

INTERVIEW CATEGORIES

- Categories indicate main areas of specialisation for featured experts.
- Interviews cover various aspects of the e-waste crisis and sustainable solutions.
- Each interview is 5-8 minutes long, with a shorter 2 minute version available.
- Due to all interviews covering multiple areas, detailed information about interviews and organisations can be found on the next pages.

What is the e-waste crisis?

- [Introduction](#)
- [Comprehensive Topic Overview](#)

Resource recovery, secondary raw materials and circular sourcing

- [AppCyclers](#)
- [BOKU \(The University of Natural Resources and Life Science\)](#)
- [Circonomy](#)
- [Close The Loop](#)
- [Closing The Loop](#)
- [EERA \(European Electronics Recyclers Association\)](#)
- [Good Point Recycling](#)
- [Inrego](#)
- [Karo Sambhav](#)
- [The Reconnect Project](#)
- [Utilitarian](#)

Production, manufacture and consumption

- [Comsol](#)
- [Inside An E-Product](#)
- [Schneider Electric](#)
- [Officeworks](#)

Design

- [Fairphone](#)
- [Play & Co](#)
- [Product Stewardship Centre for Excellence](#)
- [Project Re-Play](#)

Life cycle

- [IVL \(Swedish Environmental Research Institute\)](#)
- [Lifecycles](#)
- [Planet Price](#)
- [The Life of HDMI #015](#)

Packaging, ecolabels and certifications

- [APCO \(Australian Packaging Covenant Organisation\)](#)
- [Grounded Packaging](#)
- [National Retail Association](#)
- [TCO Development Global](#)
- [TCO Development European](#)

Circular economy

- [Circle Economy](#)
- [Circular Electronics Partnership](#)
- [Green Planet Sport](#)
- [PACE \(Platform for Accelerating the Circular Economy\)](#)
- [Trace 4 Value](#)
- [WEEE Forum](#)

Research, education, awareness and livelihoods

- [McCrinkle](#)
- [No More Butts](#)
- [UNITAR \(United Nations Institute for Training and Research\)](#)
- [Walk Free](#)



DETAILED INTERVIEW CATEGORIES

Each interview covers a broad range of concepts, to assist you in selecting the right resource we have explained the categories covered in the interviews below and categorised them on the next pages.

Categories	What you will hear about
AI, apps & product passports	Utilising artificial intelligence, applications, and digital product passports to track and manage electronic devices' lifecycle, assisting in responsible sourcing, use, disposal and recovery.
Circular economy	Encouraging sustainable resource use and waste reduction by operating a marketplace where electronic products/components are reused.
Consumption	Examining patterns of electronic product use and its impact on e-waste generation and management.
Design	Discussing electronic product design for longevity, repairability, and recyclability to minimise e-waste.
Ecolabels & certification	Identifying needs, requirements and benefits of environmentally-friendly electrical and electronic products.
Education & awareness	Enhancing understanding of responsible production and consumption.
Infrastructure	Relating to the systems and facilities needed to manage e-waste.
Life cycle	Analysing the entire life span of electronic devices to manage their impact from production to disposal.
Livelihoods	Considering the impact of electronic products on people's lives, both positively and negatively.
Packaging	Evaluating sustainable packaging solutions to minimise waste and environmental degradation.
Production & manufacturing	Assessing sustainable practices in electronic manufacturing to reduce social and environmental impact.
Raw material extraction & procurement	Addressing the responsible sourcing and extraction of raw and secondary materials used in electronics.
Resource recovery	Recovering valuable resources from electronic products through appropriate recycling and recovery techniques.
Transportation	Managing transportation processes related to electronic products to reduce associated environmental and social impacts.

The Rs of Sustainability



Organisation	Categories	Rs of Sustainability
<u>APCO</u>	Consumption, design, education & awareness, life cycle, packaging	Rethink, Reduce, Reuse, Recycle, Recover
<u>AppCyclers</u>	Circular economy, consumption, education & awareness, life cycle, livelihoods, resource recovery	Rethink, Reduce, Reuse, Recycle, Recover
<u>BOKU</u>	Circular economy, consumption, education & awareness, infrastructure, livelihoods, resource recovery	Reduce, Repair, Refurbish, Repurpose, Recycle
<u>Circle Economy</u>	Consumption, design, life cycle, livelihoods, resource recovery	Refuse, Rethink, Repair, Remanufacture, Recycle, Recover
<u>Circonomy</u>	Circular economy, consumption, education & awareness, livelihoods, resource recovery	Rethink, Reduce, Reuse, Repair, Refurbish, Remanufacture, Recycle
<u>Circular Electronics Partnership</u>	Consumption, design, education & awareness, infrastructure, life cycle, resource recovery	Refuse, Rethink, Reduce, Reuse, Repair, Repurpose, Recycle, Recover
<u>Close the Loop</u>	Consumption, design, infrastructure, livelihoods, production & manufacturing, raw materials, resource recovery, transportation	Rethink, Reduce, Reuse, Repair, Remanufacture, Recycle
<u>Closing the Loop</u>	Circular economy, consumption, eco-labels & certification, education & awareness, life cycle, livelihoods, raw materials, resource recovery	Rethink, Reduce, Reuse, Repair, Remanufacture, Repurpose, Recycle, Recover
<u>Comsol</u>	Consumption, design, eco-labels & certification, education & awareness, life cycle, packaging, resource recovery	Refuse, Rethink, Reduce, Remanufacture, Recycle
<u>EERA</u>	Circular economy, consumption, ecolabels & certification, education & awareness, life cycle, resource recovery, transportation	Rethink, Reduce, Reuse, Repair, Refurbish, Remanufacture, Repurpose, Recycle, Recover



Organisation	Categories	Rs of Sustainability
<u>Fairphone</u>	Consumption, design, education & awareness, life cycle, livelihoods, transportation	Refuse, Rethink, Reduce, Reuse, Repair
<u>Good Point Recycling</u>	Consumption, education & awareness, life cycle, livelihoods, resource recovery, transportation	Rethink, Reuse, Repair, Refurbish, Remanufacture, Repurpose
<u>Green Planet Sport</u>	Circular economy, consumption, design, education & awareness, livelihoods, resource recovery, transportation	Refuse, Rethink, Reduce, Reuse, Repair, Recycle
<u>Grounded Packaging</u>	Consumption, design, eco-labels & certification, education & awareness, packaging, life cycle, resource recovery	Refuse, Rethink, Reduce, Reuse, Remanufacture, Recycle, Recover
<u>Inrego</u>	Circular economy, consumption, design, infrastructure, life cycle, resource recovery	Refuse, Rethink, Reduce, Reuse, Repair, Refurbish, Remanufacture
<u>Swedish Environmental Research Institute (IVL)</u>	Consumption, design, eco-labels & certification, education & awareness, infrastructure, life cycle, livelihoods, resource recovery	Rethink, Reduce, Repair, Remanufacture, Repurpose, Recycle
<u>Karo Sambhav</u>	Circular economy, consumption, design, education & awareness, infrastructure, life cycle, livelihoods, resource recovery, transportation	Rethink, Refurbish, Remanufacture, Recycle, Recover
<u>Lifecycles</u>	Circular economy, consumption, design, education & awareness, life cycle, resource recovery, transportation	Refuse, Rethink, Reduce, Reuse, Repair, Refurbish, Remanufacture, Repurpose, Recover, Recycle

Organisation	Categories	Rs of Sustainability
<u>McCrinkle</u>	Consumption, design, education & awareness, livelihoods	Rethink, Reduce, Reuse, Repair, Repurpose
<u>National Retail Association</u>	Consumption, design, eco-labels & certification, education & awareness, packaging, production & manufacture, resource recovery	Refuse, Rethink, Reduce, Reuse, Recycle
<u>No More Butts</u>	Consumption, education & awareness, infrastructure, life cycle, resource recovery	Refuse, Rethink, Recycle
<u>Officeworks</u>	Consumption, design, eco-labels & certification, education & awareness, packaging, production & manufacturing, resource recovery	Rethink, Reduce, Reuse, Recycle
<u>PACE</u>	Consumption, design, education & awareness, infrastructure, life cycle, resource recovery, transportation	Refuse, Rethink, Reduce, Reuse, Remanufacture, Repurpose, Recycle, Recover
<u>Planet Price</u>	AI, apps & product passports, consumption, design, eco-labels & certification, life cycle, resource recovery, transportation	Rethink, Reduce, Reuse, Remanufacture, Recycle, Recover
<u>Play & Co</u>	AI, apps & product passports, consumption, design, education & awareness, life cycle, resource recovery,	Refuse, Rethink, Reduce, Repair, Refurbish, Remanufacture, Repurpose
<u>Product Stewardship Centre of Excellence</u>	Consumption, design, eco-labels & certification, education & awareness, infrastructure, life cycle, packaging, resource recovery, transportation	Refuse, Rethink, Reduce, Repair, Refurbish, Remanufacture, Repurpose, Recycle, Recover
<u>Project Re-Play</u>	Consumption, design, education & awareness, production & manufacture, resource recovery	Rethink, Reduce, Reuse, Repair, Refurbish, Remanufacture, Repurpose, Recycle

Organisation	Categories	Rs of Sustainability
<u>Schneider Electric</u>	Consumption, design, eco-labels & certification, life cycle, resource recovery, transportation	Refuse, Rethink, Reduce, Reuse, Repurpose, Recover, Recycle
<u>TCO Development (Global)</u>	Circular economy, consumption, design, eco-labels & certification, education & awareness, life cycle, resource recovery, transportation	Refuse, Rethink, Reduce, Reuse, Repair, Refurbish, Remanufacture, Repurpose, Recycle, Recover
<u>TCO Development (Europe)</u>	Consumption, design, eco-labels & certification, life cycle, livelihoods	Refuse, Rethink, Reduce, Recycle, Recover
<u>The Reconnect Project</u>	Circular economy, consumption, design, education & awareness, life cycle, livelihoods, resource recovery	Rethink, Reduce, Reuse, Repair, Refurbish, Remanufacture
<u>Trace 4 Value</u>	AI, apps & product passports, circular economy, consumption, design, education & awareness, life cycle, resource recovery, transportation	Refuse, Rethink, Reduce, Reuse, Repair, Refurbish, Remanufacture, Repurpose, Recycle, Recover
<u>UNITAR</u>	Consumption, design, education & awareness, infrastructure, life cycle, livelihoods, resource recovery, transportation	Refuse, Rethink, Reduce, Reuse, Repair Refurbish, Remanufacture, Recycle, Recover
<u>Utilitarian</u>	AI, apps & product passports, circular economy, consumption, design, education & awareness, infrastructure, life cycle, resource recovery	Reduce, Reuse, Repair, Refurbish, Remanufacture, Repurpose, Recycle
<u>Walk Free</u>	Consumption, eco-labels & certification, education & awareness, life cycle, livelihoods, raw material extraction	Refuse, Rethink, Reduce, Reuse, Repair, Refurbish, Remanufacture
<u>WEEE Forum</u>	Circular economy, consumption, design, education & awareness, infrastructure, life cycle, resource recovery, transportation	Refuse, Rethink, Reduce, Reuse, Repair, Refurbish, Remanufacture, Repurpose, Recover, Recycle

