



- eating the product / parts of the product (= no waste) as a solution
- users bring their own multiple use items (e.g. cups)
- label products with suitable information on environmental consequences
- provide alternatives -> create basis for information
- refill options for own bottle (=need of less physical goods)
- use of incentives and (financed or other) reward systems to change consumer behavior
- awareness raising and information

- improve communication between different ministries so that you don't have conflicting measures
- for reusable "containers" / "packaging": make a standard and a refund system so that all items are the same and can be used by many different take-away shops over and over again
- change in our "cultural behaviour": from "a to-go-culture" to "to-stay-culture"
- appropriate instruments for prevention, reductions, proper management -> regulations that do not stick to old business models; -> push through regulations & financial incentives
- best practice examples, e.g. zero waste initiatives
- relevant actors: designers & academies; producers & packaging recyclers; recyclers; brand-owners; private und municipal enterprises; certification companies; public enforcing authorities
- research (particularly on materials); public funding for research
- adopt a holistic view (e.g. circulation is not always better for the environmental point of view, due to hazardous chemicals or energy consumption -> consider limits!)

- establish deposit systems / extend deposit-refund schemes to a wider range of food packaging
- green foundation that supports charity projects through the return of a single-use item, e.g. caps
- create a value for plastic and use it over and over again
- make collection easy, visible and even attractive ("music is playing if you put the container to a "collection station")
- consumer information on proper waste collection
- waste collection solutions: give consumers the easy chance to bring the single use item "back to the cycle"
- return options at beaches
- harmonize/ standardize waste collection and recycling à economy of scale

- establish extended producer responsibility
- "invent" multi purpose items ("spick" = spoon + stick);
- 100% packaging-free (food) delivery
- promote systems at take-aways where you can bring your own "containers"
- discount for reusable containers
- share and collaborate information, ideas, solutions and make them easy accessible

- avoid loose parts (e.g. caps attached to the bottle)
- more standardisation (e.g. one cap size for "all" bottles)
- more functions of a product may raise its life (and attention), e.g. stick & spoon = one product = "spick"
- design to reduce waste
- design for re-use (e.g. ashable, resistant materials)
- designers should develop together with scientists /other relevant actors solutions (e.g. work on "healthy" "sustainable" materials) - Working together with people from different directions
- design for use-phase: stationary solutions; not mobile, quick solutions; without packaging
- view to the past: what were the solutions for grandparents... are simple solutions possible?
- take inspirations from easy solutions e.g. from nature
- think products from the end: what impact will it have on (marine) ecosystems?

- make the items easy to stack in order to make it easy to transport and collect them
- Provide local products with less transport footprint // Local production to minimise costs and CO2

- Explore material substitutes (especially for new materials for products that have high risks of becoming litter)
- reusable, bio-based and degradable material
- develop new materials (bio-based, biodegradable also in sea, compostable)
- Monomaterials
- alternative materials
- use of recyclates
- focus in the design process on function instead of product
- Consider toxicity

- reduce unnecessary packaging (consider even no packaging) without losing function // consider hygienic concerns (e.g. for food)
- home-made sustainable packaging as solution
- encourage and/or design for buying bulk / bigger amounts (reduces packaging) = avoidance of individual (small portions) single use packaging
- give packaging a value - don't give it away "for free"
- labeling the products that contain "hidden" plastics

- zero waste production with minimal waste tails
- labelling and process accountability