

SYSTEMIC ECO-INNOVATION

Europe's prosperity depends on resource availability.

Raw materials

ANNUAL EU IMPORTS
1 600 million tonnes

3.2 tonnes/person

most are fuels

metal ores

petroleum

construction and industrial minerals

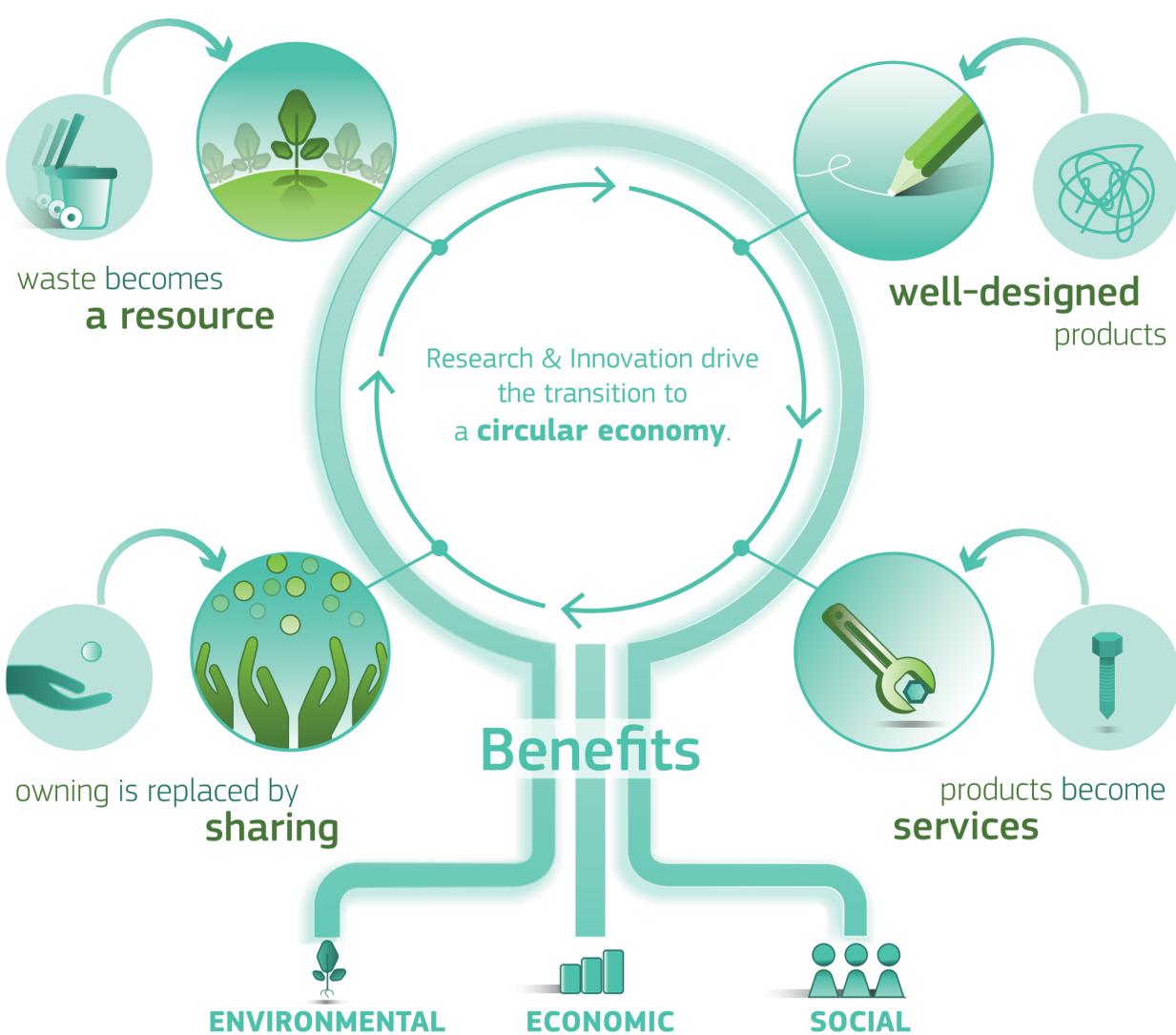
Raw materials

The European economy needs to become more resource efficient and to systemically innovate.

A practical solution

use resources more efficiently

reduce waste



EU Research and Innovation

In 2014, via Horizon 2020,
the EU allocated **€43 million**

to projects addressing different sectors of the **circular economy**
from textile to photovoltaic panels
from steel to construction industries

In 2012 and 2013,
the EU provided funding
+ €100 million

to projects in the area of **resource efficiency**

DIG IT, USE IT

Excavation materials from tunnelling and other underground construction are valuable resources for use by the cement, steel, ceramic and glass industries.

Read more: <http://goo.gl/v2EACf>

SERVICIZE IT!

Innovative methods transform products into more efficient services in the water, mobility and agri-food sector.

Watch video: <https://goo.gl/x8RL1d>

RECOVER AND EAT IT

New techniques could help the food industry save and recover water (30-75%), nutrients (up to 80%), energy (up to 50%) and valuable materials from agricultural by-products.

Read more: <http://goo.gl/nVcbsS>

Some examples

THE EU

ANNUAL BENEFITS

McKinsey, 2015

up to **€1.8 trillion**
by 2030

+

€3 000
to each European household

SWEDEN

Club of Rome, 2015

CARBON EMISSIONS **cut by 70%**

NEW JOBS **100 000**

GDP **+€10 billion/year** to trade balance (above 3% of GDP)

THE NETHERLANDS

TNO, 2013

NEW JOBS **54 000**

GDP **+€7.3 billion/year** in market values

UK with €14 billion investment

Environmental Services Association, 2013

NEW JOBS **50 000**

GDP **+€4.2 billion**

READ MORE

The circular economy
<http://goo.gl/3s5TBT>

Scoping study
<http://goo.gl/v0Xk3m>

From Niche to Norm
<http://goo.gl/dN03z0>

RESEARCH & INNOVATION
Environment

<http://goo.gl/yd2CkK>

