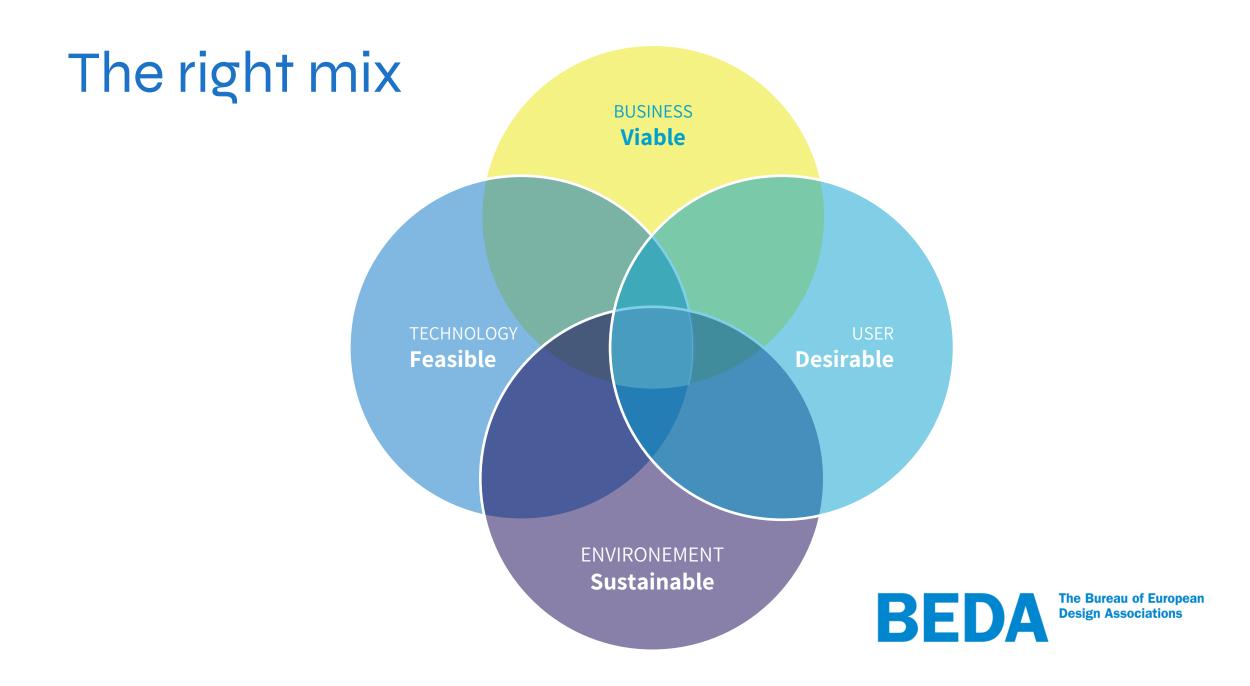
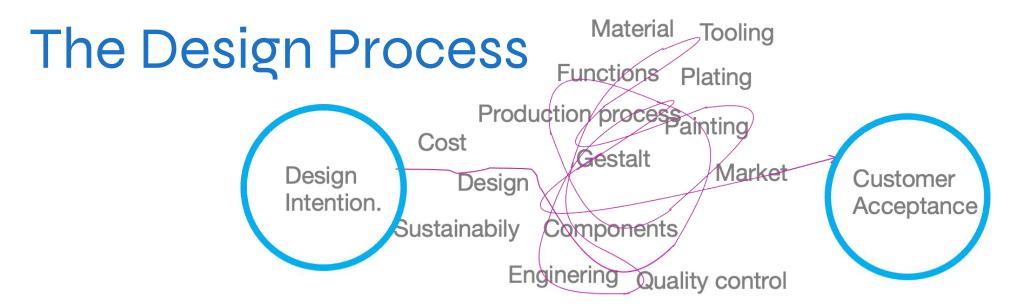
### The design perspective

Lars Ericsson

BEDA



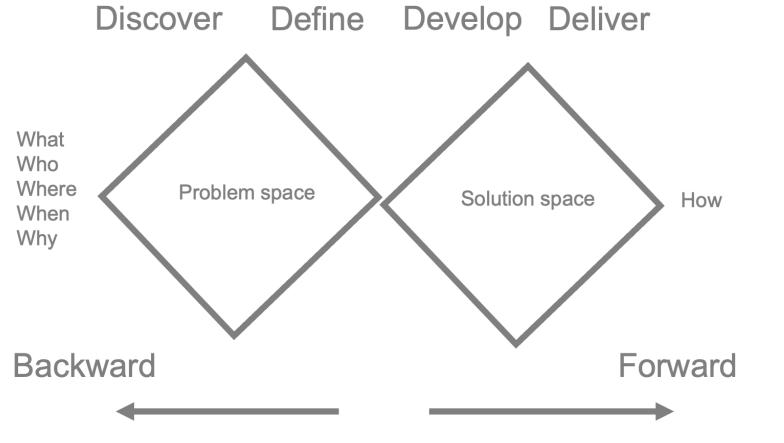








#### The Design Process





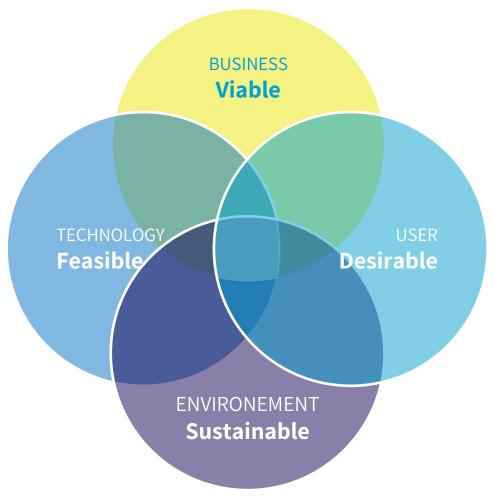
# A Challenge with new sustainable materials

**Identify Define** 

**Enablers** Hinders What What Who Who Where Where Materials When When Industry Why Why Politics Technology **Standards** Classifications Design People Production Transport AI

BEDA

## The Challenge



- How will the ecosystem and marketplace be designed to be viable and useful for the stakeholders in the material community?

-

\_

- How will the ecosystem become feasible financially and commercially sustainable for stakeholders and how to share "data" in a financially and commercially sustainable way beneficial to stakeholders.
- How should the system be designed to achieve a desirable position in a European context? How to achieve a transparent and useful system for different stakeholders in the commons?



### The Design Challenge



What materials are sustainable and how can we know for sure? How do we perceive sustainable material? How to produce sustainable material? How do we combine and design sustainable materials How can we trace the material and communicate in a trustful way?





Customer

Acceptance