

Outlines

Variety of **definitions**:

- What does circular economy mean for the food industry?
- How is it different for car producers?
- What is the difference between circular economy for a city and for an energy company?

Classic Major industries

Automotive, Plastic, Energy, Metals, Construction, Chemicals, Food, Agriculture, Logistic...



New Business Models / Markets

- Sharing Economy: enable increased utilization rate of products
- Resource Recovery and Product Life Extension
- Circular Supplies and research of new materials

Startups Are Helping Corporations to Tackle the Problem at 3 Levels

Transform your core business

Engage your business partners and vendors

Lead your consumers & employees to change habits

-Generate additional revenue or cut cost from

waste: <u>QPinch</u>, Heat transformation + Orcan

-Discover resources to recycle or upcycle:

Recircular

-Choose product designed for biodegradation: Sulapac

-Optimize resources across industrial companies:

<u>becircle</u>

-Optimize your recycling process: Novamet

 -Measure and compare your environment impact -Make the **collect** of rare resources collect easy:

<u>aSmartWold</u>

Incentivise careful appliances usage by lower insurance fee: Verv

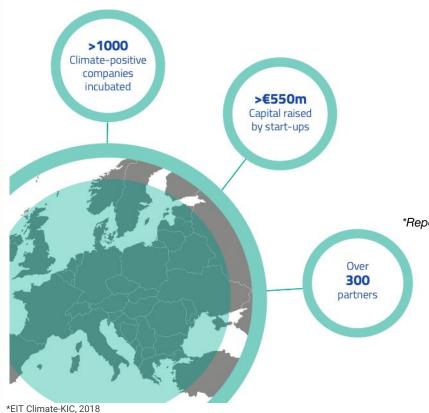
-Reused packaging made easy: RePack

-Recycling **Gamified**:

Recycl3r



Innovation and Investments



To accelerate the transition to a circular economy, it is necessary to invest in innovation and to provide support for adapting the industrial base.

Over the 2016-2020 period, the Commission has stepped up efforts in both directions totalling more than €10 billion in public funding to the transition.*

*Report on the implementation of the Circular Economy Action Plan, March 2019, 3.1

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Engage your business partners to transformation

Lead your consumers & employees to change habits















Safety At Work

Predict issues and take proactive action

- Gather real time environmental and motion data
- detection of internal or external state of the use







Virtual reality to train employees

- Complex situations can be simplified
- VR makes training enjoyable and entertaining
- changing engagement levels amongst staff



Ensure long-term safety

- Smart devices to detect cognitive fatigue
- wearables for physical accident and falls
- Esochekelters
 augmenting the
 physical functions





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