reuse.city

online co-design lab

prototyping tech to reuse stuff

5th - 30th April 2021
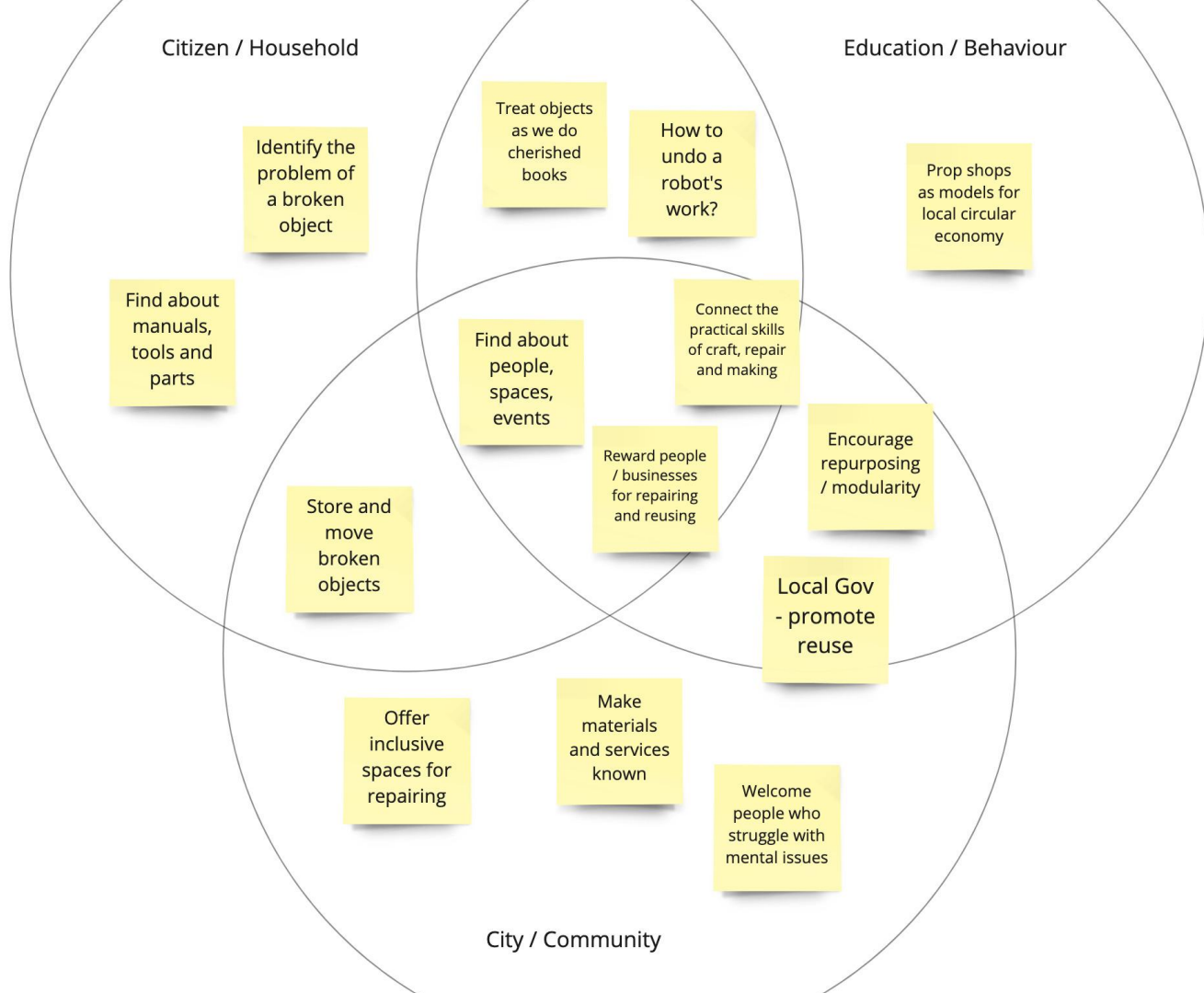
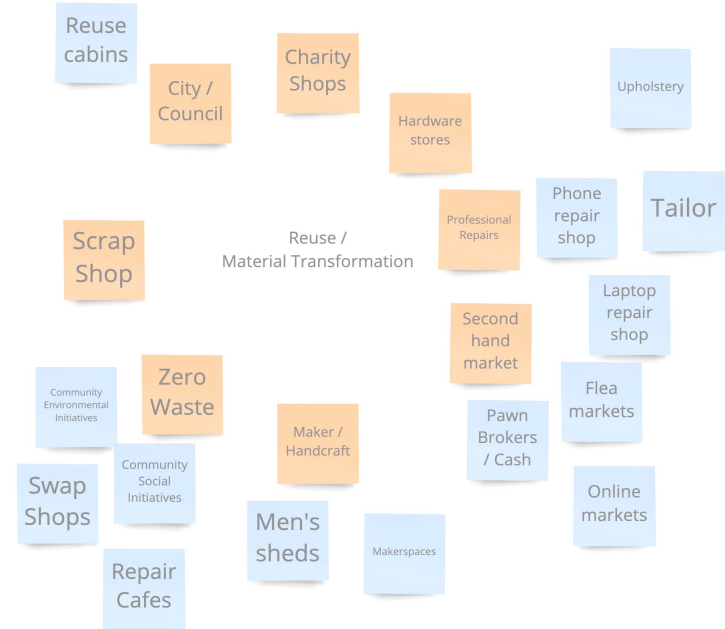👤 SIGN UP NOW   ♦ TELL ME MORE

1. Background (2019 / 2020)

Repair Journey

Citizen / Household

Education / Behaviour

City / Community

- Identify the problem of a broken object
- Treat objects as we do cherished books
- How to undo a robot's work?
- Prop shops as models for local circular economy
- Find about manuals, tools and parts
- Connect the practical skills of craft, repair and making
- Find about people, spaces, events
- Reward people / businesses for repairing and reusing
- Encourage repurposing / modularity
- Store and move broken objects
- Local Gov - promote reuse
- Offer inclusive spaces for repairing
- Make materials and services known
- Welcome people who struggle with mental issues

Sources Producers Materials

- Extra resources
- Perspex
- Museums
- Props
- Film studios
- Window displays
- Stationary Suplies
- Retail
- Bike shops
- Construction Industry
- Excess materials
- Industry
- Auction houses
- Citizen / Household
- Linen Industry
- Paper mills
- Fabric mills
- Council
- Job lots / House clearance
- Art and music stuff
- Wax
- Perspex
- Furniture makers
- Schol Renovations
- Insurance
- Wood / MDF
- Sandpaper
- Fabric
- Paper
- Metal
- Social Responsibility Programs
- Gov procurement - community give back
- Circular Economy Projects
- Trade waste receipt

Reuse / Material Transformation

- Reuse cabins
- City / Council
- Charity Shops
- Hardware stores
- Upholstery
- Scrap Shop
- Professional Repairs
- Phone repair shop
- Tailor
- Community Environmental Initiatives
- Zero Waste
- Second hand market
- Laptop repair shop
- Swap Shops
- Community Social Initiatives
- Maker / Handcraft
- Pawn Brokers / Cash
- Flea markets
- Repair Cafes
- Men's sheds
- Makerspaces
- Online markets

Ecosystem Mapping

Setting / Scenes / Actors

Citizen

Individual/household who has broken or unwanted things.

Individual/household who is interested in acquiring affordable and reliable used things.

Community

Group or organisation willing to generate income for community members.

Volunteer group or not-for-profit organisation in charge of repair cafes, clothes swaps and other zero-waste projects.
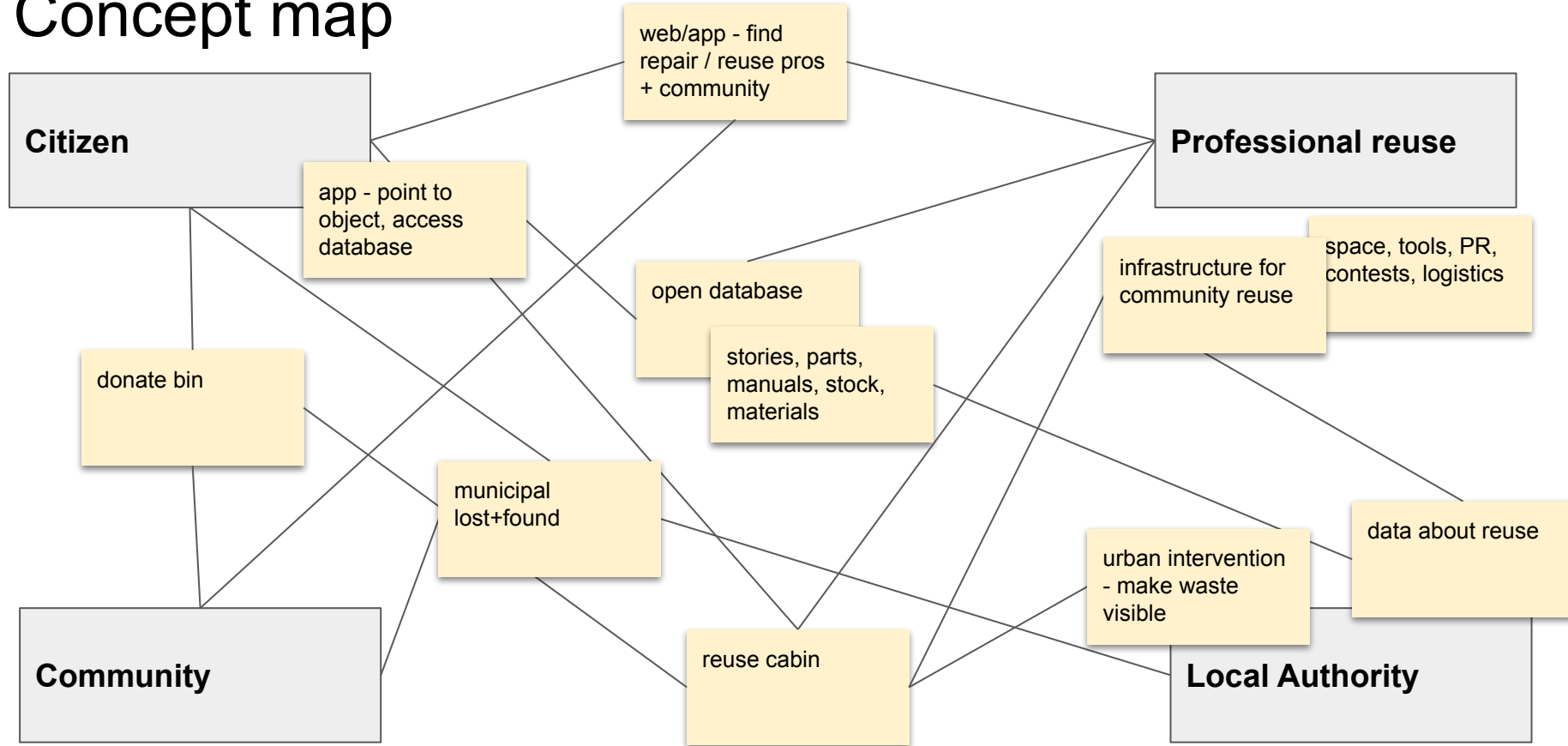
Professional reuse

Social enterprises or SMEs working on the selection, transformation and redistribution of second-hand materials.

Local Authority

City council / local gov looking into social, environmental and economic benefits of encouraging the reuse of materials.

Concept map

Citizen

Professional reuse

Community

Local Authority

web/app - find repair / reuse pros + community

app - point to object, access database

open database

stories, parts, manuals, stock, materials

infrastructure for community reuse

space, tools, PR, contests, logistics

donate bin

municipal lost+found

reuse cabin

urban intervention - make waste visible

data about reuse

Early concepts

1/8

Universal Registry of Things

Open database

Information about as many types of objects as possible.

2/8

Point and Reuse

App / Website

Allows users to quickly evaluate the potential value of an object.

3/8

Save This Thing

App / Website

Geo-referenced open directory of reuse alternatives with user evaluation / reputation system.

4/8

Make Waste Visible

Urban Interventions

Expose the volume of waste generated by towns and cities.

5/8

Data on Reuse

Open Dataset

Data about different kinds of reuse of materials in urban environments.

6/8

Reuse Bin

Urban Service

Track your donations.

7/8

Transformation Lab / Shop

Blueprint

Urban infrastructure for reuse / upcycling of materials.

8/8

Reuse Commons

Urban Service

Collective stewardship of post-consumption materials.

2. Updated concepts (2021)

Universal Registry of Things

The **Universal Registry of Things** is a dynamic source for information about the value and reusability of goods and materials. It connects constantly to third-party datasources and uses AI to normalise them and make them available through open protocols.

Data for the Universal Registry of Things is provided by manufacturers, associations, repair professionals, community groups, artists and other stakeholders. It comprises of objective specifications, descriptions and links to online resources as well as stories and subjective accounts on the reuse of things.

Its deployment and use is promoted by initiatives related to zero waste, circular economy and the right to repair. There are commons-based mechanisms to validate and solve disputes over data.
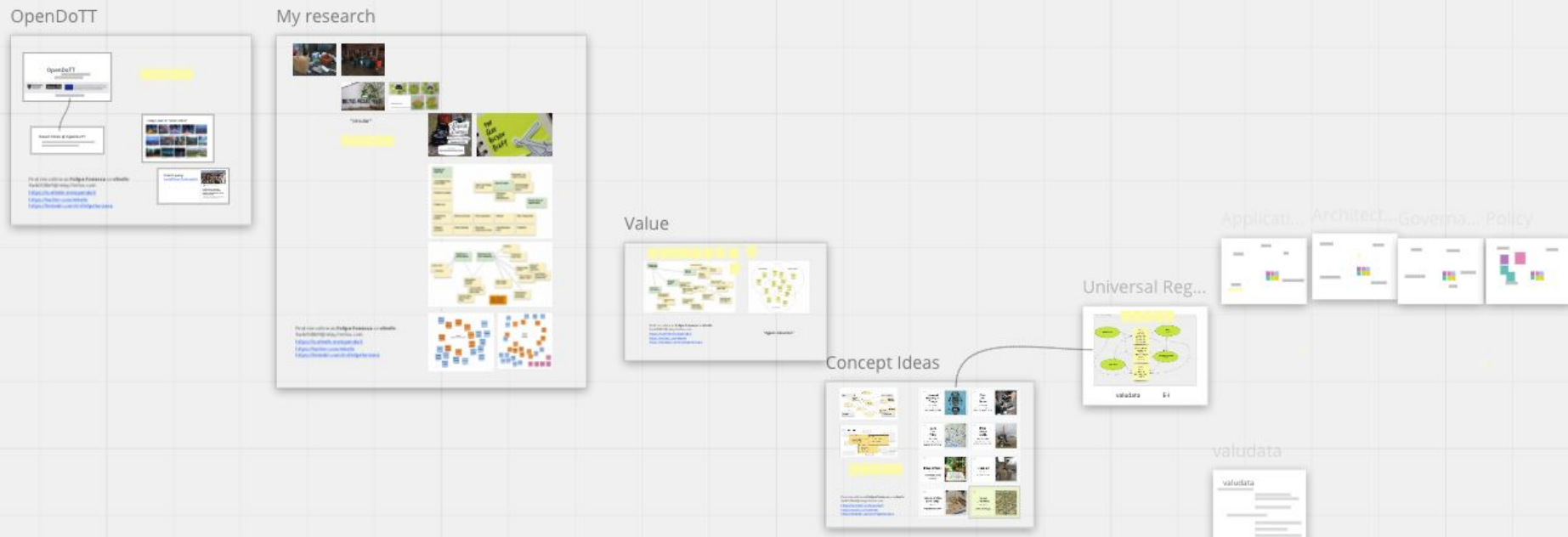
E-I
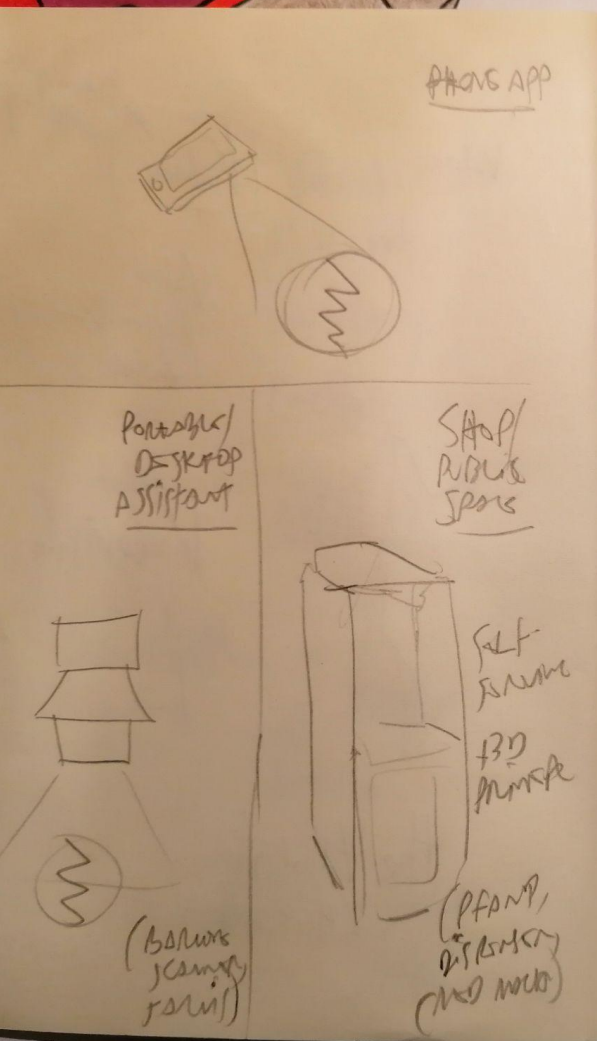
E-I, Evaluation Interface, is technology (hardware + software) created to increase the ability to reuse materials. Its users show objects to the machine. E-I identifies the objects and displays information about their repairability, spare parts, raw materials, second-hand market, possibilities of upcycling, adaptations and transformations, user stories, etc.

The goal with E-I at this point is not to develop a functional product, but rather to discuss how can digital information technologies help society reuse a larger proportion of materials that are currently discarded, and what would the implications of such technologies be in terms of use, privacy, health and safety, policy and economy.
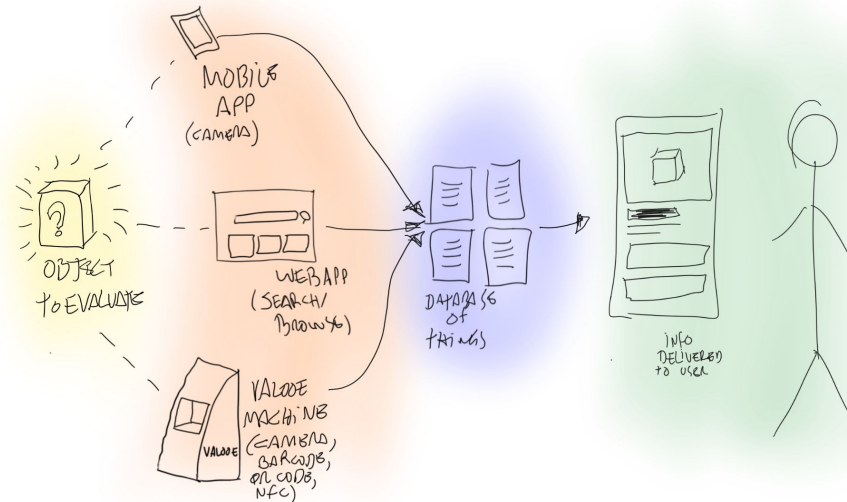
Transformation Labs

Transformation Labs are public urban facilities that allow citizens to repair, upcycle and repurpose goods and materials. They aim to be hotspots for tactile education and creative experimentation. Transformation Labs may partner up with - or be located inside - scrap shops, second hand warehouses and reuse centres.

A Transformation Lab is a place where the residents (and visitors, of course) of a city or region can use tools and equipment to transform goods and materials. It can be seen as a hybrid of makerspace, tool library, technical school and community centre.

Learn more at wiki.reuse.city