Circular economy for the Finnish manufacturing industry

Business model development toolkit

The following reflections and exercises help you to identify the most promising circular business idea(s) for your company.

Reflection 1: Inefficiencies

Assess current occurrence of the five inefficiencies for your company:

1) Unsustainable material - Material and energy that cannot be continually regenerated (e.g. direct and indirect material is not renewable or bio-based)

	Direct Material: What % of direct material spend is spent on circular material such as renewable, recycled or reused materials?	Comments
<5% 5.1-10% 10.1-20% 20.1-50% 50.2 - 80% >80%		

	Indirect Material: What % of indirect material spend (=not clearly allocated to a certain product) is spent on circular material such as renewable, recycled or reused materials?	Comments
<5%		
5.1-10%		
10.1-20%		
20.1-50%		
50.2 - 80%		
>80%		

2) Underutilised capacity - Underutilised or unused products and assets (e.g. products are no	t
operating full hours or full functionality is not useful)	

	Availability: What % of time is the product not used by the customer/end user? (e.g. if only used in summer, 1h a day)*	Comments
<5% 5.1-10% 10.1-20% 20.1-50% 50.2 - 80% >80%		

the requirements	to what extent does the product fit sof the customer e.g. regarding acy, product operations planning	Comments
Full fit through customisation Full fit of standard solution Partial fit Poor fit		

3) Premature product lives – Products are not used to fullest possible working life (e.g. due to new models and features or lack of repair and maintenance)

	Life time: What is the current average duration of a product life (in years)	Comments
<2 2-4 5-10 11 -20 >20		

	Functionality: % of revenue that comes from products that are designed for a long life e.g. through enhanced reparability, modularity, upgradeability	Comments
<5%		
5.1-10%		
10.1-20%		
20.1-50%		
50.2 - 80%		
>80%		

 $^{^{\}ast}$ % of 24hours * 365 days per year

4) Wasted end-of-life value -	Valuable components,	materials and energy	are not recovered a	at disposal
(e.g. not recycled or recovered	I at end of life)			

	Waste in production: % of waste from production that is recycled (based on weight)	Comments
<5% 5.1-10% 10.1-20% 20.1-50% 50.2 - 80% >80%		

	Take-back: % of products taken back from customer in dedicated return scheme at end-of-life	Comments
<5% 5.1-10% 10.1-20% 20.1-50% 50.2 - 80% >80%		

	Recycling: % of products recycled at end-of-life	Comments
<5%		
5.1-10%		
10.1-20%		
20.1-50%		
50.2 - 80%		
>80%		

5) Unexploited customer engagements - Sales organisation focus on selling functionality of product rather than the customer problem (e.g. missing opportunities to engage customers throughout the product life-cycle to offer additional services and add-on sales)

	After-sales: % of revenue from after s services	ales	Comments
<5% 5.1-10% 10.1-20% 20.1-50% 50.2 - 80% >80%			

	Add-on sales: % of revenue from add-on sales	Comments
<5% 5.1-10% 10.1-20% 20.1-50% 50.2 - 80%		
>80%		

(c) Mark the **top 2 most relevant inefficiencies** across the value chain for your company and industry (tick two boxes)

Unsustainable Material	
Direct materials	
Indirect materials	
Underutilised capacity	
Availability	
Operational fit	
Premature product lives	
Relevance	
Functionality	
Wasted end-of-life value	
Waste in production	
Take-back	
Recycling	
Unexploited customer engagements	
After-sales	
Add-on sales	

Reflection 2: Customer pain points

(a) Look at the proposed customer journey and experience, note down potential pain points and select the step of the customer journey that causes most important pain points

(b) Select the two (2) most relevant pain points throughout the journey

Steps in the customer journey	(a) Pain points (examples given for inspiration – please add additional pain points as per your experience)	(b) Most relevant step/ pain points
Find & Inform		
	Insufficient information to choose right product/configuration Product/service benefits unclear / unquantified Lifecycle costs and benefits hard to quantify / non-proven	
Buy		
	Hard to find exactly right product to need Lack of options for customisation High initial purchase price Lack of financing models	
Use/ Reuse		
	High effort for maintenance Insufficient know-how for optimised use Unavailability of spare parts / maintenance Repair / upgrade unavailable	
Dispose		
	Costly disposal Few locations/ services to get rid of product Lack of information on disposal channels	

Reflection 3: Circular economy business models - Sub-models

- (a) Go through the business model sub-models and reflect on the current level of application at your company.
- (b) Think about how your company could address the inefficiencies and pain points you identified as most relevant ones by applying the sub-model and tick the box whether you see potential in it.
- (c) Write a comment on any reflection that comes to your mind

		(a) Cu	rrent leve	el of app	olication	busine	ss modes s priorit pints/	el to	(c) Comments
		Never heard of model	Model currently in exploration	Model is applied	Model assessed but not relevant	Has high potential	Has some potential	Has no potential	 e.g. If already applied: How is it already applied? If not yet applied: How could it be relevant for your company?
Klddr	Build to last - Design products that are durable and easy to repair (e.g. modular)								
Circular supply chain	Circular supplies –								
ension	Repair & Maintain - Provide repair and maintenance services to extend the life of existing products in the market								
Product Life Extension	Upgrade - Improve product performance by upgrading existing components with newer ones								
Produ	Resell - Resell products that have reached their useful life to second and third hand markets								





	Remanufacture - Take back and perform industry-like restoration or improvement of original functionality of products and remarket them with lower price				
Sharing platform	Share- Develop solutions that enable increased use of capacity				
a Service	Product as a service - Offer customers to use a product against a subscription fee or usage based charges instead of owning it				
Product as	Performance as a service - Offer customers to buy a pre- defined service and quality level and commit to guaranteeing a specific result				
/ery &	Recycle/ upcycle - Collect and recover materials of end- of-life products and reuse them in own production.				
Recov	rof-life products and reuse them in own production. Return - Return wasted parts and materials to the source (e.g. waste and by-products from own production)				





Exercise 1: Development of business model

Look at the sub-business models that you rated to have potential to address pain points and/ or inefficiencies in the table of Reflection 3 (column is market with a star).

- (a) List up to seven (7) potential business opportunities stating circular sub-model applied, pain points/inefficiencies addressed and a name/ high-level overview of offering
- (b) For top 3 opportunities provide business model description and concretise what that would mean for your company in terms of offering and customer value proposition
- (c) For top 3 opportunities, make a quick assessment of key value levers on how they can contribute to profit growth through revenue increase or cost reduction, what investments are required etc.
- (d) Tick the box for the idea that you would like to explore further.

#	List compan	y specific circula	r opportunities		
	(a) Circular sub-model	(a) Pain point/ inefficiency addressed	(a) Name opportunity (b) Business model description	(c) Value levers	(d) selected
1				Revenue potential	
			Name:	Low Medium High	
			Description:	Low Medium High	
			·	Cost impact	
				Low Medium High	
				Investment need	
				Low Medium High	
1					





2		Name: Description:	Revenue potential Low Medium High Cost impact Low Medium High Investment need Low Medium High	
3		Name: Description:	Revenue potential Low Medium High Cost impact Low Medium High Investment need Low Medium High	
4		Name: Description:	Revenue potential Low Medium High Cost impact Low Medium High Investment need Low Medium High	





5		Name: Description:	Revenue potential Low Medium High Cost impact Low Medium High Investment need Low Medium High	
6		Name: Description:	Revenue potential Low Medium High Revenue potential Low Medium High Cost impact Low Medium High Investment need Low Medium High	
7		Name: Description:	Revenue potential Low Medium High Cost impact Low Medium High Investment need Low Medium High	





Optional exercise: Round Robin

Work together in groups of three (3).

- (a) Each group member describes his or her Top 1 business idea in the first box and then passes the sheet on to the next person sitting on the right.
- (b) The second person reads the description and notes down challenges or risks connected with it and passes the sheet on to person three.
- (c) The third person develops a suggestion on how to improve the idea to overcome the challenges.

At the end of this exercise, three ideas will have been reviewed and improved in your group.

(a) Description	(b) Potential challenges/ Risks	(c) Improvement suggestions

mitigation strategies.		
(a) Final idea		
(b) Challenges / Bicks	(a) Mitigation	1
(b) Challenges / Risks	(c) Mitigation	Į
(b) Challenges / Risks	(c) Mitigation	
(b) Challenges / Risks	(c) Mitigation	
(b) Challenges / Risks	(c) Mitigation	
(b) Challenges / Risks	(c) Mitigation	
(b) Challenges / Risks	(c) Mitigation	

After the joint Round Robin exercise, please summarise the (a) final idea including (b) challenges and (c)



