives

AIM	OBJECTIVE
Quantifying the current and future availability of secondary raw materials (SRM), particularly critical raw materials (CRM), for the identified waste streams from 2025 until 2050.	Developing a set of plausible scenarios that encompass these waste streams and provide quantitative estimates of the current and future availability of SRM and CRMs.
Informing private and public sector decision-making processes by assessing the impacts of different legislative and policy strategies related to waste management and resource efficiency	The scenarios will cover a range of such strategies, grouped in coherent sets in each of the three storylines including recycling, reuse, remanufacturing, and landfilling. Integration of the scenario with the system model will allow assessment of the impacts of these strategies not only on the availability of SRM and CRMs, but also on the environment, the economy, and society.

Consideration of EU legislation and policy targets

The scenarios developed in FutuRaM consider targets that the EU is setting for specific elements, materials, and waste streams. The targets incorporated into FuTuRaM's scenarios are aligned with the ambitions of the EU's Green Deal [31] and its Critical Raw Materials (CRM) act [2].

Additionally, the consumer-product-centric waste streams BATT, ELV, and WEEE have specific EU legislation that is directly applicable to them and will be considered in detail in the scenarios [32, 33, 34, 35, 36, 37].

GENERAL POLICIES AND LEGISLATION

The EU Green Deal [31] is a set of policy initiatives by the European Commission with the overarching aim of making the EU climate-neutral in 2050.

This policy portfolio is a response to the Paris Agreement and the United Nations Sustainable Development Goals. It covers a wide range of economic sectors with an emphasis on investments towards building local, 'sustainable' industries.

The scope of FutuRaM is aligned with the EU Green Deal's goal of ensuring the sustainable sourcing and use of raw materials, reducing dependency on imports, and promoting resource security. These goals can conflict with each other; however, the modelling in FutuRaM will explore the trade-offs between them (e.g., optimising local sourcing may result in higher negative externalities).

The EU Circular Economy Action Plan [15] is a policy framework developed by the

658 European Commission to promote the circular economy in the European Union.

659 It sets out a comprehensive set of measures and targets to improve resource efficiency,
660 reduce waste, and foster sustainable production and consumption. The Action Plan
661 includes initiatives related to product design, waste management, recycling, and resource
662 efficiency, among others. The Action Plan is a key element of the European Green Deal
663 and is closely linked to the EU Industrial Strategy.

664 **The Circular Economy Action Plan:**

- 665 • Aims to promote the transition to a more circular economy in the EU.
- 666 • Sets out a range of measures to promote the sustainable use of resources,
667 reduce waste, and increase recycling.
- 668 • Includes proposals for new legislation, such as an EU-wide framework for the
669 circular economy, and revisions to existing legislation, such as the WEEE Direc-
670 tive.
- 671 • Emphasises the importance of product design for the circular economy and
672 proposes measures to promote eco-design and repairability.
- 673 • Includes initiatives to promote the use of secondary raw materials, such as the
674 establishment of a European Raw Materials Alliance.
- 675 • Aims to reduce greenhouse gas emissions and improve resource efficiency in
676 the EU.
- 677 • Calls for increased cooperation and dialogue among stakeholders in the circu-
678 lar economy.

679 **The Critical Raw Materials Act (CRM Act) [2]** is an EU regulation that aims to ensure a
680 secure and sustainable supply of raw materials to the EU.

681 The Act identifies a list of strategic raw materials, which are crucial to technologies
682 important to Europe's green and digital ambitions and for defence and space applications,
683 that are subject to potential supply risks. The regulation will cover the entire raw materials
684 value chain, from primary extraction to manufacturing to potential recovery as a secondary
685 raw material.

686 For example: According to the CRM act, by 2030, a single 'third country' (ex-EU, ex-
687 Schengen) should produce no more than 65% of the EU's annual consumption of each
688 strategic raw material.

689 Clear benchmarks have been set for the domestic capacities of the EU in 2030:

- 690 • Extract at least 10% of the EU's annual consumption
- 691 • Process at least 40% of the EU's annual consumption
- 692 • Recycle at least 15% of the EU's annual consumption

693 These benchmarks have been included in the scenarios developed in FutuRaM. Specif-

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ically, in the Recovery scenario (REC), where the emphasis is on the recovery of materials
from waste streams, and the Circularity scenario (CIR) where the emphasis is on the
implementation of 're-X' strategies, such as recycling, remanufacturing, and reuse.

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Many of these targets, benchmarks and mandates — despite being included in legis-
lation — are considered too optimistic to be included in the Business-as-usual scenario
(BAU) as they often make expectations whose attainment is likely highly unrealistic with-
out radical reform of the waste management system. For example, the targets in the
Battery Act suggest near-complete recovery for several elements [37].

702 ***Extent of policy and legislation inclusion in the scenarios***

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The targets that result from the planned and ongoing review processes are non-negotiable
and legally binding and thus should be incorporated into our scenarios. These targets,
however, are only applicable to post-consumer products, namely WEEE, BAT and ELV.
This envisioned future in which legally binding targets for collection, reuse and/or material
recycling are achieved can be implemented as the Recovery scenario.

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If there are no targets set for a specific consumer product category, then approach
targets similar to the WEEE directive and in line with the EU Green Deal. For the Recovery,
and especially for the Circularity scenario, FutuRaM will also consider the effects of pro-
posed ecodesign requirements for sustainable products (e.g., longer lifetimes, increased
reusability, repairability, recyclability).

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However, for waste that does not consist of discarded consumer products, but instead
results from industrial production activities, in particular for MIN and SLASH, we must still
produce specific scenarios related to mining, metallurgy, and waste and fuel combustion.
The production of new mining wastes will depend on new local mining activity.

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Predicted production in the EU until 2050 will be forecast (equally across the three
scenarios) and the flows into the MIN waste stream can be calculated with the respective
transfer coefficients. The recovery of historical MIN stock, which is a target of the CRM Act,
should be modelled differently. It requires a hypothesis about the percentage of historical
tailings recoverable by commodity and country.

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The scenarios will account for increasing resource use effectiveness and production
process efficiency thus indicating lower volumes and quality of generated production
residues (both by-products and waste such as red mud, waste rock, slags, etc.) per unit of
product (expressed either as product mass or product value), whether that product is a
metal (e.g., a copper cathode), metal alloy (e.g., aluminium alloy n° 5183) or metal product
(e.g., cold rolled stainless steel sheet).

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Excepting the BAU storyline, WEEE, ELV, and BATT waste material recovery will follow
the targets in the EU.

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For SLASH and MIN, we will evaluate recent trends in waste generation and extract
plausible ranges of generation toward 2050.

732 For CDW, embedded WEEE will follow EU targets, and bulk waste will incorporate sto-
733 rylines and scenarios that are congruent with predicted demolition rates (where renovation
734 is the alternative emphasised in the CIR storyline).

735 Various drivers will be assigned to move between these ranges and will be key to the
736 specific, harmonized storyline for the scenario. Finally, the targets and storylines will be
737 aligned with assumptions on technology development.

738 ***Consideration of geopolitical developments***

739 The storylines also attempt to consider geopolitical considerations and thus supply chain
740 resiliency for satisfying the product demand in the scenarios. We must omit, however,
741 possible changes in waste flow volumes and composition that could arise from any
742 material supply constraints.

743 The reasoning for this is that it would needlessly confusate the interpretation of the
744 modelling results as the incertitude of these potentialities is very high and this realm is
745 outside the scope of FutuRaM's mandate and expertise.

746 The most volatile aspect of the 'criticality calculation' is the risk profile of the producing
747 country. For many material-exporting nations, this is not something that can be reliably
748 forecast, especially not over the next 30 years. Thus, it will be assumed that the growth
749 in material demand for (among other needs) the energy and mobility transitions can be
750 satisfied either by an increase in mining and metallurgy activities within the EU or by
751 growing imports from raw material-producing countries outside the EU.

752 That is, if we go for increased domestic EU production to minimize geopolitical supply
753 risk, it may indicate more EU production residue generation even under increased produc-
754 tion efficiency and resource effectiveness. The increase of domestic industrial activity, as
755 a response to an envisioned increased internal demand, supposes an equivalent rise of
756 societal approval for mining and refining activities on EU territory.

757 If the increased demand is, however, satisfied by imports from non-EU countries,
758 which we know have domestic resource consumption also growing significantly due to the
759 energy and mobility transition, our assumption would be to shift the mining and refining
760 activities from EU countries towards resource-rich non-EU countries.

761 This shift would also imply an increased risk for geopolitical instability and/or security
762 of supply of critical raw materials to the EU.

763 This situation is front of mind for many in policy and business and the EU is 'applying a
764 policy mix that aims to increase domestic capacity, diversify suppliers, and support the
765 multilateral rules-based trade environment.'

766 However, '...most experts predict that reshoring or nearshoring will be of limited
767 importance. With time, though, resilience may improve through international cooperation,
768 diversification and the accelerated uptake of digital technologies.' [38]

769 **Note: supply constrictions will be considered in the model's sensitivity analysis and**

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**the codebase will be designed to allow for the optimisation of the SRM recovery system
based on any supply-demand value statements.**

772 2.2.2. Step 2: Determine methodology

773 ***Methodology types and selection criteria***

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The second step in the scenario development process is to determine the methodology
to be used. This involves identifying the most appropriate methods and tools for the
specific context and objectives of the scenario development process. The methodology
should be selected based on the following criteria:

778 **Relevance:**

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780 The methodology should be relevant to the specific context and objectives of the
scenario development process.

781 **Applicability:**

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783 The methodology should be applicable to the specific context and objectives of
the scenario development process.

784 **Feasibility:**

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786 The methodology should be feasible given the available resources (e.g., time, budget,
expertise, data, etc.).

787 **Transparency:**

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789 The methodology should be transparent and well-documented, allowing for repli-
cation and further analysis.

790 **Flexibility:**

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792 The methodology should be flexible and adaptable, allowing for updates and ad-
justments as new information becomes available.

793 **Accessibility:**

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795 The methodology should be accessible to a wide range of stakeholders, ensuring
that it can be understood and used by non-experts.

796 **Effectiveness:**

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798 The methodology should be effective in achieving the objectives of the scenario
development process.

799 **Efficiency:**

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801 The methodology should be efficient in terms of time, cost, and resources required
to implement it.

802 **Acceptability:**

803
804 The methodology should be acceptable to stakeholders, ensuring that it is perceived
as fair and legitimate.

805 Further details are given in this section, and the table in section 13.3 provides an
806 overview of the methods and tools considered, along with a brief description of each and
807 its relevance to the specific context and objectives of the FutuRaM scenario development
808 process.

809 **Choice of methodology**

810 The grant proposal for the FutuRaM project outlined that there should be at least three
811 scenarios developed, namely business as usual, recovery, and circularity. This remains the
812 case; however, during the scenario development process, additional scenarios or scenario
813 dimensions were considered, including supply chain security and the energy transition.

814 **Considered dimension — Supply chain security:**

815 Due to various political developments in 2022, the question of the security of the EU's
816 supply chains for CRMs was brought into focus. This led to the proposal from stakeholders
817 to consider a scenario dimension that would explore the security of the EU's supply chains
818 for CRMs.

819 **Considered dimension — Energy transition:**

820 The energy transition is a key topic in the EU's policy agenda, and the FutuRaM project
821 is concerned with the role of CRMs in the energy transition. Therefore, the proposal was
822 made to consider a scenario dimension that would explore the energy transition in the
823 EU.

824 **Method — Multi-criteria analysis and cross-impact analysis**

825 In order to assess the potential inclusion of these additional scenario dimensions, a
826 multi-criteria analysis and a cross-impact analysis were conducted [39]. The addition of
827 extra dimensions increases the possible number of scenarios significantly. By assessing
828 the consistency and plausibility of these combinations with a matrix-based method, it
829 was possible to reduce the number of scenarios.

830 For example, low progress in the energy transition is unlikely to concur with high
831 progress in recycling/circularity indicators and can be excluded. In contrast, different levels
832 for the supply chain security dimension would result in an additional scenario, as this
833 dimension is considered independent of the others.

834 Ultimately, supply chain security was eliminated as a scenario dimension. This is due
835 to the consortium's inability to speculate on geopolitical developments and the added
836 incertitude it would introduce to the scenarios.

837 The potential of supply constraints will, however, be considered in the future sensitivity
838 analysis of the model, as well as potentially through an array of explorative multi-object
839 optimisation procedures. This can produce projects to answer the question, 'What would
840 happen to the SRM system if element x is constrained, and what would be the optimal
841 response to this constraint?'

Method — Delphi

The Delphi method [40] was used in the initial stages of the scenario-building process to gather and aggregate the opinions of experts or stakeholders. Internal consultation with consortium members who were experts in their respective waste streams or other aspects of the recovery system was conducted.

The method involves steps such as the selection of experts, generation of initial questionnaires, iterative rounds of responses, and convergence and consensus building. For the later stages of the process, further rounds of consultation will be conducted with external stakeholders, including representatives from industry, academia, and government.

Choice of Scenario Type

The general types of scenarios are summarized in Table 2.3. In the context of futures studies, various approaches and methodologies are employed to understand the potential trajectories of future developments [6, 7, 8, 25, 26, 27].

We can classify scenario studies into three primary categories, each addressing distinct questions about the future. These categories are tailored to better align with the specific objectives of scenario usage:

Predictive Scenarios (Answering ‘What Will Happen?’):

Pros: These scenarios offer insights into potential future outcomes, aiding in long-term planning.

Cons: They are contingent on assumptions and may not account for unexpected events.

Applicability: Predictive scenarios are valuable when the aim is to forecast future developments under certain conditions.

Explorative Scenarios (Answering ‘What Can Happen?’):

Pros: Explorative scenarios explore a wide range of potential future scenarios, fostering preparedness for various outcomes.

Cons: They do not prioritize the likelihood or desirability of scenarios.

Applicability: These scenarios are beneficial when considering multiple potential futures and the need to adapt to diverse outcomes.

Normative Scenarios (Answering ‘How Can a Specific Target Be Reached?’):

Pros: Normative scenarios focus on achieving predefined objectives and offer guidance on strategies to attain them.

873 **Cons:** They are inherently normative, starting with specific goals in mind.

874 **Applicability:** Normative scenarios are suitable when the objective is to work towards
875 predefined targets and develop actionable plans to reach them.

876 The choice of scenario category is influenced not only by the characteristics of the
877 system under study but also by the user's worldview, perceptions, and study objectives.
878 Additionally, the user's perspective plays a crucial role in determining the most suitable
879 approach. For instance, the decision to employ predictive, explorative, or normative
880 scenarios hinges on the user's goals and the nature of the questions they seek to answer.

881 Furthermore, considerations regarding the predictability of the future and the potential
882 for influencing it can impact the selection of scenario types. For example, some users may
883 argue that uncertainty in certain parameters makes long-term predictions less meaningful,
884 while others may see value in using forecasting and optimisation models to stimulate
885 discussions and inform decision-making processes.

886 In practice, a combination of qualitative and quantitative techniques can be employed
887 to create scenarios tailored to specific needs. For instance, a blend of techniques may
888 be used to generate forecasts, especially when external factors are uncertain. Likewise,
889 strategic scenarios often begin with external scenario generation and proceed to identify
890 available policy options.

Table 2.3: Types of scenario (adapted from [6, 7])

SCENARIO CATEGORY	SCENARIO TYPE	OUTCOME	TIMEFRAME	SYSTEM STRUCTURE	FOCUS ON FACTORS
Predictive <i>what will happen?</i>	Forecasts	Typically quantitative, sometimes qualitative	Often short	Typically one	Typically external
	What-if	Typically quantitative, sometimes qualitative	Often short	One to several	External and, possibly, internal
Explorative <i>what can happen?</i>	External	Typically qualitative, quantitatively possible	Often long	Often several	External
	Strategic	Qualitative and quantitative	Often long	Often several	Internal under influence of the external
Normative	Preserving	Typically quantitative	Often long	One	Both external and internal
	Transforming	Typically qualitative with quantitative elements	Often very long	Changing, can be several	Not applicable

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The scenarios developed in the FutuRaM project are a combination of predictive and normative:



BAU:

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897
What will happen if current trends continue?

This scenario is predictive in nature, based on the assumption that the current trends and developments in waste management and resource recovery systems will continue into the future.



Recovery:

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902
What will it take to achieve the EU's targets for material use and recovery? Focus on technology

This scenario is normative, focusing on manipulating the technology and infrastructure of the recovery system to achieve the EU's targets and mandates.



Circularity:

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905
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908
What will it take to achieve the EU's targets for material use and recovery? Focus on re-X strategies

This scenario is a combination of normative and explorative, considering the targets and mandates of the EU's circular economy action plan and exploring re-X strategies in the recovery system.

909
910
911
The methodology and scenario types were selected based on their relevance, applicability, feasibility, transparency, flexibility, accessibility, effectiveness, efficiency, and acceptability to the scenario development process.

912 2.2.3. Step 3: Marker-scenario mapping

913 **Justification and methodology**

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919
This preliminary step in the scenario development process involves conducting a literature study to identify existing scenarios that are relevant to the FutuRaM project. This step is crucial as it serves several important purposes and provides valuable insights for the overall scenario development process. It helps the scenario development team to build on existing knowledge, identify relevant scenarios, gain insights and inspiration, fill knowledge gaps, and enhance credibility and comparability.

920 **Building on existing knowledge:**

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922
923
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926
Conducting a literature study allows the FutuRaM project team to tap into existing knowledge and expertise in the fields of waste management, resource recovery, and circular economy. It provides a foundation of existing scenarios that have been developed by other researchers, organizations, or institutions. By building on this existing knowledge, the FutuRaM project can leverage the insights, methodologies, and findings from previous scenario studies, saving time and resources.

Identifying relevant scenarios:

Marker scenario mapping helps identify scenarios that are relevant to the specific objectives and scope of the FutuRaM project. By reviewing the literature, the project team can assess the applicability of existing scenarios to their research questions and determine which scenarios align with the waste streams, sectors, and policy domains being considered. This step ensures that the scenarios selected for further analysis are well-suited to address the project's goals.

Gaining insights and inspiration:

Reviewing existing scenarios provides the FutuRaM project team with valuable insights and inspiration for the development of their own scenarios. It allows them to understand the different approaches, assumptions, and methodologies used in previous scenario studies. This knowledge can inform the design and structure of the FutuRaM scenarios, helping to ensure a rigorous and well-founded approach.

Filling knowledge gaps:

Marker scenario mapping helps identify any gaps or areas of limited knowledge in the existing scenario landscape. It allows the FutuRaM project team to identify topics or aspects that have not been adequately addressed in previous scenarios. This awareness of knowledge gaps can guide the project team in focusing their efforts on areas where new insights and contributions can be made, leading to a more comprehensive and innovative scenario development process.

Enhancing credibility and comparability:

By conducting a literature study and referencing existing scenarios, the FutuRaM project can enhance the credibility and comparability of their own scenarios. The project team can reference and compare their findings, assumptions, and results with those from previous studies, contributing to the overall body of knowledge in the field. This promotes transparency, robustness, and consistency in the scenario development process and allows for better benchmarking and evaluation of the FutuRaM scenario set.

Content of the marker scenario mapping for application to FutuRaM's scenarios

Table 13.4 in section 13.4 presents an overview of the marker scenarios considered in the FutuRaM project. The table is not intended to be exhaustive but rather to provide an overview of the different scenarios that have been developed in the fields of waste management, resource recovery, and circular economy.

2.2.4. Step 4: Identification of key drivers of change

In this step, the key drivers of change that will shape the future of the scenarios are identified. Key drivers are the factors or forces that have a significant influence on the waste management system and its development over time. These drivers can be social, economic, technological, environmental, or policy-related.

965 The purpose of identifying key drivers of change is to understand the factors that will
966 have the greatest impact on waste management and to ensure that the scenarios capture
967 the range of possible outcomes influenced by these drivers.

968 The process of identifying key drivers involves a combination of literature review,
969 expert consultations, and stakeholder engagement. It requires a comprehensive analysis of
970 relevant trends, uncertainties, and emerging issues that may affect the waste management
971 system.

972 The key drivers identified in this step will be used to develop the storyline themes and
973 scenario parameters in the next step.

974 Figure 2.2 illustrates the process of identifying key drivers of change.

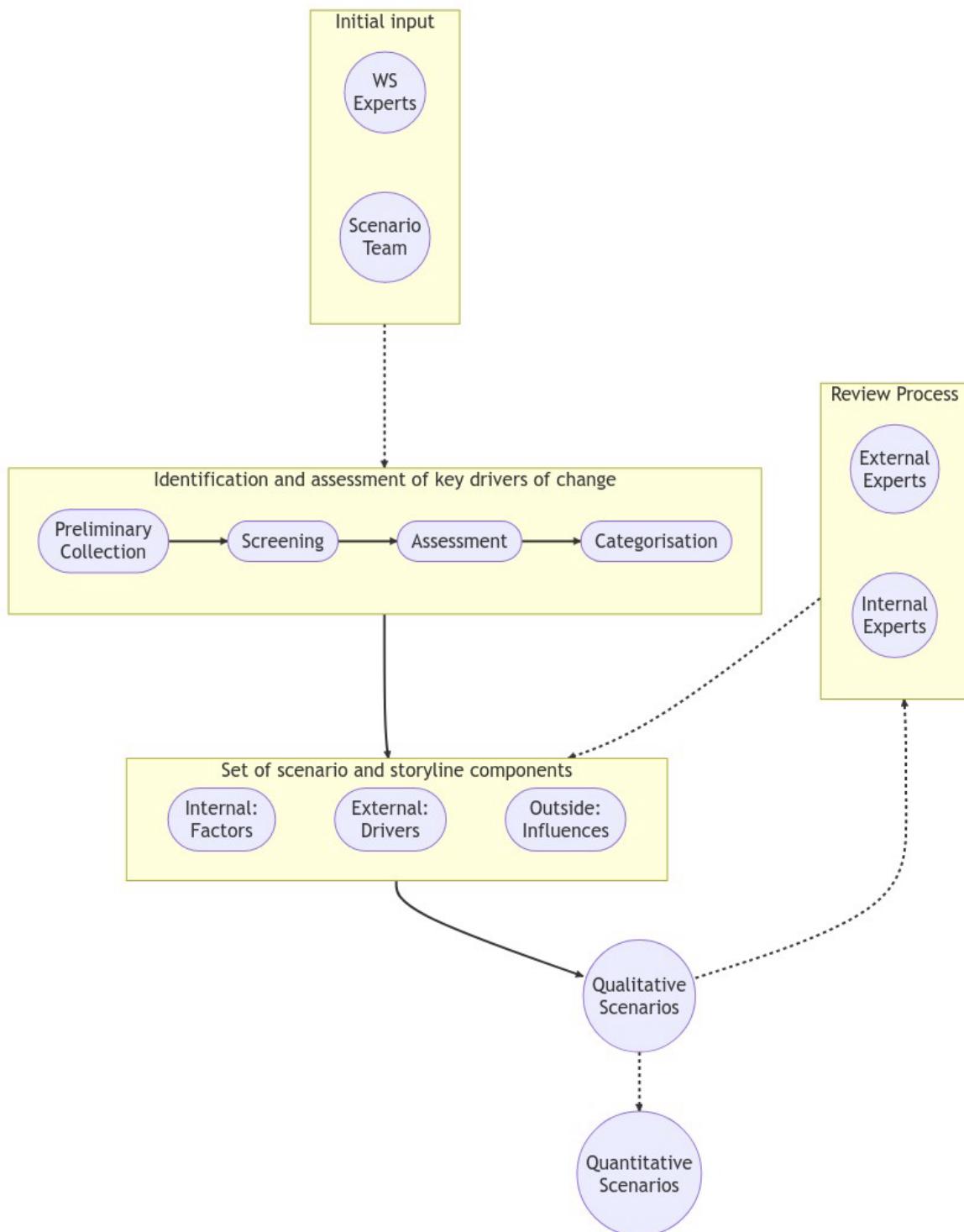


Figure 2.2: An illustration of the process used for identifying key drivers of change

Methodology and results of this stage in *FutuRaM's scenario development:*

The overall goal of this process is to identify and include elements in the storylines and scenarios that are relevant, plausible, and influential in shaping the future.

The selection, screening, and categorisation steps ensure that the elements chosen for the development of storylines and scenarios are consistent, coherent, and aligned with the objectives and scope of the scenario exercise.

1. Preliminary collection:

This step involved gathering a pool of potential elements that could be included in the storylines and scenarios.

These elements were derived from expert input from waste streams and the scenario development team, including taking knowledge from the literature review and existing scenarios identified in Step 2 – Marker scenario mapping.

This step was conducted using the PESTLE analysis framework. The PESTEL (or PESTLE) framework is a strategic tool used to understand the macro-environmental factors that can affect a system.

A PESTEL analysis can help identify opportunities and threats linked to each of these factors, understand the broader context, and shape scenarios accordingly [41, 42].

The acronym PESTEL stands for:

Political: These factors refer to the impact of government policies, regulations, and political stability. This includes issues like tax policy, labour laws, environmental regulations, trade restrictions and reforms, tariffs, and political stability.

Economic: These factors relate to the broader economic environment, including factors like economic growth, exchange rates, inflation rates, interest rates, disposable income of consumers and businesses, and the general health of the economy.

Sociocultural: These factors include societal trends and characteristics that could affect your business. They include demographic trends (like age, gender, and ethnicity), cultural trends, lifestyle preferences, consumer attitudes, and broader societal expectations.

Technological: These factors refer to the impact of emerging technologies, research and development activities, automation, the rate of technological change, and the adoption of technology within your market.

Environmental: These factors refer to ecological aspects that can affect a system. This includes environmental regulations, consumer attitudes towards sustainability, climate change, and other natural events.

Legal: These factors include laws and regulations with which your business must comply. These can include labour law, consumer law, health and safety law, and restrictions on the import or export of goods.

The 68 elements identified in the initial screening stage are listed in section 13.5.

1015
1016 **2. Screening:**

1017 In the screening step, the collected elements are evaluated and assessed based on
1018 specific criteria. This was conducted through a literature study and internal consul-
1019 tation of scientists in the project. This evaluation helps determine the relevance,
1020 reliability, and significance of each element for the development of storylines and
1021 scenarios. Many elements were aggregated, especially if they were deemed to follow
1022 similar trends to others (e.g., recyclability mandates and improved recyclability in
1023 project design). Elements that did not meet the predefined criteria or were deemed
1024 irrelevant, 'un-modellable' or unreliable were excluded from further consideration
1025 (e.g., corruption, data protection, and supply chain conflict).

1026 The 28 elements that were identified in this stage are listed in section 13.6.

1027 In Figure 2.3, an excerpt of a spreadsheet illustrates part of the screening process for
1028 the FutuRaM scenarios, which was informed by the waste streams. In this exercise,
1029 the elements were evaluated based on their relevance to the waste streams and
1030 their potential impact on the waste management system. The elements were also
1031 assessed based on their plausibility and likelihood of occurrence in the future. The
1032 elements that were deemed relevant, plausible, and influential were included in the
storylines and scenarios.

THIS TABLE IS FOR THE ASSESSMENT OF THE RELEVENCE OF EACH SCENARIO ELEMENT TO INDIVIDUAL WASTE STREAM FLOWS	ELV			BAT					WEEE					
	Bulk metals	Critical raw materials	Average	Portable Batteries	Industrial Batteries	Automotive (SLI) Batteries	EV Batteries	Average	CAT-I - Temperature exchange	CAT-II Screens	CAT-III Lamps	CAT-IVa Large equipments	CAT-IVb PV	CAT-Small equipments
DRIVER/FACTOR														
Population				5.00	5.00	4.00	5.00	4.75	5.00	5.00	5.00	5.00	5.00	5.
Resource shortage	3.00	5.00	4.00	5.00	5.00	2.00	5.00	4.25	4.00	5.00	4.00	4.00	5.00	4.
Treatment cost				4.00	4.00	4.00	4.00	4.00	4.00	4.00	4.00	4.00	4.00	4.
Digital product passports	3.00	3.00	3.00	4.00	4.00	4.00	4.00	4.00	3.00	3.00	3.00	3.00	3.00	3.
Obsolescence	1.00	5.00	3.00	4.00	4.00	3.00	4.00	3.75						
Digitalization	1.00	5.00	3.00	4.00	4.00	3.00	4.00	3.75						
SRM prices				4.00	4.00	2.00	4.00	3.50	4.00	4.00	4.00	4.00	4.00	4.
Product prices				3.00	4.00	1.00	4.00	3.00	3.00	5.00	3.00	3.00	3.00	3.
Recyclability mandates	4.00	5.00	4.50	3.00	3.00	3.00	3.00	3.00	2.00	3.00	2.00	2.00	2.00	3.
Conflict in supply chain	4.00	5.00	4.50	4.00	4.00	0.00	4.00	3.00	2.00	3.00	2.00	2.00	3.00	2.
Obligatory recycling standards for treatment facilities				3.00	3.00	3.00	3.00	3.00	2.00	2.00	2.00	1.00	1.00	2.
Improved durability	4.00	5.00	4.50	3.00	3.00	1.00	3.00	2.50						
Composition change				3.00	3.00	0.00	4.00	2.50						
Subsidies				2.00	3.00	1.00	3.00	2.25	3.00	2.00	3.00	4.00	4.00	2.
Availability of recovery technologies				3.00	3.00	0.00	3.00	2.25	1.00	4.00	1.00	1.00	4.00	4.
Taxation (raw materials, landfill)	4.00	4.00	4.00	2.00	2.00	3.00	2.00	2.25	2.00	2.00	2.00	2.00	4.00	2.
Obligatory removal of CRMs from waste				3.00	3.00	0.00	3.00	2.25	1.00	2.00	2.00	1.00	2.00	2.
Corruption	2.00	2.00	2.00	3.00	3.00	0.00	3.00	2.25	1.00	1.00	1.00	1.00	1.00	1.
Supply chain due diligence laws	4.00	4.00	4.00	0.00	4.00	0.00	4.00	2.00	0.00	1.00	0.00	0.00	1.00	1.
Improved recyclability	4.00	5.00	4.50	2.00	2.00	0.00	2.00	1.50						
Ecodesign				2.00	2.00	0.00	2.00	1.50						
Trade barriers	3.00	5.00	4.00	2.00	2.00	0.00	2.00	1.50	2.00	3.00	2.00	2.00	3.00	2.
Industrialisation of Europe	4.00	5.00	4.50	0.00	2.00	0.00	3.00	1.25	3.00	3.00	1.00	3.00	3.00	1.
Reduced consumerism	5.00	3.00	4.00	0.00	1.00	4.00	0.00	1.25	1.00	3.00	2.00	1.00	0.00	2.
Accessibility/Infrastructure			#DIV/0!	3.00	0.00	0.00	0.00	0.75	3.00	4.00	4.00	3.00	3.00	4.
New mines in rich EU countries?	3.00	5.00	4.00	1.00	1.00	0.00	1.00	0.75	3.00	2.00	3.00	4.00	4.00	2.
Miniturisation	3.00	5.00	4.00	1.00	0.00	0.00	0.00	0.25						
Sharing economy	4.00	4.00	4.00	1.00	0.00	0.00	0.00	0.25	1.00	1.00	1.00	3.00	1.00	1.
Repairability mandates	5.00	5.00	5.00	0.00	0.00	0.00	0.00	0.00	2.00	3.00	3.00	3.00	2.00	3.
Renewable energy targets				0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	5.00	0.

Figure 2.3: An excerpt of a spreadsheet used as part of the screening process

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3. Assessment:

Once the screening process was complete, the remaining elements were aggregated and categorized based on their thematic relevance or characteristics. This categorisation helps organize the elements into meaningful groups or themes that align with the objectives and scope of the scenarios.

The 21 elements that were identified in this stage are listed in Table 2.4. Note that CIR and REC are very similar for many scenario elements, the main difference being the way in which the targets are achieved. That is, for CIR, re-X strategies are promoted, whereas, for REC, the focus is on technological advancements in the recovery system. This distinction will have a significant impact on how the scenarios are quantitatively modelled and on the subsequent outcomes of these models.

Table 2.4: List of drivers and factors identified in the screening phase

DOMAIN	DRIVER/FACTOR	DEFINITION	INTER	BAI	REC	CIR
TECH	Recovery technology	Implementation and advancements in waste recovery technologies	TRUE	I	III	III
TECH	Product technology	Changes in product function or composition	TRUE	I	III	III
TECH	Integration of SRM system across EU	Integration of a secondary raw material recovery system across EU countries	TRUE	I	III	III
ENV	Increased drive for environmental protection	Growing concern and motivation for environmental conservation	TRUE	I	III	III
ECO	Progress toward renewable energy targets	Advancements and achievements in renewable energy generation	TRUE	III	III	III
ECO	Subsidies and taxation to promote circularity	Financial incentives or taxes to encourage circular economy	TRUE	I	II	III
SOC	Participation in re-X activities	Engagement in refuse-reduce-repair-reuse activities	TRUE	I	I	III
POL	Stricter environmental regulations	Tightening of environmental laws and regulations	TRUE	II	III	III
POL	Stricter waste management regulations	Strengthening of waste management laws and regulations	TRUE	II	III	III
POL	Supply chain due diligence laws: implementation and enforcement	Obligations for identifying and mitigating negative impacts in supply chains	TRUE	I	III	III
POL	Compliance with waste targets	Meeting specific waste management and recycling targets	TRUE	I	III	III

Continued on next page

Table 2.4 – Continued from previous page

DOMAIN	DRIVER/FACTOR	DEFINITION	INTER	BAI	REC	CIR
ENV	Resource shortages	Limited availability of natural resources	FALSE	n/a	n/a	n/a
ECO	Raw material vs SRM prices	Price dynamics and competition between raw materials and secondary raw materials	FALSE	n/a	n/a	n/a
ENV	Climate change impactsmitigation	Effects and actions related to climate change	FALSE	n/a	n/a	n/a
ECO	International trade and co-operation (vs. autarky)	Collaborative trade agreements and global cooperation	FALSE	n/a	n/a	n/a
ECO	Energy prices	Costs and fluctuations in energy prices	FALSE	n/a	n/a	n/a
ECO	Economic growth	Overall economic expansion and development	FALSE	n/a	n/a	n/a
ECO	Re-industrialisation of EU	Shift towards increased industrial activities in the EU	FALSE	n/a	n/a	n/a
SOC	NIMBY to projects	Opposition to local projects and developments	FALSE	n/a	n/a	n/a
SOC	Population and urbanisation	Growth and urban development of population	FALSE	n/a	n/a	n/a
ECO	CO2 market price	Price and market dynamics of carbon emissions	FALSE	n/a	n/a	n/a

1044 4. Categorisation

1045 The scenario elements were then assessed based on their potential impact on the
1046 waste management system. For each element, an assessment was made as to
1047 whether it was within the scope of FutuRaM to include them as variables in the
1048 models, and therefore also the scenarios and their storylines.

1049 Those deemed to be within the scope are 'internal' and will be intensively researched
1050 and modelled (e.g., composition and design changes).

1051 Those deemed to be outside the scope are 'external' and will be included in the
1052 storylines, will vary over time, but will not vary across the three scenarios (e.g.,
1053 population and GPD).

1054 Those deemed to be outside the scope and also outside the influence of the waste
1055 management system are 'outside' and will not be included in the storylines or scenar-
1056 ios, though, in some cases, may be considered in the sensitivity analysis (e.g., supply
1057 constraints).

1058 ***Justification for keeping certain elements outside of the scenario mod- 1059 els:***

1060 The purpose of the FutuRaM project is not to provide all-encompassing scenarios that
1061 attempt to capture every possible future development. Such scenarios are inherently
1062 inaccurate and can give a false sense of certainty to the model's outcomes. Instead,
1063 the focus of FutuRaM is specifically on the Sustainable Resource Management (SRM)
1064 system and its implications for the future. Therefore, the scenarios developed within
1065 FutuRaM should selectively incorporate elements that have a direct impact on the
1066 SRM system.

1067 Furthermore, the scenarios should prioritize elements that can be considered as
1068 'policy knobs', meaning variables or factors that can be adjusted or controlled to
1069 test different settings. By including these, the scenarios can explore the effects
1070 of different policy decisions or interventions on the SRM system's outcomes. This
1071 targeted approach ensures that the scenarios generated are relevant to the project's
1072 objectives and facilitate meaningful analysis.

1073 It is crucial to avoid excessive complexity and convolution in scenario modelling.
1074 When there are too many convoluted elements included, the results of the modelling
1075 exercise can become, at best, difficult to understand and interpret. At worst, the
1076 outcomes may become practically useless due to the overwhelming interactions and
1077 uncertainties introduced by the complex elements. Therefore, careful consideration is
1078 necessary to strike a balance between incorporating essential factors and maintaining
1079 the clarity and usefulness of the scenario modelling results.

1080 ***Examples:***

1081 **Resource shortages:** Resource shortages can be highly unpredictable and subject to
1082 various external factors such as geopolitical events, natural disasters, or technolo-
1083 gical advancements. The precise timing and extent of resource shortages are
1084 challenging to forecast accurately, making it difficult to include them within the

model without introducing significant uncertainty. This is especially true for the long-term time horizon of the FutuRaM scenario set. This factor will, however, be considered in the sensitivity analysis of the model and additionally, the codebase will be designed to allow for the optimization of the SRM recovery system based on any supply-demand value statements.

Raw material vs SRM prices: The dynamics and competition between raw materials and secondary raw materials can be complex and influenced by various market factors, technological advancements and policy interventions. As with resource shortages, these dynamics are challenging to forecast accurately, making it difficult to include them within the model without introducing significant uncertainty. It will, however, be possible to couple the model with a market model to explore the effects of different price dynamics on the SRM system's outcomes. This could be considered in a multi-objective optimization procedure performed as an extension to the model.

2.2.5. Step 5: Develop storyline themes

Given that the scenario themes and directions were broadly dictated by the FutuRaM project charter, the rough shapes of the storyline narratives were already defined. That is: the effects on the availability of SRMs from the development of the SRM recovery system and the development of re-X strategies.

2.2.6. Step 6: Qualitative narrative development

The scenario storylines will be described in detail in the next section. This step involved taking the themes defined by the charter and the elements identified in the previous steps and working with the internal waste stream groups to develop qualitative estimates about how each of these elements (at their different levels) may have an impact on the amounts and composition of the SRM flows in their purview.

2.2.7. Step 7: Definition of scenario parameters

The scenario parameters are the set of quantitative values or functions that will be used to define the scenario inputs for the model. Details of these parameters can be found in chapter 4.

2.2.8. Step 8: Quantitative modelling

Full details of the scenario quantification process can be found in chapter 4.

2.2.9. Step 9: Implementation

The scenario implementation will be performed in the next stages of the project.

2.2.10. Step 10: Review process

The review process is intended to ensure that the elements included in the storylines and scenarios are relevant, plausible, and consistent with the scenario objectives and scope.

The first stage of the review process is to open the scenario development process to the wider FutuRaM consortium. This will be done by sharing the scenario development process and the results of the assessment and categorisation step with the consortium and inviting feedback and suggestions. The feedback will be used to refine the elements and their categorisation and to identify any elements that may have been missed in the initial assessment.

The second stage will involve opening the scenario development process to external stakeholders and subject matter experts.

The scenario review process will be performed repeatedly over all stages of the project. This document is a living document and will be updated as the project progresses.

Conclusion of methodology section

The methodology used for the FutuRaM scenario development ensured that the selected elements were relevant, plausible, and influential. The use of the PESTEL analysis framework and Delphi method during the preliminary collection phase provided a comprehensive overview of the macro-environmental factors.

Furthermore, the screening process and the assessment by internal experts ensured that the selected elements were coherent, consistent, and aligned with the objectives and scope of the scenario exercise.

The final list of scenario elements is suited to the goal of the FutuRaM project – to quantify the future availability of SRMs and to evaluate EU material autonomy – and will be used to develop the three FutuRaM scenarios into a quantitative model.



1145



1146

Scenario storylines

1147

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1162	3.3.5 Ashes	55



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3.1. SCENARIO I: BUSINESS-AS-USUAL

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3.1.1. Context

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Can the Supply of Natural Resources Really Be Infinite? Yes!

Hold your hat — our supplies of natural resources are not finite in any economic sense. Nor does past experience give reason to expect natural resources to become more scarce. Rather, if history is any guide, **natural resources will progressively become less costly, hence less scarce**, and will constitute a smaller proportion of our expenses in future years. Population growth is likely to have a long-run beneficial impact on the natural-resource situation.

— Julian Lincoln Simon in *The Ultimate Resource 2* [43]

1167

Population growth, along with over-consumption per capita, is driving civilisation over the edge: billions of people are now hungry or micronutrient malnourished, and climate disruption is killing people. [Societal collapse] is a near certainty in the next few decades, and the risk is increasing continually as long as perpetual growth of the human enterprise remains the goal of economic and political systems. As I've said many times, '**perpetual growth is the creed of the cancer cell**'

— Paul Ehrlich [[guardian2018ehrlich](#)], see also [44, 45, 46]

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3.1.2. Storyline narrative

This scenario envisions the future based on the current situation, extending to 2050 with very little deviation from present consumption patterns and the secondary raw material (SRM) system [47]. While there may be advances in some areas such as resource efficiency, recovery technology, and the energy transition, substantial modifications remain hindered by economic, social, and political constraints. The primary extraction of raw materials continues to be the primary source to meet the EU's demand.

In the Business As Usual (BAU) scenario, we are projecting the trajectory of the present into the future, extending up to the mid-century mark, 2050, with minimal disruption to existing consumption habits and the secondary raw material (SRM) system. This scenario unfolds on the assumption that the current pace and direction of technological, economic, and social development continue unhindered, and is characterised by a strong persistence of today's patterns.

In this scenario, we see moderate improvements in resource efficiency, advancements in recovery technology, and a slow transition towards greener energy sources. However, these developments are only minor tweaks to the existing system, failing to disrupt or fundamentally alter the established structure. The potential for transformational change remains largely untapped due to various hurdles. Economic constraints, social resistance to change, political inertia, and entrenched interests act as barriers to change, stifling efforts toward a more sustainable SRM system.

Primary extraction of raw materials remains the dominant source for raw materials consumed in the EU, continuing the linear 'take-make-dispose' model of resource consumption (see Figure 3.1). Base metals are well recycled, given their developed markets and economies of scale but rare/special metals are wasted because recycling technologies and economics do not allow for their recovery. Recycling and recovery rates remain stubbornly low, resulting in significant CRM waste. Meanwhile, material demand continues to rise in tandem with GDP growth, further exacerbating the resource pressure.

Linear economy

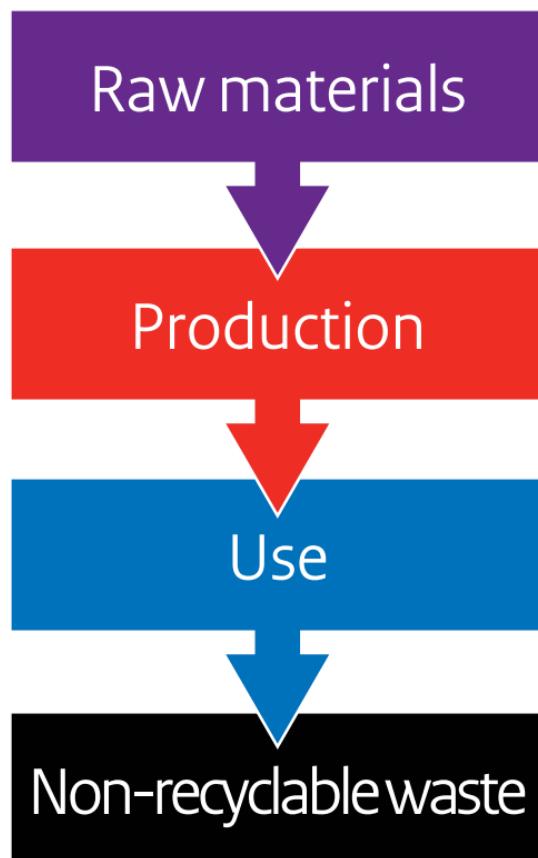


Figure 3.1: The linear economy model in the business-as-usual scenario [48]

Moreover, the environmental impacts of mining and extraction persist as a significant concern. These operations continue to degrade ecosystems, leading to loss of biodiversity and contributing to climate change [49]. Simultaneously, the EU becomes increasingly de-

1200 pendent on imports of SRMs, raising concerns about supply chain security and geopolitical
1201 risks [49].

1202 Innovation in SRM recovery technologies is hampered by a lack of investment and
1203 regulatory support. The focus remains predominantly on cost-effective material produc-
1204 tion and use, with little regard for environmental implications or long-term sustainability.
1205 Material scarcity and price fluctuations, therefore, may become a considerable risk to
1206 the EU industry, limiting stable penetration of new recovery technology and threatening
1207 economic stability.

1208 Moreover, the tightening of environmental regulations is restricted, inadequately ad-
1209 dressing emerging challenges or incentivising sustainable practices. The lack of regulatory
1210 progress may further exacerbate environmental damage and biodiversity loss.

1211 In essence, the BAU scenario is characterised by a continuation of current trends and
1212 practices, a future where the potential for a sustainable SRM system is unrealised due to
1213 the stranglehold of prevailing economic, social, and political constraints.

1214 In the Business-as-usual (linear economy) scenario, the following are key characteris-
1215 tics:

- 1216 • A forecasting model is used to predict the future based on the current situation
1217 and the development of existing trends.
- 1218 • Many EU targets for recycling and recovery are not met, and the current linear
1219 model largely persists.
- 1220 • Material demand keeps pace with GDP growth, perpetuating a trend of increas-
1221 ing consumption. Primary mining and extraction persist as the leading sources
1222 of raw materials, underlining the dependency on traditional extraction meth-
1223 ods.
- 1224 • Recycling and recovery rates continue to lag, leading to an accumulation of
1225 SRM waste that signals missed opportunities for resource reuse.
- 1226 • The environmental repercussions of mining and extraction, such as land degra-
1227 dation and water pollution, continue to be a pressing concern, reflecting the
1228 ecological toll of this linear model.
- 1229 • The EU's dependency on imports of SRMs escalates, heightening the risk of
1230 supply disruptions. While supply disruption can serve to stimulate investment
1231 in new SRM recovery, volatility stifles innovation and advancements in this
1232 field.
- 1233 • The industrial focus remains on cost-effective material production and use, dis-
1234 regarding the long-term sustainability aspect.

3.1.3. Waste stream specific scenario impacts

BATT (Battery waste)

Sources: [13, 14, 36, 37]

In the business-as-usual (BAU) scenario, the management of end-of-life batteries remains largely unchanged. The lack of technological innovation and regulatory incentives leads to a continued low recovery rate of valuable materials from battery waste.

- A growing volume of battery waste due to the increased use of electronic transport and renewable energy storage systems.
- Lack of technological innovation and regulatory incentives lead to low recovery rates for certain battery types and certain elements.
- Collection systems for battery waste remain sporadic and unstandardised.
- Primary extraction remains the dominant source of battery materials.
- Share of LIB will increase (EV, LMT, Industrial LIB uptake)
- LIB Battery Chemistries will change and new LIB technologies will enter the market. Though, not with a focus on recycling and recovery.
- Larger portable batteries: shift towards Li-ion batteries
- Small format batteries in EEE: no significant change in battery chemistry.
- Use of critical resources continues but is already decreasing (BATT chemistry already changing towards less CRM content)
- Large-scale reuse of batteries is minimal
- Collection rates do not fulfil the EU targets
- Recycling efficiencies do not fulfil the EU targets
- Recovery rates do not fulfil the EU targets

ELV (End-of-Life Vehicles)

Sources: [14, 35, 50, 51, 52, 53]

The BAU scenario maintains the current approach to end-of-life vehicles, with minimal improvements in the recovery and recycling process. The absence of effective technologies and regulatory incentives results in low recovery rates of valuable materials from ELVs.

- Legislation banning new ICEVs from 2035
- Current recovery technologies are unable to significantly improve the extraction of valuable materials from ELVs.

- 1268 • Consumer demand continues to drive high production of new vehicles.
- 1269 • ELV collection systems remain at their current efficiency.
- 1270 • A significant proportion of vehicle components continue to end up as waste.
- 1271 • Gradual and slow improvement of recycling chain technology efficiency
- 1272 • No new legislation to improve recovery and support circular strategies in com-
- 1273 parison to 2023



WEEE (Waste Electrical and Electronic Equipment)

1275 **Sources:** [33, 34, 54, 55, 56, 57]

1276 In the BAU scenario, the treatment of WEEE does not significantly change. The lack of
1277 technological progress and effective regulation results in low recovery rates of valuable
1278 materials from WEEE.

- 1279 • Limited improvements in the recovery of valuable materials from WEEE.
- 1280 • High consumer demand for new electronics continues to drive high WEEE
1281 generation.
- 1282 • Ineffective collection systems and lack of public interest result in significant
1283 amounts of WEEE ending up in landfills.
- 1284 • No significant growth in collaboration between government and industry for
1285 WEEE recovery.
- 1286 • The majority of WEEE continues to be treated with common domestic waste,
1287 with low recycling rates.
- 1288 • No groundbreaking technologies and practices to improve recovery and circu-
1289 larity.
- 1290 • Reuse of products and components is not widely utilised
- 1291 • Changes in legislation (e.g., circular economy and product design targets, tar-
1292 gets for collection and recycling) are not strictly implemented.
- 1293 • The BAU and the REC scenarios are similar from the put-on-market perspec-
1294 tive (e.g., production and consumption remain the same), but it's the recovery
1295 stage that makes the difference.



MIN (Mining Waste)

1297 **Sources:**

1298 The BAU scenario sees the continuation of current practices in mining waste manage-
1299 ment. The absence of advanced recovery technologies and regulatory incentives leads to
1300 low recovery rates of valuable materials from mining waste.



- 1301 • Limited technological advancements lead to static recovery rates of valuable
- 1302 materials from mining waste.
- 1303 • Continued reliance on primary extraction as the dominant source of raw mate-
- 1304 rials.
- 1305 • Minimal advances in collaboration between government and industry for min-
- 1306 ing waste recovery.
- 1307 • Low levels of traceability and management of mining waste.
- 1308 • Mining waste remains a significant environmental challenge.
- 1309 • Mining waste recovery projects remain too expensive.
- 1310 • Little incentive for the private sector and public sector, except for monitoring
- 1311 environmental risks of existing deposits.



CDW (*Construction and Demolition Waste*)

Sources: [58]

In the BAU scenario, the management of Construction and Demolition Waste (CDW) remains largely unchanged.

- 1312 • Focus on new construction to meet demand, no changes in CDW generation
- 1313 rate.
- 1314 • No increase or refurbishment or renovation activities relative to new construc-
- 1315 tion rates.
- 1316 • Continue meeting the 2020 EU target from the Waste Directive [58] of 70%
- 1317 CDW recovery (including preparation for re-use, recycling, and other material
- 1318 recovery, including backfilling)
- 1319 • Recovery of metals remains on already high levels (90%) [59].
- 1320 • Recovery of minerals remains on already high levels (70%) by using them as
- 1321 aggregates in road construction and backfilling [59].
- 1322 • Recycling of wind turbines stays around 85% (mainly metals), permanent
- 1323 magnets continue to be recycled as part of the metal fractions.[CITATION]
- 1324 • Base metals are recovered as they have been, though there are limited im-
- 1325 provements in recovery technologies and regulatory incentives.
- 1326 • Repowering trends for wind turbines persist.
- 1327 • Excluding wind turbines, there is no particular focus on the recovery of CRMs
- 1328 from CDW, where they constitute only a small fraction of the total mass (e.g.,
- 1329 embedded in scrap steel).



SLASH (*Slags and Ashes*)

Sources: [60, 61, 62, 63, 64]

In the BAU scenario, SLASH continues to be treated generally as low or negative-value waste. The absence of economically profitable recovery technologies or regulatory mandates leads to low improvements in the recovery rates of CRMs from SLASH.

SLAGS

Slags are waste products from the metallurgical industry and contain mainly minerals with some metals that could not be recovered during the metallurgical process. The reasons the metals are not recovered are:

1. Current technology does not allow further recovery
2. The metals are not of economic interest.

More than 90% of the slags are minerals, therefore the slags that are in line with the environmental criteria (end of waste criteria) are valorised as aggregates for the construction industry or as SCM (cement replacement materials).

Slags containing high concentrations of heavy metals are landfilled.

- The volume of slags will stay stable. From 2013-2023, there was a stable production of metals, which results in a stable production of slags.
- Due to the energy transition, it is expected the volume of slags from "classic" furnaces (eg BOF) will reduce and the number of slags from electric arc furnace will go up.
- There are limited facilities to recover CRMs/SRMs, but the metallurgical companies do their best to recover as much of the metals as per their economic interests.

ASHES

Ashes are the waste products from the incineration of fossil fuels, biomass, or waste. We distinguish two main types: fly ashes and bottom ashes. Coal fly ashes are used as SCM to replace cement up to 30%. Biomass (bottom and fly) ashes are used (based on the composition) as fertilizer or landfilled. Fly ashes from waste incineration are landfilled, while the bottom ashes are — depending on the location in the EU — further treated.

The fractions that are rich in ferrous metals, aluminium, copper, and zinc are separated and used as input materials for the Fe, Cu, Zn, Al industries. By processing the Cu-rich fractions, PGMs, Ag, and Au are also recovered. The main part of the bottom ashes consists of mineral aggregates, which are used in the construction industry (when they are in line



1367 with the environmental criteria). In case the ashes are not treated (or only partly treated),
1368 they will be landfilled.

- 1369
- 1370 • In the last 10–20 years in some EU countries, we have seen a shift from land-
1371 filling towards incineration. This will lead to an increase in the volume of ashes
from waste incineration.
 - 1372 • There was a drop in the use of coal as a fuel source, so the volume of coal
1373 ashes dropped over the last 10 years and is expected to drop further.
 - 1374 • At the same time the volume of biomass incineration went up. It is uncertain if
1375 this volume will increase in the future further (due to the high pressure on land
1376 that is needed to produce this biomass).
 - 1377 • Almost all coal fly ashes are used as SCM (high-value stream up to 80 EUR/-
1378 ton). For Biomass fly ashes there are no sorting facilities, while for waste incera-
1379 tion bottom ashes, there are sorting installations in place, but for the moment,
1380 they are not present in all EU countries, and therefore, there is still room for
improvement.
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3.2. SCENARIO II: RECOVERY

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3.2.1. Context

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We are in a period of economic transition. The ‘cowboy economy’ of the past is obsolescent, if not obsolete. Environmental services are no longer free goods, and this fact is driving major changes. Recycling is the wave of the (immediate) future. **The potential savings in terms of energy and capital have long been obvious. The savings in terms of reduced environmental impact are less obvious but increasingly important.** The obstacle to greater use recycling has been the fact that economies of scale still favor large primary mining and smelting complexes over (necessarily) smaller and less centralized recyclers. But this advantage is declining over time as the inventory of potentially recyclable metals in industrialized society grows to the point that efficient collection and logistic systems, and efficient markets, justify significant investments in recycling. **Increasing energy and other resource costs, together with increasing costs of waste treatment and disposal, will favor this shift in any case.** But government policies, driven by unemployment and environmental concerns, taken together, may accelerate the shift by gradually reducing taxes on labor and increasing taxes on extractive resource use.

— Robert U. Ayres [65]

”

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“

One does not require much of an imagination to picture how complex it is to physically and chemically separate these components again to ultimately retrieve the metals. **It's just about as difficult as recycling your morning cup of coffee into its ingredients...** There are no simple answers here — at some point, the amount of effort also outweighs the value of the metal content. This knowledge should prompt a consciousness shift in our utilization of our limited resources... **The inconvenient truth is that closing the loop is impossible!** Therefore, an honest discussion involves speaking transparently about losses in the process: in the form of energy, metals, and dust, for example. There are technological and economic limits to closing the loop.

— Prof. Dr. Dr. h.c. mult. Markus Reuter [66]

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3.2.2. Storyline narrative

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In the recovery scenario, the central emphasis is on harnessing sophisticated technologies to salvage SRMs from waste streams at the end of their lifecycle. While there are noticeable strides towards the incorporation of ‘circular design’ principles and re-X strategies, they are mostly seen at the end-of-life and material demand is akin to that observed in the

1397 BAU scenario. This is, however, mitigated by the implementation of a comprehensive
 1398 material recovery system. Figure 3.2 presents a simplified visual depiction of the dominant
 1399 material flow paths in the recovery scenario.

Reuse economy

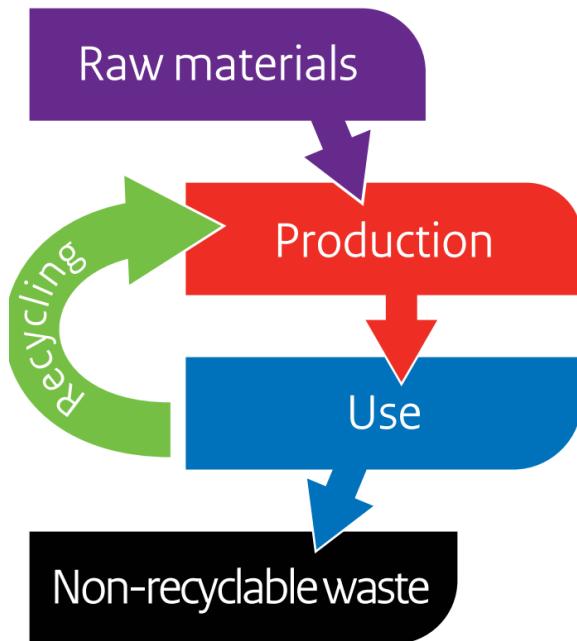


Figure 3.2: The reuse economy model in the recovery scenario [48]

1400 In this scenario, the central actor is the waste treatment sector, with the spotlight
 1401 falling on the enhancement of recovery technology. The implementation and optimi-
 1402 sation of cutting-edge technologies, such as Artificial Intelligence (AI), automation, and
 1403 advanced robotics, play a significant role in revolutionising waste treatment processes.
 1404 These technologies streamline waste sorting, improve the quality of recovered materials,
 1405 and increase the overall efficiency of the recovery process.

1406 This scenario calls for an emphasis on policy development and standardisation to
 1407 foster EU-wide development, integration, and compliance. Here, the role of govern-
 1408 ments and policy-makers becomes crucial in setting more ambitious recovery targets,
 1409 developing conducive regulatory frameworks, and enforcing compliance. This multi-
 1410 pronged approach also involves strengthening cross-border cooperation, harmonising
 1411 waste management standards, and promoting knowledge and technology transfer among
 1412 EU member states.

1413 To realise more ambitious environmental impact reduction targets, significant progress
 1414 needs to be made in both technological and policy aspects. Enhancing technological
 1415 capabilities will improve recovery rates, while robust policy measures will ensure these
 1416 advancements are integrated into the wider economy in a regulated manner. The future
 1417 of this scenario depends on the successful fusion of advanced technology, regulatory
 1418 harmonisation, and a commitment to continuous improvement in waste management
 1419 and SRM recovery.

1420 Key characteristics of this technology-promoted recovery scenario include:

- 1421 • This scenario uses a combination of forecasting and backcasting methods to
envision the future.
- 1422 • The backcasting method is used for scenario factors that are covered by gov-
ernmental targets, starting with the desired outcome and working backwards
to the present.
- 1423 • The forecasting method is used for scenario factors that are not covered by
governmental targets, starting with the current situation and extending to the
future.
- 1426 • EU targets for recycling and recovery are met, due to the EU's waste manage-
ment system becoming more expansive, efficient and effective.
- 1427 • Technological innovation drives increased recovery rates of SRMs, enabling the
more efficient use of waste.
- 1428 • Digitalisation and automation are more extensively used in recycling pro-
cesses, leading to enhanced productivity and accuracy.
- 1429 • There is greater exploration and exploitation of alternative sources such as
urban mining, waste streams, and tailings, presenting novel opportunities for
resource acquisition.
- 1430 • New waste regulations and guidelines for SRM recovery are implemented,
enforcing better management and extraction of SRMs.
- 1431 • Investment in research and development for SRM recovery technologies expe-
riences an upswing, promoting continuous innovation in this field.
- 1432 • Closer collaboration and information sharing between industry and govern-
ment institutions streamline processes and expedite decision-making.
- 1433 • New jobs are created in the recycling and recovery sector, offering economic
benefits and improving overall employment rates.
- 1434 • SRM production and use become more efficient and cost-effective, fostering
economic sustainability.
- 1435 • Environmental impact from mining and extraction is reduced, signalling a
more sustainable approach to resource acquisition.
- 1436 • The EU's dependence on primary extraction is reduced, with SRM recovery be-
coming a more significant source of raw materials.

3.2.3. Waste stream specific scenario impacts

BATT (Battery waste)

Sources: [13, 14, 36, 37]

Under the recovery scenario, end-of-life batteries become a crucial source of secondary raw materials, primarily due to the increased adoption of electric vehicles and renewable energy storage systems. Technological innovation drives the recovery and recycling process, ensuring valuable materials are extracted from waste batteries for reuse.

- Increase in end-of-life batteries due to the growth of electric vehicles and renewable energy storage.
- Advanced recovery technologies facilitate the efficient extraction of valuable materials from battery waste.
- Standardised collection systems enhance the quantity and quality of battery waste available for recovery.
- Industry and government collaboration lead to investments in research and development of battery recovery technologies.
- Battery passports have a strong impact on collection, material recovery rates and recycling rates.
- Collection
 - Portable battery collection increases according to the trend seen in the WEEE waste stream.
 - Improved collection of light means of transport (LMT) batteries.
 - Improved regulation and collection of Industrial batteries.
- Material recovery
 - Improved recycling technologies
 - Battery Pass will improve material recovery
 - Higher recovery rate for lithium
 - Increase in recycling by average weight
 - Recycling of plastics
- Ambitious goals of recycling/recovery rates compete with reuse, so reuse remains low.
- Improved public awareness means that fewer batteries end up in the municipal waste stream and there is less hoarding.
- Against this: there is competition for the batteries from the reuse vs. recycling market.
- Design for recycling (DFR):

- 1488 – Material and composition selection for recycling [14].
- 1489 – Higher requirements on disassemblability.
- 1490 – Information available to promote efficient recovery.



ELV (*End-of-Life Vehicles*)

1491 **Sources:** [14, 35, 50, 51, 52, 53]

1493 The recovery scenario envisions a more effective and technology-driven end-of-life
1494 vehicle treatment process. Advancements in recovery technologies allow for improved
1495 extraction of valuable materials from vehicles at their end of life, although consumerism
1496 still drives high demand for new vehicles.

- 1497 • Innovations in recovery technologies allow for a higher recovery rate of CRM-
1498 containing materials from ELVs.
- 1499 • The total number of vehicles produced remains high due to consumer de-
1500 mand.
- 1501 • Improved systems for ELV collection are established, ensuring efficient man-
1502 agement of ELV waste.
- 1503 • Increased collaboration between the government and industry leads to invest-
1504 ments in ELV recovery technologies.
- 1505 • Focus on managing end-of-life of vehicles
- 1506 • EU recovery targets are reached (currently implemented/proposed targets, but
1507 also increased and new targets)
- 1508 • Common/bulk materials (Fe, Non-Fe, plastics etc.,) and precious metals (Au,
1509 Ag, Pd, Pt) reach high mass recycling rates and high element recycling rates.
1510 Other CRMs currently not recovered reach a moderate level of recovery.
- 1511 • For instance,
 - 1512 – More advanced dismantling and processing steps (e.g., components and
1513 materials)
 - 1514 – More specialised recovery of certain components and materials (e.g.,
1515 electric motors including permanent magnets and embedded REE) as
1516 suggested in the proposal for a revised ELV directive.
 - 1517 – More public and private interest in developing recycling chains
 - 1518 – Increase in collection rate due to increase in participation from the public
1519 and businesses, i.e., target-based incentives with strong regulations and
1520 monitoring
- 1521 • Design for recycling (DFR):
 - 1522 – Higher requirements on 'disassemblability'.
 - 1523 – Information available to enable recovery.



WEEE (*Waste Electrical and Electronic Equipment*)

Sources: [33, 34, 54, 55, 56, 57]

Under the recovery scenario, WEEE becomes a significant resource for secondary raw materials. Technological advancements in the sector improve the efficiency of WEEE treatment, although the consumerism-driven demand for new electronics remains high.

- Advanced technologies enable higher recovery rates of valuable materials from WEEE
- Despite advancements in design for recyclability, WEEE generation remains high due to the consumer demand for new electronics
- Standardised and segregated collection systems for WEEE are implemented, improving the supply of materials for recovery
- Increased industry-government collaboration leads to further development in WEEE recovery technologies
- Consumer behaviour remains a significant hurdle for more efficient WEEE management
- Higher recycling rate — make full use of the disposed parts. For instance:
 - more automation of the dismantling and processing steps (e.g., AI)
 - recycling technologies improvements (e.g., small components recovery is also happening)
 - more effective collection infrastructure
 - financial support provided to recyclers/operators
 - bans on WEEE exports push for increased domestic recycling [67]
- ‘Design for recovery’ principle — Ecodesign mandates changes in weight and composition of EEE so complexity and the type of materials used
- Higher public awareness and participation on WEEE issue and management
- Higher compliance from the public, the producers and the businesses
- Strong regulations and monitoring are in place with higher collection and recycling targets which are set and implemented and fines are set for those who fail to achieve the targets
- Focus is given more to the EoL management of WEEE



MIN (*Mining Waste*)

Sources:

Under the recovery scenario, technological advancements enable the extraction of residual valuable materials from mining waste, transforming it into a more valuable re-



1558 source.

- 1559 • Technological advancements facilitate the extraction of valuable materials
1560 from mining waste.
- 1561 • Despite progress in recovery technologies, primary extraction remains the
1562 dominant source of raw materials due to high consumer demand.
- 1563 • Government and industry collaboration support the development of technolo-
1564 gies for the recovery of materials from mining waste.
- 1565 • Increased traceability and management of mining waste through digitalisation.
- 1566 • Mining waste remains a significant environmental challenge.

1567 CDW (Construction and Demolition Waste)

1568 Sources: [58]

1569 Under the recovery scenario, Construction and Demolition Waste (CDW) becomes
1570 an important resource for secondary raw materials, though mostly base metals and ag-
1571 gregates. Despite some progress in eco-design and material efficiency, the construction
1572 industry continues to generate significant amounts of waste or 'downcycled' materials.
1573 Some progress in eco-design and material efficiency, but the construction industry con-
1574 tinues to generate significant amounts of waste or 'downcycled' materials.

- 1575 • Focus on new construction to meet demand, no changes in CDW generation
1576 rate.
- 1577 • No increase or refurbishment or renovation activities.
- 1578 • Enhancement of the quality of recycling to recover materials at higher value.
- 1579 • Increased investment and enhanced regulatory system in waste management,
1580 contributing to increased recovery.
- 1581 • Creation of new waste recovery infrastructure that improves recovery.
- 1582 • Widespread application of selective demolition and strict on-site waste sorting
1583 leading to an increase in recovery of waste.
- 1584 • Recovery of minerals is intensified with a stronger focus on closed-loop recy-
1585 cling (e.g., cement and aggregate are separated, aggregate is used, but cement
1586 is not treated).
- 1587 • Recovery of other materials like glass, plastics, and wood is also intensified.
- 1588 • Better separation of waste at source leads to a higher quality of secondary raw
1589 materials.
- 1590 • Repowering trends for wind turbines stay the same.
- 1591 • Improved recycling of wind turbine blades is notable, especially regarding plas-
1592 tics; permanent magnets are recycled at a functional level.



SLASH (*Slags and Ashes*)

Sources: [60, 61, 62, 63, 64]

In the recovery scenario, SLASH are recognized as a potential resource for secondary raw materials. Advances in recovery technologies enable the extraction of valuable metals from SLASH, however, the total volume of CRMs recovered from this material remains low, except in cases of supply constraint.

- Digital solutions enhance the traceability and management of SLASH.
- More functional collection infrastructure.
- Financial support provided to recyclers/operators.
- Introduction of SRM/CRM recovery targets. For example, recovery of P from biomass ash for fertilizer.
- Higher awareness and participation of relevant sectors on SLASH issues and management.
- Strong regulations and monitoring are in place with higher collection and recycling targets.

SLAGS

- Advanced recovery technologies allow for the extraction of valuable metals and minerals from slags.
- New recovery technologies are installed in the metallurgical industry.
- All metals are recovered from the slags, and the slag itself only contains minerals or metals as trace elements.
- Due to the low metal content, the slags are ideal resources for the construction industry.

3.2.4. Ashes

- New recovery technologies are installed in the incineration industry.
- We expect a shift in the volume and quality of the ashes.
- Coal fly ashes are the same as in BAU reducing over time to almost zero.
- Biomass ashes have the same volume and quality.
- Waste incineration ashes: due to the recovery scenario there will be a shift from landfill and incineration towards recycling, reuse, and repair. In countries with a high landfill rate, this will lead to higher volumes of ashes. In countries with a low landfill rate, and a high volume of incineration: this will lead to lower



1625 volumes of ashes, and a shift in the composition (with less CRM content in the
1626 ashes, due to better pre-sorting)

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3.3. SCENARIO III: CIRCULARITY

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3.3.1. Context

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A circular economy is one that is regenerative by design and aims to keep products, components, and materials at their highest utility and value at all times, distinguishing between technical and biological cycles. This new economic model seeks to ultimately decouple global economic development from finite resource consumption.

— Ellen MacArthur Foundation [68]

”

“

A Circular Economy in the Netherlands by 2050!

Imagine we are in the year 2050. In the Netherlands we are living within the planetary boundaries of the Earth rather than permanently crossing them. This is because our relationship with nature, which used to be highly disturbed and led to climate change, has changed for the better The Netherlands now has a circular economy.

... The Dutch Government intends to achieve a fully circular economy by 2050 and to halve the use of primary abiotic raw materials by 2030.

— National Circular Economy Programme, Government of the Netherlands [69]

”

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“

Circularity of the Dutch economy has barely increased

Of all natural resources that were deployed in the Dutch economy in 2020, 13 percent consisted of recycled materials. This percentage is virtually the same as in 2014. In terms of recycling, the circularity of the Dutch economy has barely increased.

— CBS (Statistics Netherlands) [70]

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“

The circular economy promises radical technological transformations in a couple of decades, “nothing less than to open up new and immense horizons for industry”, “provide multiple value creation mechanisms”, produce “better welfare, GDP, and employment outcomes” [68]. Looking at these claims, one wonders whether policymakers really believe that in 30 years EU citizens will live in an inclusive economy with zero waste, zero emissions, with a perpetual economic growth, continuously absorbing massive flows of immigrants while protecting and enhancing the ecological processes and environmental biodiversity.

...for a young scientist it is not advisable and even shocking to say in policy circles that:

- (i) Reaching zero emissions for metabolic systems is impossible (open/living systems must breathe),
- (ii) The economic process is entropic and therefore a circular economy enabling perpetual economic growth is impossible (it is the biosphere and not the technosphere that recycles matter, while energy cannot be recycled), and
- (iii) The existing technosphere has been built on and relied on fossil fuels for over 200 years, and it cannot be completely replaced in 30 years reaching zero emissions while fulfilling all the sustainable development goals (including rapid economic growth in the developing world).

— M. Giampietro and S.O. Funtowicz [71]

”

1638

1639

1640

3.3.2. Storyline narrative

1641 A circular economy focuses on significantly enhancing resource efficiency. This can be
1642 achieved through four primary strategies:

- 1643 1. Minimizing resource use (narrowing the loop) through shared utilization or opting
1644 out of certain product use, along with improved manufacturing efficiencies;
- 1645 2. Prolonging the life and utility of products and their components (slowing the loop)
1646 via reuse and repair, thereby reducing the need for new raw materials;
- 1647 3. Recycling materials (closing the loop) to diminish the quantity of material incinerated
1648 or sent to landfills, consequently cutting down the demand for new raw materials;
- 1649 4. Replacing finite resources with renewable ones (like bioresources) or alternative
1650 primary resources that have a lower environmental impact.

1651 In this scenario, we move in the direction of the maximum achievable state of material
1652 efficiency as government policy, private innovation and social changes are rapidly driv-
1653 ing the transition toward a circular economy. The emphasis here rests heavily on re-X
1654 strategies that are implemented in the design phase of products (e.g., repairability and
1655 re-manufacturability) and that are actualised by changes in consumer behaviour (e.g re-
1656 duction, refusal, engagement in the ‘sharing economy’ and curtailment of the ‘throw-away’
1657 mindset).

1658 Figure 3.3 presents a simplified visual depiction of the dominant material flow paths in
1659 the recovery scenario.

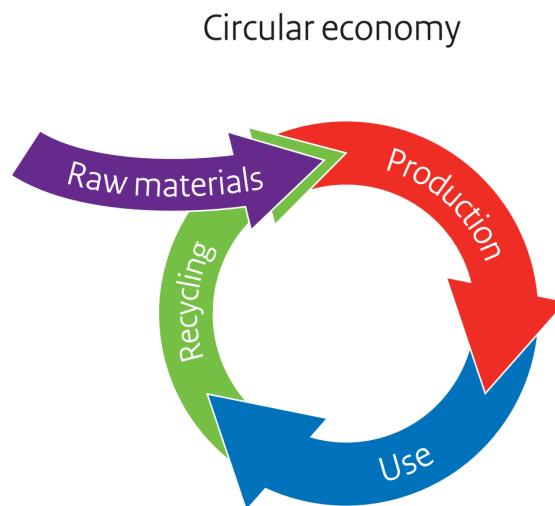


Figure 3.3: The simplified circular economy model in the circularity scenario [48]

1660 Further, being enabled by the widespread adoption of 'circular design' principles and
 1661 improvements in information transparency (e.g., waste tracking and digital product pass-
 1662 ports) the system for the treatment of post-consumer waste can divert a significant
 1663 amount of their inflows (to, for example, re-use and re-manufacture) with the residual
 1664 fraction being readily segregated into purer, more efficiently recoverable, material streams.

1665 This scenario envisions a future where government policies are in synergy with private
 1666 sector innovation and societal changes, driving a wholesale transition towards a circular
 1667 economy. Unlike the recovery scenario, where the focus is on the end-of-life recovery of
 1668 materials, this scenario emphasises minimising waste at all stages, starting from the design
 1669 phase itself, where both policymakers and designers are moving away from short-lived
 1670 products towards products designed for longevity.

1671 The emphasis is on re-X strategies that are integrated throughout the entirety of a
 1672 product's lifecycle. This includes repairability, where products are designed to be easily
 1673 fixed rather than replaced; and re-manufacturability, where products or their components
 1674 are designed to be restored to their original state, extending their lifespan and reducing
 1675 the need for new resources. This scenario calls for a drastic change in consumer behaviour,
 1676 where reduction in consumption and waste, refusal of non-sustainable options, and active
 1677 participation in the 'sharing economy' become the norm rather than the exception.

1678 In the circularity scenario, the widespread adoption of 'circular design' principles be-
 1679 comes a cornerstone of production. In a circular design approach, products are designed
 1680 and produced in a way that considers their entire lifecycle, including eventual disassembly
 1681 and reuse. New economic models make it costly for producers to generate short-lived
 1682 products and material waste. Companies are now giving priority to the design of products
 1683 that are easily repairable, can be disassembled, and reused. The rise of technology has
 1684 paved the way for predictive maintenance tools. These allow businesses to keep a tab on
 1685 material conditions through sensors and carry out repairs before a malfunction occurs, a
 1686 method gaining traction in transport and manufacturing.

1687 Additionally, this scenario envisions an improvement in transparency, with measures
1688 such as waste tracking and digital product passports becoming standard. Waste tracking
1689 allows for efficient management of waste flows, aiding in effective resource planning,
1690 while digital product passports provide information about a product's composition and
1691 how it can be properly disassembled, reused, or recycled. Material composition, including
1692 raw materials, is transparent to all involved in the value chain, promoting closer collabora-
1693 tion. Producers see the advantage of being open about their product details to aid in
1694 repair, repurposing, and recycling activities. This transparency about product components,
1695 durability, and reparability increases consumer demand for products that are designed to
1696 last and can be reused or recycled.

1698 3.3.3. Scenario needs and impacts

1699 In the proposed scenario, the European Union (EU) embarks on a pivotal transition towards
1700 a circular economy. This framework emphasises the retention of product, material, and
1701 resource value within the economic matrix for extended durations, simultaneously min-
1702 imising waste generation. This transition is integral to the EU's strategic goal of cultivating
1703 a sustainable, low-carbon, resource-efficient, and globally competitive economy.

1704 The implications of this shift are multifaceted. It presents an avenue for the EU to
1705 rejuvenate its economic architecture while providing businesses with a protective shield
1706 against challenges such as resource scarcity and price volatility. This revised economic
1707 model fosters the emergence of efficient, innovative production and consumption meth-
1708 ods, thus offering novel business opportunities. Moreover, the circular economy approach
1709 has palpable socio-economic benefits, including diverse job creation and enhanced social
1710 integration.

1711 From an environmental perspective, the transition aids in the reduction of the cumu-
1712 lative energy footprint and helps mitigate irreversible ecological damages. This encom-
1713 passes challenges related to climate shifts, biodiversity conservation, and comprehensive
1714 pollution control. Several studies accentuate the overarching benefits of this economic
1715 approach, highlighting potential reductions in prevalent carbon dioxide emissions.

1716 The successful implementation of this vision necessitates a collaborative approach
1717 involving various stakeholders, encompassing businesses, consumers, and regulatory
1718 entities. A robust regulatory framework is indispensable, designed to promote optimal
1719 practices and delineate clear progression benchmarks. This comprehensive framework
1720 encompasses the entirety of the circular economy's value chain, from production to
1721 consumption, extending into realms of repair, remanufacturing, and waste management,
1722 culminating in the reintroduction of secondary raw materials into the economic cycle.

1723 Environmental fiscal reforms are crucial for a circular economy transition. Taxes should
1724 pivot from labour to resource depletion, promoting a double dividend. The EU can leverage
1725 the VAT directive and the European semester process to endorse flexible rates on circular

1726 services like repair. It's imperative to abolish harmful subsidies, notably on fossil fuels,
1727 which are inherently linear and which Member States have pledged to eliminate. The
1728 tax framework should incentivise pioneers challenging the established linear economy.
1729 Analysing tax shifts at the national level can determine tax effectiveness and pinpoint
1730 instruments that best bolster circularity.

1731 The contribution of member states is paramount. They play a dual role, both in the
1732 actualisation of EU directives and in the integration of complementary regional initiatives.
1733 The principles of a circular economy possess global applicability, necessitating harmonised
1734 strategies within the EU and with external international partners. Such synergised ef-
1735 forts are crucial for the fulfilment of broader international commitments, notably the
1736 U.N. 2030 Agenda for Sustainable Development [72]. The ultimate objective remains
1737 the establishment of a sustainable future characterised by judicious consumption and
1738 production protocols.

1739

3.3.4. Waste stream specific scenario impacts

BATT (Battery waste)

Sources: [13, 14, 36, 37]

In the circularity scenario, battery waste treatment undergoes a massive transformation. The shift towards electric vehicles and renewable energy storage significantly increases the quantity of end-of-life batteries. However, thanks to new regulations, technological advancements, and business models, the majority of battery components are recycled or reused.

- Massive increase in end-of-life batteries due to the shift to electric vehicles and renewable energy storage.
- New regulations incentivise battery manufacturers to design for recycling.
- Battery recycling technologies improve, enabling higher recovery rates of valuable metals.
- Standardised collection systems for battery waste are established, improving the efficiency of the recycling process.
- Service-based business models like leasing ensure manufacturers retain ownership of the batteries, promoting circularity.
- Greater transparency through digital product passports aids in effective battery waste management.
- Battery passport and publicly accessible information from the new Battery Regulation (SoH, SoC, Predicted lifetime/warranty, etc.) given by the economic operator that places the battery on the market enables high re-use rates.
- Increased repairability/modularity.
- Reduced demand from 'sharing economy' and more 'sustainable' transport choices.
- New emerging technologies more suited for reuse/repair.
- Ambitious targets set by business and public policy.

ELV (End-of-Life Vehicles)

Sources: [14, 35, 50, 51, 52, 53]

For End-of-Life Vehicles (ELVs), the circular economy model affects the way vehicles are designed, used, and discarded. Emphasising extended vehicle life through repair and remanufacturing, this scenario also focuses on the recovery of materials from vehicles at the end of their life.

- Vehicle design shifts towards repairability, upgradability, and recyclability, increasing the lifespan of vehicles.
- Standardised systems for ELV collection are established, ensuring efficient waste management.
- Innovative technologies enable higher recovery rates of metals and other valuable materials from ELVs.
- Service-based models like vehicle leasing and sharing could reduce the total number of vehicles produced.
- Digital product passports provide information about vehicle components, aiding in effective recycling or reuse.
- Focus on managing the use-phase of vehicles.
- Circular strategies take place before material recovery so that material recovery is “delayed”.
- Information available to enable these strategies.
- EU vehicles policy has implications for materials in vehicles, such as ‘lightweighting’ and downsizing
 - Increase in average occupancy and average vehicle-kilometres per trip.
 - Decrease in average lifetime (in terms of years): As the utilisation factor increases.
- Increase in circular strategies due to an increase in participation from the public and businesses, i.e., target-based incentives with strong regulations and monitoring.



WEEE (Waste Electrical and Electronic Equipment)

Sources: [33, 34, 54, 55, 56, 57]

In the circularity scenario, WEEE becomes a valuable resource instead of a disposal challenge. Thanks to product design changes and the application of advanced recovery technologies, a significant percentage of the materials in WEEE is reclaimed and fed back into the production cycle.

- Electronic products are designed for longevity, repairability, upgradability, and recyclability.
- Advanced technologies enable higher recovery rates of precious metals from WEEE.
- Collection systems for WEEE are improved, ensuring a steady supply of materials to feed the recovery system.
- Digitalisation and data use enhance traceability and efficiency in WEEE management.



- 1810 • Service-based models for electronics promote the use of products as a service
1811 rather than ownership, reducing WEEE generation [20].
- 1812 • Increased durability and lifespans.
- 1813 • Increased repairability.
- 1814 • More sharing and product-service systems, correspond to a reduction in the
1815 lifetime (for some equipment).
- 1816 • More reuse practices (expanded second-hand market).
- 1817 • Less hoarding.
- 1818 • Higher formal collection and recycling rate.
- 1819 • Focus is given more to the production and use phase rather than the EoL (End-
1820 of-Life).
- 1821 • 'Design for circularity' principle: Ecodesign mandates repairability, durability,
1822 no obsolescence, modularity, and that continual software upgrades are possi-
1823 ble [73, 74].
- 1824 • Electronically compatible chargers and battery packs can be used by different
1825 products.
- 1826 • The above also means that chargers and batteries are not integrated into the
1827 product and that the product is designed to be easily disassembled.
- 1828 • Strong regulations and monitoring are in place with higher reuse and circular
1829 targets, which are set and implemented, and fines are imposed on the mem-
1830 ber states that fail to achieve the targets.
- 1831 • Support and development of circular strategies infrastructure (e.g., easy infor-
1832 mation access for repairability, repair shops, accessibility to spare components
1833 on the market, etc.).
- 1834 • Greater use of connected products, smart technologies, and the IoT. Used to
1835 monitor and diagnose product performance in situ which, can extend product
1836 and component life.



MIN (Mining Waste)

Sources:

In this scenario, the impact on mining waste is two-fold. Firstly, the need for primary mining is reduced due to lower demand, efficient resource use and high recovery rates of materials. Secondly, mining waste itself is treated as a valuable resource, with advanced technologies being used to extract residual valuable materials.

- 1843 • A Decrease in primary mining reduces the generation of mining waste.
- 1844 • Advanced technologies are employed to extract valuable materials from min-
1845 ing waste.

- 1846 • Policies and regulations incentivise the reuse of mining waste in various applications.
- 1847
- 1848 • Digital solutions improve tracking and management of mining waste.
- 1849 • Collaboration between stakeholders promotes circular practices in the mining industry.
- 1850



CDW (Construction and Demolition Waste)

Sources: [58]

1852 Construction and Demolition Waste (CDW) is another sector that sees significant improvement in the circularity scenario. This scenario reduces the generation of CDW and promotes the recovery of valuable materials from the waste stream.

- 1853 • Less demolition and new construction results in a reduction of CDW.
- 1854
- 1855 • Buildings are designed for disassembly and reuse, increasing the lifespan of materials and reducing CDW.
- 1856
- 1857 • Longer lifetimes for buildings (more renovation and refurbishment) and wind turbines (less repowering, i.e. changing of wind turbines before the end of theoretical lifespan).
- 1858
- 1859 • Wind turbine blades are refurbished or repaired and then reused.
- 1860
- 1861 • Recycling technologies for CDW improve, allowing higher recovery rates of materials and less 'downcycling'.
- 1862
- 1863 • Policies and regulations incentivise the use of recycled materials in construction.
- 1864
- 1865 • Standardised systems for CDW collection and separation are improved.
- 1866
- 1867 • Digital tools like building information modelling (BIM) improve resource management in construction and renovation.
- 1868
- 1869 • Focus on dismantling and selective deconstruction: constructions are taken apart in a way that individual parts can be reused.
- 1870
- 1871



SLASH (Slags and Ashes)

Sources: [60, 61, 62, 63, 64]

1872 In the circularity scenario, SLASH are recognised as a potential resource for secondary raw materials. Advances in recovery technologies enable the extraction of valuable metals from SLASH, however, the total volume of CRMs recovered from this material remains low, except in cases of supply constraint. In the circularity scenario, the conditions are very similar to that of the recovery scenario, except that volumes will decrease, due to a general decrease in waste generation.



- 1880 • Digital solutions enhance the traceability and management of SLASH.
- 1881 • More functional collection infrastructure.
- 1882 • Financial support provided to recyclers/operators.
- 1883 • Introduction of SRM/CRM recovery targets. For example, recovery of P from biomass ash for fertiliser.
- 1884 • Higher awareness and participation of relevant sectors on SLASH issues and management.
- 1885 • Strong regulations and monitoring are in place with higher collection and recycling targets.

1889 SLAGS

- 1890 • Advanced recovery technologies allow for the extraction of valuable metals and minerals from slags.
- 1891 • New recovery technologies are installed in the metallurgical industry.
- 1892 • All metals are recovered from the slags, and the slag itself only contains minerals or metals as trace elements.
- 1893 • Due to the low metal content, the slags are ideal resources for the construction industry.

1897 3.3.5. Ashes

- 1898 • New recovery technologies are installed in the incineration industry.
- 1899 • We expect a shift in the volume and quality of the ashes.
- 1900 • Coal fly ashes are the same as in BAU reducing over time to almost zero.
- 1901 • Biomass ashes have the same volume and quality.
- 1902 • Waste incineration ashes: due to the recovery scenario there will be a shift from landfill and incineration towards recycling, reuse, and repair. In countries with a high landfill rate, this will lead to higher volumes of ashes. In countries with a low landfill rate, and a high volume of incineration: this will lead to lower volumes of ashes, and a shift in the composition (with less CRMs in the ashes, due to better pre-sorting)



1911



1912

Quantification

1913

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4.1. INTRODUCTION

In the FutuRaM project, scenario elements are categorised based on their influence and relevance to the secondary raw material (SRM) system. This categorisation aids in refining the focus of the scenarios and ensuring they are relevant, manageable, and useful.

Following the process detailed in chapter 2, the resultant scenario elements were classified in preparation for quantification. These elements are listed in Table 13.8.

Internal Elements:

(section 4.4 and section 4.5) These are directly within the scope of FutuRaM and significantly impact the waste management system. They are integral to the models and scenarios. For example, changes in waste composition and recovery methods fall under this category. These elements are thoroughly researched and modeled as they are central to understanding and projecting the SRM system's future.

External Elements:

(section 4.3) Elements deemed external are still relevant to the scenarios but are not as directly related as the internal elements. External elements are set as the background of the three scenarios, allowing a better focus on the main variables of importance to FutuRaM. These elements do not vary across the three different scenarios but they do change over time. These elements include demographics, economic growth, and the renewable energy transition.

Outside Elements:

(section 4.3) These are factors outside the scope and influence of the waste management system and are not included in the scenario storylines or directly in the models. They may be considered in sensitivity analysis but are not primary drivers in the scenario development. For instance, resource supply constraints are external factors that could impact the waste management system but are too unpredictable and complex to model directly within the scenarios. Their inclusion could introduce significant uncertainty and make the models less interpretable and actionable. These elements are, however, considered important, and their possible impacts on the SRM system will be explored in exercises of sensitivity analysis and optimisation.

The rationale behind this categorisation is to maintain focus and clarity in the scenario modeling. Including too many complex and indirectly related elements can convolute the scenarios, making them overly complex and less useful for practical decision-making and policy analysis. By concentrating on integral elements — or those that can be controlled or influenced by associated policy decisions — FutuRaM ensures that its scenarios are both manageable and directly relevant to its objectives of exploring different futures of the SRM system. This approach strikes a balance between realism and practicality, ensuring the scenarios are both meaningful and actionable.

4.1.1. Quantification and Implementation of scenario elements in the models

External drivers

For each external driver in the scenarios, the values are defined globally and each waste stream will interpret this into their models using a "top-down" approach. This will require the development of correlations between the scenario driver and the parameter in the waste stream model. The resolution of this will be different for each scenario driver and each waste stream.

Internal elements

For the internal elements in the scenarios, a global value can often not be defined. For these elements, the waste stream models will define the values for each scenario using a "bottom-up" approach. This will require the estimation of future trends for each parameter and scenario for the product/waste groupings in each waste stream. Then, a global value can be calculated by taking a weighted average for each of the groups.

Figure 4.1 depicts a schema for the interconnection between the models for the quantification and implementation of the scenario elements.

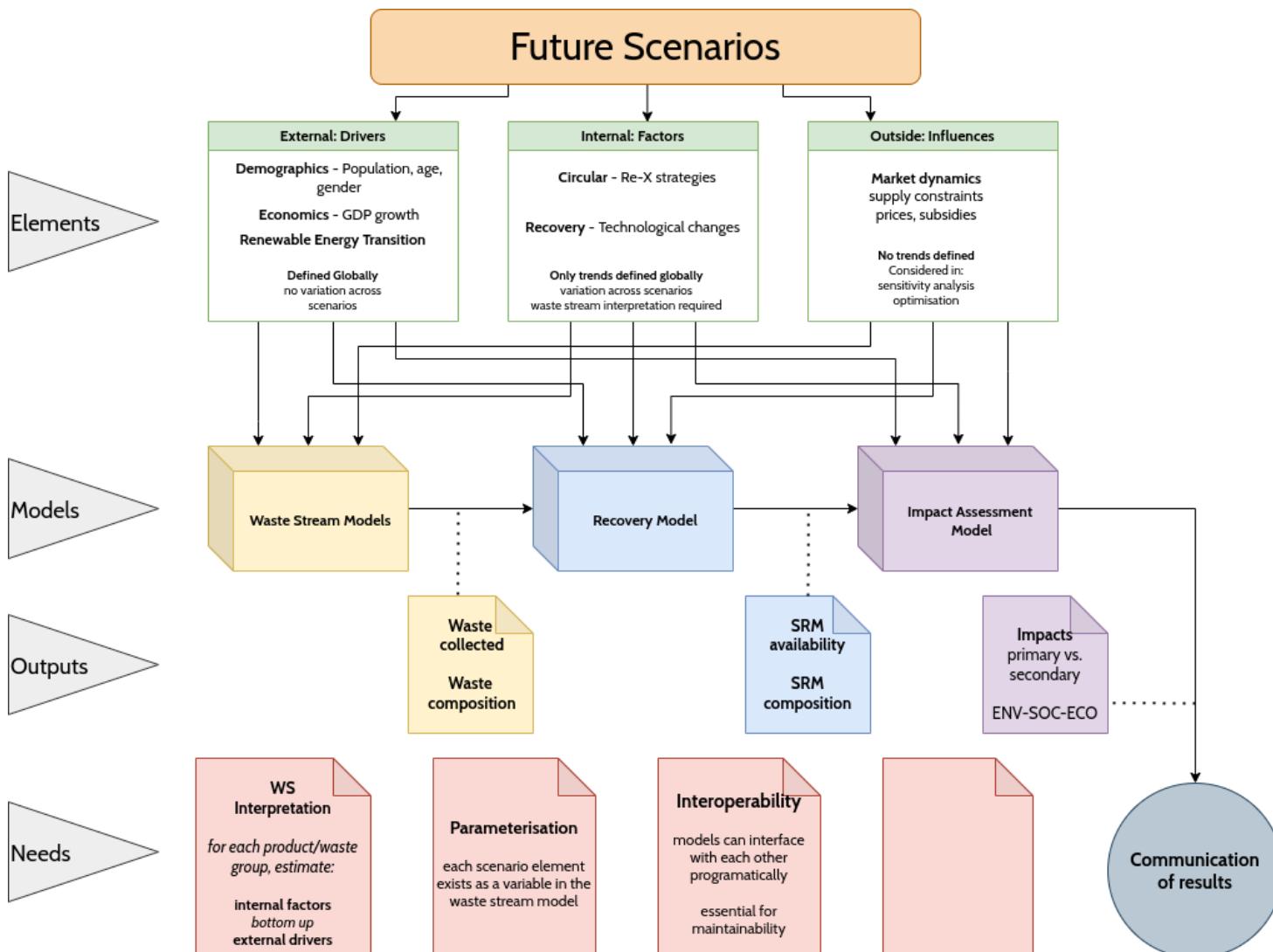


Figure 4.1: Quantification and Implementation of scenario elements in the models

2002

4.2. SUMMARY

REVIEW NOTICE

This summary will be compiled once the individual waste stream sections for each parameter are complete.

2003

2004

2005

4.3. EXTERNAL ELEMENTS

2006

4.3.1. Introduction

External drivers
<p>Scenario elements</p> <ul style="list-style-type: none"> • Demographic change: population, median age, urbanisation, gender • Economic growth: GDP • Renewable energy transition: energy mix <p>Waste model parameters include:</p> <ul style="list-style-type: none"> • Put-on-market • Composition <p>Recovery model parameters include:</p> <ul style="list-style-type: none"> • Recovery processes: market penetration of recovery technologies • Transfer coefficients: function of recovery technologies • Recovery system size: BAU - set by trends in BAU, CIR & REC - defined by model outcomes within constraints <p>Impact model parameters include:</p> <ul style="list-style-type: none"> • Foreground inventory: inputs and outputs of recovery system • Background inventory: energy mix, impact of primary production

2007

2008

In the FutuRaM project, scenario elements are categorised based on their influence and relevance to the secondary raw material (SRM) system. This categorization aids in refining the focus of the scenarios and ensuring they are relevant, manageable and useful.

Following the process detailed in chapter 2, several scenario elements were classified as "external" or "outside".

The following "external" elements are incorporated into the scenarios as background information but are not directly modelled. They are assumed to be constant across the three scenarios, but change over time.

2017

- Demographic change

- 2018
- Economic growth
- 2019
- Renewable energy transition
- 2020
- The following "outside" elements are not incorporated into the scenarios, but are considered important and will be explored in sensitivity analysis and optimisation.
- 2021
- 2022
- Resource supply constraints
- 2023
- International trade and co-operation
- 2024
- Re-industrialisation of EU
- 2025
- Resistance to recovery projects ("NIMBY")
- 2026
- These elements are detailed in Table 4.1.

Table 4.1: List of external scenario elements

DOMAIN	ELEMENT	INTERNAL	EXTERNAL	OUTSIDE	BAU	REC	CIR	MODEL PARAMETERS AFFECTED
ECO	Progress toward renewable energy targets		✓		-	-	-	composition, demand, waste generation, recovery impacts
ECO	Economic growth		✓		-	-	-	composition, demand, waste generation
SOC	Population		✓		-	-	-	demand, waste generation
ECO	Primary vs. secondary raw material prices		✓		~	~	~	considered in sensitivity analysis
ECO	Energy prices		✓		~	~	~	considered in sensitivity analysis
ECO	Carbon price		✓		~	~	~	considered in sensitivity analysis
ENV	Resource supply constraints		✓		~	~	~	considered in sensitivity analysis:
ECO	International trade and co-operation (vs. autarky)			✓	n/a	n/a	n/a	not model input (resource supply constraints is a proxy)
ECO	Re-industrialisation of EU			✓	n/a	n/a	n/a	not model input
SOC	Resistance to recovery projects (NIMBY)			✓	n/a	n/a	n/a	not model input (considered in UNFC assessments)

F

Back to ToC

4.3.2. Summary

REVIEW NOTICE

This summary will be compiled once the individual waste stream sections for each parameter are complete.

2027

2028

2029

2030

Demographic change

2031

INDEPENDENT VARIABLES

2032

- Population
- Median age
- Urbanisation

2035

DEPENDENT VARIABLES

2036

- Demand
- Waste generation
- Waste composition

2037

2038

2039

Economic growth

2040

INDEPENDENT VARIABLES

2041

- GDP growth

2042

DEPENDENT VARIABLES

2043

- Demand
- Waste generation
- Waste composition

2044

2045

2046

Renewable energy transition

2047

INDEPENDENT VARIABLES

2048

- Energy mix

2049

DEPENDENT VARIABLES

2050

- Demand
- Waste generation
- Waste composition
- Recovery impacts

2051

2052

2053

2054

Resource supply constraints

NOTE

This element is not forecast or modelled directly, but is considered in sensitivity analysis and optimisation.
Supply constraint is independent of its cause (e.g. resource depletion, political instability), thus, it can act as a proxy for other elements such as international trade and co-operation.

2055

2056

2057

INDEPENDENT VARIABLES

2058

- Resource availability

2059

DEPENDENT VARIABLES

2060

- Resource prices
- Settings of the recovery system to counteract supply crunch
- Waste composition (incorporating lag and substitution effects)

2061

2062

2063

MARKET DYNAMICS



NOTE

As with resource supply constraints, consideration of complex market dynamics are limited to sensitivity analysis and optimisation. General trend forecasts in supply and demand are considered in the scenarios, however, as functions of the other elements, such as GPD and population.

2064

2065

2066

INDEPENDENT VARIABLES

2067

- Raw material prices
- Secondary raw material prices

2069

DEPENDENT VARIABLES

2070

- Recovery system settings
- Recovery system capacity
- Recovery system profitability
- Secondary raw material supply

2074

4.3.3. Demographic factors: *Population, age, urbanisation*

Demographic factors encompass a range of population characteristics, including age distribution, population growth rates, urbanisation levels, migration patterns, and household composition. These factors are crucial determinants in forecasting demand patterns, labour market dynamics, and consumption trends, which in turn affect supply chains and resource management.

In the context of the scenarios and modelling within FutuRaM, demographic factors could influence the demand for certain commodities, the availability of labour for new recycling technologies, and the generation of waste materials. As populations grow and become more urbanised, the demand for electronics, energy, and transportation increases, which in turn raises the demand for critical raw materials necessary for these technologies. Age distributions can affect the workforce available for the recycling industry and potentially shift consumption patterns, as older populations might consume differently compared to younger demographics.

Justification for setting as an external scenario factor

Demographics undoubtedly exert a significant influence on supply and demand patterns within any resource environment. [75] As such, demographic factors play a role in shaping the demand for CRMs and the efficiency of waste management systems. However, within the scope of FutuRaM's scenario modelling, these demographic elements are treated as background variables.

A standard set of demographic projections is applied across all scenarios, contributing to the baseline assumptions but not serving as the primary driver of change in the model. By setting demographics as an external factor, FutuRaM's scenarios can abstract from the nuanced impacts of demographic changes, allowing for a clearer interpretation of how policy levers directly affect SRM outcomes.

Furthermore, the structure of FutuRaM's models is designed to be sufficiently adaptable to account for future demographic shifts. As new data become available, they can be integrated into the existing models, allowing for regular updates that keep pace with the evolving demographic landscape. This flexibility ensures that the model's outputs remain both relevant and grounded in the most current understanding of demographic factors, while the focus stays on the core objectives of resource management and the evaluation of policy efficacy.

REVIEW NOTICE

Data for other demographic factors such as urbanisation, gender or persons per household can be added here if the waste stream models require it.

2109 Population projections

2110 Sources for demographic data

2111 The population projections in this report have been produced from the most recent data
 2112 provided by Eurostat and the UK Office of National Statistics (ONS) [76, 77, 78].

2113 It was decided to 're-model' this data, rather than extract it from the population figures
 2114 in the SSP2 baseline scenario datasets [79, 80] to which the background of FutuRaM's
 2115 scenarios are (broadly) aligned. This allows the use of the most up-to-date and 'raw' data
 2116 possible.

2117 Figure 4.2 shows the normalised population projections for the EU27+3 and the UK.
 2118 The index is set to 1 for the year 2020. An interactive figure can be viewed here [↗](#)

Normalised population forecasts for the EU27+4

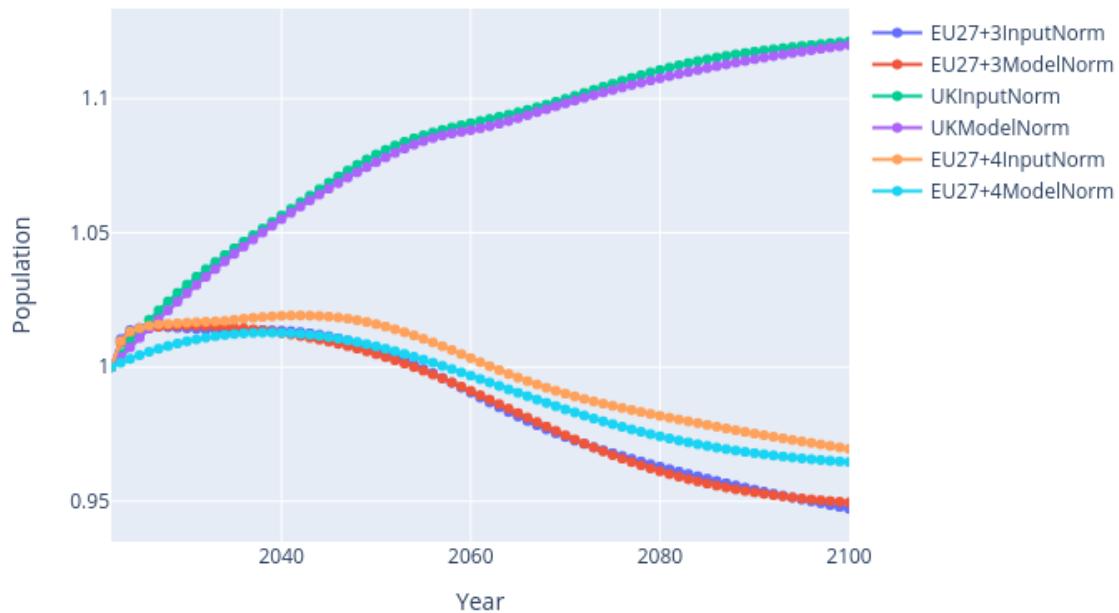


Figure 4.2: Population projections for the EU27+3 and the UK

2119 EU27 + 4

2120 Data source: [76]

2121 POPULATION MODELLING RESULTS:

2122 The full results of the population modelling are presented in Table 4.2.

HIGHLIGHTS:

- The EU population is projected to rise from 446.7 million in 2022, peaking at 453.3 million in 2026 (+1.5%), before decreasing to 447.9 million in 2050 and further to 419.5 million in 2100.
- An increase of 5.8 years is expected in the median age of the EU population between 2022 and 2100.
- By 2100, the number of individuals aged 80 and over in the EU is projected to reach 64.0 million.

Populations evolve over time due to demographic factors: births, deaths, and migration. Each of these factors influences the population's structure. Presently, the EU is experiencing a trend of ageing in its population due to the prevailing levels of fertility and mortality.

EUROPOP2023 offers deterministic projections based on 'what-if' scenarios. These scenarios are formed on anticipated courses for fertility, mortality, and migration. A partial convergence is assumed among the countries in the EUROPOP2023 projection concerning fertility, mortality, and migration patterns. The methodology employed is primarily based on past projection exercises. Furthermore, this study accounts for the impact of the COVID-19 pandemic and the mass influx due to the conflict between Russia and Ukraine.

It is projected by Eurostat that all EU Member States and the three EFTA countries will experience continued population ageing. The population in 2100 is predicted to be lower than in 2022, with a decline in the working-age demographic. There's an observed trend of ageing within the elderly demographic itself. Migration can both alleviate and accelerate the ageing process. It depends on whether there's an influx or outflow of the working-age population. For instance, the search for better job opportunities can lead to a considerable outflow. Consequently, age dependency ratios are set to rise, posing challenges for public expenditure on pensions, healthcare, and long-term care.

METHOD

Eurostat provides international projections for the European Union (EU) and the European Free Trade Association countries, which include Iceland, Liechtenstein, Norway, and Switzerland. Unlike the UN's projections, Eurostat's are deterministic in nature. Their most recent projection, dating from 2020, presents a base variant along with four other variants, starting with the baseline year 2019. In the base variant, it is forecasted that the EU-27 population will decline by nearly 7 percent or about 30 million people by 2100. However, in the medium term, the population is expected to grow until 2025, reaching about 449 million people, before reducing to 416 million by 2100. Country-specific, sex, and age data are available in Eurostat's database.

The final projection starts with the 2022 population divided by sex and age. Mortality rates are applied to determine the number of deaths. Numbers for non-EU and EU

immigrants are computed. For the years 2022 and 2023, refugees under TP are also included. Emigrants, including refugees under TP for the years 2024 to 3033, are then subtracted. Based on this, the end-of-year population and the working-age population are computed. Using these figures, additional non-EU immigrants are calculated, and the end-of-year population is re-assessed. This allows for the computation of live births, total deaths, immigration, and emigration for 2022.

SCENARIOS

Eurostat also considers five alternative scenarios besides the baseline for EUROPOP2023. These are: lower fertility, lower mortality, zero net migration, decreased non-EU immigration, and increased non-EU immigration. For instance, the lower fertility scenario posits a total fertility rate that's 20% less than the baseline for each projection year (2023 – 2100). This implies fewer live births yearly compared to the baseline. The lower mortality scenario suggests a life expectancy at birth in 2100 that's two years more than the baseline. Migration scenarios include zero net migration, 33% less non-EU immigration each year, and 33% more non-EU immigration every year throughout the projection horizon.

UK

Data source: [77]

- New data will be released January 2024.
- No scenarios were developed due to the additional uncertainty in the underlying data related to the CoViD-19 pandemic-related fluctuations.

POPULATION MODELLING RESULTS:

The full results of the population modelling are presented in Table 4.2.

POPULATION PROJECTIONS

The UK population in mid-2020 was estimated at 67.1 million. Over the decade to mid-2030, it's projected to rise by 2.1 million (3.2% increase), in comparison to a 6.9% increase between 2010 and 2020. Over the next 25 years, the projected growth is 3.9 million (5.8%), less than the 15.6% growth between mid-1995 and mid-2020.

In contrast to the EU27+3, the UK population is projected to continue to grow (slowly) until 2100, the end of the projection period, when it reaches 76 million.

ASSUMPTIONS:

- Long-term averages are based on a 22-year period, excluding the 1990s.

- 2193 • Long-term average falls within the ranges given by expert advisory feedback.
- 2194 • Estimated international migration data is used for the years ending mid-2021
- 2195 and mid-2022.
- 2196 • Linear interpolation is used from mid-2022 up to mid-2026.
- 2197 • A three-year average of data from mid-2020 to mid-2022 is used for starting
- 2198 the linear interpolation for mid-2022.
- 2199 • UK completed family size to reach 1.59 children per woman by 2045.
- 2200 • Annual improvement in UK mortality rates will be 1.2% for most ages by 2045.
- 2201 • Net international migration to the UK will average +205,000 from mid-2027
- 2202 onwards.

2203 METHODOLOGY

2204 Projections are produced for successive years from one mid-year to the next. Age-
2205 based calculations are made to account for net migration, deaths, and births. Details
2206 such as migration timing, death rates, birth rates, and the ratio of male-to-female births
2207 are factored into the calculations. Projections are made for each UK country and then
2208 aggregated for broader regions.

2209 STRENGTHS AND LIMITATIONS

2210 Projections are based on the latest available data but are not forecasts. The inherent
2211 uncertainty in the data and the unpredictability of future events means projections may
2212 not align with future outcomes. Factors like political and economic changes can also impact
2213 population growth, and events like the UK leaving the EU or the COVID-19 pandemic are
2214 not explicitly factored in. While this bulletin focuses on projections up to mid-2045, the
2215 data includes projections up to mid-2120, which have greater inherent uncertainty.

2216 MERGING THE EU27+3 AND THE UK INTO A UNIFIED POPULATION MODEL

2217 As the world undergoes the demographic transition, the relevance of Verhulst's logistic
2218 model has resurged, providing an adequate representation of current population growth
2219 trends. This logistic population growth dynamic is critical for achieving global sustainable
2220 development.

2221 These projections are informed by the finite reserves of primary exhaustible resources
2222 and the ongoing trend of declining birth rates. These indications suggest a shift towards a
2223 new equilibrium state for the planet that aligns with heightened industrial and technological
2224 capacities and improved healthcare standards. By constructing logistic models that
2225 depict the growth dynamics of the global population and individual continents, we can
2226 forecast population sizes and their growth rates for the next two centuries. The insights
2227 garnered present opportunities for the regulation and optimal management of global
2228 demographic resources.

2229 **Projection Methodology**

2230 **Methodology source:** [78]

2231 Population projections underpin many political and economic decisions at various
 2232 levels. Often, the users lack the expertise to fully grasp the methods and limitations of
 2233 the projections they rely on.

2234 Population development is contingent upon three primary factors: fertility, net migra-
 2235 tion, and mortality. Usually, a projection starts with the age- and sex-specific numbers at
 2236 a given time. Using estimates for the future development of the three determinants, the
 2237 population is projected forward. Forecasts often refine mortality and migration by age
 2238 and sex.

2239 Projection methodologies fall into deterministic and stochastic categories. Determinis-
 2240 tic models, being the most widespread, set parameters in one or more scenarios. Their
 2241 strengths lie in ease of use, adaptability to changes in parameters, and straightforwardness
 2242 for non-experts. A prominent deterministic method is the cohort component method
 2243 (CCM) which separately simulates fertility, migration, and mortality before integrating
 2244 them into a projection. Given a population P_{t-1} at the end of period $t - 1$, the CCM
 2245 updates this using births B_t , net migration M_t , and deaths D_t as:

$$P_t = P_{t-1} + B_t + M_t - D_t$$

2246 However, deterministic models face challenges. They:

- 2247 • Overlook the probabilistic nature of population processes.
- 2248 • Rely on rigid future assumptions with low individual probabilities of occur-
2249 rence.
- 2250 • Limit the number of considered scenarios, inadequately reflecting future risk.
- 2251 • Lack probabilistic quantification for identified futures.
- 2252 • May be biased by experts' subjective assessments.

2253 In contrast, stochastic models view parameters as random variables. While determin-
 2254 istic models might assume fixed values for determinants like G_t , M_t , and S_t in certain
 2255 scenarios, stochastic models see these as probabilistic, represented as:

$$\tilde{B}_t = \tilde{B}_{t-1} + \tilde{G}_t + \tilde{M}_t - \tilde{S}_t$$

2256 Yet, it's essential to understand that no forecast offers absolute truth. Their aim isn't pre-
 2257 dicting unexpected events, but extrapolating core demographic trends. Both deterministic
 2258 and stochastic methods exist to quantify forecast uncertainty.

2259 Applying these results in real-world scenarios warrants a cautious approach. Past

trends might not persist in the future. For instance, population growth isn't just about demographics but also infrastructure. Can a housing market accommodate growth? Will cities meet their limits? Projections inherently carry assumptions. For instance, regions must meet housing demands, and urban challenges arise from positive population growth, such as the need for expanded childcare or public transport infrastructure.

Predicting and managing future global population growth stands as a paramount challenge for humanity. Most contemporary researchers believe there's a ceiling to the planet's 'carrying capacity'. Come 2022, Earth's population is anticipated to hit the eight billion mark. UN predictions suggest that by 2100, this number will rise to ten billion. However, there's an observable trend towards smaller family sizes, with birth rates currently hovering around the replacement rate of 2.1 children per woman. Should global fertility rates align with family replacement levels (2.0) by 2100, Earth's population is projected to stabilise between ten and eleven billion. The emergence of new statistical data necessitates updates to global population growth models. Where once the Verhulst logistic model was deemed inadequate for characterising global population growth dynamics, the tapering growth rate now reaffirms its applicability. Many recent studies have leveraged the logistic growth model. Our analyses confirm that Earth's population growth rate aligns closely with a quadratic function, mirroring the Verhulst equation (Fig. 4). All subsequent computations will employ the Verhulst logistic model:

$$\frac{dY}{dt} = a \cdot Y - b \cdot Y^2 \quad (4.1)$$

The solution to equation (8) will be sought as a logistic function:

$$Y = g + \frac{b}{1 + A \exp(-a(t - t_0))} \quad (4.2)$$

Function $Y(t)$ parameters were ascertained using the least squares method, ensuring maximal alignment between the function's value and the existing statistical data. The parameter g was presumed equal to the initial population size at the start of observations ($t_0 = 1900$).

CURVE FITTING EXPLANATION

Terms with subscript 1 describe the initial logistic component, charting population growth from 2022 to 2042.

Subscript 2 terms Correspond to the second logistic component, which outlines post-2042 population decline.

- b_1 Represents the initial population at the start of the observation period - Europe's population in 1900 per the model's parameters.
- b_1 Denotes the carrying capacity of population growth, effectively indicating the population apex achievable via the first logistic function.

- 2293 **A₁** Influences the gradient of the first growth phase. Higher values result in steeper
2294 population inclines.
- 2295 **a₁** Represents the growth rate of the initial logistic function, dictating how swiftly the
2296 population nears the carrying capacity b_1 .
- 2297 **t₁** Marks the inflection point in the first logistic phase, signifying the period of maxi-
2298 mum growth velocity.
- 2299 **b₂** Illustrates the decline's carrying capacity, indicating the population decrease as
2300 projected by the second logistic function.
- 2301 **A₂** Determines the gradient of the decline phase, with larger values resulting in sharper
2302 declines.
- 2303 **a₂** Represents the rate of decline in the latter logistic function, determining the speed
2304 at which the population reaches the decline's carrying capacity b_2 .
- 2305 **t₂** Highlights the inflection point during the decline phase, marking the period where
2306 the decrease is most rapid.

Table 4.2: Population projections for the EU27+4

YEAR	MEDIAN AGE	EU27+4 (million)	EU27+3 (million)	UK (million)
2023	43	530.1	462.0	68.1
2024	43	531.9	463.4	68.4
2025	43	532.6	463.8	68.7
2026	44	533.1	464.1	69.0
2027	44	533.4	464.1	69.2
2028	44	533.5	464.0	69.4
2029	44	533.6	464.0	69.7
2030	45	533.7	463.9	69.9
2031	45	533.8	463.8	70.1
2032	45	533.9	463.7	70.3
2033	45	534.0	463.6	70.4
2034	45	534.1	463.5	70.6
2035	45	534.3	463.5	70.8
2036	46	534.5	463.6	71.0
2037	46	534.7	463.6	71.1
2038	46	534.9	463.6	71.3
2039	46	535.0	463.5	71.5
2040	46	535.1	463.4	71.6
2041	46	535.1	463.3	71.8
2042	46	535.1	463.2	72.0
2043	46	535.1	463.0	72.1
2044	46	535.1	462.8	72.3
2045	47	534.9	462.5	72.4
2046	47	534.8	462.2	72.6
2047	47	534.6	461.8	72.8
2048	47	534.3	461.4	72.9
2049	47	533.9	460.9	73.0
2050	47	533.6	460.4	73.2

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2308

Incorporation of demographic factors into individual waste stream models

2309

WASTE STREAM NOTICE

This section will be filled out with the details of exactly how the demographic parameters are incorporated into your stock and flow models

2310

2311

BATT (BATTERY WASTE)

- 2312
- X

2313



CDW (CONSTRUCTION AND DEMOLITION WASTE)

- 2314
- X

2315



ELV (END-OF-LIFE VEHICLES)

- 2316
- X

2317



MIN (MINING WASTE)

- 2318
- X

2319



SLASH (SLAGS AND ASHES)

- 2320
- X

2321



WEEE (WASTE ELECTRICAL AND ELECTRONIC EQUIPMENT)

- 2322
- X

Conclusion

REVIEW NOTICE

This conclusion will be compiled once the individual waste stream sections for each parameter are complete.

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2325

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4.3.4. Economic factors: *GDP growth*

Definitions

Gross Domestic Product (GDP) PPP

A measure of a country's economic output that accounts for differences in price levels between countries. By using PPPs and the common currency of international dollars, GDP PPP is adjusted for price level differences across countries, providing a more accurate measure of the economic output and living standards, as it reflects the real purchasing power of the citizens.

Purchasing Power Parity (PPP)

An economic theory that allows the comparison of the purchasing power of various world currencies to one another. It involves a comparison of the relative prices of a standard set of goods and services in different countries, thus providing a measure of the relative cost of living and enabling a more accurate comparison of economic well-being.

Sources of data

The GDP projections for FutuRaM's future scenarios are based on economic data from the OECD as well as population data from Eurostat and the UK's ONS [76, 77, 81]

Results of projections

As an 'external element', the GDP projections do not differ across the scenarios, only as a function of time.

The results of the projections are shown in Figure 4.3. An interactive figure can be viewed here [↗](#)



Figure 4.3: GDP projections for the EU27+4

Methodological Overview of OECD's GDP Projection Framework

[81, 82, 83, 84]

The OECD's approach to projecting GDP is rooted in the principle that income levels across various nations will gravitate towards those observed in the most advanced economies, an idea put forth by [85, 86]. This convergence is modelled through an enriched version of the Solow growth model, factoring in a dual-sector configuration [87], which the OECD dubs the ENV-Growth model. Rather than focusing solely on convergence in income, the ENV-Growth model prioritises the growth factors that will drive GDP over time.

For GDP projections up to 2060, the OECD combines model-based assessments with expert evaluations, considering the economic dynamics of individual countries and the global market. These forecasts are denominated in the constant US dollars and PPPs of 2010, based on data from OECD and World Bank, which use the Atlas method for calculating PPPs [82, 88]. The data originate from the OECD Long-Term Baseline Scenario. This scenario, which is integral to the OECD Economic Outlook, serves as a comparative standard to gauge the possible effects of structural reforms, assuming a policy-neutral environment. Conversely, long-term projections diverge from the medium-term forecasting model, which is predominantly demand-driven, by focusing on a supply-side perspective that takes into account labour and capital availability and productivity growth rates.

Determinants of Long-term Growth

[82, 89]

Recognizing the multifaceted nature of economic advancement, GDP growth projections consider an array of influences such as demographics, educational attainment, technological progress, energy access, and capital flow patterns. The MaGE framework facilitates GDP estimation by charting dynamic paths that reflect the structural interplay defining the economic landscape until 2050 [89].

The ENV-Growth model's projections span a century and include a wider selection of countries, enhancing the original methodologies developed by the OECD Economics Department [83, 84]. It introduces considerations for energy usage and resource revenue from oil and gas sectors, aligning with the enhanced sectoral approach for fossil fuels presented by [90].

The model's foundation lies in its projection of the five pivotal elements driving economic growth:

- Physical capital
- Employment, shaped by population trends, age demographics, participation rates, and unemployment scenarios

- 2387 • Human capital, based on education and its consequential effect on labour
productivity
- 2388 • Energy demand and resource extraction for exporting countries
- 2389 • Total factor productivity (TFP)

2391 The determinants of growth are not restricted to these factors; they also encompass a
2392 spectrum of social, economic, and institutional influences, including workforce education,
2393 trade openness, institutional integrity, fiscal strategies, regulatory frameworks, and de-
2394 mographic shifts. The underlying potential for economic catch-up through technology
2395 transfer and innovation is underscored by the differential in income between each country
2396 and the global technology frontrunner.

2397 In the context of employment, projections from IIASA inform the total employment
2398 figures, combining time-specific participation rates for different age cohorts with pro-
2399 jected unemployment trends. Education assumptions translate gender and age-specific
2400 educational projections into a human capital index, which then informs labour productivity
2401 enhancements.

2402 For physical capital, the model follows a standard capital accumulation methodology
2403 with a set depreciation rate, with the investment rate per unit of GDP edging towards a
2404 balanced growth path level determined by the production function's structural parameters.

2405 Energy and natural resources are integrated as productive components for consumers
2406 and as extra income from specific oil and gas sectors for producer nations. The model
2407 calibrates domestic energy productivity to historical improvement rates, progressing
2408 towards an efficiency frontier indicative of cutting-edge energy appliances. The economic
2409 contribution of energy resources to producer countries is extrapolated from resource
2410 depletion models that describe the dynamics between reserves and resources and the
2411 temporal evolution of marginal production costs.

2412 FutuRaM's economic forecasts, while not based directly on the SSP data, are consistent
2413 with the SSP2 baseline derived from similar sources and models [79, 80, 91, 92, 93, 94],
2414 offering a comprehensive picture of potential economic trajectories.

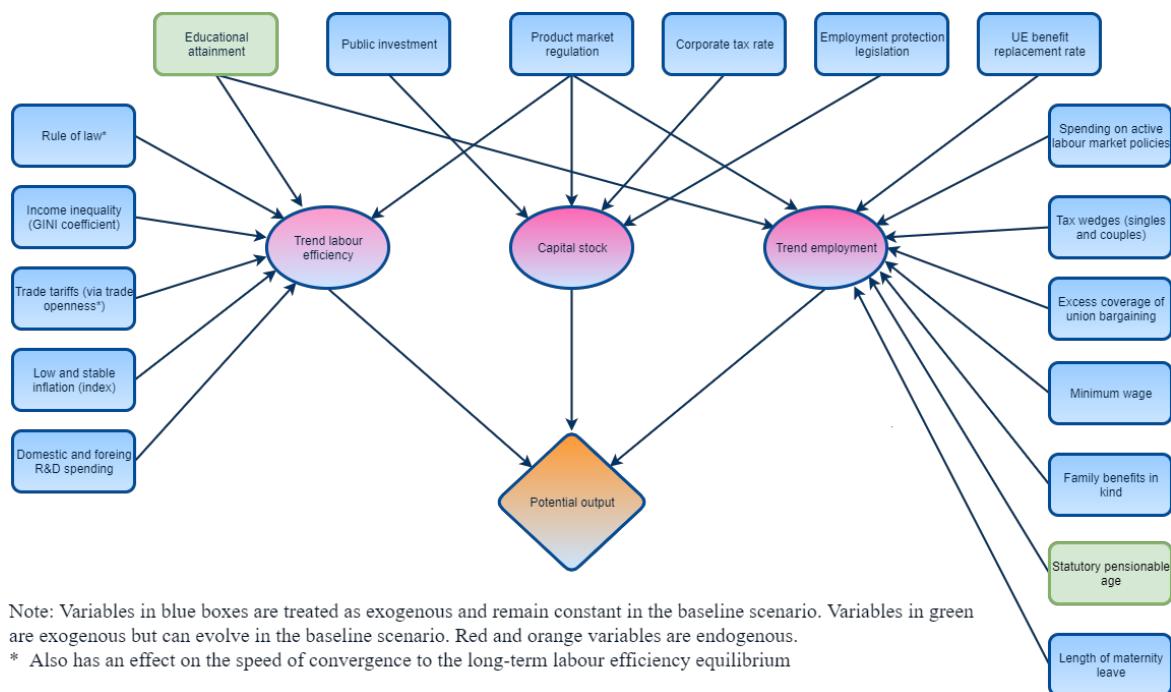


Figure 4.4: Factors incorporated in the long-term model [82]

Implications of GDP Growth on FutuRaM's Waste Models

GDP growth has significant implications for models concerning secondary raw material recovery and waste generation. For example, increasing GDP tends to lead to higher consumption levels, which can result in more waste generation across various streams. However, higher income also provides greater resources for investment in recovery technologies and infrastructure. Below are some examples for each of the specified waste streams.



BATT (BATTERY WASTE)

As GDP grows, the demand for electronic devices and electric vehicles typically increases, leading to a higher turnover of batteries. This could necessitate advancements in recovery methods for battery components, such as lithium and cobalt, to reduce reliance on primary sources and mitigate environmental impact.



CDW (CONSTRUCTION AND DEMOLITION WASTE)

Economic growth often spurs construction activity, thereby increasing CDW. Increasing GDP as a ratio of waste generation could lead to enhanced recycling processes, promoting the circular economy by converting waste into secondary raw materials for new construction projects.



ELV (END-OF-LIFE VEHICLES)

2433 The number of ELVs rises with economic prosperity, as people can afford newer vehicles more often. This creates opportunities to recover valuable materials and components, necessitating more efficient recycling processes.



MIN (MINING WASTE)

2437 As economies expand, so does the demand for minerals, potentially increasing mining waste. With increased GDP, there could be more investment in techniques to minimise waste generation and recover valuable materials from mining by-products.



SLASH (SLAGS AND ASHES)

2441 Higher GDP can correlate with increased industrial activity, producing more slags and ashes. Enhanced recovery techniques can transform these by-products into useful secondary raw materials, such as aggregates in construction.



WEEE (WASTE ELECTRICAL AND ELECTRONIC EQUIPMENT)

2445 GDP growth can lead to shorter replacement cycles for electronic goods, increasing the amount of WEEE. There's a potential for improved recovery of precious metals and rare earth elements, driving innovation in e-waste recycling technologies.

Incorporation of economic growth into individual waste stream models**WASTE STREAM NOTICE**

This section will be filled out with the details of exactly how this parameter is incorporated into your stock and flow models

BATT (BATTERY WASTE)

• X

CDW (CONSTRUCTION AND DEMOLITION WASTE)

• X

ELV (END-OF-LIFE VEHICLES)

• X

MIN (MINING WASTE)

• X

SLASH (SLAGS AND ASHES)

• X

WEEE (WASTE ELECTRICAL AND ELECTRONIC EQUIPMENT)

• X

Conclusion

Economic growth can therefore act as both a driver of waste generation and a catalyst for innovation in the recovery of secondary raw materials. The challenge for models like

2466 FutuRaM lies in accurately predicting these trends and proposing effective strategies to
2467 balance economic benefits with environmental sustainability.

REVIEW NOTICE

This conclusion will be more completely compiled once the individual waste stream sections for each parameter are complete.

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4.3.5. The Renewable Energy Transition

Definition

The term "energy transition" refers to the current global shift from fossil fuels to renewable energy sources to meet the urgent need to reduce greenhouse gas emissions, combat climate change, and enhance energy security. This transition encompasses a fundamental transformation of energy supply and consumption patterns, including the increased use of sustainable energy to achieve a low-carbon economy. Historical shifts in energy sources—from biomass to coal, and later to oil and natural gas—reflect the ongoing evolution of energy use. The present focus is on scaling up renewables such as solar and wind, which are becoming increasingly cost-competitive. Key aspects of the transition include adopting electric vehicles, improving public transportation, advancing energy-efficient technologies for building heating, and developing energy storage and grid solutions to support the integration of variable renewable energy sources.

Future energy mix in the EU

The projected electricity mix for the EU is presented in Figure 4.5. An interactive figure can be viewed here [↗](#)

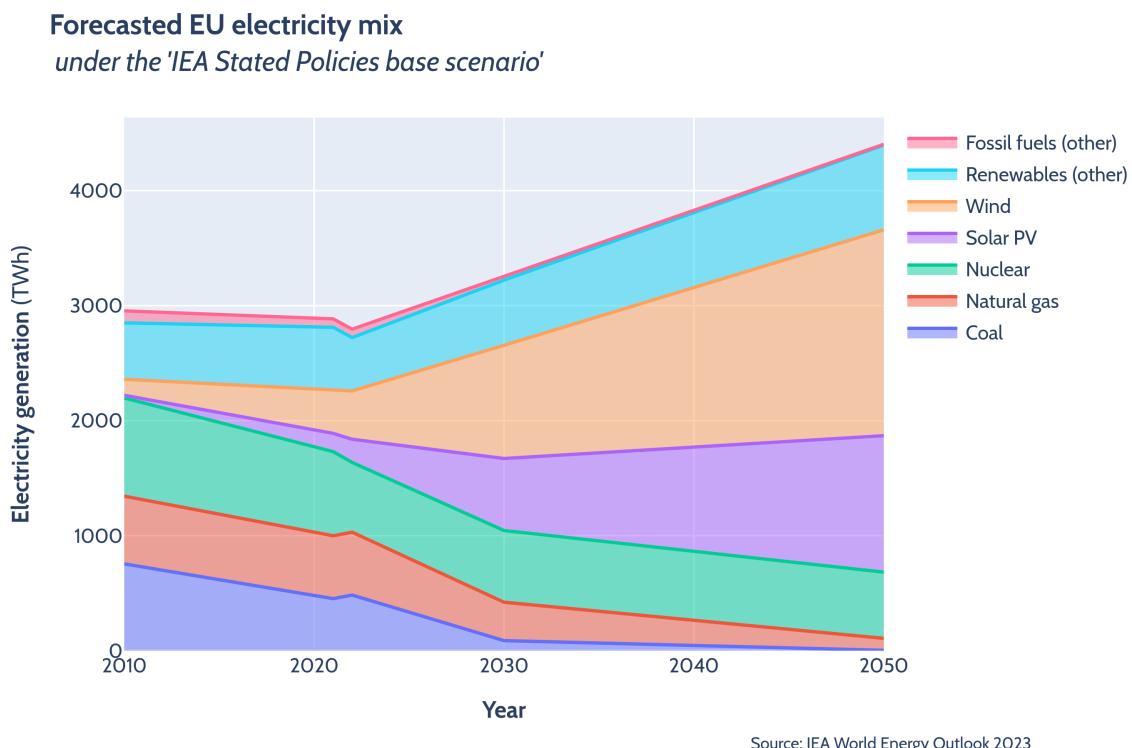


Figure 4.5: EU electricity mix forecast until 2050

2488 ***Brief context of renewable energy in the EU***

2489 Renewable energy is integral to the EU's shift towards a low-carbon economy and reducing
2490 reliance on imported fossil fuels—a response accentuated by the urgency to curtail
2491 dependence on Russian energy sources. The EU's strategic move is encapsulated in the
2492 REPowerEU Plan of Action, introduced in May 2022, and agreed upon in 2023 which
2493 prescribes an aggressive uptake of renewables, emphasizing wind and solar PV, along-
2494 side hydrogen, heat pumps, and batteries, vital for energy storage and transportation
2495 decarbonisation [95, 96, 97, 98].

2496 In analysing the renewable sector in FutuRaM, the focus is on solar PV, wind turbines,
2497 electrolyzers, batteries, and residential heat pumps. Other renewable sources like bioen-
2498 ergy, hydro, geothermal, and ocean energy, while part of the portfolio, are expected to
2499 have minimal impact on critical materials demand and are not central to this analysis.

2500 ***Justification for setting as an external scenario factor***

2501 The ongoing global energy transition is a profound shift that holds implications for almost
2502 every facet of society, especially regarding CRMs, other raw materials and the system of
2503 waste management. This transition from fossil fuels towards renewable energy sources
2504 demands a significant increase in various CRMs, influencing their supply and demand
2505 curves extensively. In the development of FutuRaM's scenarios, the energy transition is
2506 recognised as a fundamental driver of change. However, for the purposes of focussed
2507 and strategic scenario modelling, it has been categorised as an external factor.

2508 This classification allows for a delineation between direct policy levers within the
2509 purview of SRM systems and broader macro-environmental trends that, while influential,
2510 are not the primary subject of analysis within FutuRaM. As such, the project's scenarios
2511 incorporate a consistent baseline projection of the energy transition's effects, shared across
2512 the three scenarios, ensuring that the core analysis remains centred on material-centric
2513 policy outcomes and targets of the CRM act. This ensures that the resulting insights are
2514 actionable and tailored to the nuances of material management and recycling systems. It
2515 reflects a strategic choice to maintain scenario tractability and avoid the dilution of policy
2516 implications that could arise from an overly broad scope of variables.

2517 Moreover, the scenario architecture within FutuRaM is constructed with inherent flexi-
2518 bility, permitting later incorporation of amendments to the background energy transition
2519 trends. This adaptability is essential to ensure that, as the energy landscape evolves
2520 and new data becomes available, the scenarios can be revised and updated, thereby
2521 preserving the relevance and accuracy of the project's findings over time.

2522 ***Relevant technologies in the renewable energy sector***

2523 The cornerstone technologies in renewable energy—batteries, electrolyzers, wind turbines,
2524 heat pumps, and solar PV—play pivotal roles across various sectors (Figure 85). Heat
2525 pumps serve industrial processes, while solar PV and batteries support ICT, defence, and

mobility with energy and uninterrupted power supplies, respectively [95].

Wind energy, expected to surge, will benefit from cost-efficient, innovative turbines designed for increased productivity in offshore and low-wind conditions. Projections from GECO present two scenarios: a conservative estimate shows wind capacity expanding from 732 GW (2020) to 1,400 GW (2030), and to 4,050 GW by 2050. An optimistic forecast anticipates a rise to 2,500 GW by 2030 and 8,400 GW by 2050.

Solar PV is poised for exponential growth due to advancements enhancing efficiency and lowering costs. GECO's cautious scenario predicts growth from 710 GW (2020) to 2,950 GW (2030), reaching 7,500 GW by 2050. The optimistic scenario projects a tenfold increase by 2030 and sixteenfold by 2050 compared to 2020 levels.

Addressing the intermittency of wind and solar power necessitates adequate storage solutions and robust grid systems, with electrolyzers emerging as a crucial technology for renewable hydrogen production, forecasted to exceed 1 GW capacity by the end of 2022 [99].

Additionally, digitalisation, robotics, and 3D printing are set to boost the renewable sector's productivity and optimisation across its value chain. Heat pump sales are also on an upward trend, with a peak expected in 2045, ranging between 15 million (low demand) and 38 million units (high demand) by 2050.

Material demand in the renewable sector is dominated by wind turbines, electrolyzers, and solar PV, with wind energy leading in consumption of critical materials.

Supply Chain bottlenecks in renewable energy

Supply chain bottlenecks present a significant challenge in the deployment of renewable energy technologies, particularly for wind turbines, solar PV, electrolyzers, and heat pumps. The production of NdFeB permanent magnets for wind turbines demands rare earth elements (REEs) like neodymium, dysprosium, praseodymium, and terbium, with the EU being highly dependent on imports for both raw and processed materials such as permanent magnet alloys and components like blades.

Solar PV technologies necessitate strategic raw materials, including silicon metal and rare metals like gallium and germanium, with China dominating the production of silicon ingots and wafers. This reliance on imports extends across the value chain, including the crystalline silicon cell production where the EU's contribution is minimal.

The battery industry utilizes strategic raw materials such as lithium, manganese, and cobalt, with raw materials and components largely imported. A shift is anticipated towards nickel-rich batteries or alternative chemistries to reduce reliance on high-cobalt-content lithium-ion batteries (LIBs) due to the oligopoly control of critical components in Asia.

Electrolyzers for hydrogen production use a range of strategic raw materials, particularly from the platinum group metals (PGMs), but also silicon metal, aluminium, copper, and magnesium, with the EU facing challenges in sourcing these materials. For heat

2564 pumps, strategic raw materials needed include magnesium and copper, but no significant
2565 bottlenecks have been identified, with most critical materials used in microchips and IT
2566 controllers.

2567 Across all technologies analysed, a common pattern of heavy reliance on imports,
2568 particularly from China, is observed at different stages of the value chains. The EU's primary
2569 sourcing and processing capabilities for critical raw materials are notably low, creating
2570 dependencies at multiple levels. Despite a strong manufacturing capacity for wind turbine
2571 assembly, the EU is entirely reliant on imports for the value chain of rare-earth permanent
2572 magnets. Similarly, for solar PV, the dependence on imports is comprehensive. The recent
2573 surge in Chinese manufacturing market share for heat pumps and the developing value
2574 chain for batteries in the EU are also noteworthy.

2575 A breakdown of the materials required for each technology is given in Table 4.3.

Table 4.3: Raw materials essential to the renewable energy sector

SUPPLY RISK	MATERIAL	CRM	BATT	H2	WIND	SOLAR (PV)	HEAT PUMPS
5.3	HREE (rest)	●		●			
4.8	Gallium	●				●	
4.4	Niobium	●		●			
4.1	Magnesium	●		●			
4.1	REE (magnets)	●		●			●
3.8	Boron	●		●	●	●	●
3.5	LREE (rest)	●		●			
3.3	Phosphorus	●	●			●	
2.7	PGM	●		●			
2.6	Strontium	●		●			
2.4	Scandium	●		●			
2.3	Vanadium	●		●			
1.9	Lithium	●	●				
1.8	Geranium	●				●	
1.8	Natural graphite	●	●	●			
1.8	Antimony	●				●	
1.7	Cobalt	●	●	●			
1.6	Arsenic	●				●	
1.4	Silicon metal	●		●	●	●	●
1.3	Baryte	●		●			
1.3	Tantalum	●		●			
1.2	Manganese	●	●	●			●
1.2	Tungsten	●		●			
1.2	Aluminium	●	●	●	●	●	●
1.1	Fluorspar	●	●	●		●	●
0.9	Tin			●		●	
0.8	Molybdenum			●	●	●	●
0.8	Silver			●		●	●
0.8	Zirconium			●			
0.7	Chromium			●	●		●
0.7	Potash			●			
0.6	Indium			●		●	
0.5	Nickel	●	●	●	●	●	●
0.5	Iron ore		●	●	●	●	●
0.5	Titanium			●			
0.4	Gold			●			●
0.3	Tellurium					●	

Continued on next page

Table 4.3 – Continued from previous page

SUPPLY RISK	MATERIAL	CRM	BATT	H2	WIND	SOLAR (PV)	HEAT PUMPS
0.3	Limestone			●			
0.3	Selenium					●	
0.3	Silica				●	●	
0.2	Cadmium					●	
0.2	Zinc			●	●	●	●
0.1	Copper	●	●	●	●	●	●
0.1	Aggregates				●		
0.1	Lead				●		

2576
2577
2578
The integration of the energy transition has significant implications for the management of Critical Raw Materials (CRMs) across various waste streams due to changing material requirements and waste profiles [18, 95, 100, 101].

2579
For example:

2580
 **BATT (BATTERY WASTE)**

- 2581
2582
2583
2584
2585
2586
- Increased deployment of Li-ion batteries for energy storage will lead to a surge in waste batteries, necessitating improved recycling technologies to recover CRMs.
 - The transition to renewable energy sources may lead to changes in the battery composition, affecting recycling processes and the types of CRMs that need to be managed.

2587
 **ELV (END-OF-LIFE VEHICLES)**

- 2588
2589
2590
2591
- The shift towards electric vehicles will transform the composition of ELVs, increasing the relevance of CRMs used in electric powertrains and batteries.
 - This transition requires the adaptation of ELV recycling infrastructure to efficiently process and recover new types of CRMs.

2592
 **WEEE (WASTE ELECTRICAL AND ELECTRONIC EQUIPMENT)**

- 2593
2594
2595
2596
2597
- As energy systems become more digitized and interconnected, WEEE will contain a broader array of CRMs, prompting the need for more sophisticated recycling methods.
 - The growing volume of WEEE will challenge current recycling capacity and technology, calling for significant innovation in CRM recovery techniques.

2598
 **CDW (CONSTRUCTION AND DEMOLITION WASTE)**

- 2599
2600
2601
2602
- Green building materials and energy-efficient technologies may introduce new CRMs into CDW, changing the material recovery landscape.
 - The promotion of deconstruction over demolition could preserve the integrity of materials containing CRMs, allowing for better recovery rates.

2603
 **MIN (MINING WASTE)**

- 2604
2605
2606
- The drive for clean energy technologies is expected to increase the mining of specific CRMs, potentially leading to higher volumes of mining waste that must be managed sustainably.



SLASH (SLAGS AND ASHES)

- 2608 • The energy transition could increase the generation of certain industrial wastes
2609 such as slags, which may contain valuable CRMs.

Implementation in EU Law

FIT FOR 55 PACKAGE (2021)

2611 The "Fit for 55" package is a collection of policy initiatives proposed by the European
2612 Commission in July 2021 aimed at revising and updating EU legislation to reflect the
2613 increased ambition of reducing net greenhouse gas emissions by at least 55% by 2030,
2614 compared to 1990 levels [102]. This target was a significant step up from the previous goal
2615 of a 40% reduction and is part of the European Union's plan to become climate-neutral
2616 by 2050 — an objective set out in the European Green Deal[31].

2618 The package includes proposals to revise the EU Emissions Trading System (ETS), to
2619 increase the use of renewable energy, to improve energy efficiency, and to implement
2620 carbon pricing mechanisms, among other measures. The intention is to align existing laws
2621 with the 2030 climate target and to set the legal foundation for Europe's transition to a
2622 green economy. This includes changes across various sectors including transportation,
2623 building, and energy production to reduce emissions and promote sustainable practices.

REPOWEREU PLAN (2022)

2625 The invasion of Ukraine by Russia has caused significant disruption to energy markets
2626 in Europe and globally. To eliminate reliance on an unreliable supplier, the European
2627 Commission has devised the REPowerEU plan [97]. This initiative focuses on energy
2628 conservation, the production of clean energy, and the diversification of energy sources,
2629 supported by financial and legal measures to develop Europe's necessary new energy
2630 infrastructure and systems.

2631 **Accelerating Clean Energy** Renewable energy sources, being both cost-effective and envi-
2632 ronmentally friendly, can be produced locally, thereby reducing dependency on imported
2633 energy. The REPowerEU plan aims to expedite the green transition and trigger substantial
2634 investments in renewable energy. It also seeks to facilitate the rapid transition of industry
2635 and transport from fossil fuels, reducing both emissions and dependency.

2636 This includes a variety of measures focused on renewable energy and energy efficiency,
2637 such as:

- 2638 • Increasing the EU's 2030 renewable energy target of the 'Fit for 55 package'
2639 from 40% to 45%.
- 2640 • Accelerating the deployment of photovoltaic (PV) energy.
- 2641 • Introducing the European Solar Rooftop Initiative.
- 2642 • Doubling the deployment rate of individual heat pumps.

- 2643 • Decarbonising the industry by promoting electrification and renewable hydro-
- 2644 gen.
- 2645 • Speeding up renewable energy project and grid infrastructure permit pro-
- 2646 cesses.
- 2647 • Increasing the EU's binding energy savings target for 2030 to 13%.

2648 The May 2022 REPowerEU plan by the European Commission, in response to the
2649 energy market disruptions due to Russia's invasion of Ukraine, is designed to rapidly cut
2650 down on the EU's reliance on Russian fossil fuels. It raises the renewable energy target of
2651 the Fit for 55 package from 40% to 45%.

2652 This ambitious goal for renewable energy use, coupled with REPowerEU's strategies to
2653 reduce energy demand, necessitates substantial increases in renewable capacity across
2654 the electricity, transport, and heating and cooling sectors. The Commission forecasts that
2655 to meet the 2030 objectives, renewable electricity should reach 69%, 32% in transport,
2656 and a yearly growth of at least 2.3 percentage points in heating and cooling.

2657 RENEWABLES ENERGY DIRECTIVE (2023)

2658 The recent legislation strengthening the EU Renewable Energy Directive marks an
2659 advancement towards the European Green Deal and REPowerEU ambitions. With the
2660 provisional agreement, the EU's binding renewable energy target for 2030 is now at least
2661 42.5%, aiming potentially to reach 45%. This target significantly surpasses the previous
2662 goal of 32% and is nearly double the present proportion of EU renewable energy.

2663 A distinct enhancement over the REPowerEU plan is the establishment of definitive
2664 binding targets for renewable energy. The legislation optimises permitting procedures,
2665 acknowledges renewable energy as an overriding public interest, and designates acceleration
2666 zones for expedited development in strategically identified regions.

2667 The directive also introduces specific directives across various sectors:

- 2668 • In heating and cooling, it sets forth progressive annual renewable targets and a
2669 49% renewable energy consumption benchmark in buildings by 2030.
- 2670 • It for the first time includes the industrial sector under its ambit, establishing
2671 indicative and binding targets for the use of renewable energy and renewable
2672 hydrogen, respectively.
- 2673 • For the transport sector, it specifies a reduction in greenhouse gas intensity
2674 and sets sub-targets for advanced biofuels and renewable fuels of non-biological
2675 origin, underpinning the EU's renewable hydrogen objectives.
- 2676 • It further enhances the "guarantees of origin" system to improve consumer in-
2677 formation and supports the integration of the energy system through electrifi-
2678 cation and waste heat capture.

2679 In summary, the agreement accelerates the EU's strides towards energy autonomy,
2680 promises to reduce energy costs over time, and decreases dependence on imported fossil
2681 fuels. It intensifies the EU's pledge to a decarbonised economy and aligns with REPow-
2682 erEU's broader goals but with specific, more ambitious targets and refined processes for
2683 rapid renewable energy adoption.

2684 While the reinforced EU Renewable Energy Directive is a pivotal step towards the EU's

"Fit for 55" framework and the overarching European Green Deal goals, it has not been without its critics. The Directive's ambitious targets for 2030 have spurred a range of responses from member states and institutions, with concerns centered around feasibility, economic impact, and the varying capabilities of nations to meet these objectives [103].

The following is a summary of the key points raised by member states and the European Commission in their statements on the directive [103]:

Belgium

Belgium supports the directive while voicing "serious concerns" over the feasibility of increased renewable energy targets, citing "*demographical and geographical limitations*" and the presence of energy-intensive industries. The national contributions and sectoral sub-targets are deemed "*extremely difficult to achieve*" and potentially "*unachievable*" within the proposed timeline.

Poland

Poland boasts a rapidly growing renewable sector but cannot support the proposed directive, stating it is unrealistic and could destabilize the energy grid and security. They assert that the targets lack realism and flexibility, and stress that the energy transition should be "*accessible to society*" and in favor of European industry.

Romania

Romania is committed to decarbonisation but expresses concern that the high level of ambition may lead to increased costs and discourage certain sectors, making them "*un-competitive*." They highlight the importance of national specificities and energy mixes in setting targets and advocate for technology neutrality.

Slovak Republic

Slovakia finds the EU RES target for 2030 "*very ambitious*" and difficult, stressing that additional contributions may not reflect the real potential for renewable development in the country. The statement also points to concerns over hydrogen production support not being satisfactorily addressed.

European Commission

The Commission acknowledges the significant efforts required from Member States to meet the targets, noting the high adaptation costs for certain industries. It concedes that achieving the directive's objectives will involve significant public and private investment and national budget implications. The Commission emphasizes the need for complementary decarbonisation efforts involving other non-fossil energy sources.

Challenges to the expansion of renewable energy in the EU

In addition to the internal conflict among member states [103], a recent IEA analysis concluded that EU's renewable energy expansion is constrained by inadequate policy support, complex permitting, and grid upgrades' pace. [99]

Current forecasts indicate that the solar PV and wind capacity expansions fall short of the REPowerEU plan's renewable electricity targets for 2030. The European Commission Staff Working Document states that achieving a 69% share of renewable electricity requires 592 GW of solar PV and 510 GW of wind by 2030, translating to annual additions of 48 GW for solar PV and 36 GW for wind [104]. These figures significantly exceed the IEA's main case projections of 39 GW for solar PV and 17 GW for wind between 2022 and 2027, resulting in a renewable generation share of 54% in the electricity sector—15 percentage points below the desired 69% by 2030. Therefore, to fulfill the necessary installed

capacity for generating 69% of electricity from renewables by 2030, the annual net additions for solar PV need to increase by 22%, and for wind, more than double [105]. The EU estimates that the total amount required for these investments will exceed €360bn before 2030 [104].

Policy Support:

Uncertainty from infrequent auctions and limited visibility hampers utility-scale solar PV and distributed PV projects, with issues in current auction designs and support scheme extensions affecting growth and profitability.

Permitting:

A primary bottleneck due to complex regulations, land restrictions, social opposition, and permitting office inefficiencies increases costs and extends project lead times.

Grid Congestion:

Insufficient grid capacity and upgrade challenges caused by permitting hurdles, labour shortages, and opposition slow the integration of new renewable plants.

The IEA analysis states that improvements addressing these issues could boost solar and wind deployment by 30% by 2027. An accelerated case requires increased policy support, regulatory reforms, and quicker infrastructure development [105].

For utility-scale solar PV, competitive auctions must be introduced or extended, with revised auction designs to reflect current market conditions. Distributed PV could see growth with better support and remuneration for self-consumption.

Despite potential policy and regulatory advances, wind energy, particularly onshore, faces persistent permitting difficulties, and offshore wind is bogged down by grid connection delays.

Finally, market interventions and the energy crisis debate could influence renewable investments, stressing the need for careful reform processes involving all stakeholders to maintain investor confidence.

2757

Incorporation of the energy transition into the *FutuRaM* scenarios

REVIEW NOTICE

There will need to be a discussion about choice of energy scenario and the use of this data:

- (1) if it is to be used commercially, we will need a license from the IEA;
- (2) more detailed data is available for purchase
- (3) the choice of scenario and alignment with the WSs.

There are alternatives, such as the EU reference scenario [106] and the POTEEnCIA central scenario, which is similar, although somewhat outdated [107]

2758

2759

In light of the information presented above, as well as the nature of the three scenarios, *FutuRaM* will use a moderate growth scenario for the energy transition. The data for this is sourced from the projections of the International Energy Agency (IEA) using the "base case" of their "Stated Policies (STEP)" scenario [108].

The IEA's World Energy Outlook 2023 presents a range of scenarios, including the Stated Policies (STEP) scenario, the Sustainable Development Scenario (SDS) — which is the IEA's pathway to achieving the Paris Agreement goals — and the Net Zero Emissions scenario. Full details of the scenarios are available in the documentation of the IEA's Global Energy and Climate (GEC) Model [109].

A comparison of the IEA's projections for the renewable energy transition in the EU under the STEP and APS scenarios is presented in Table 4.4.

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Table 4.4: Normalized renewable energy supply in the EU using the year 2010 as a base reference

Year	Historical	Stated Policies	Announced Pledges
2010	1.00	—	—
2021	1.66	—	—
2022	1.66	—	—
2030	—	3.33	3.69
2050	—	5.69	7.23

2771

A summary of the IEA's scenarios is presented in Table 4.5.

2772

THE STATED POLICIES SCENARIO (STEP)

The Stated Policies Scenario (STEPS) is an energy model that offers a conservative projection based on existing and developing energy policies, without assuming full achievement of governments' announced goals. It undertakes a detailed, sector-by-sector assessment including a variety of factors such as pricing, efficiency standards, and infrastructure projects as of the end of August 2023. Although it incorporates far-reaching governmental targets, such as net zero emissions and complete energy access, these are not presumed to be fully implemented without evaluating the regulatory, financial, and infrastructural context of each country.

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Table 4.5: Definitions and Objectives of the GEC Model 2023 Scenarios

	Net Zero Emissions by Announced Pledges Scenario 2050 Scenario	Sce- nario	Stated Policies Scenario
Definitions	A pathway to achieve net zero CO2 emissions by 2050 within the energy sector, updated fully by 2023. Universal access to electricity and clean cooking achieved by 2030.	Assumes all climate policies in place or under development as of end of August 2023, including NDCs and net zero targets, August 2023 and planned 2023. Universal access to are met on time.	Reflects energy-related capacities for clean energy technologies.
Objectives	To detail sector-specific actions needed to achieve net zero energy-related CO2 emissions by 2050 and other sustainable development goals.	To assess how pledges align with the 1.5 °C global warming limit, current policies, highlighting the ambition gap and the steps needed for universal energy access.	To benchmark the achievements and limitations of current policies and limitations of the 1.5 °C global warming limit, current policies, highlighting the ambition gap and the steps needed for universal energy access.

The STEPS assumes that current time-bound policies will be continued with similar measures but does not speculate on the future intensification or reduction of policies unless there is evidence to suggest this. For the first time in 2023, it also accounts for industry actions, such as the manufacturing capacities for clean energy technologies and their market impact.

Overall, the STEPS indicates that while existing commitments can make a substantial impact, there remains a significant gap to reach the ambitions of the Announced Pledges Scenario or the Net Zero Emissions by 2050 Scenario.

2789 THE FUTURE ENERGY MIX IN THE EU

2790 In a global sense, the energy transition manifests in FutuRaM's forecasts by way of the
 2791 background energy mix. In Figure 4.5 is the IEA's projection of the energy mix in the EU
 2792 for the Stated Policies scenario. Additional forecasts for rare earth elements (REEs) supply
 2793 and demand related to wind energy and e-mobility are offered by the JRC [100].

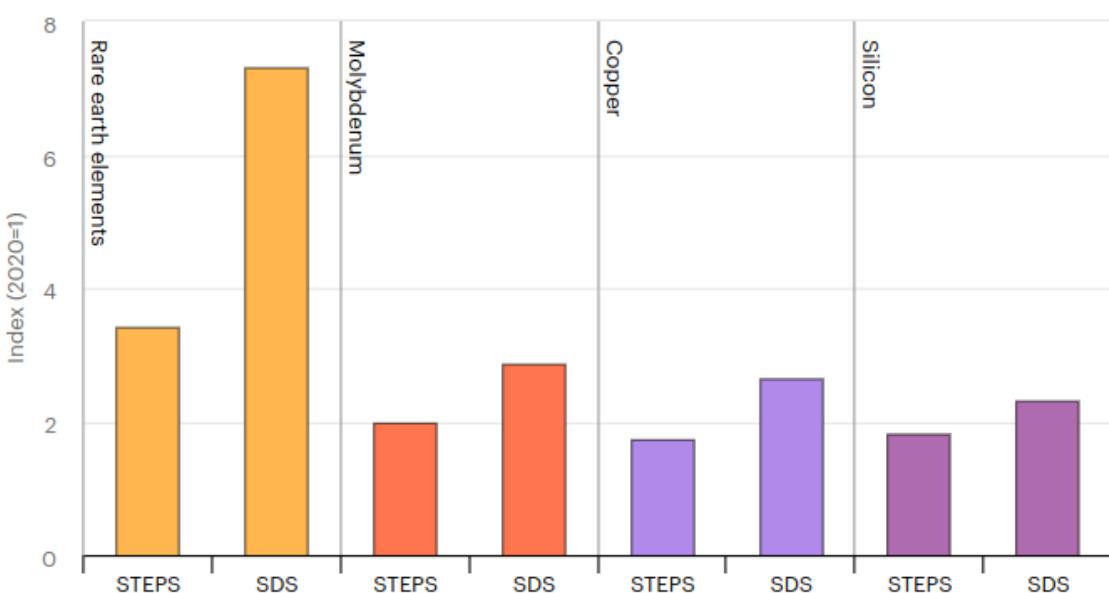
2794 IMPACT OF THE ENERGY TRANSITION ON THE FUTURAM SCENARIOS

REVIEW NOTICE

Many more details to be added later once we have confirmed the scenario choice and the alignment with the WSs

NOTE: One advantage of the IEA data is that it is aligned with other data sets, such as CRM supply and demand forecasts
 NOTE: The figures below are just an example of some of the impacts that we could portray here.
 Better figures will be generated later.

2795
 2796
 2797 The following figures illustrate some of the impacts that scenario choice can have on
 2798 raw material demand forecasts [18]



2799 Figure 4.6: Change in demand for selected elements

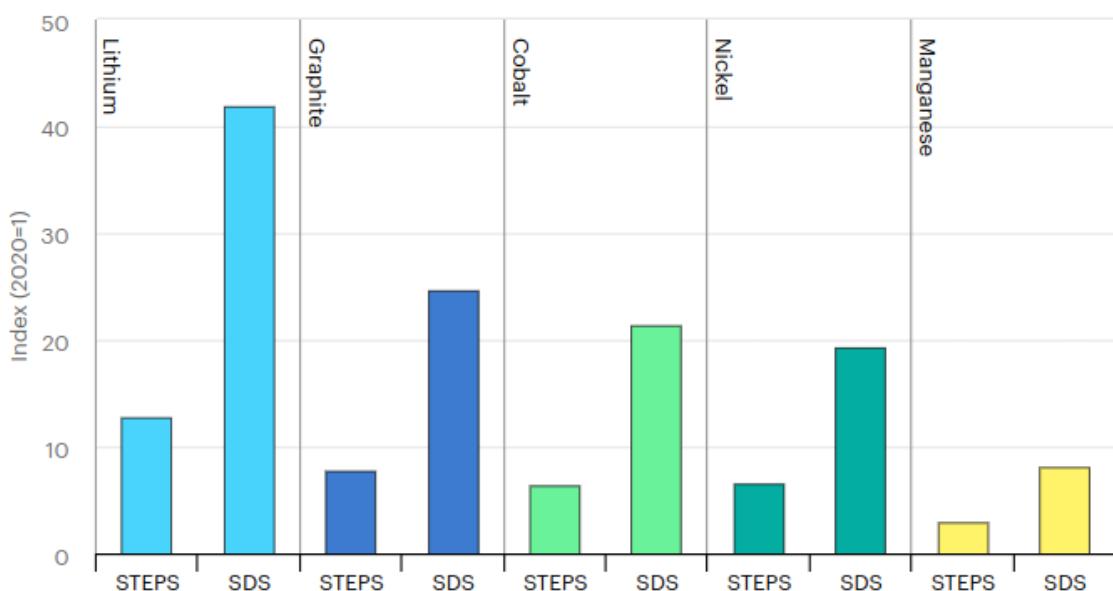


Figure 4.7: Change in demand for battery relevant elements

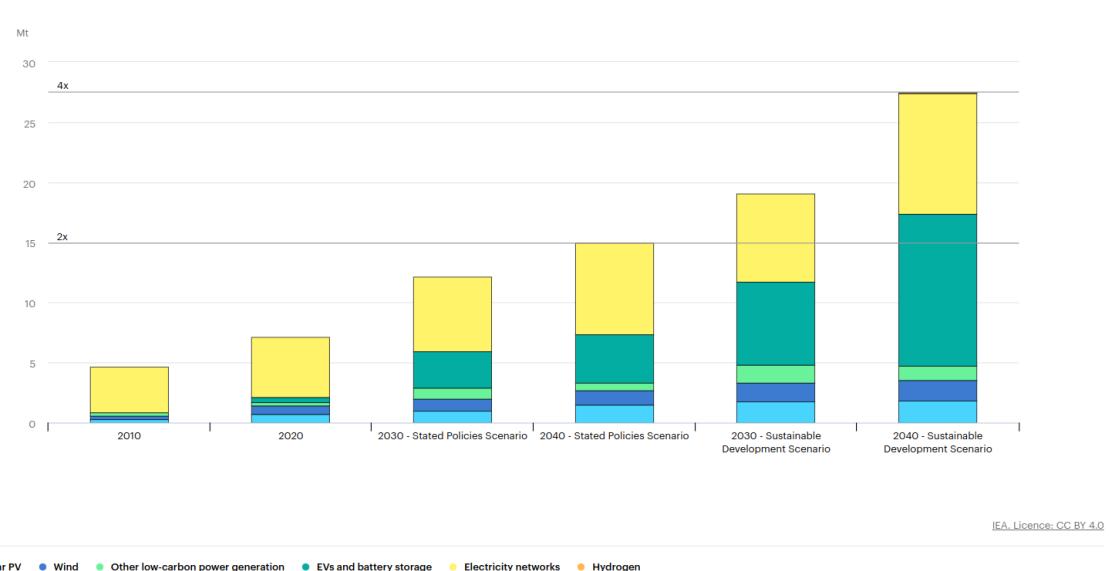


Figure 4.8: Global mineral demand (total) under various scenarios

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Incorporation of the energy transition into individual waste stream models

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WASTE STREAM NOTICE

This section will be filled out with the details of exactly how this parameter is incorporated into your stock and flow models

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BATT (BATTERY WASTE)



2806



CDW (CONSTRUCTION AND DEMOLITION WASTE)



2807



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ELV (END-OF-LIFE VEHICLES)



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2810



MIN (MINING WASTE)



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2812



SLASH (SLAGS AND ASHES)



2813



2814



WEEE (WASTE ELECTRICAL AND ELECTRONIC EQUIPMENT)



2815



2816



4.3.6. Supply constraints and market dynamics

REVIEW NOTICE

The precise methodology to be applied to determine the effects of hypothetical supply constraints and market dynamics on the model's outcomes has not yet been determined. This will be developed once the precise structure of the model has been finalised.

Introduction

Supply constraints refer to limitations in the availability of resources that can impact industries and markets. These constraints can arise from various sources, such as natural resource depletion, geopolitical issues, economic factors, or environmental regulations. In the context of waste generation, collection, and recovery, supply constraints can significantly affect the dynamics of the entire system.

Market dynamics refer to the interactions between supply and demand that determine the prices of goods and services. These dynamics are influenced by various factors, such as the availability of resources, technological change, the state of the economy, and governmental policies.

Incorporating these economic factors into waste management models is essential to understand and predict the behavior of waste systems under different economic conditions. Accurate modeling can aid in making informed decisions regarding waste management policies and practices.

The following section details the importance of supply constraints and market dynamics and introduces the proposed strategy for incorporating these 'outside' elements in the modelling work in FutuRaM.

Impacts of supply constraints and market dynamics

IMPACT ON WASTE GENERATION

Constraints on the supply of materials can lead to alterations in waste composition. For instance, scarcity in a particular raw material can decrease the production and subsequent waste of products made from that material.

IMPACT ON COLLECTION AND RECOVERY SYSTEMS

The availability of resources dictates the priorities of waste collection and recovery systems. Material scarcity can shift the focus towards recycling, while abundance might lead to alternative materials being preferred.

LAG TIMES TO RECOVERY

2847 The scarcity of materials can extend the time products remain in use before entering
2848 the waste stream, affecting the timing and efficiency of waste recovery systems.

2849 **Economic Factors Influencing Waste Management**

2850 Economic aspects like prices, subsidies, and taxation play a crucial role in waste manage-
2851 ment, especially in the context of supply constraints.

2852 **INFLUENCE OF RAW MATERIAL PRICES**

2853 High prices for primary raw materials can incentivize the recycling of secondary mate-
2854 rials. This economic motivation can lead to advancements in recycling technology and
2855 increased recycling efforts.

2856 **SECONDARY RAW MATERIAL PRICING**

2857 The pricing of secondary raw materials, often influenced by the availability and price
2858 of primary materials, affects their attractiveness for recycling. Competitive pricing of
2859 secondary materials can promote their use over primary materials.

2860 **GOVERNMENTAL POLICIES: SUBSIDIES AND TAXATION**

2861 Policies involving subsidies for recycling activities or taxation on primary raw mate-
2862 rials can shape the waste management landscape. These fiscal tools can encourage or
2863 discourage recycling based on their design and application.

2864 **MARKET DYNAMICS AND POLICY INTERVENTIONS**

2865 Market dynamics, influenced by policy interventions, can also impact waste manage-
2866 ment. For example, a policy promoting the use of recycled materials can alter market
2867 preferences and boost recycling efforts.

2868 ***Incorporation of supply constraints and market dynamics into the model***

2869 **SENSITIVITY ANALYSIS**

2870 Sensitivity analysis is an instrumental approach in modelling to ascertain the impact
2871 of supply constraints and market dynamics on the waste management system. This
2872 technique involves systematically varying parameters within the model and observing the
2873 resultant effects on the output. It is particularly beneficial in identifying which variables
2874 have the most significant influence on the system's behaviour.

2875 Global Sensitivity Analysis, an extension of this concept, examines the entire parameter
2876 space, offering a comprehensive view of potential model responses to changes in input
2877 factors. This method is crucial in revealing the relative importance of different variables
2878 and can highlight areas where the system is most susceptible to economic fluctuations.

2879 By utilising sensitivity analysis, decision-makers can better understand the robustness

2880

of their systems and formulate strategies that are resilient to economic uncertainties.

EXAMPLE**Impact of Raw Material Prices and Government Subsidies on Recovery System:****Scenario:**

The model tests scenarios with significant fluctuations in raw material prices. In certain scenarios, a government subsidy is introduced to set a minimum price for recycled materials, ensuring their economic viability.

Analysis:

Sensitivity analysis evaluates the effect of raw material price changes on the profitability and viability of the recovery system. It also tests the impact of government subsidies in stabilising the system against these fluctuations.

Outcome:

This analysis can reveal the dependency of recovery operations on raw material market prices and the effectiveness of government subsidies in mitigating associated risks.

2881

2882

EXAMPLE**Reduction of a Valuable Material in the Waste Stream:****Scenario:**

The model explores a situation where a previously abundant and valuable material becomes scarce in the waste stream.

Analysis:

This sensitivity analysis investigates the impact of reduced availability of this valuable material on the overall profitability of the waste management system.

Outcome:

It identifies critical thresholds where a reduction in material significantly affects the system's financial viability, guiding strategies for diversifying material recovery or exploring alternative revenue sources.

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OPTIMISATION

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Optimisation techniques are employed to identify the most efficient operational settings for the waste management system under diverse economic conditions. By modelling

2888 various local scenarios that encapsulate different economic realities — such as varying
2889 levels of resource scarcity, price dynamics of primary versus secondary materials, and the
2890 impact of subsidies or taxes — the model aims to find the optimal balance. This balance
2891 could be in terms of cost-effectiveness, resource utilization, environmental impact, or a
2892 combination of these factors. Optimization provides a framework to make data-driven
2893 decisions that can enhance the efficiency and sustainability of the waste management
2894 system.

2895 Multi-Objective Optimisation is a key aspect of this process, where multiple conflicting
2896 objectives are considered simultaneously. This approach is essential in waste management
2897 systems, where there is often a need to balance economic goals with environmental
2898 sustainability.

2899 By employing optimisation techniques, particularly Multi-Objective Optimisation, the
2900 model can provide insights into the trade-offs and synergies between different objectives,
2901 thereby facilitating more informed and balanced decision-making in waste management
2902 policies and operations.

EXAMPLE

Responding to Sudden Demand Increase for a Previously Less Valuable Material (Element X):

Scenario:

The model simulates a sudden increase in demand and price for a specific material (Element X) that was previously less valuable.

Analysis:

The system's response is optimized to maximise profitability under this new market condition, involving adjustments in collection and processing priorities towards Element X.

Outcome:

The optimisation indicates the most effective strategies for reallocating resources and operations to capitalise on the increased demand for Element X, enhancing profitability.

2903

2904

EXAMPLE**Optimizing for Environmental and Economic Goals amid Rising Carbon Emission Costs:****Scenario:**

The model considers a significant increase in the cost of carbon emissions, impacting the expense of recovery operations.

Analysis:

The optimisation aims to balance environmental impact (carbon footprint) with economic viability, exploring operational adjustments like adopting more carbon-efficient recovery processes or prioritising materials with higher primary carbon footprints (offsets and substitution).

Outcome:

This approach yields insights into effective strategies for maintaining profitability while minimising environmental impact, aiding the system in achieving a dual bottom line of environmental sustainability and financial health.

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Relevance of supply constraints and market dynamics for FutuRaM's waste streams

2910

BATT (BATTERY WASTE)

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2912
- Fluctuating availability and prices of lithium and cobalt can significantly impact the recycling value and processes for batteries.
 - Governmental policies on battery disposal and recycling can alter the landscape of battery waste management, influencing recycling rates and methodologies.
- 2913
2914
2915

2916

CDW (CONSTRUCTION AND DEMOLITION WASTE)

- 2917
2918
- Variations in the construction market and raw material prices can influence the generation and composition of construction and demolition waste.
 - Economic incentives and regulatory frameworks for sustainable construction practices can drive the recycling and reuse rates of CDW.
- 2919
2920

2921

ELV (END-OF-LIFE VEHICLES)

- 2922
2923
- Changes in the metal market, particularly for steel and aluminium, can impact the profitability of recycling ELVs.
 - Environmental regulations on vehicle disposal and recycling can shape the recovery strategies for ELV waste.
- 2924
2925

2926

MIN (MINING WASTE)

- 2927
2928
- Market demand for specific minerals can influence the focus and intensity of recovery efforts from mining residues.
 - Policy changes regarding mine waste management can lead to shifts in recovery and disposal practices for mining residues.
- 2929
2930

2931

SLASH (SLAGS AND ASHES)

- 2932
2933
2934
- The variability in the composition of slags and ashes due to different industrial processes and raw materials can significantly influence recovery and recycling strategies.
 - Market conditions for secondary raw materials derived from slags and ashes, such as metals, can greatly affect the economic viability of their recovery and recycling processes.
- 2935
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WEEE (WASTE ELECTRICAL AND ELECTRONIC EQUIPMENT)

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- Fluctuations in precious metal prices can affect the economics of recycling electronic waste.
 - Evolving technology and product lifecycles can influence the generation and composition of WEEE, affecting recycling strategies.
-

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Incorporation of supply constraints and market dynamics into individual waste stream models

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WASTE STREAM NOTICE

This section will be filled out with the details of exactly how this parameter is incorporated into your stock and flow models

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BATT (BATTERY WASTE)

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• X

2950

CDW (CONSTRUCTION AND DEMOLITION WASTE)

2951

• X

2952

ELV (END-OF-LIFE VEHICLES)

2953

• X

2954

MIN (MINING WASTE)

2955

• X

2956

SLASH (SLAGS AND ASHES)

2957

• X

2958

WEEE (WASTE ELECTRICAL AND ELECTRONIC EQUIPMENT)

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• X

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4.3.7. Conclusion

REVIEW NOTICE

This conclusion will be compiled once the individual waste stream sections for each parameter are complete.

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2963

4.4. INTERNAL ELEMENTS — TECHNOLOGICAL CHANGE

4.4.1. Introduction

Technological Change

Scenario elements

- Product technology(composition)
- Recovery technology
- Recovery system development

Waste model parameters include:

- Lifetimes: function of product technology
- Composition: function of product composition, durability, design-for-repair, etc.

Recovery model parameters include:

- Recovery processes: market penetration of recovery technologies
- Transfer coefficients: function of recovery technologies
- Recovery system size: BAU - set by trends in BAU, CIR & REC - defined by model outcomes within constraints

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4.4.2. Summary

REVIEW NOTICE

This summary will be compiled once the individual waste stream sections for each parameter are complete.

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2971 4.4.3. Future product and waste composition: *Description*

2972 Future compositions, technologies and products will be assessed based on technology
2973 outlooks and stakeholder interviews and will include sector-specific Delphi surveys. In-
2974 formation needs and availability for composition data as well as the type of relevant
2975 recoverable embodied SRMs varies across the waste streams. Thus, specific data collec-
2976 tion strategies will be developed and used for each waste stream.

Task 2.2 and 2.3

2977 Following the scenarios from T2.1, the material compositions and future
2978 products for each sector will be determined based on the product and
commodity demand and technology realisation (T2.2). This task will be
coupled to the data collection in WP3 and WP4

2979 ***Definition***

2980 ***Context***

2981 ***International and European Trends***

2982 ***Implementation in EU Law***

2983 ***Development of a metric for XXX***

2984 ***Benefits and risks***

2985 **ENVIRONMENTAL BENEFITS AND RISKS**

2986 **MANUFACTURERS' PERSPECTIVE**

2987 **BROADER ECONOMIC AND ENVIRONMENTAL IMPLICATIONS**

2988 ***Relevance of XXX to Critical Raw Materials in Waste Streams***

2989 The integration of the XXX has implications for the management of Critical Raw Materials
2990 (CRMs) across various waste streams, such as BATT (waste batteries), ELV (end-of-life
2991 vehicles), WEEE (waste electrical and electronic equipment), and CDW (construction and
2992 demolition waste).

2993 **BATTERIES (BATT)**

2994

- X

2995

END-OF-LIFE VEHICLES (ELV)

2996

- X

2997

WASTE ELECTRICAL AND ELECTRONIC EQUIPMENT (WEEE)

2998

- X

2999

CONSTRUCTION AND DEMOLITION WASTE (CDW)

3000

-

3001



3002



3003

4.4.4. Future product and waste composition: Scenarios

WASTE STREAM NOTICE

This section will be filled out with the details of exactly how this parameter is incorporated into your stock and flow models

3004

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Summary

REVIEW NOTICE

This summary will be compiled once the individual waste stream sections for each parameter are complete.

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3009

**Scenario I: Business-as-usual**

3010

X

3011

**BATT (BATTERY WASTE)**

3012

**CDW (CONSTRUCTION AND DEMOLITION WASTE)**

3013

**ELV (END-OF-LIFE VEHICLES)**

3014

**MIN (MINING WASTE)**

3015

**SLASH (SLAGS AND ASHES)**

3016

**WEEE (WASTE ELECTRICAL AND ELECTRONIC EQUIPMENT)**

3017



3018



Scenario II: Recovery

3019

X

3020

**BATT (BATTERY WASTE)**

3021

**CDW (CONSTRUCTION AND DEMOLITION WASTE)**

3022

**ELV (END-OF-LIFE VEHICLES)**

3023

**MIN (MINING WASTE)**

3024

**SLASH (SLAGS AND ASHES)**

3025

**WEEE (WASTE ELECTRICAL AND ELECTRONIC EQUIPMENT)**

3026





Scenario III: Circularity

3027

X

3029

**BATT (BATTERY WASTE)**

3030

**CDW (CONSTRUCTION AND DEMOLITION WASTE)**

3031

**ELV (END-OF-LIFE VEHICLES)**

3032

**MIN (MINING WASTE)**

3033

**SLASH (SLAGS AND ASHES)**

3034

**WEEE (WASTE ELECTRICAL AND ELECTRONIC EQUIPMENT)**

3035



3036



4.4.5. Future recovery technology: *Description*

Definition

This task will review current and emerging technologies used in the various sectors for product manufacturing and end-of-life handling, with a special emphasis on material production, use, and recycling. Together with the storylines developed in Task 2.1, it will adapt the market share of these technologies for each sector to determine the future development of each sector.

Context

Ultimately, resource efficiency is determined by how well the links among products, EOL processing, recyclate quality, recycling, and metallurgical technology are understood and optimized and, thence, how much material eventually lands in landfill because its complex composition eliminates its economic value. Poor material stewardship occurs and ultimately landfills exist because of a failure to create economically viable recyclates. Although the second law of thermodynamics imposes limits on recyclability, such failures also result from avoidable mistakes such as inadequate product design, collection systems, and process optimization.

Ensuring continued resource availability and material flow into sustainable products requires well-designed systems that capture these resources from end-of-life (EOL) products and recycle them into new applications. Understanding the impact of product design and recycling system performance on this closure of material cycles requires comprehensive approaches consistent with basic principles, as presented in this article.

To inform policy and design resource supply and recycling systems, one must have detailed knowledge and understanding of recycling and high-temperature processing technology, as well as the effects of product design and possible changes in products and consumer behavior. A robust system design will help maximize resource efficiency, for example, reducing landfill usage, while securing the long-term supply of metals for products in the renewable-energy and other sustainability sectors.

Ultimately, resource efficiency is determined by how well the links among products, EOL processing, recyclate quality, recycling, and metallurgical technology are understood and optimized and, thence, how much material eventually lands in landfill because its complex composition eliminates its economic value. Poor material stewardship occurs and ultimately landfills exist because of a failure to create economically viable recyclates. Although the second law of thermodynamics imposes limits on recyclability, such failures also result from avoidable mistakes such as inadequate product design, collection systems, and process optimization.

Our research and development provides a theoretical basis for understanding the minimization of waste creation and hence the environmental burden of product and metal usage. It underpins resource efficiency with a theoretical basis, which is an important tool to help maintain and safeguard resources used in manufactured products, including scarce critical elements.

[110]

3078

International and European Trends

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Implementation in EU Law

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Development of a metric for XXX

3081

Benefits and risks

3082

ENVIRONMENTAL BENEFITS AND RISKS

3083

MANUFACTURERS' PERSPECTIVE

3084

BROADER ECONOMIC AND ENVIRONMENTAL IMPLICATIONS

3085

Relevance of XXX to Critical Raw Materials in Waste Streams

3086

The integration of the XXX has implications for the management of Critical Raw Materials (CRMs) across various waste streams, such as BATT (waste batteries), ELV (end-of-life vehicles), WEEE (waste electrical and electronic equipment), and CDW (construction and demolition waste).

3090



BATT (Battery waste)

3091

•

3092



ELV (End-of-Life Vehicles)

3093

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3094



WEEE (Waste Electrical and Electronic Equipment)

3095

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3096



CDW (Construction and Demolition Waste)

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•

3098



MIN (Mining Waste)

3099

•



3100



SLASH (*Slags and Ashes*)

3101



3102



3103



4.4.6. Future recovery technology: Scenarios

WASTE STREAM NOTICE

This section will be filled out with the details of exactly how this parameter is incorporated into your stock and flow models

Summary

REVIEW NOTICE

This summary will be compiled once the individual waste stream sections for each parameter are complete.



Scenario I: Business-as-usual

3110

X

3111

**BATT (BATTERY WASTE)**

3112

**CDW (CONSTRUCTION AND DEMOLITION WASTE)**

3113

**ELV (END-OF-LIFE VEHICLES)**

3114

**MIN (MINING WASTE)**

3115

**SLASH (SLAGS AND ASHES)**

3116

**WEEE (WASTE ELECTRICAL AND ELECTRONIC EQUIPMENT)**

3117

3118





Scenario II: Recovery

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X

3120

**BATT (BATTERY WASTE)**

3121

**CDW (CONSTRUCTION AND DEMOLITION WASTE)**

3122

**ELV (END-OF-LIFE VEHICLES)**

3123

**MIN (MINING WASTE)**

3124

**SLASH (SLAGS AND ASHES)**

3125

**WEEE (WASTE ELECTRICAL AND ELECTRONIC EQUIPMENT)**

3126



3128



Scenario III: Circularity

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X

3130

**BATT (BATTERY WASTE)**

3131

**CDW (CONSTRUCTION AND DEMOLITION WASTE)**

3132

**ELV (END-OF-LIFE VEHICLES)**

3133

**MIN (MINING WASTE)**

3134

**SLASH (SLAGS AND ASHES)**

3135

**WEEE (WASTE ELECTRICAL AND ELECTRONIC EQUIPMENT)**

3136



3137



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4.4.7. Future recovery system: *Description*

3139

Definition

3140

Context

3141

International and European Trends

3142

Implementation in EU Law

3143

Development of a metric for XXX

3144

Benefits and risks

3145

ENVIRONMENTAL BENEFITS AND RISKS

3146

MANUFACTURERS' PERSPECTIVE

3147

BROADER ECONOMIC AND ENVIRONMENTAL IMPLICATIONS

3148

Relevance of XXX to Critical Raw Materials in Waste Streams

3149

The integration of the XXX has implications for the management of Critical Raw Materials (CRMs) across various waste streams, such as BATT (waste batteries), ELV (end-of-life vehicles), WEEE (waste electrical and electronic equipment), and CDW (construction and demolition waste).

3150

3151

3152

3153

BATT (Battery waste)

3154



3155

ELV (End-of-Life Vehicles)

3156



3157

WEEE (Waste Electrical and Electronic Equipment)

3158



3159



CDW (Construction and Demolition Waste)

3160

•

3161



MIN (Mining Waste)

3162

•

3163



SLASH (Slags and Ashes)

3164

•

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3166



4.4.8. Future recovery system: *Scenarios*

WASTE STREAM NOTICE

This section will be filled out with the details of exactly how this parameter is incorporated into your stock and flow models

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Summary

REVIEW NOTICE

This summary will be compiled once the individual waste stream sections for each parameter are complete.

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3172



Scenario I: Business-as-usual

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X

3175

**BATT (BATTERY WASTE)**

3176

**CDW (CONSTRUCTION AND DEMOLITION WASTE)**

3177

**ELV (END-OF-LIFE VEHICLES)**

3178

**MIN (MINING WASTE)**

3179

**SLASH (SLAGS AND ASHES)**

3180

**WEEE (WASTE ELECTRICAL AND ELECTRONIC EQUIPMENT)**

3181





Scenario II: Recovery

3182

X

3183

**BATT (BATTERY WASTE)**

3184

**CDW (CONSTRUCTION AND DEMOLITION WASTE)**

3185

**ELV (END-OF-LIFE VEHICLES)**

3186

**MIN (MINING WASTE)**

3187

**SLASH (SLAGS AND ASHES)**

3188

**WEEE (WASTE ELECTRICAL AND ELECTRONIC EQUIPMENT)**

3189



3191



Scenario III: Circularity

3192

**BATT (BATTERY WASTE)**

3193

**CDW (CONSTRUCTION AND DEMOLITION WASTE)**

3194

**ELV (END-OF-LIFE VEHICLES)**

3195

**MIN (MINING WASTE)**

3196

**SLASH (SLAGS AND ASHES)**

3197

**WEEE (WASTE ELECTRICAL AND ELECTRONIC EQUIPMENT)**

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Conclusion

REVIEW NOTICE

This conclusion will be compiled once the individual waste stream sections for each parameter are complete.

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4.5. INTERNAL ELEMENTS — THE CIRCULAR ECONOMY

4.5.1. Introduction

Main sources: [16, 69, 111, 112, 113, 114, 115, 116, 117, 118, 119]

Circular Strategies
Scenario elements
<ul style="list-style-type: none">• RO-2: Refuse, Reduce, Reuse (including 'sharing economy')• R3: Repair• R4-5: Refurbish and Remanufacture
Waste model parameters include:
<ul style="list-style-type: none">• Put-on-market: function of consumer behaviour (internal)• Lifetimes: function of repair rate, durability, design-for-repair• Waste composition: function of product composition, durability (weight), design-for-repair, etc.• Collection rate: function of consumer engagement in re-X strategies, collection infrastructure, legislation, export rate
Recovery model parameters include:
<ul style="list-style-type: none">• Transfer coefficients: function of design-for-(re-X) strategies, recovery technology (internal)• Recovery system size: function of collection rate

The Circular Economy and its re-X strategies

The re-X strategies underpin the circular economy, embodying a range of actions and approaches. These strategies are conceptualised in various ways, depending on the focus and perspective of different authors. The description that follows is based on the framework provided by [119], with a detailed mapping of these strategies illustrated in Figure 4.9.

RO: Refuse

— This concept is applied both in consumer and producer contexts. For consumers, it means choosing not to buy or use products or services that are not needed or are unsustainable, thereby preventing waste creation. For producers, it involves refusing the use of specific hazardous materials and designing production processes to avoid waste. This approach is integral to shifting towards a more post-material lifestyle and reducing packaging waste.

R1: Reduce

— Reduce is used in a consumer-oriented, producer-oriented, and generic sense. It encompasses using products less frequently, with more care, and for longer, and making repairs for life extension. For producers, it involves using less material per unit of production, a concept known as dematerialization. It also includes participation in the sharing economy through pooling and sharing products.

R2: Resell/Reuse

— Resell and Reuse involve bringing products back into the economy after initial use, either by reselling or reusing them for the same or a different purpose. This concept includes direct reuse of products such as second-hand sales and reuse in fabrication like refurbishment and remanufacturing. Quality inspections, minor repairs, and online consumer-to-consumer auctions are part of this strategy.

R3: Repair

— Repair aims to extend the product's lifespan by bringing it back to working order, fixing minor defects, or replacing broken parts. It can be performed by various actors, including the customer, repair companies, or through non-commercial peer-to-peer repair workshops. Planned repairs and ad-hoc repairs are both included under this concept.

R4: Refurbish

— Refurbishing typically applies to large multi-component products where many components are replaced or repaired, resulting in an overall upgrade of the product. This process brings the product up to a state-of-the-art level using newer, more advanced components, and is often seen in industries like aviation and construction.

R5: Remanufacture

— Remanufacture involves disassembling, checking, cleaning, and replacing or repairing the full structure of a product in an industrial process. It is distinguished from refurbishing by the extent of disassembly and replacement of components, often resulting in a product that is like new but with a shorter expected lifespan due to the use of recycled components.

R6: Repurpose

— Repurposing involves adapting discarded goods or components for another function, giving the material a distinct new lifecycle. This can result in both low and high-value end-products and is popular in industrial design and art communities. Examples include transforming defective microchips into jewellery or plastic sheeting into handbags.

NO LONGER RE-X

— The following strategies belong to the recovery system

R7: Recycle Materials

— Recycling involves processing mixed streams of post-consumer products or post-producer waste streams using technological equipment to capture pure materials. It usually results in secondary materials that do not maintain any of the original product structure and can be re-applied anywhere. Recycling typically requires high energy inputs for collection and re-processing.

R8: Recover (energy)

— Recovery primarily refers to capturing energy embodied in waste, linking it to incineration combined with producing energy, or the use of biomass. It is also used to describe the collection of used products for disassembly, sorting, and cleaning for utilization, and the extraction of elements or materials from end-of-life composites.

R9: Re-mine

— Re-mining involves the retrieval of materials after the landfilling phase, including extracting valuable parts from disposed products and mining valuable resources stored in old landfills or urban mining. This practice is becoming more lucrative with technological advancements, allowing for the effective extraction of resources from waste stock.

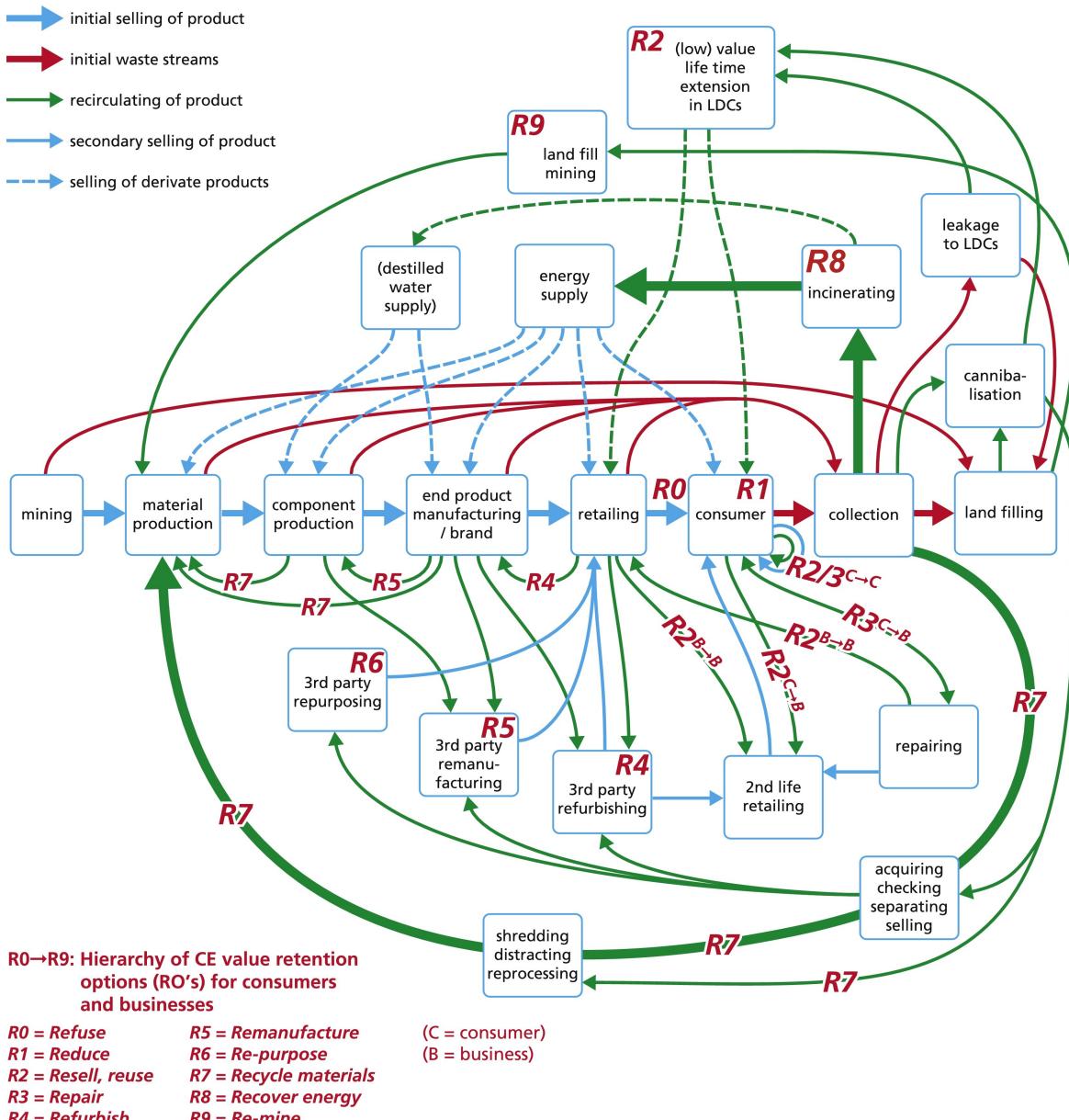


Figure 4.9: A detailed mapping of the re-X strategies in the circular economy [119]

EU CIRCULAR ECONOMY INDICATORS (CEIs)

See the EU working documents [113] and [eu2023cemonitoring] for more detailed assessment of progress relating to the CEIs. Table 4.6 presents an overview of the EU's CEIs including their target for 2023.

Table 4.7 lists the relevant EU circular indicators (CEIs) along with their significance for

Indicator	Sub-indicators	2030 target or direction for improvement
Production and consumption		
1 Material consumption	1a Material footprint 1b Resource productivity	Reduce Increase – decoupling
2 Green public procurement		
3 Waste generation	3a Total waste generation per capita 3b Total waste generation (excluding major mineral waste) per GDP 3c Generation of municipal waste per capita 3d Food waste 3e Generation of packaging waste per capita 3f Generation of plastic packaging waste per capita	Significantly reduce total waste generation Halve the amount of residual (non-recycled) municipal waste Reduce (target proposal by 2023) Reduce by 5% compared to 2018 Reduce
Waste management		
4 Overall recycling rates	4a Recycling rate for municipal waste 4b Recycling rate for all waste excluding major mineral waste	60%
5 Recycling rates for specific waste streams	5a Recycling rate for overall packaging waste 5b Recycling rate for plastic packaging waste 5c Recycling rate for electrical and electronic equipment waste that is separately collected	70% 55%
Secondary raw materials		
6 Contribution of recycled materials to raw-material demand	6a Circular material-use rate 6b End-of-life recycling input rates	Double
7 Trade in recyclable raw materials	7a Imports from outside the EU 7b Exports to outside the EU 7c Intra-EU trade	
Competitiveness and innovation		
8 Private investments, jobs and gross value added*	8a Private investments 8b Employment 8c Gross value added	Increase
9 Innovation	9 Patents related to waste management and recycling	Increase
Global sustainability and resilience		
10 Global sustainability from circular economy	10a Consumption footprint 10b GHG emissions from production activities	Reduce to remain within the PB** Reduce
11 Resilience from circular economy	11a Material import dependency 11b EU self-sufficiency for raw materials	Decrease Increase

Notes: * in circular-economy sectors. ** PB: Planetary boundaries for all impact categories

Table 4.6: EU Circular Economy Indicators (CEIs) and their targets for 2023 [eu2023cemBacktoToC

3282

FutuRaM's models and their changes between 2000–2022.



Table 4.7: EU circular indicators (CEIs) and their significance for FutuRaM's models

CODE	TITLE	WS MODEL RELEVANCE	RECOVERY MODEL RELEVANCE	RATIO 2022:2000
CEI_CIE011	Persons employed in circular economy sectors	Product technology, lifetimes, collection rates	Capacity	1.28
CEI_CIE012-GVA	Gross added value related to circular economy sectors	Product technology, lifetimes, collection rates	Capacity	1.4
CEI_CIE012-INV	Private investment related to circular economy sectors	Product technology, lifetimes	Process technology	0.8
CEI_CIE020	Patents related to recycling and secondary raw materials	Product technology, lifetimes	Process technology	0.8
CEI_PCO20	Material footprint	Demand	Efficiency	0.89
CEI_PCO30	Resource productivity	Demand	Capacity	1.38
CEI_PCO31	Generation of municipal waste per capita	Waste generation	Capacity	1.03
CEI_PCO32	Generation of waste excluding major mineral wastes per GDP unit	Waste generation	Capacity	0.86
CEI_PCO34	Waste generation per capita	Waste generation	Capacity	0.93
CEI_SRM030	Circular material use rate	Collection rates	Capacity	1.41
CEI_WMO10	Recycling rate of all waste excluding major mineral waste	Collection rates	Capacity	1.09
CEI_WMO11	Recycling rate of municipal waste	Collection rates	Efficiency	1.78
CEI_WMO60	Recycling rate of waste of electrical and electronic equipment (WEEE) separately collected	Collection rates	Efficiency	0.99

3283 Figure 4.10 depicts the CEIs, their trends from 2000-2022, and their linear forecasts
3284 until 2050. An interactive figure can be viewed here [8](#). Note that the linear trends are
3285 not deemed to be representative of the actual future values, but are used to illustrate the
3286 trends and the magnitude of the changes. There will be constraints defined to limit and
3287 shape the growth of the CEIs in each of the scenarios. The settings for this will be
3288 determined from the waste stream quantification and the scenario storylines.

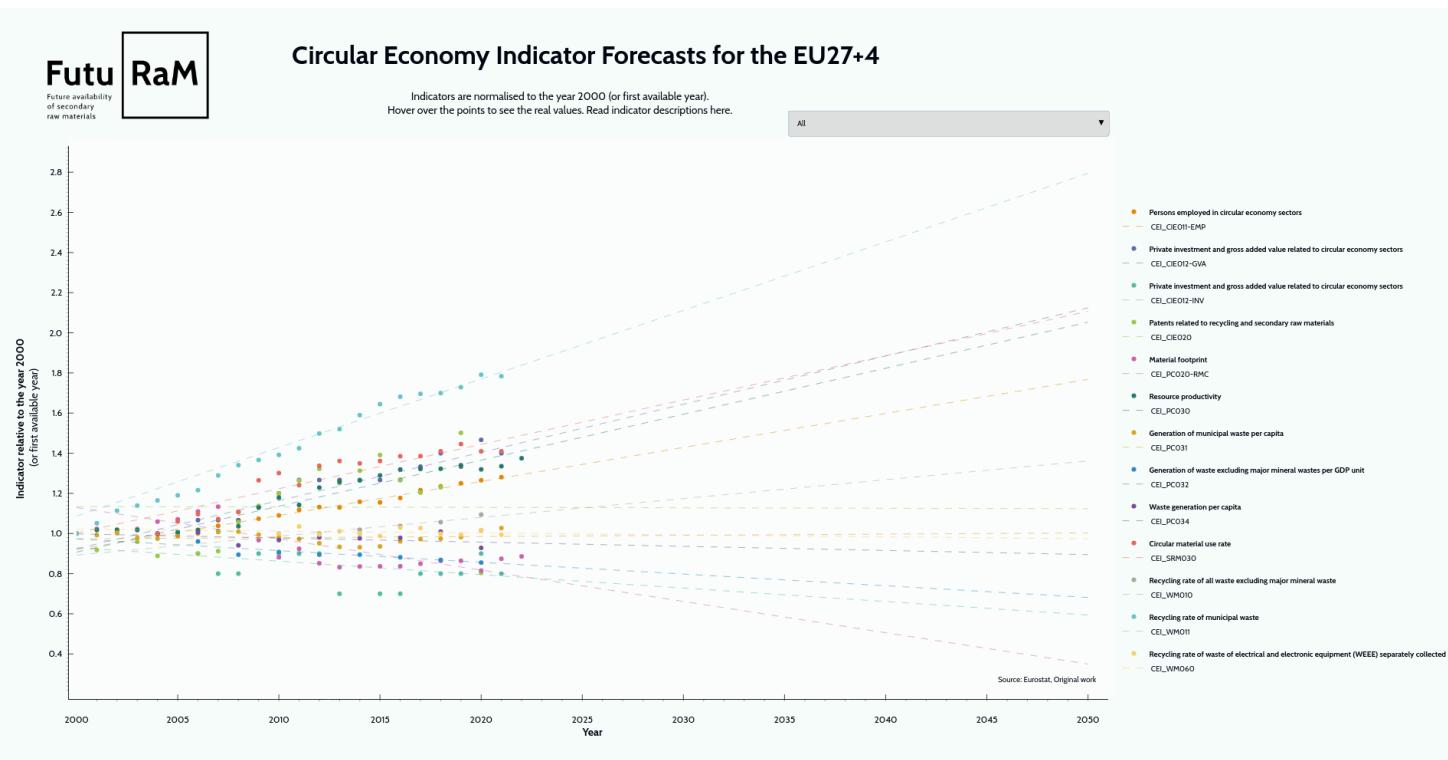


Figure 4.10: EU Circular Economy Indicators (CEIs) - trends from 2000-2022 and linear forecasts.



4.5.2. Summary

REVIEW NOTICE

This section will be compiled once the individual waste stream sections for each parameter are complete.

The environmental and socio-economic impacts of raw material use are most effectively addressed at the product group level. Examining a product group as a whole, rather than focusing on individual resources or materials, allows for a comprehensive understanding and management of its utilization and the environmental impacts across the production chain and product lifecycle [118]. Additionally, setting impact targets for product groups aligns more closely with the capacity of stakeholders within the chain to modify resource usage or mitigate related environmental impacts.

Although the nature and magnitude of raw material use impacts can differ significantly among product groups, necessitating tailored impact targets, there is also a need for simplicity in target setting. A manageable and communicable approach for governments is to aim for a significant reduction, such as halving the environmental impact at the product group level. The benefit of establishing more general effect targets lies in the flexibility it offers for varying focuses across different product groups. A target set at the product group level is not only clear and easily communicable but also acknowledges the complexity and diversity inherent in a circular economy.

4.5.3. The EU Circular Economy Indicators: *Description*

[eu2023ciprogress, 113, 120]

Economic Indicators

**CEI_CIE011: PERSONS EMPLOYED IN CIRCULAR ECONOMY SECTORS &
CEI_CIE012: PRIVATE INVESTMENT AND GROSS ADDED VALUE RELATED TO CIRCULAR
ECONOMY SECTORS**

Indicator metadata: 

Context:

Targets economic activities that contribute to the circular economy, delineating those activities through established environmental policy frameworks and classifications.

Indicator Description:

The indicator encompasses “Private investments”, “Persons employed” and “Gross value added”. Eurostat has developed a method to derive these key economic variables, incorporating a multi-step approach: establishing a conceptual framework based on international environmental policy definitions, mapping and classifying relevant activities against an integrated system of economic classifications (using NACE, CPA, and PRODCOM codes), and finally compiling data using defined estimation procedures. The primary outputs of this process are the measurements of employment in FTE, gross value added at factor cost, and investments in tangible goods, each quantified in million euros.

Unit:

Economic metrics are presented in million euros, with employment figures given in full-time equivalents (FTE); both sets of figures are also contextualised as percentages of GDP and total employment, respectively.

Source Data:

Data is sourced from a combination of Structural Business Statistics, National Accounts, Prodcos surveys, and the Labour Force Survey, enriched by additional sector-specific statistics.

CEI_CIE020: PATENTS RELATED TO RECYCLING AND SECONDARY RAW MATERIALS

Indicator metadata: 

Context:

This indicator is integral to the Circular Economy set, focusing on ‘competitiveness and innovation’ and serving to gauge progress towards a more circular economy.

Indicator Description:

The indicator enumerates the number of patent families pertinent to recycling and secondary raw materials, leveraging the Cooperative Patent Classification to ensure unique

3343 counts.

3344 **Unit:**

3345 The unit of measure is the number of patent families, with a secondary metric of patents
3346 per million inhabitants.

3347 **Source Data:**

3348 Sourced from the European Patent Office (EPO), the data are extracted and analyzed by
3349 the Joint Research Centre (JRC), using the PATSTAT database.

3350 **CEI_PC030: RESOURCE PRODUCTIVITY**

3351 **Indicator metadata:** 

3352 **Context:**

3353 Embedded within the Circular Economy indicator suite, this metric tracks progress in
3354 'Production and consumption', emphasizing material use efficiency to gauge economic
3355 growth relative to resource use.

3356 **Indicator Description:**

3357 Resource productivity is articulated as GDP over DMC, showcasing the efficiency of mate-
3358 rial utilization within an economy. This indicator assists in understanding the dynamics
3359 between economic performance and environmental pressure.

3360 **Unit:**

3361 Measured in three distinct units: euro per kg in chain-linked volumes (2015), PPS per kg,
3362 and as an index (2000=100) for temporal and spatial comparisons.

3363 **Source Data:**

3364 The European Statistical System (ESS) supplies the data, with Eurostat disseminating
3365 information on DMC and GDP, derived from the Material Flow Accounts and GDP and
3366 main components datasets, respectively.

3367 **Waste and Material Indicators**

3368 **CEI_PC020: MATERIAL FOOTPRINT**

3369 **Indicator metadata:** 

3370 **Context:**

3371 The 'Material footprint' indicator is a critical component of the Circular Economy monitor-
3372 ing framework, highlighting the 'production and consumption' thematic area. It reflects
3373 the EU's impact on global resources, pertinent to the EU's consumption exceeding its
3374 production, especially concerning goods manufactured in Asia and consumed in Europe.

3375 **Indicator Description:**

3376 This indicator assesses the global demand for material extraction driven by EU consump-
3377 tion and investment. The Material Footprint provides insight into the environmental

3378 burden shifted to other regions due to the EU's consumption patterns. It is expressed
3379 through the Raw Material Consumption (RMC) metric, indicating the material extraction
3380 required for goods consumed within the EU.

3381 **Unit:**

3382 The unit of measure is tonnes per capita.

3383 **Source Data:**

3384 Data source: European Statistical System (ESS) Data provider: Statistical Office of the
3385 European Union (Eurostat). Material flow accounts in raw material equivalents – modelling
3386 estimates (env_ac_rme). ↗ Material flow accounts in raw material equivalents by final
3387 uses of products - modelling estimates (env_ac_rmefd). ↗

3388 **CEI_PC031: GENERATION OF MUNICIPAL WASTE PER CAPITA**

3389 **Indicator metadata:** ↗

3390 **Context:**

3391 The 'Generation of municipal waste per capita' indicator is integral to the Circular Economy
3392 indicator set, falling under the 'production and consumption' thematic area. It underscores
3393 efforts to sustain product and material value in the economy, minimize waste generation,
3394 and drive waste prevention strategies in alignment with the Waste Hierarchy.

3395 **Indicator Description:**

3396 This indicator tracks municipal waste generated and managed by local authorities or
3397 entities appointed by them. It predominantly accounts for household waste, although it
3398 may include waste from commercial activities, offices, and public institutions, reflecting
3399 consumer behaviour and the impact of waste reduction measures.

3400 **Unit:**

3401 The unit of measure is kilograms per capita, based on the annual average population.

3402 **Source Data:**

3403 The data is provided by Eurostat, consistent with the high-quality standards of the Euro-
3404 pean Statistical System (ESS), deriving from the Municipal waste by waste operations
3405 report, collected under the OECD/Eurostat Joint Questionnaire. Data submission is volun-
3406 tary, known as a 'gentlemen's agreement'.

3407 **CEI_PC032: GENERATION OF WASTE EXCLUDING MAJOR MINERAL WASTES PER GDP**

3408 **UNIT**

3409 **Indicator metadata:** ↗

3410 **Context:**

3411 The 'Generation of municipal waste per capita' indicator is integral to the Circular Economy
3412 indicator set, falling under the 'production and consumption' thematic area. It underscores
3413 efforts to sustain product and material value in the economy, minimize waste generation,
3414 and drive waste prevention strategies in alignment with the Waste Hierarchy.

Indicator Description:

This indicator tracks municipal waste generated and managed by local authorities or entities appointed by them. It predominantly accounts for household waste, although it may include waste from commercial activities, offices, and public institutions, reflecting consumer behaviour and the impact of waste reduction measures.

Unit:

The unit of measure is kilograms per capita, based on the annual average population.

Source Data:

The data is provided by Eurostat, consistent with the high-quality standards of the European Statistical System (ESS), deriving from the Municipal waste by waste operations report, collected under the OECD/Eurostat Joint Questionnaire. Data submission is voluntary, known as a gentlemen's agreement.

CEI_PC034: WASTE GENERATION PER CAPITA**Indicator metadata:** **Context:**

The 'Waste generation per capita' indicator is a key component of the Circular Economy monitoring framework, aimed at assessing the effectiveness of EU policies focused on waste reduction and resource efficiency within the 'production and consumption' thematic area.

Indicator Description:

This indicator reflects the total waste generation within a country, including major mineral wastes from all economic activities and households. It is an essential measure for evaluating the impact of waste prevention measures, allowing comparison of Member States' performance over time.

Unit:

The unit of measure is kilogram per capita

Source Data:

The data originates from the European Statistical System (ESS), specifically Eurostat, which collates information reported by countries under the Waste Statistics Regulation (EC) No 2150/2002.

CEI_SRMO30: CIRCULAR MATERIAL USE RATE**Indicator metadata:** **Context:**

As a core metric within the Circular Economy indicator set, the 'Circular material use rate' is crucial for monitoring advancements in the utilization of 'secondary raw materials'. It encapsulates the circular economy's goal to enhance material recycling, reduce waste, and curb the reliance on primary raw material extraction.

Indicator Description:

This indicator assesses the proportion of recycled material re-entering the economy against the overall material consumption, serving as a benchmark for the 'circularity rate'. It signifies the efficiency of resource use by contrasting the circular use of materials against the aggregate domestic material consumption (DMC), adjusted for waste trade.

Unit:

The indicator is presented as a percentage, depicting the share of recycled material in total material usage, reflecting the level at which secondary materials replace primary resources.

Source Data:

Data is sourced from the European Statistical System (ESS) and Eurostat, employing a trio of statistical resources: waste treatment statistics, material flow accounts, and international trade data.

CEI_WM010: RECYCLING RATE OF ALL WASTE EXCLUDING MAJOR MINERAL WASTE**Indicator metadata:** **Context:**

This indicator is pivotal for measuring advancements in 'waste management'. It gauges the efficiency of resource use by monitoring the volume of materials recycled and reincorporated into the economy, thus encapsulating the essence of material conservation and loss reduction.

Indicator Description:

The recycling rate is formulated by the proportion of waste recycled versus the total waste treated, excluding significant mineral waste, rendered in percentage terms. It encompasses both hazardous and non-hazardous waste across all sectors, including household and secondary waste from waste treatment processes, thereby providing a comprehensive snapshot of the national recycling efforts.

Unit:

Expressed in percentage

Source Data:

Eurostat, under the aegis of the ESS, supplies this data. It incorporates waste treatment information aligned with the Waste Statistics Regulation, fine-tuned with international trade data, to accurately reflect the recycling of domestically produced waste.

CEI_WM011: RECYCLING RATE OF MUNICIPAL WASTE**Indicator metadata:** **Context:**

As an integral part of the Circular Economy indicators, this measure serves as a barometer for the progression towards a more circular economy, with a focus on 'waste management'.

3489
3490 It assesses the re-utilisation of consumer waste in the economy, capturing the complexities
inherent in the diverse composition of municipal waste.

3491 **Indicator Description:**

3492 This indicator quantifies the proportion of municipal waste that is recycled, relative to
3493 the total amount of municipal waste produced, presented as a percentage. The breadth
3494 of municipal waste includes household refuse and similar commercial and public waste,
3495 representing a snapshot of the waste management quality from a consumer perspective.

3496 *"In order to comply with the objectives of this Directive, and move to a European circular
3497 economy with a high level of resource efficiency, Member States shall take the necessary
3498 measures designed to achieve the following targets: (a) by 2020, the preparing for re-use
3499 and the recycling of waste materials such as at least paper, metal, plastic and glass from
3500 households and possibly from other origins as far as these waste streams are similar to waste
3501 from households, shall be increased to a minimum of overall 50 % by weight;" — Article 11.2 of
3502 the Waste Framework Directive. [58]*

3503 **Unit:**

3504 The metric of evaluation is a percentage

3505 **Source Data:**

3506 Data source: European Statistical System (ESS) Data provider: Statistical Office of the
3507 European Union (Eurostat) based on data reported by the countries: Municipal waste
3508 by waste operations ↗ collected via a subset of the OECD/Eurostat Joint Questionnaire,
3509 section waste. Data are provided under a so-called gentlemen's agreement.

3510 **CEI_WMO60: RECYCLING RATE OF WASTE OF ELECTRICAL AND ELECTRONIC EQUIP-
3511 MENT (WEEE) SEPARATELY COLLECTED**

3512 **Indicator metadata:** ↗

3513 **Context:**

3514 This indicator is a crucial component of the Circular Economy suite, offering insights
3515 into the progression towards enhanced sustainability in 'waste management'. WEEE, or
3516 e-waste, is a rapidly expanding waste stream within the EU that encapsulates items like
3517 computers, TVs, refrigerators, and mobile phones. Given the valuable materials found in
3518 e-waste, improving recycling processes is of paramount importance.

3519 **Indicator Description:**

3520 The indicator measures the efficiency of WEEE recycling by calculating the ratio of the
3521 weight of WEEE processed for recycling/re-use against the total weight of WEEE collected
3522 separately, in compliance with Article 11(2) of the WEEE Directive 2012/19/EU [33, 34].
3523 The indicator's transition from 'Recycling rate of e-waste' to its current form is to align
3524 more closely with the CE monitoring framework revisions.

3525 The applicability of Directive 2012/19/EU is twofold:

- 3526 • Applicable up to the year 2018 for EEE classified under 10 product categories
3527 as outlined in Annex I of the Directive, with Annex II providing a corresponding

3528 indicative product list.

- 3529
- 3530 Applicable from the year 2019 forward, where all EEE will be classified within 6 product categories as delineated in Annex III.

3531 **Unit:**

3532 The percentage serves as the unit of measure

3533 **Source Data:**

3534 Data procurement is executed by the ESS and supplied by Eurostat. The indicator's
3535 underlying data stems from:

- 3536
- 3537 • For WEEE by waste operations: (env_waselee) ↗.
 - 3538 • For WEEE by waste management operations - open scope, 6 product categories (from 2018 onwards): (env_waseleeos) ↗.

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4.5.4. The EU Circular Economy Indicators: *Scenarios*

WASTE STREAM NOTICE

This section will be filled out with the details of exactly how this parameter is incorporated into your stock and flow models

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Summary

REVIEW NOTICE

This summary will be compiled once the individual waste stream sections for each parameter are complete.

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**Scenario I: Business-as-usual**

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**BATT (BATTERY WASTE)**

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**CDW (CONSTRUCTION AND DEMOLITION WASTE)**

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**ELV (END-OF-LIFE VEHICLES)**

3553

**MIN (MINING WASTE)**

3554

**SLASH (SLAGS AND ASHES)**

3555

**WEEE (WASTE ELECTRICAL AND ELECTRONIC EQUIPMENT)**

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Scenario II: Recovery

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**BATT (BATTERY WASTE)****CDW (CONSTRUCTION AND DEMOLITION WASTE)**

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**ELV (END-OF-LIFE VEHICLES)**

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**MIN (MINING WASTE)**

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**SLASH (SLAGS AND ASHES)**

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**WEEE (WASTE ELECTRICAL AND ELECTRONIC EQUIPMENT)**

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Scenario III: Circularity

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**BATT (BATTERY WASTE)**

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**CDW (CONSTRUCTION AND DEMOLITION WASTE)**

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**ELV (END-OF-LIFE VEHICLES)**

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**MIN (MINING WASTE)**

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**SLASH (SLAGS AND ASHES)**

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**WEEE (WASTE ELECTRICAL AND ELECTRONIC EQUIPMENT)**

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4.5.5. Refuse, Reduce, Reuse: *Description*

Refuse, Reduce, and Reuse are the first three short loops (R0-2) in the circular economy scheme. They exist close to the consumer and can be linked to commercial or non-commercial actors engaged in extending the product's lifespan [121].

These strategies are pivotal in the circular economy, effectively reducing the environmental impact of products or services.

- R0: Refuse: Choosing not to purchase products or services that are unnecessary or unsustainable.
- R1: Reduce: Decreasing the quantity of products or services used or needed.
- R2: Reuse: Utilising products or services again for the same or a different purpose.

These strategies will be incorporated into FutuRaM's modelling framework through:

- Waste volume reduction from:
 - Reduction in overall demand, that is, the put on market (POM) of a product or service.
 - Reduction in the amount of material used in a product or service (efficiency).
 - Extension of the lifetime of products from reuse.
- Changes in the composition of waste, as some products are more amenable to being refused or reused than others.

Definitions

REFUSE

Refuse encompasses consumer and producer decisions aimed at minimising waste creation and reducing environmental impact. For consumers, it involves choosing not to purchase products that are not environmentally friendly and reducing overall consumption. In the production context, it signifies the deliberate avoidance of certain materials or processes to enhance circularity, such as eschewing hazardous substances or designing to minimise waste. Refuse, as a concept, prioritises waste prevention at the source and is integral to fostering a more circular economy [119].

REDUCE

Reduce refers to strategies aimed at minimising the use of natural resources, including energy, raw materials, and thereby reducing waste generation. This concept is multi-faceted:

- 3611 • For consumers, it involves using products less frequently, caring for and repairing products to extend their life, and participating in the sharing economy.
- 3612
- 3613 • For producers, it focuses on using less material per production unit, often referred to as 'dematerialisation', and incorporating these principles early in the Concept and Design Life Cycle.
- 3614
- 3615

3616 Reduction is also linked to the notion of Reuse, as decreasing the quantity of products
3617 (like cars) can incentivise their reuse. Policy measures to enforce reduction, such as
3618 banning single-use plastics or imposing environmental taxes, are essential for effective
3619 implementation [122].

3620 **Reuse** Reuse is about extending the life of products in their original form for as long as
3621 possible, thus conserving resources and energy. It involves maintaining and repairing
3622 products to keep them in use and developing business models that support these practices.
3623 Examples include:

- 3624 • Reusable packaging initiatives in various industries.
- 3625 • Encouraging the reuse of items like clothing, furniture, and electronics.
- 3626 • Deposit-refund systems that incentivise product return and reuse.

3627 Reuse strategies are vital for reducing the consumption of new products and avoiding
3628 the dichotomy of 'new for the rich, reused for the poor', promoting equitable and
3629 sustainable consumption patterns [112].



4.5.6. Refuse, Reduce, Reuse: *Scenarios*

WASTE STREAM NOTICE

This section will be filled out with the details of exactly how this parameter is incorporated into your stock and flow models

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Summary

REVIEW NOTICE

This summary will be compiled once the individual waste stream sections for each parameter are complete.

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Scenario I: Business-as-usual

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**BATT (BATTERY WASTE)**

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**CDW (CONSTRUCTION AND DEMOLITION WASTE)**

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**ELV (END-OF-LIFE VEHICLES)**

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**MIN (MINING WASTE)**

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**SLASH (SLAGS AND ASHES)**

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**WEEE (WASTE ELECTRICAL AND ELECTRONIC EQUIPMENT)**

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Scenario II: Recovery

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**BATT (BATTERY WASTE)**

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**CDW (CONSTRUCTION AND DEMOLITION WASTE)**

3653

**ELV (END-OF-LIFE VEHICLES)**

3654

**MIN (MINING WASTE)**

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**SLASH (SLAGS AND ASHES)**

3656

**WEEE (WASTE ELECTRICAL AND ELECTRONIC EQUIPMENT)**

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Scenario III: Circularity

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**BATT (BATTERY WASTE)**

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**CDW (CONSTRUCTION AND DEMOLITION WASTE)**

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**ELV (END-OF-LIFE VEHICLES)**

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**MIN (MINING WASTE)**

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**SLASH (SLAGS AND ASHES)**

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**WEEE (WASTE ELECTRICAL AND ELECTRONIC EQUIPMENT)**

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3669 4.5.7. Repair: Description

3670 [123, 124, 125, 126, 127]

3671 **Definition**

3672 Right to repair refers to the concept that end users, business users as well as consumers, of
3673 (generally) technical, electronic or automotive devices should be allowed to freely repair
3674 these products. Four requirements are of particular importance:

- 3675 • The device should be constructed and designed in a manner that allows repairs
3676 to be made easily;
- 3677 • End users and independent repair providers should be able to access the orig-
3678 inal spare parts and necessary tools (software as well as physical tools) at fair
3679 market conditions;
- 3680 • Repairs should, by design, be possible and not be hindered by software pro-
3681 gramming; and
- 3682 • The repairability of a device should be clearly communicated by the manufac-
3683 turer.

3684 **Context**

3685 Discarded products are often viable goods that can be repaired but are often tossed
3686 prematurely, resulting in 35 million tons of waste, 30 million tons of resources and 261
3687 million tons of greenhouse gas emissions in the EU every year [128]

3688 Repairing is one of the most relevant strategies within the Circular Economy (CE)
3689 concept since it contributes to waste prevention and extends product and components'
3690 lifespan. Thus, reparability becomes an essential issue from the early product design
3691 phases, where materials, geometries, and joints are defined. Despite some repairability
3692 indicators that can be found in the literature and are applied worldwide, there is a lack of
3693 connection between repairability and the early decision-making process for improving it
3694 from the design of components or subsystems of a product.

3695 However, repair is often seen as difficult by consumers. The 'right to repair' initiative
3696 complements several other proposals presented by the Commission to achieve sustain-
3697 able consumption throughout the entire lifecycle of a product, setting the framework for a
3698 true 'right to repair' across the EU. Obstacles to owner repair can lead to higher consumer
3699 costs or drive consumers to single-use devices instead of making repairs.

3700 The right to repair is a legal right for owners of devices and equipment to freely modify
3701 and repair products such as automobiles, electronics, and farm equipment. This right is
3702 framed in opposition to restrictions such as requirements to use only the manufacturer's
3703 maintenance services, restrictions on access to tools and components, and software
3704 barriers.

A right to repair can exist either in a closed access system, where the consumer is restricted to the repair services provided by the manufacturer or authorized repairers – a situation closer to the current reality. Or, a right to repair can evolve in an open access system, which implies full access to spare parts, tools, repair manuals and digital permission to repair. Policy options for a right to repair differ based on whether they encourage one or the other approach. Some argue an open access system is the only form of right to repair that is consumer-empowering and can yield the expected benefits. Others argue for a more complex system, moving towards open access but with some safeguards on a sectoral or product category basis. A cost-benefit analysis could help identify the sectors or product categories where a full open-access system would be most beneficial.

The goals of the right to repair are to favour repair instead of replacement and make such repairs more affordable leading to a more sustainable economy and reduction in waste.

International and European Right to Repair Initiatives

[125, 126, 127]

- **Availability of Spare Parts and Repair Information:**
 - US state-level legislation includes laws like Massachusetts' requirement for car manufacturers to provide repair tools and information.
 - The EU has measures like France's mandate for sellers to inform about the availability of spare parts, and Slovenia's requirement for maintenance and spare parts for at least 3 years after guarantee expiration.
- **Legal Guarantees:**
 - European legal guarantee periods often exceed the EU directive's minimum, encouraging repair culture.
 - For example, Sweden has a 3-year guarantee period, and Finland ties the period to the expected lifespan of the product.
- **Design Requirements:**
 - Legislation like Washington State's (USA) proposed fair repair bill is aimed at promoting repairable product designs by prohibiting the creation of electronics that obstruct repairability.
- **Financial Incentives:**
 - Cities like Graz offer subsidies for electronic device repairs and countries like Belgium provide écochèques to incentivize repair over replacement.
- **Copyright Law Exemptions:**
 - In the US, certain copyright law exemptions facilitate repairability, such as the ability to unlock phones, although the exemption renewal process is cumbersome.

- 3743 • **Consumer Information:**

- 3744 – France's reparability index helps inform consumers by rating products on
3745 repairability criteria, promoting repair-friendly designs.

- 3746 • **Voluntary Labels and Green Public Procurement:**

- 3747 – Ecolabels such as EPEAT and various national labels incorporate repairability
3748 to different degrees.
- 3749 – Green Public Procurement practices push the market towards sustainable,
3750 repairable products.

- 3751 • **Communication and Awareness:**

- 3752 – Initiatives include repair-focused websites, awareness campaigns, and
3753 the establishment of repair hubs to build a repair-oriented culture.

3754 ***Implementation in EU Law***

3755 [128, 129]

3756 European Product Policy has to date focused on the environmental performance of
3757 products via the Ecodesign and Ecolabelling Directives. The Ecodesign Directive sets
3758 minimum standards of performance for products, which results in poorly performing
3759 products being removed from the market whilst also driving innovation in the design and
3760 manufacture of new products to improve their performance. The Ecolabelling Directive
3761 provides consumers with clear information on product performance to inform their buying
3762 decisions. Originally cast for energy-using products, the directives have been extended
3763 to energy-related products and the assessment methodologies have been developed to
3764 include other aspects including materials and water consumption.

3765 Further measures considered include:

- 3766 • Amending Directive 2005/29/EC to prohibit presenting products as allowing repair when such repair is not possible, as well as omitting to inform consumers that it is not possible to repair goods in accordance with legal requirements.
- 3767 • Amending Directive 2005/29/EC to prohibit omitting to inform the consumer that the good is designed to limit its functionality when using consumables, spare parts, or accessories that are not provided by the original producer.
- 3768 • Traders to provide, before the conclusion of the contract, for all types of goods, where applicable, the reparability score of the good as provided by the producer in accordance with Union law, to allow consumers to make an informed transactional decision and choose goods that are easier to repair.
- 3769 • Ensuring information such as on the availability of spare parts and a repair manual, should no reparability score be available at the Union level.

To this end, new 'Digital Product Passports' providing information about products' environmental sustainability, will empower consumers and businesses to make informed choices when purchasing products, facilitate repairs and recycling, and improve transparency about products' lifecycle impacts on the environment. The passports also help public authorities to better perform checks and controls.

In addition, as part of the implementation of the EU Circular Economy Action Plan [15], the European Commission has carried out a study for the analysis and development of a possible scoring system to inform about the ability to repair and upgrade products [127] and has an ongoing project in the Product Bureau to develop and propose new metrics [130, 131].

Development of a metric for repairability

[127, 128, 129, 130, 131, 132, 133, 134]

The trend in consumer goods towards reduced durability and repairability has been contributing to an increase in waste electronic and electrical equipment (WEEE). The Organization for Economic Co-operation and Development has suggested that extending product lifetimes through enhanced durability and repairability is a viable solution to this growing issue. The European Commission's Circular Economy Action Plan reinforces this viewpoint, advocating for maintaining the value in products for as long as possible by imposing durability and repairability requirements. In response, several scoring systems for repairability have been developed to guide standardization efforts, aid market surveillance authorities, and inform consumer decision-making.

For a scoring system to be effective, it should provide an objective evaluation of repairability that aligns with the established design principles in the literature. Comparative analyses of various repairability scoring systems for different products have been undertaken in previous studies. However, the thoroughness of these systems is sometimes not fully evaluated, and some of the most recent systems have not been comprehensively reviewed.

Literature on the subject identifies specific design features and principles that significantly affect product repairability, and these should be central to any scoring system aimed at accurately measuring repairability. Assessing these design elements against selected scoring systems can shed light on their inclusiveness.

The objectivity of these scoring systems is another critical aspect, evaluated by examining their scoring methodologies. Selection criteria for these systems include their availability in English, the use of quantitative or semi-quantitative assessment methods to enable objective comparison, and their recognition as the most current versions from their respective issuing organizations or groups.

In 2021, France took a pioneering step by integrating the reparability index into national legislation. [135] This move compels producers to transparently communicate the repairability of their products through consumer labelling. The reparability index stands as a key development in empowering consumers to make informed choices regarding the

3819 repairability of products. The widespread issue of repairing common electronic devices
3820 like laptops and smartphones often stems from the unavailability of tools, spare parts, or
3821 repair instructions.

3822 An exemplary repair index would encompass elements such as product design, the
3823 availability of repair information, and additional services like the availability of spare parts.
3824 These aspects are crucial for the repair process. Data indicates that a substantial number
3825 of electronic product repairs are hindered by the lack of available spare parts.

3826 France's method mandates transparency regarding product repairability, yet relies on
3827 producers' self-assessment, prompting questions about the objectivity of such evaluations.
3828 The rapid implementation is advantageous, but the credibility of self-assessment remains
3829 a concern.

3830 With sustainability becoming increasingly important, France's repairability index marks
3831 an assertive step towards the broader adoption of such measures. Looking ahead, en-
3832 hancements like a durability index may offer greater insights into the long-term usability
3833 of products.

3834 In parallel, organizations such as TÜV SÜD are actively supporting the repairability
3835 testing landscape, aligning with standards like the French Repairability Scoring Index to
3836 ensure products fulfil specified repairability criteria [136]. Their approach factors in docu-
3837 mentation, disassembly, and the availability of spare parts and repair services, highlighting
3838 a practical, though less detailed, framework compared to France's comprehensive index.

3839 **Benefits and risks**

3840 **ENVIRONMENTAL BENEFITS AND RISKS**

3841 [127, 137]

3842 The implementation of the right to repair holds considerable promise for the reduction
3843 of environmental impacts if applied appropriately. It must be recognized that electronic
3844 equipment replacement often occurs not solely due to product failure. Influencing factors
3845 such as perceived obsolescence contribute significantly, as evidenced by a study in Austria
3846 revealing only 30% of replacements were attributable to malfunctioning products [124].

3847 Direct measurement of the impact of a right to repair is challenging, with the need to
3848 consider additional variables such as obsolescence perception, device performance, and
3849 consumer behaviour trends in determining potential extensions in consumer electronics'
3850 average lifespan.

3851 Moreover, the environmental benefit of repair is contingent not only on the increased
3852 product lifespan post-repair but also on the environmental footprint of the spare parts
3853 required for repair. Circuit boards, for example, carry substantial environmental impacts,
3854 and their replacement could still result in significant environmental costs. Common
3855 repairs typically involve less impactful components such as screens, casings, batteries, or

3856 software [123].

3857 Cordella et al. [123] report that compared to the baseline of replacing smartphones
3858 every two years, extending the device's life through repair can substantially diminish the
3859 carbon footprint. A one-year extension, with a battery change, can reduce greenhouse
3860 gas (GHG) emissions by 29%, and by 44% with a two-year extension.

3861 With 472 million Europeans owning a mobile phone, there are 8.11 Mt CO₂-eq. in
3862 annual emissions solely from phones. Extending the life of a mobile phone by just one
3863 year, including component replacements, could reduce emissions to 6.23 Mt CO₂-eq.
3864 annually [128]. A further extension by an additional year could decrease emissions to
3865 4.91 Mt CO₂-eq., effectively removing the equivalent of over 2 million cars from European
3866 roads.

3867 Nevertheless, these potential reductions should be interpreted with caution as they
3868 are based on estimations and may not account for potential rebound effects. For instance,
3869 economic savings from prolonged use of electronic devices could lead to rebound ef-
3870 fects where savings are offset by additional consumption stemming from the economic
3871 savings [138].

3872 Finally, repair activities offer a more energy-efficient alternative within the Circular
3873 Economy compared to recycling and remanufacturing, which demand extensive energy
3874 input and high material throughput. When feasible, repair should be prioritized over other
3875 circular economy strategies [127].

3876 MANUFACTURERS' PERSPECTIVE

- 3877 • Compliance with eco-design standards could reduce profit margins.
- 3878 • Risk of increased liability and the need to ensure long-term availability of spare
3879 parts.
- 3880 • Potential decrease in turnover due to extended product lifecycles.
- 3881 • Reduction in EU imports could foster the EU's technological independence, as
3882 per the EU Chips Act.
- 3883 • Loss in turnover potentially offset by repair services and spare parts supply.

3884 BROADER ECONOMIC AND ENVIRONMENTAL IMPLICATIONS

- 3885 • Right to Repair could enhance competitiveness by increasing product longevity
3886 and added value.
- 3887 • Positive impact on professional repair services, spare parts provision, and tool
3888 providers.
- 3889 • SMEs and local repair shops likely to benefit significantly.
- 3890 • Potential for the development of new European leaders in repair services.

- 3891
- 3892
- A more repairable design could improve recycling processes and increase component harvesting.

3893

Relevance of Repairability to Critical Raw Materials in Waste Streams

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3895
3896
3897

The integration of the ‘Right to Repair’ ethos and the promotion of repairability has implications for the management of Critical Raw Materials (CRMs) across various waste streams, such as BATT (waste batteries), ELV (end-of-life vehicles), WEEE (waste electrical and electronic equipment), and CDW (construction and demolition waste).

3898

BATTERIES (BATT)

3899
3900

Batteries are a crucial repository of CRMs like lithium, cobalt, and nickel. Enhancing their repairability can lead to:

- 3901
- 3902
- 3903
- 3904
- Refurbishing batteries for second-life applications.
 - Design modifications for easier replacement of battery cells.
 - Reduced extraction of new raw materials, mitigating the environmental footprint.

3905

END-OF-LIFE VEHICLES (ELV)

3906
3907

Vehicles are a significant source of CRMs such as platinum and palladium (catalytic converters) and rare earth elements (electronics and magnets). ‘Right to Repair’ can:

- 3908
- 3909
- Influence design changes for modularity and ease of part replacement.
 - Prolong the utility of CRMs and lessen new resource extraction.

3910

WASTE ELECTRICAL AND ELECTRONIC EQUIPMENT (WEEE)

3911
3912

The WEEE stream contains valuable CRMs like gold, silver, and rare earth elements. Promoting repairability results in:

- 3913
- 3914
- 3915
- Prolonged life spans for electronic devices.
 - A reduction in the volume of CRMs entering the waste stream.
 - Conservation of valuable materials through repair and refurbishment.

3916

CONSTRUCTION AND DEMOLITION WASTE (CDW)

3917
3918

CRMs feature in many building materials as well as wind turbines which are part of this waste stream, and advocating for repairability in construction can:

- 3919
- Lead to buildings designed for deconstruction, not demolition.

3920 The emphasis on repairability and 'Right to Repair' legislation can lead to reduced CRM
3921 demand, decreased environmental impact through less mining, creation of economic
3922 incentives for repair industries, and improved resource security by minimizing reliance on
3923 raw material extraction. This approach is in line with fostering a circular economy, aiming
3924 for a sustainable management of resources within the EU.

3925

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4.5.8. Repair: Scenarios

WASTE STREAM NOTICE

This section will be filled out with the details of exactly how this parameter is incorporated into your stock and flow models

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Summary

REVIEW NOTICE

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Scenario I: Business-as-usual

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**BATT (BATTERY WASTE)**

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**CDW (CONSTRUCTION AND DEMOLITION WASTE)**

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**ELV (END-OF-LIFE VEHICLES)**

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**MIN (MINING WASTE)**

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**SLASH (SLAGS AND ASHES)**

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**WEEE (WASTE ELECTRICAL AND ELECTRONIC EQUIPMENT)**

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Scenario II: Recovery

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**BATT (BATTERY WASTE)**

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**CDW (CONSTRUCTION AND DEMOLITION WASTE)**

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**ELV (END-OF-LIFE VEHICLES)**

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**MIN (MINING WASTE)**

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**SLASH (SLAGS AND ASHES)**

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**WEEE (WASTE ELECTRICAL AND ELECTRONIC EQUIPMENT)**

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Scenario III: Circularity

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**BATT (BATTERY WASTE)**

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**CDW (CONSTRUCTION AND DEMOLITION WASTE)**

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**ELV (END-OF-LIFE VEHICLES)**

3959

**MIN (MINING WASTE)**

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**SLASH (SLAGS AND ASHES)**

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**WEEE (WASTE ELECTRICAL AND ELECTRONIC EQUIPMENT)**

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4.5.9. Remanufacturing and Refurbishing: *Description*

Definition

Remanufacturing involves disassembling the full structure of a multi-component product, inspecting, cleaning, repairing, or replacing necessary parts, and reassembling it to its original state or better. This process can include both reused and new components, aiming to achieve a quality level that meets or exceeds the new product [119, 139, 140].

Refurbishing, often confused with remanufacturing, is the process where the overall structure of a large multi-component product remains intact, while components are replaced or repaired, resulting in an overall 'upgrade' of the product. It aims to bring the product up to a specified quality, possibly incorporating newer, more advanced components [119].

Context

Remanufacturing and refurbishing are essential strategies in the circular economy, aimed at extending product lifecycles and reducing waste. They are particularly relevant in the medium long loops (R4-R6) of product recovery, where they serve as business activities indirectly linked to the consumer [141].

International and European Trends

Remanufacturing is gaining momentum globally, particularly in the U.S. and Europe. Governments are legislating manufacturers to assume responsibility for their products post-use, emphasizing recyclability and waste reduction. The market for environmentally friendly products, valued at over USD 200 billion, is driving corporations to adopt remanufacturing and other green practices [142, 143].

Implementation in EU Law

EU laws increasingly mandate manufacturers to engage in product recovery, including remanufacturing. This aligns with the EU's broader goals of sustainable development, resource efficiency, and transitioning to a circular economy [31, 141].

Economic Scale and Regional Focus in Europe

The remanufacturing industry in Europe generates around €30bn in turnover and employs about 190,000 people. Key regions like Germany, the UK, Ireland, France, and Italy have significant remanufacturing activities. Germany leads in remanufacturing turnover, particularly in aerospace, automotive, and heavy-duty off-road (HDOR) sectors [141].

3995 **Benefits and Risks**

3996 **Environmental Benefits and Risks:**

3997 Remanufacturing significantly reduces environmental impact by conserving raw
3998 materials and energy, while risks may include the potential for resource-intensive
3999 processes if not efficiently managed.

4000 **Manufacturers' Perspective:**

4001 For manufacturers, remanufacturing offers economic benefits, with costs typically
4002 40–60% lower than manufacturing new products. It also enhances corporate image
4003 and competitive advantage in a market increasingly sensitive to environmental
4004 concerns [142].

4005 **Broader Economic and Environmental Implications:**

4006 Remanufacturing contributes to a sustainable economy, offering a less resource-
4007 intensive alternative to new production. It supports employment, innovation, and
4008 reduces dependency on raw material extraction.

4009 **Benefits and Risks**

4010 **Environmental Benefits and Risks:**

4011 Remanufacturing significantly reduces environmental impact by conserving raw ma-
4012 terials and energy. However, risks may include the potential for resource-intensive
4013 processes, especially if not managed efficiently, and the need for effective sorting
4014 and inspection policies to decide on the remanufacturability of returned prod-
4015 ucts [144].

4016 **Manufacturers' Perspective:**

4017 For manufacturers, remanufacturing offers economic benefits, with costs typically
4018 40–60% lower than manufacturing new products. It also enhances corporate image
4019 and competitive advantage in a market increasingly sensitive to environmental
4020 concerns. Additionally, manufacturers' identity, brand reputation, and technological
4021 capabilities play a crucial role in the success of remanufacturing initiatives [142, 144].

4022 **Broader Economic and Environmental Implications:**

4023 Remanufacturing contributes to a sustainable economy, offering a less resource-
4024 intensive alternative to new production. It supports employment, innovation, and
4025 reduces dependency on raw material extraction. Key factors such as government
4026 regulations, collection strategies, and public awareness about environmental bene-
4027 fits are crucial in promoting remanufacturing. Moreover, design for remanufacturing
4028 and skilled labor are essential for efficient remanufacturing processes [144].

4029 **Market Dynamics:**

4030 Factors like consumer purchase intentions, pricing strategies, and the fear of can-
4031 nibalization significantly influence the market for remanufactured products. Con-
4032 sumers' willingness to return used products and their perception of remanufactured
4033 products also play a crucial role in shaping the remanufacturing market [144].

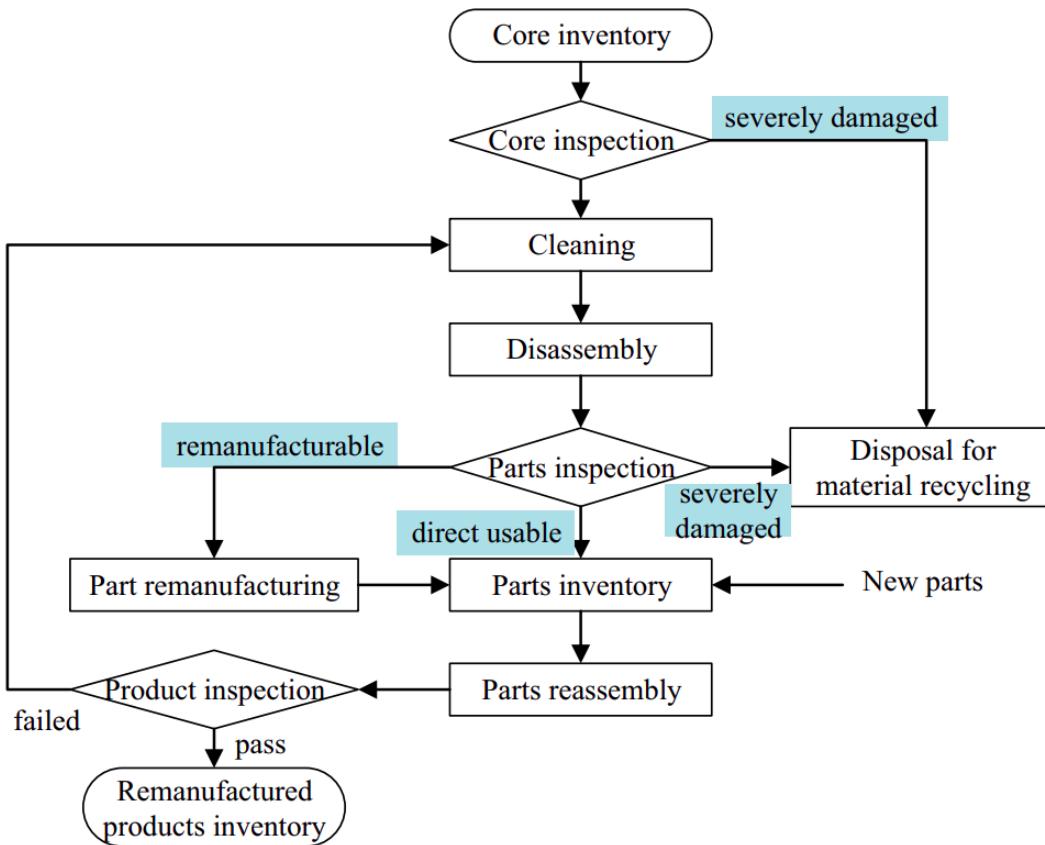


Figure 4.11: An example of a generic remanufacturing process for vehicle components [145]

Regulatory and Strategic Aspects:

Government regulations, such as take-back laws and extended producer responsibility, incentivize remanufacturing. Strategic elements like inventory control, scheduling, and material matching are vital for operational efficiency in remanufacturing. Management prescience is required to spearhead remanufacturing business and maintain circularity in the economy [144].

Figure 4.11 illustrates an example of a remanufacturing process (in this case, for vehicle components), highlighting the key steps and the inputs and outputs [145].

Relevance of Remanufacturing and Refurbishing in FutuRaM's Waste Streams



BATT (Battery waste)

- Electric Vehicle Batteries: Remanufacturing can involve replacing degraded cells or modules to extend their lifespan, thereby conserving lithium and cobalt.
- Laptop Batteries: Through remanufacturing, individual cells within the battery pack can be replaced or upgraded, enhancing the overall battery life and efficiency.



ELV (End-of-Life Vehicles)

- Automotive Engines: Remanufacturing can include refurbishing engine components, such as pistons and bearings, to restore performance and efficiency.
- Transmission Systems: Rebuilding transmission systems with replaced or refurbished gears and bearings can significantly extend the life of the vehicle.



WEEE (Waste Electrical and Electronic Equipment)

- Smartphones: Remanufacturing can involve replacing batteries, screens, and other components to restore them to like-new condition.
- Printers and Copiers: Components such as toner cartridges, drums, and fusers can be remanufactured to extend their service life and improve functionality.



CDW (Construction and Demolition Waste)

- Structural Steel Elements: In construction and demolition, steel beams and columns can be refurbished and reused in new construction projects.
- Wooden Beams and Flooring: Wooden elements can be remanufactured through processes like sanding, treating, and reinforcing for reuse in construction.



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4.5.10. Remanufacturing: *Scenarios*

WASTE STREAM NOTICE

This section will be filled out with the details of exactly how this parameter is incorporated into your stock and flow models

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Global trends

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Summary

REVIEW NOTICE

This summary will be compiled once the individual waste stream sections for each parameter are complete.

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Scenario I: Business-as-usual

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**BATT (BATTERY WASTE)**

4081

**CDW (CONSTRUCTION AND DEMOLITION WASTE)**

4082

**ELV (END-OF-LIFE VEHICLES)**

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**MIN (MINING WASTE)**

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**SLASH (SLAGS AND ASHES)**

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**WEEE (WASTE ELECTRICAL AND ELECTRONIC EQUIPMENT)**

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Scenario II: Recovery

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**BATT (BATTERY WASTE)**

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**CDW (CONSTRUCTION AND DEMOLITION WASTE)**

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**ELV (END-OF-LIFE VEHICLES)**

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**MIN (MINING WASTE)**

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**SLASH (SLAGS AND ASHES)**

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**WEEE (WASTE ELECTRICAL AND ELECTRONIC EQUIPMENT)**

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Scenario III: Circularity

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**BATT (BATTERY WASTE)****CDW (CONSTRUCTION AND DEMOLITION WASTE)****ELV (END-OF-LIFE VEHICLES)****MIN (MINING WASTE)****SLASH (SLAGS AND ASHES)****WEEE (WASTE ELECTRICAL AND ELECTRONIC EQUIPMENT)**

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4.5.11. The Sharing Economy: Description

4109 [146, 147, 148, 149, 150, 151]

4110 **Definition**

4111 The sharing economy is a socio-economic system that emphasizes the collaborative
4112 sharing of goods and services via community-based online platforms. It represents a
4113 shift from traditional ownership, where assets were exclusively leased, to a flexible model
4114 allowing for both personal use and lease. This flexibility is a hallmark of the sharing
4115 economy, which has grown significantly in response to advancements in technology,
4116 such as e-commerce and mobile connectivity, coupled with a societal push for more
4117 sustainable living and efficient resource use.

4118 **Context**

4119 As the concept of ownership transforms, particularly among the younger generation, the
4120 sharing economy has increasingly taken root in the EU market. This shift towards more
4121 communal and cost-effective ways of accessing goods and services is supported by a
4122 new wave of consumer behavior, underpinned by technological innovation and a pressing
4123 need to reduce environmental waste and resource duplication.

4124 While the sharing economy is broad and its definition fluid, it is often associated
4125 with collaborative consumption, though the two can differ in motives and mechanisms.
4126 Collaborative consumption may span consumer-to-consumer and business-to-consumer
4127 interactions, whereas the sharing economy typically operates within the consumer-to-
4128 consumer sphere. The sharing economy is thereby defined as an innovative marketplace
4129 where entities engage in the distribution and utilization of products and resources, with
4130 scalability achieved through technological means.

4131 This socio-economic model has not only disrupted traditional business sectors but
4132 has also brought new value to the global economy, with rapid and profound market
4133 penetration. Financial forecasts have been bullish, with revenue for sharing platform
4134 providers expected to increase from USD 18.6 billion in 2017 to an estimated USD 40.2
4135 billion in 2022. Moreover, the overall value of the global sharing economy is projected to
4136 expand significantly, from USD 14 billion in 2014 to USD 335 billion in 2025, reflecting
4137 an unprecedented growth trajectory over a mere twelve years[151]. Such growth reflects
4138 the substantial economic potential and transformative power of the sharing economy in
4139 contemporary markets.

4140 **Scope within the EU Economy**

4141 The sharing economy has made a significant economic contribution to the EU, with
4142 an estimated €26.5 billion added to the GDP in 2016 [147]. This figure is expected to

4143 grow, indicating the sharing economy's increasing importance within the EU's economic
4144 structure.

4145 ***Environmental Prospects***

4146 [146, 147, 149]

4147 See [151] Table 2 for a summary of the studies on the environmental impacts of the
4148 sharing economy.

4149 The sharing economy has the potential to reshape consumption behaviors and reduce
4150 environmental impacts by promoting the sustainable use of resources. This economic
4151 paradigm encourages the efficient employment of underutilised goods, which can lead
4152 to a decrease in the need for new products, thus conserving resources and mitigating
4153 greenhouse gas emissions. It fosters a lifestyle that lessens the adverse environmental
4154 effects of consumption while improving quality of life.

4155 Central to the sharing economy is the promotion of moderate consumption patterns.
4156 This approach aims to reduce the excessive purchasing habits of certain populations to
4157 alleviate ongoing environmental harm. The sharing economy's alignment with green con-
4158 sumption practices encompasses waste reduction, energy conservation, and the adoption
4159 of sustainable resources, all while managing and moderating excessive consumption.

4160 The impact on the fast fashion industry serves as a pertinent example, with the sector's
4161 frequent turnover to keep pace with changing trends leading to significant textile waste.
4162 Collaborative consumption through the sharing economy can mitigate this waste by
4163 encouraging the reuse and extension of clothing's service life. Clothing libraries are an
4164 example of how the sharing economy can provide environmental benefits by prolonging
4165 the usable life of garments.

4166 Eco-efficiency is enhanced when environmental resources are utilised more effectively,
4167 leading to an increased use of products with minimal environmental burden. This is
4168 exemplified in collaborative fashion consumption, which could reduce the prevalent
4169 overconsumption in the fashion industry. By facilitating the exchange of underused
4170 clothing, the sharing economy can increase the lifecycle of garments and encourage the
4171 production of more durable products.

4172 Beyond the realm of fashion, car sharing and shared accommodation are other aspects
4173 of the sharing economy with notable environmental benefits. Car sharing can significantly
4174 reduce the number of vehicles needed, thereby lowering exhaust emissions. Similarly,
4175 shared accommodations have been associated with significantly lower carbon dioxide
4176 emissions compared to conventional hotel stays.

4177 However, the question of whether the sharing economy indeed delivers environmental
4178 benefits remains contested. [151, 152] Detractors highlight the potential for an increase in
4179 environmental burdens, particularly if the heightened usability of shared goods escalates
4180 greenhouse gas emissions. The environmental and socio-economic impacts engendered
4181 by the collaborative economy are intricate and highly variable across different business

models. Generally speaking, collaborative consumption models that optimise the use of existing assets tend to exhibit a lower environmental footprint compared to their traditional counterparts. Nevertheless, there is a risk that the financial savings afforded by collaborative consumption could spur additional spending and consumption, which might negate the direct environmental savings. Despite such reservations, the prevailing view is that the sharing economy, by transforming consumption from ownership to communal use, can yield considerable environmental advantages.

Implications for Waste Streams

The adoption of sharing economy principles can influence various waste streams, including:

- **BATT (Waste Batteries):** As devices are shared and utilized more efficiently, the frequency of battery disposal could decline, mitigating the waste battery stream.
- **CDW (Construction and Demolition Waste):** The sharing of construction equipment and machinery could potentially slow down the turnover rate of these items, reducing associated waste.
- **WEEE (Waste Electrical and Electronic Equipment):** Sharing electronic devices extends their lifecycle and reduces the rate at which they are discarded, thereby impacting electronic waste volumes.
- **ELV (End-of-Life Vehicles):** A shift towards car-sharing services could reduce the demand for manufacturing new vehicles, potentially leading to a downturn in the generation of automotive waste.

The trajectory of the sharing economy indicates a shift towards collective usage patterns. Its continuing evolution could play a critical role in the future of critical raw material recovery systems by affecting demand and the lifecycle of products, which, in turn, influences waste stream outputs. The broader implications for the raw materials sector are significant, suggesting a possible recalibration of recovery strategies for critical raw materials in light of emerging consumption patterns.

Challenges in Measuring Sharing Economy Growth

Identifying a universal metric for the growth of the sharing economy is challenging due to its diverse and dynamic nature. Current measures, such as STOXX Global sharing economy indices, Solactive Sharing Economy Index and the INDXX US Sharing Economy Index, largely revolve around the market sizes of prominent sharing economy companies, such as Uber and Airbnb. These indices, while useful, predominantly reflect the scalability of these businesses rather than the sharing economy's broader impacts on production and waste reduction.

In the absence of a standardised metric, the assessment of the sharing economy's

expansion is often best approached through product-specific data. This involves examining the adoption rates and usage trends of sharing services at the product level to infer growth patterns. Such a detailed, product-centric analysis allows for a closer inspection of the sharing economy's implications on resource utilisation and waste generation, offering insights that aggregate economic data may overlook.

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4.5.12. The Sharing Economy: Scenarios

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This section will be filled out with the details of exactly how this parameter is incorporated into your stock and flow models

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Summary

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This summary will be compiled once the individual waste stream sections for each parameter are complete.

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Scenario I: Business-as-usual

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**BATT (BATTERY WASTE)**

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**CDW (CONSTRUCTION AND DEMOLITION WASTE)**

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**ELV (END-OF-LIFE VEHICLES)**

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**MIN (MINING WASTE)**

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**SLASH (SLAGS AND ASHES)**

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**WEEE (WASTE ELECTRICAL AND ELECTRONIC EQUIPMENT)**

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Scenario II: Recovery

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BATT (BATTERY WASTE)

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CDW (CONSTRUCTION AND DEMOLITION WASTE)

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ELV (END-OF-LIFE VEHICLES)

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MIN (MINING WASTE)

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SLASH (SLAGS AND ASHES)

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WEEE (WASTE ELECTRICAL AND ELECTRONIC EQUIPMENT)

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Scenario III: Circularity

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**BATT (BATTERY WASTE)**

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**CDW (CONSTRUCTION AND DEMOLITION WASTE)**

4257

**ELV (END-OF-LIFE VEHICLES)**

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**MIN (MINING WASTE)**

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**SLASH (SLAGS AND ASHES)**

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**WEEE (WASTE ELECTRICAL AND ELECTRONIC EQUIPMENT)**

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Conclusion

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4.6. CONCLUSION

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Interpretation

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5.1. INTRODUCTION

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5.2. CONCLUSION

REVIEW NOTICE

This conclusion will be compiled once the individual waste stream sections for each parameter are complete.

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Modelling — Waste generation

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CHAPTER CONTENTS

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6.1. INTRODUCTION

Development of the codebase for the waste generation models is ongoing.

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6.2. CONCLUSION

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This section will be conducted at a later stage of the project.

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Modelling — Recovery system

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4309	7.2 Conclusion	199



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7.1. INTRODUCTION

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Development of the codebase for the recovery model is ongoing.

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This section will be conducted at a later stage of the project.

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7.2. CONCLUSION

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Modelling — Integration

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8.1. INTRODUCTION

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This section will be conducted at a later stage of the project.

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8.2. CONCLUSION

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This section will be conducted at a later stage of the project.

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Impacts

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9.1. INTRODUCTION

Task 2.4

Quantify environmental and socioeconomic impacts of SRM recovery under each scenario (ULEI, TUB, Empa, UNITAR, WEEE Forum, BRGM, UCL, LMU) (M18-M36)

This task will use the information generated in Tasks 2.1–2.3, together with the material flow analysis from WP4, to quantify the future environmental and socioeconomic feedbacks for each waste sector and scenario according to future recovery technology.

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9.2. CONCLUSION

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Bottlenecks

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4355

10.1. INTRODUCTION

Task 2.5

Assess the environmental and socioeconomic impacts and bottlenecks of future SRM recovery (ULEI, TUB, Empa, UNITAR, Chalmers, UNITAR, WEEEcycle) (M37-M47)

This task will develop a report based on an assessment on the pressures and bottlenecks associated with environmental and socioeconomic issues related to each waste sector, including the associated changes and impacts on imports and of primary raw materials production (D2.1).

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10.2. CONCLUSION

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Conclusion

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11.1. INTRODUCTION

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11.2. CONCLUSION

REVIEW NOTICE

This section will be conducted at a later stage of the project.

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4381

4382 Literature referred to in section 13.4 is excluded from the following lists of references,
4383 except for those titles cited elsewhere in the report.

4384

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5058 12.9. UNCITED SOURCES

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Appendices

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13.1. TERMINOLOGY

The following is a suggested terminology for use in our discussions and reports related to scenarios.

This glossary is modelled on that used by [27]. Some additional definitions were sourced from [154].

Table 13.1: Terminology

TERM	DEFINITION	LEVEL/CONTEXT	ALSO CALLED	SOURCE
Normative scenario	Goal-oriented scenario: identify decisions and investments that must be made to achieve desired future outcomes. Example: Constraining cumulative emissions	Scenario type	Backcasting	[27]
Exploratory scenario	Exploration of plausible alternative developments to test whether decision-making is robust against different outcomes. Generally, involving a qualitative storyline about a possible future, complemented by quantitative analysis. Example: Socio-economic scenarios	Scenario type	Plausible scenarios	[27]
Outlook	To provide a most likely estimate of future trends as a guide for decision-making	Scenario type	Forecast, projection	[27]
Scenario characteristics	A combination of the vague attributes that make up the qualitative storyline for a scenario. For example, in WEC (2019) the scenario titled Modern Jazz is described as: “A market-led, digitally disrupted world with faster-paced and more uneven economic growth. Recent signals suggest that this entrepreneurial future might accelerate clean energy access on both global and local scales, whilst presenting new systems integration, cyber security and data privacy challenges”	Scenario description	Qualitative storyline descriptors	[27]
Scenario scale	Description of the spatial extent or temporal extent of a scenario. For us, mostly EU toward 2050.	Scenario component		[154]
Scenario dimensions	Uncertainties around which scenarios are constructed, represented as axes in some methods. In our case they might end up being, level of circularity, free-trade/autarky, progress in energy transition	Scenario component		[154]
Scenario literature	Journal articles, grey literature, etc., from which data is sourced that can be used to justify decisions in scenario development	Scenario component		[27]
Scenario logics	Methods for structuring the relationships between different drivers and assumptions in scenarios	Scenario component		[154]
Time horizon	End date of the scenario's forecast	Scenario attribute		[27]
Snapshot	The position of scenario/s at a particular point of time	Scenario attribute		[27]
Storyline and simulation	Combination of qualitative narrative development and quantitative modelling	Scenario component		[185, 200], in [154]
Marker scenario	Generally, a widely accepted scenario which can be used a guide or to provide background information. E.g., SSP1-5, and the GEC models from the IEA. If applicable, these can be extended upon or combined to help build our models.	Scenario description	Basis scenario	[27]

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Table 13.1 – Continued from previous page

TERM	DEFINITION	LEVEL/CONTEXT	ALSO CALLED	SOURCE
SSP	Shared Social Pathways. They “describe plausible major global developments that together would lead in the future to different challenges for mitigation and adaptation to climate change. The SSPs are based on five narratives describing alternative socio-economic developments, including sustainable development, regional rivalry, inequality, fossil-fuelled development, and middle-of-the-road development. The long-term demographic and economic projections of the SSPs depict a wide uncertainty range consistent with the scenario literature.”	Marker scenario examples		[177]
Drivers	Underlying causes of system change that are external from the system of analysis. They come from higher scales and are not affected by what happens within the system.	Scenario component	Factors	[199], in [154]
Factors	Causes of system change that are internal from the system of analysis. Can be (hopefully) quantified, or at least estimated	Scenario component (internal)		[27]
Factor variables	Discrete elements which are subject to change and have effects on one or more factors	Factor component		[27]
Factor parameters	Discrete elements which are NOT subject to change (possibly based on assumptions and simplifications) and have effects on one or more factors	Factor component		[27]
Trends	An inclination in a particular direction	Attribute of drivers or factors	System development	[27]
Likelihood	The likelihood of an occurrence, an outcome, or a result, where this can be estimated probabilistically	Attribute of drivers or factors	Probability	[154]

13.2. LIST OF RELEVANT POLICY ACTIONS

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5080 The following table contains a description of policy actions that are relevant to the future
5081 of secondary raw material supply in the EU.

Table 13.2: List of relevant policy actions

POLICY	STATE	YEAR	STATUS	JURISDICTION	LINK
European Institute of Innovation and Technology: Raw Materials Project Call	European Union	2023	Announced	International	🔗
Minerals Security Partnership	European Union	2022	Announced	International	🔗
Resilience for the future: The UK's critical minerals strategy	United Kingdom	2022	In force	National	🔗
Circular Economy Action Plan	Spain	2021	In force	National	🔗
Horizon Europe Strategic Plan (2021 – 2024)	European Union	2021	In force	International	🔗
National Battery Strategy 2025	Finland	2021	In force	National	🔗
National Planning Policy Framework	United Kingdom	2021	In force	National	🔗
EU Sustainable Batteries Regulation	European Union	2020	Announced	Regional	🔗
Green Deal: Circular Economy Action Plan	European Union	2020	In force	International	🔗
Battery fund: 3.2 billion euros for research and innovation	European Union	2019	In force	International	🔗
Resources for France Plan	France	2018	In force	National	🔗
European Battery Alliance	European Union	2017	In force	National	🔗
National Strategy for Energy Research	France	2016	In force	National	🔗
Horizon 2020: Climate action, environment resource efficiency and raw materials	European Union	2013	Ended	International	🔗
Resource Security Action Plan	United Kingdom	2012	In force	National	🔗
Supply of Mineral Resources (SoS MinErals)	United Kingdom	2012	In force	National	🔗
Finland's Minerals Strategy	Finland	2010	In force	National	🔗
Royal Decree 975/2009 about extractive industries waste management and the protection and rehabilitation of areas affected by mining activities	Spain	2009	In force	National	🔗
EU Directive 2006/66/EC Battery Directive	European Union	2006	In force	International	🔗

13.3. SCENARIO DEVELOPMENT METHODS

5082 Table 13.3 provides an overview of the methods and tools considered, along with a brief
5083 description of each and its relevance to the specific context and objectives of the FutuRaM
5084 scenario development process.
5085

Table 13.3: Scenario development methods

METHOD	DESCRIPTION	KEY CHARACTERISTICS	LIMITATIONS	APPLICATION
Delphi	Structured expert consultation to gather and distil knowledge and judgments	Iterative rounds of surveys/questionnaires, Expert consensus building	Time-consuming process, May be influenced by dominant opinions or group dynamics	Policy development, Technology foresight, Long-term planning
MCA	Decision-support technique to evaluate and rank scenarios based on criteria	Consideration of multiple dimensions in quantifying qualitative factors	Policy assessment, Project evaluation, Strategic planning	
Forecasting	Use of historical data and statistical methods to predict future trends	Reliance on quantitative models, Time series analysis	Assumption of future patterns based on past data, Sensitivity to data quality and accuracy	Economic forecasting, Demand/supply projections, Financial planning
Backcasting	Working backward from a desired future vision to identify necessary steps	Focus on desired outcomes and future targets, Identification of necessary actions	Uncertainty in future outcomes, Difficulty in determining feasible pathways	Sustainable development planning, Policy design, Long-term goal setting
Scenario Planning	Development of multiple future scenarios to understand the range of possibilities	Identification of key drivers and uncertainties, Narrative construction for each scenario	Subjectivity in scenario construction, Lack of predictive accuracy	Strategic management, Risk assessment, Policy analysis
Morphological Analysis	Exploration of different combinations of variables/factors	Matrix-based exploration of variables and combinations	Complexity in analysing a large number of variables and combinations	Technology assessment, Innovation analysis, System design
Cross-Impact Analysis	Analysis of interdependencies and interactions between variables/factors	Identification of relationships and cross-impacts	Assumptions about causal relationships, Difficulty in capturing complex dynamics	Policy analysis, Risk assessment, System modelling
Morphological Box	Systematic exploration of the potential combinations of different components	Identification of component options and combinations	Complexity in analysing a large number of components and combinations	Technology assessment, Innovation analysis, Decision-making
Gausemeier approach	Scenario development method involving the identification of future developments, evaluation of influencing factors, and determination of desired and undesired developments	Systematic analysis of future developments and factors	Relies on expert judgment and subjective assessments	Strategic planning, Innovation management

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Table 13.3 – Continued from previous page

METHOD	DESCRIPTION	KEY CHARACTERISTICS	LIMITATIONS	APPLICATION
Schwartz' 8-Step Scenario Model	Scenario building model consisting of eight steps: identify the focal issue, determine the key forces, construct the scenario framework, identify driving forces, assess the uncertainties, develop the scenarios, analyze the scenarios, and monitor and adjust the scenarios	Systematic progression through stages of scenario development	Requires detailed data and analysis	Strategic planning, Decision-making
Schoemaker's 10-Step Scenario Model	Scenario building model consisting of ten steps: identify the focal issue, determine the scope, identify the key driving forces, develop the scenarios, define the scenario logic, assess the scenarios, refine the scenarios, examine implications, formulate actions, and communicate results	Emphasis on thorough analysis and evaluation of scenarios	Can be time-consuming and resource-intensive	Strategic planning, Risk management

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Back to ToC

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13.4. MARKER SCENARIO MAPPING

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Table 13.4 below presents an overview of the marker scenarios that were considered in the scenario development phase of the FutuRaM project. The table is not intended to be exhaustive, but rather to provide an overview of the different scenarios that have been developed in the field of waste management, resource recovery, and circular economy.

Table 13.4: Overview of marker scenarios

LITERATURE	TYPE	WASTE STREAM	TEMPORAL COVERAGE	LOCATION	NUMBER OF SCENARIOS	LINK
The Shared Socioeconomic Pathways and their energy, land use, and greenhouse gas emissions implications: An overview	Academic	All (narratives)	Scenario to 2100	Global	5 SSPs	🔗
Environmental Impacts of Global Offshore Wind Energy Development until 2040	Academic	CDW	Scenario: 2019–2040	Global	4 (based on IEA)	🔗
Global greenhouse gas emissions from residential and commercial building materials and mitigation strategies to 2060	Academic	CDW	Scenario: 2020–2060	Global	2 (based on SSP2)	🔗
Modelling global material stocks and flows for residential and service sector buildings towards 2050	Academic	CDW	Scenario: 2020–2060	Global	1 (SSP2)	🔗
The evolution and future perspectives of energy intensity in the global building sector 1971–2060	Academic	CDW	Scenario: 2020–2060	Global	1 (SSP2)	🔗
Tracking Construction Material over Space and Time Prospective and Geo-referenced modelling of Building Stocks and Construction Material Flows	Academic	CDW	Scenario to 2060	Global	6 scenarios concerning per-capita floor area, building stock turnover, and construction material.	🔗
Global construction materials database and stock analysis of residential buildings between 1970–2050	Academic	CDW	Scenario to 2060	Global	1 (SSP2)	🔗
A comprehensive set of global scenarios of housing, mobility, and material efficiency for material cycles and energy systems modelling	Academic	CDW	Scenario to 2060	Global	Low energy demand, SSP1, SSP2	🔗
Global scenarios of resource and emission savings from material efficiency in residential buildings and cars	Academic	CDW, ELV	Scenarios to 2050	Global	SSP1, SSP2	🔗
Matching global cobalt demand under different scenarios for co-production and mining attractiveness	Academic	BAT	2050	Global	5	🔗
Copper at the crossroads: Assessment of the interactions between low-carbon energy transition and supply limitations	Academic	Copper	2050	Global	2: 2°C and 4°C	🔗
The impact of climate policy implementation on lithium, cobalt and nickel demand: The case of the Dutch automotive sector up to 2040	Academic	ELV, Batteries	Scenario: 2019–2040	NL	2 (Based on policies)	🔗
The rise of electric vehicles—2020 status and future expectations	Academic	ELV, BAT	up to 2050	Global	various	🔗

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Table 13.4 – Continued from previous page

LITERATURE	TYPE	WASTE STREAM	TEMPORAL COVERAGE	LOCATION	NUMBER OF SCENARIOS	LINK
Scenarios for the Return of Lithium-ion Batteries out of Electric Cars for Recycling	Academic	ELV, Battery	Scenario to 2050	Global	2	🔗
The dynamic equilibrium mechanism of regional lithium flow for transportation electrification	Academic	ELV, BAT	Scenario to 2050	Global	1 (projection)	🔗
Future material demand for automotive lithium-based batteries	Academic	ELV, BAT	Scenario to 2050	Global	4 (based on IEA)	🔗
Analysis of the Li-ion battery industry in light of the global transition to electric passenger light-duty vehicles until 2050	Academic	ELV, BAT	Scenario to 2050	Global	Combination of SSPs and RCPs	🔗
Circular economy strategies for electric vehicle batteries reduce reliance on raw materials	Academic	ELV, BAT	Scenario to 2050	Global	Reference + 4 technologies	🔗
Summary and critical review of the International Energy Agency's special report: The role of critical minerals in clean energy transitions	Academic	Energy	2050	Global	n/a	🔗
Review of critical metal dynamics to 2050 for 48 elements	Academic	Energy	Scenario to 2050	Global	1 compiled from various renewable technologies	🔗
Major metals demand, supply, and environmental impacts to 2100: A critical review	Academic	Energy	Scenario to 2100	Global	1 review of 197 studies	🔗
Requirements for Minerals and Metals for 100% Renewable Scenarios	Academic	Energy	Scenario to 2050	Global	1.5 degree scenario	🔗
The 3-machines energy transition model: Exploring the energy frontiers for restoring a habitable climate	Academic	Energy	2100	Global	20, rapid transition stabler 1.5 °C and return to 350 ppm	🔗
Modelling the demand and access of mineral resources in a changing world	Academic	Energy, Construction	2060	Global	RTS, BD2S IEA	🔗
Rare earths in the energy transition: what threats are there for the 'vitamins of modern society'?	Academic	Rare earths	2050	Global	2: 2°C and 4°C	🔗
A slag prediction model in an electric arc furnace process for special steel production	Academic	SLASH	None	Global	n/a	🔗
Decarbonising the iron and steel sector for a 2°C target using inherent waste streams	Academic	SLASH	Scenario to 2050	Global	1 (2 degree climate goal)	🔗

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Table 13.4 – Continued from previous page

LITERATURE	TYPE	WASTE STREAM	TEMPORAL COVERAGE	LOCATION	NUMBER OF SCENARIOS	LINK
Environmental Implications of Future Demand Scenarios for Metals: Methodology and Application to the Case of Seven Major Metals	Academic	Various	Scenario to 2050	Global	4 (UN GEO-4)	🔗
Resource Demand Scenarios for the Major Metals	Academic	Various	Scenario to 2050	Global	4 (UN GEO-4)	🔗
Raw material depletion and scenario assessment in European Union – A circular economy approach	Academic	Various	None	EU	n/a	🔗
Material bottlenecks in the future development of green technologies	Academic	Various	Scenario to 2050	Global	1 (BAU)	🔗
Reuse assessment of WEEE: Systematic review of emerging themes and research directions	Academic	WEEE	None	Global	n/a	🔗
A systematic literature review on the circular economy initiatives in the European Union	Academic	Circularity	None	EU	Circular strategies	🔗
Material Flow Accounting: Measuring Global Material Use for Sustainable Development	Academic	Various	Scenario to 2100	Global	1 (BAU)	🔗
Circular Economy Action Plan	Action plan	Various	Scenario to 2050	EU	35 actions to climate neutrality	🔗
Construction and demolition waste: challenges and opportunities in a circular economy	Report	CDW	None	EU	n/a	🔗
IEA world energy model	Report	Energy	Scenario to 2050	Global	4	🔗
Bloomberg scenarios	Report	Energy	Scenario to 2050	Global	3	🔗
The Role of Critical Minerals in Clean Energy Transitions	Report	Energy	None	Global	n/a	🔗
Transitions to 2050 decide now act for climate	Report	Energy	Scenario to 2050	France	4 to reach 2.1C by 2100	🔗
Raw materials demand for wind and solar PV technologies in the transition towards a decarbonised energy system	Report	Energy	Scenario to 2050	EU	low and high material demand scenarios	🔗
Inventaires des besoins en matière, énergie, eau et sols des technologies de la transition énergétique	Report	Energy	Scenario to 2050	France	1	🔗
Minerals in the future of Europe	Report	MinW	Scenario to 2050	EU	3 (2050 net-zero, digital, circular)	🔗
Minerals, Critical Minerals and the US Economy	Report	MinW	None	US	n/a	🔗

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Table 13.4 – Continued from previous page

LITERATURE	TYPE	WASTE STREAM	TEMPORAL COVERAGE	LOCATION	NUMBER OF SCENARIOS	LINK
Minéraux stratégiques – État des lieux et propositions pour une vision partagée	Report	MinW	None	FR	n/a	
The Critical Raw Materials (CRM) initiative – Underpinning the strategic approach to the EU's raw materials policy	Report	MinW	None	EU	n/a	
Towards the Circular Economy: Accelerating the scale-up across global supply chains	Report	Circularity	None	Global	n/a	
The Circular Economy in Europe	Report	Circularity	None	EU	n/a	
Global material flows and resource productivity: Forty years of evidence	Report	Circularity	None	Global	n/a	
The circular economy concept: contextualisation and multiple perspectives	Report	Circularity	None	Global	n/a	
Global material flows database	Database	Various	None	Global	n/a	
International Resource Panel	Reports	Various	None	Global	n/a	
World Business Council for Sustainable Development	Reports	Various	None	Global	n/a	
Ellen MacArthur Foundation	Reports	Various	None	Global	n/a	
European Environment Agency	Reports	Various	None	EU	n/a	
International Energy Agency	Reports	Energy	None	Global	n/a	
United Nations Environment Programme	Reports	Various	None	Global	n/a	
United Nations Industrial Development Reports	Reports	Various	None	Global	n/a	
World Bank	Reports	Various	None	Global	n/a	
World Economic Forum	Reports	Various	None	Global	n/a	

13.5. DRIVERS AND FACTORS IDENTIFIED IN THE INITIAL COLLECTION PHASE

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5093
5094 Table 13.5 lists the elements that were identified in the initial phase of driver/factor collection.

Table 13.5: Drivers and factors identified in the initial collection phase

METHOD	DESCRIPTION
Stricter environmental regulations	Increased regulations and policies aimed at reducing environmental impact
Inflation	Increase in the general price level of goods and services over time
Employment rates	Percentage of the working-age population that is employed
Exchange rates	Value of one currency relative to another currency
Interest rates	Cost of borrowing money or the return on investment
Gasoline price	Cost of gasoline for vehicles
Electricity price	Cost of electricity for consumers or businesses
Raw material prices	Prices of primary materials used in production processes
CO2 market	Trading system for carbon emissions permits or credits
Education level	Level of education attained by individuals or the overall population
Volunteering	Engagement in unpaid activities for the benefit of others
Transparency	Openness, accountability, and information accessibility
Compliance with rules	Adherence to regulations, guidelines, or standards
Cultural values / Consciousness	Beliefs, attitudes, and awareness of individuals and society
Accessibility	Ease of access to goods, services, or infrastructure
Land rights	Legal rights to ownership, use, or access to land
Work-life balance	Equilibrium between work and personal life
Urbanisation	Increase in the population living in urban areas
Water supply constraints	Limitations on the availability or access to freshwater resources
Increased intrinsic drive for env. protection	Growing internal motivation to protect and conserve the environment
NIMBY to projects	Not-In-My-Backyard opposition to the location of certain projects
Climate change impacts (flooding, etc.)	Consequences of climate change, such as increased flooding or extreme events
Climate change mitigation efforts	Actions taken to reduce greenhouse gas emissions and combat climate change
Redundancy	Availability of backup systems or alternative options
Material efficiency	Effective use and management of materials to minimize waste and loss

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Table 13.5 – Continued from previous page

METHOD	DESCRIPTION
Energy efficiency of buildings	Performance and efficiency of energy consumption in buildings
Change of products in the scope WEEE directive	Inclusion or exclusion of certain products within the scope of the WEEE directive
GDP/PPP	Gross Domestic Product (GDP) adjusted for purchasing power parity (PPP)
Improved repairability	Enhanced ability to repair and maintain products or equipment
Target enforcement	Implementation and enforcement of specific targets or goals
Data protection	Safeguarding personal data and ensuring privacy
Infrastructure	Physical structures and facilities necessary for the functioning of society
Intellectual property issues	Legal rights and protections for intellectual creations and innovations
Population	Total number of people in a given area or region
Resource shortage	Insufficient availability or scarcity of natural resources
Treatment cost	Cost of waste treatment, disposal, or recycling processes
Digital product passports	Digital documentation providing information about a product's lifecycle
Obsolescence	State of being outdated or no longer in use or demand
Digitalization	Integration and adoption of digital technologies and processes
SRM prices	Prices of secondary raw materials or recycled materials
Product prices	Prices of goods or products in the market
Recyclability mandates	Requirements or regulations promoting the recyclability of products
Conflict in supply chain	Disputes or conflicts within the supply chain of raw materials or products
Obligatory recycling standards for treatment facilities	Mandatory standards for recycling processes in treatment facilities
Improved durability	Enhanced longevity and resistance of products or materials
Composition change	Alteration or modification of the composition of materials or products
Subsidies	Financial support or incentives provided by governments or organizations
Availability of recovery technologies	Existence and accessibility of technologies for material recovery
Taxation (raw materials, landfill)	Imposition of taxes on raw materials or landfill activities
Obligatory removal of CRMs from waste	Required removal or extraction of critical raw materials from waste streams
Corruption	Dishonest or unethical behaviour, typically involving misuse of power

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Table 13.5 – Continued from previous page

METHOD	DESCRIPTION
Supply chain due diligence laws	Regulations or laws requiring companies to assess and manage supply chain risks
Improved recyclability	Increased ability of products or materials to be recycled or reused
Ecodesign	Designing products with consideration for their environmental impact
Trade barriers	Barriers or restrictions to international trade or commerce
Industrialization of Europe	Development and growth of industrial activities in European countries
Reduced consumerism	Shift towards decreased consumption and a more sustainable lifestyle
Accessibility/Infrastructure	Availability and adequacy of infrastructure to support accessibility
New mines in rich EU countries?	Establishment of new mines in economically prosperous European countries
Miniaturization	Process of making products or components smaller and more compact
Sharing economy	Economic system based on sharing resources and services
Repairability mandates	Requirements or regulations promoting the repairability of products
Renewable energy targets	Set goals or objectives for increasing the use of renewable energy sources

5095

5096

5097 The following table lists the scenario elements that were identified in the screening phase of driver/factor collection.

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Table 13.6: List of drivers and factors identified in the screening phase

DOMAIN	DRIVER/FACTOR	DEFINITION	BAU	REC	CIR
Economic	CO2 market price	Price of carbon dioxide (CO2) emissions in carbon markets	I	I	I
Economic	Economic growth	Rate of economic growth	I	I	I
Economic	Energy prices	Prices of energy resources	I	I	I
Economic	Market saturation	Level of saturation reached in the market for certain products or services	I	I	II
Economic	Raw material vs SRM prices	Price comparison between raw materials and Secondary Raw Materials (SRMs)	I	I	I
Economic	Re-industrialisation of EU	Process of revitalizing industrial activities in the European Union	I	I	I
Environmental	Climate change impacts (flooding, etc.)	Impacts of climate change such as flooding and other related events	I	I	I
Environmental	Climate change mitigation efforts	Efforts made to mitigate the effects of climate change	I	I	I
Environmental	Increased drive for env. protection	Growing motivation and drive to protect the environment	I	III	III
Environmental	Resource shortage	Shortage of natural resources	I	I	I
Legal/Political	Ecodesign/re-X mandates	Establishment of ecodesign requirements for specific product groups to improve circularity, energy performance, and other environmental sustainability aspects	I	II	III
Legal/Political	Governance: corruption vs compliance	Contrasting levels of corruption and compliance within governance systems	I	I	I
Legal/Political	International trade and co-operation (vs. autarky)	Level of international trade and cooperation versus self-sufficiency	I	I	I
Legal/Political	Product information transparency	Provision of transparent product information to consumers, manufacturers, importers, repairers, recyclers, or national authorities	I	III	III
Legal/Political	Progress toward renewable energy targets	Progress made in achieving renewable energy targets	I	I	I
Legal/Political	Stricter environmental regulations	Implementation of more stringent rules and regulations for environmental protection	I	III	III
Legal/Political	Subsidies/taxation to promote circularity	Provision of subsidies or implementation of taxation policies to incentivize circularity	I	I	I
Legal/Political	Supply chain due diligence laws	Implementation and enforcement of laws requiring companies to address negative human rights and environmental impacts in their value chains	I	II	III
Social	Hoarding	The act of stockpiling and keeping excessive amounts of products	III	II	II
Social	NIMBY to projects	Opposition of local communities to the location of new projects, such as mining, in their vicinity	I	I	I
Social	Participation in re-X activities	"Involvement in activities related to the ""re-"" concepts, including refusing, reducing, repairing, and reusing products"	I	II	III

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Table 13.6 – Continued from previous page

DOMAIN	DRIVER/FACTOR	DEFINITION	BAU	REC	CIR
Social	Population	Size and growth of the population	I	I	I
Social	Urbanisation	Rate of urban population growth	I	I	I
Technical	Digitisation	Adoption and integration of digital technologies	I	I	I
Technical	Integration of SRM system across EU	Integration of a Secondary Raw Materials (SRM) system across the European Union	I	III	III
Technical	Product technology	Changes in product function or composition that lead to changes in waste stream composition and quantity	I	III	III
Technical	Recovery technology	Technologies and processes for recovering materials from waste	I	III	III

13.7. DRIVERS AND FACTORS AFTER CATEGORISATION

5099 The 21 elements that were identified in this stage are listed in Table 13.7.

5100 Note that CIR and REC are very similar for many scenario elements, the main difference
5101 being the way in which the targets are achieved. That is, for CIR, re-X strategies are
5102 promoted, whereas, for REC, the focus is on technological advancements in the recovery
5103 system.

5104 This distinction will have a significant impact on how the scenarios are quantitatively
5105 modelled and on the subsequent outcomes of these models.
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Table 13.7: List of drivers and factors identified in the screening phase

DOMAIN	DRIVER/FACTOR	DEFINITION	INTERNAL	BAU	REC	CIR
TECH	Recovery technology	Implementation and advancements in waste recovery technologies	TRUE	I	III	III
TECH	Product technology	Changes in product function or composition	TRUE	I	III	III
TECH	Integration of SRM system across EU	Integration of a secondary raw material recovery system across EU countries	TRUE	I	III	III
ENV	Increased drive for environmental protection	Growing concern and motivation for environmental conservation	TRUE	I	III	III
ECO	Progress toward renewable energy targets	Advancements and achievements in renewable energy generation	TRUE	III	III	III
ECO	Subsidies and taxation to promote circularity	Financial incentives or taxes to encourage circular economy	TRUE	I	II	III
SOC	Participation in re-X activities	Engagement in refuse-reduce-repair-reuse activities	TRUE	I	I	III
POL	Stricter environmental regulations	Tightening of environmental laws and regulations	TRUE	II	III	III
POL	Stricter waste management regulations	Strengthening of waste management laws and regulations	TRUE	II	III	III
POL	Supply chain due diligence laws: implementation and enforcement	Obligations for identifying and mitigating negative impacts in supply chains	TRUE	I	III	III
POL	Compliance with waste targets	Meeting specific waste management and recycling targets	TRUE	I	III	III
ENV	Resource shortages	Limited availability of natural resources	FALSE	n/a	n/a	n/a
ECO	Raw material vs SRM prices	Price dynamics and competition between raw materials and secondary raw materials	FALSE	n/a	n/a	n/a
ENV	Climate change impactsmitigation	Effects and actions related to climate change	FALSE	n/a	n/a	n/a
ECO	International trade and co-operation (vs. autarky)	Collaborative trade agreements and global cooperation	FALSE	n/a	n/a	n/a
ECO	Energy prices	Costs and fluctuations in energy prices	FALSE	n/a	n/a	n/a
ECO	Economic growth	Overall economic expansion and development	FALSE	n/a	n/a	n/a
ECO	Re-industrialisation of EU	Shift towards increased industrial activities in the EU	FALSE	n/a	n/a	n/a
SOC	NIMBY to projects	Opposition to local projects and developments	FALSE	n/a	n/a	n/a

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Table 13.7 – Continued from previous page

DOMAIN	DRIVER/FACTOR	DEFINITION	INTERNAL	BAU	REC	CIR
SOC	Population and urbanisation	Growth and urban development of population	FALSE	n/a	n/a	n/a
ECO	CO2 market price	Price and market dynamics of carbon emissions	FALSE	n/a	n/a	n/a

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13.8. DRIVERS AND FACTORS FOR QUANTIFICATION

5108 The following Table 13.8 lists the categorised scenario elements that were quantified and
5109 incorporated into the modelling.

Table 13.8: List of scenario elements categorised for quantification

DOMAIN	ELEMENT	IN-	EX-	OUT-	BAU	REC	CIR	PARAMETERS AFFECTED
ECO	Subsidies and taxation to promote circular strategies	✓			I	I	III	demand, waste generation, lifetimes, sharing, collection,
POL	Targets and enforcement to promote circular strategies	✓			I	I	III	demand, waste generation, lifetimes, sharing, collection
SOC	Participation in re-X activities	✓			I	I	III	demand, waste generation, lifetimes, sharing, collection,
ECO	Subsidies and taxation to promote recovery strategies	✓			I	III	I	recycling rates, recovery capacity, recovery impacts, collection
POL	Targets and enforcement to promote recovery strategies	✓			I	III	I	recycling rates, recovery rates, capacity
POL	Supply chain due diligence laws	✓			I	III	III	composition, export
POL	Stricter environmental regulations	✓			I	III	III	composition, waste generation, lifetimes, export, recovery rates, recovery capacity, recovery impacts
POL	Stricter waste management regulations	✓			I	III	III	composition, waste generation, lifetimes, export, recovery rates, recovery capacity, recovery impacts
TECH	Product technology	✓			I	III	III	lifetimes, recovery rates, recovery impacts
TECH	Recovery technology	✓			I	III	III	recovery rates, recovery capacity, recovery impacts
TECH	Integration of SRM recovery system across Europe	✓			I	III	III	recycling rates, recovery rates, recovery capacity, recovery impacts
ECO	Progress toward renewable energy targets		✓		-	-	-	composition, demand, waste generation, recovery impacts
ECO	Economic growth		✓		-	-	-	composition, demand, waste generation
SOC	Population		✓		-	-	-	demand, waste generation
ECO	Primary vs. secondary raw material prices		✓		n/a	n/a	n/a	considered in sensitivity analysis
ECO	Energy prices		✓		n/a	n/a	n/a	considered in sensitivity analysis
ECO	Carbon price		✓		n/a	n/a	n/a	considered in sensitivity analysis

Continued on next page

Table 13.8 – Continued from previous page

DOMAIN	ELEMENT	IN-	EX-	OUT-	BAU	REC	CIR	PARAMETERS AFFECTED
ENV	Resource supply constraints		✓		n/a	n/a	n/a	considered in sensitivity analysis:
ECO	International trade and co-operation (vs. autarky)			✓	n/a	n/a	n/a	not model input (resource supply constraints is a proxy)
ECO	Re-industrialisation of EU			✓	n/a	n/a	n/a	not model input
SOC	Resistance to recovery projects (NIMBY)			✓	n/a	n/a	n/a	not model input (considered in UNFC assessments)

13.9. WORK BREAKDOWN STRUCTURE FOR WP2

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5111 Table 13.9 lists tasks and subtasks for work package two, along with the responsible
5112 partner and the planned start and end dates for each task. This table was sourced from
5113 the FuTuRaM project management plan [23].

5114 Table 13.10 shows the Gaant chart for the entire FuTuRaM project. This chart was
5115 sourced from the FuTuRaM grant agreement, page 37 [21].

WP	Task	SubTask	SubTask Name	Waste Group	Step (Optional)	Description SubTask/Step	Partners										Start	End				
							WEEE Forum	UNI PAR	BRGM	Chalmers	GTK	IMU	RECHARGE	SGU	TU B	Leiden Uni	ViTO	EmPa	UCL			
2	2.1	2.1.1	Scenario mapping	ALL		Map various studies from the academic, policy, and gray literature for future scenarios and assess the applicability within FutuRaM	X	X	X	X	X	X	X	X	X	X	X	M01	M05			
2	2.1	2.1.2	Scenario methods	ALL		Compile various methodologies for scenario development and assess their applicability for developing scenarios on material recovery and circular economy for Europe	X	X	X	X	X	X	X	X	X	X	X	M02	M05			
2	2.1	2.1.3	Scenario storylines	ALL		Flesh out the storylines of the 3 main scenarios	X		X					X	X				M05	M08		
2	2.1	2.1.4	Qualitative scenario development	ALL		Use the chosen methods and qualitative methods to develop the three main scenarios to be used in FutuRaM (e.g. BAU, increased material recovery, and full circular economy)		X		X			X		X	X		X	M07	M11		
2	2.2	2.2.1	Emerging technology assessment for future material use	ALL		Compile information on emerging technologies for sectors associated with waste streams, including changing material use	X	X	X	X	X	X	X	X	X	X	X		M03	M10		
2	2.2	2.2.2	Emerging technology assessment for recovery	ALL		Compile information on emerging technologies for sectors associated with waste streams, including changing material use	X	X	X	X	X	X	X	X	X	X	X		M07	M11		
2	2.2	2.2.3	Technology quantification	ALL		Develop methods for a quantified assessment of technology implementation (e.g. market share)		X		X										M11	M16	
2	2.2	2.2.4	Technology intergration	ALL		Quantitatively integrate future technologies into the scenarios		X		X										M16	M20	
2	2.2	2.2.5	Technology integration	ALL		Quantitatively integrate future technologies into the scenarios with Tasks 4.1 and 4.2 Compile (and possibly harmonize) present and future material use based on emerging technology assessment (Subtask 2.2.1)													M14	M20		
2	2.3	2.3.1	Future product/resource material composition	ALL		Identify methods for imputing missing composition data	X	X	X					X	X	X	X	X		M06	M18	
2	2.3	2.3.2	Methods for data gaps in future compositions	ALL		Create database of material compositions for future products/waste streams for each scenario in combination with WP3	X							X	X					M14	M20	
2	2.3	2.3.3	Create database of future waste stream compositions	ALL		Compile preliminary results from Tasks 4.1 and 4.2 and WP3, and harmonize initial waste stream results, feeding back to these tasks		X	X	X				X	X	X	X	X		M18	M20	
2	2.4	2.4.1	Harmonization of future material waste stream material recovery	ALL		Evaluate the use of S-LCA, tecnoeconomic assessments, cost-benefit analysis, multi-criteria analysis using information from both the waste stream models and the UNFC case studies								X	X				M18	M21		
2	2.4	2.4.2	Develop methods for environmental and social and economic assessments	ALL		Implement methods chosen from subtask 2.4.2 to assess the social, economic, and environmental impacts for each scenario (thus quantify environmental and socioeconomic impacts of SRM recovery under each scenario)			X	X		X								M18	M30	
2	2.4	2.4.3	Perform social, economic and environmental assessments	ALL		Adapt/modify/streamline the methodology for application within the context of the UNFC				X		X	X			X	X				M30	M36
2	2.4	2.4.4	Feedback with UNFC methodology	ALL		Compile all the modelling and case study information thus far and prepare for report writing				X		X	X		X	X	X	X			M24	M36
2	2.5	2.5.1	Compile information for the report	ALL		Write the report on the bottlenecks, environmental, and socioeconomic impacts of secondary material recovery	X	X	X	X	X	X	X	X	X	X	X			M37	M43	
2	2.5	2.5.2	Report writing	ALL		Report review by stakeholders and partners	X	X	X	X		X	X	X	X	X	X				M44	M45
2	2.5	2.5.3	Report reviewing	ALL		Revise report based on recommendations	X	X													M46	M46
2	2.5	2.5.4	Report revising	ALL		Deliver final report															M47	M47
2	2.5	2.5.5	Report delivery	ALL																	M48	M48

Table 13.9: Work breakdown structure for work package two

Title	Leader/M		Year 1				Associate	Year 2 with document				Year 3				Year 4				ISB	20/05/2024							
			1	3	5	7	9	11	13	15	17	19	21	23	25	27	29	31	33	35	37	39	41	43	45	47		
1 Conceptual and Methodological Development	Empa											M6														D1.1		
1.1 Develop, harmonize and integrate framework, concepts, methods and tools	Empa																										D1.2	
1.2 Proposal on SRMs statistics to the EC	Empa																										D1.3	
1.3 Draft reporting standard in line with the UNFC	UNITAR																											
2 Foresight for Future Secondary Raw Materials	ULEI																											
2.1 Develop scenario storyline	ULEI																											
2.2 Integrate future technologies into the scenarios	Chalm																											
2.3 Forecast material composition and products for each scenario	TUB																											
2.4 Quantify environmental and socioeconomic impacts of the scenarios	ULEI																											
2.5 Env. and socio-econ. impacts and bottlenecks of future scenarios	ULEI																											D2.1
3 Secondary Raw Material Composition	TUB																											
3.1 Agree composition data templates for SRM potential	TUB																											
3.2 Collect, update, and consolidate composition data for SRMs	TUB																											
3.3 Extend waste stream composition assessment to include new streams	TUB																											D3.1
4 Stock and Waste Flow Characterization	UNITAR																											
4.1 Quantify stocks and flows of ProSUM streams	UNITAR																											
4.2 Quantify stocks and flows of CDW, MinW, SLASH	ULEI																											
4.3 Quantify SRM stocks and flows	UNITAR																											D4.1
5 SRM availability assessment in line with the UNFC ...	LMU																											
5.1 Map current practice, gaps and future needs for SRMs	LMU																											
5.2 Use case studies to test (...) in line with the UNFC	LMU																											D5.1
6 Development of data information system for EU	BRGM																											
6.1 Data model, registries and harvesting for SRM-KB	BRGM																											
6.2 API : Injection web services and diffusion web services	BRGM																											M21
6.3 Web site: developing the SRM-KB in EU	BRGM																											D6.1
7 Exploitation, Communication & Dissemination	SPI																											
7.1 Communication, dissemination and exploitation plan	SPI																											M15
7.2 Stakeholder mapping, consultation and engagement	WF																											D7.4
7.3 Developing a business plan for the KERs	SPI																											D7.3
7.4 Communication & dissemination tools and activities	WF																											M22
7.5 Dissemination	SPI																											M10,D7.5
7.6 Clustering activities	WF																											M9
8 Project Management	WF																											M14
8.1 Consortium & Admin Management	WF																											M1
8.2 Scientific Management	UNITAR																											M5
8.3 Reporting and Legal & Financial Management	WF																											M5
8.4 Risk Management	WF																											D8.1
8.5 Data Management Plan	Empa																											D8.2
8.6 Creation and management of the Advisory Board	WF																											M2
8.7 Ethics requirements	WF																											D8.3

Table 13.10: Gantt chart for the entire FutuRaM project

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END OF REPORT

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FutuRaM

Future availability
of secondary
raw materials