# Scenarios for Sustainable Lifestyles 2050:



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From Global Champions to Local Loops





International Institute for Industrial Environmental Economics at Lund University, Sweden







2020





# **Objectives and activities**

#### **Objectives**

- Develop a Vision and Scenarios of possible sustainable living futures
- Translate sustainability into meaning for our diverse daily lifestyle options and choice
- Develop an Action Roadmap and suggest a Future Research Agenda

#### **Project WP Elements**

Baseline Research & Primary Household Research

Promising Practice via Social Platform & Online Community

Vision & Scenarios for SL

Roadmap of Actions for SL

#### **Online Community Platform**



#### Moving



Living



Consuming



Society



Entrepreneurship



Visualisation



Policy



#### **Advisors**







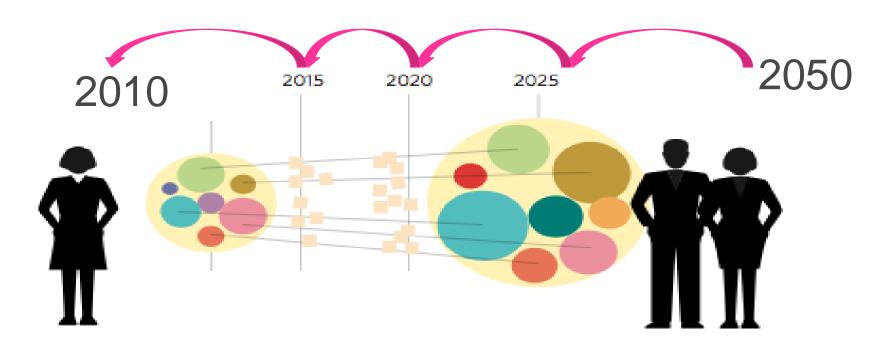


# **Building the scenarios**

Must haves 2010-2020: Existing knowledge & work already underway

Milestones 2020-2050: What are current efforts expected to deliver?

Wild Cards that could throw us off track: Threats, conflicts, unintended consequences



40-60 ton lifestyle

7-10 ton lifestyle

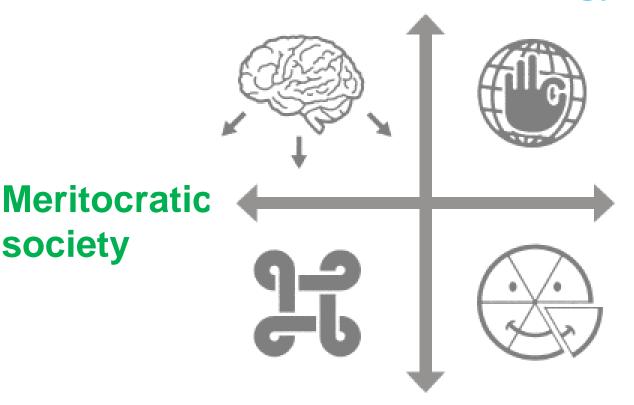






## **Critical uncertainties**

# Pandemic technology



**Human-centric** society

**Endemic technology** 



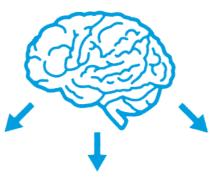
society





# Four scenario landscapes

Pandemic technology



**Singular Super Champions** 

Governing the commons



Meritocratic society



**Local loops** 

**Empathetic** communities



**Human-centric society** 

Endemic technology







### Four scenarios

Pandemic technology



#### **Singular Super Champions**

- 1. Policy shift that reformed market conditions and brought sustainability revolution (policy)
- 2. Financial measures (economy)
- 3. Sustainability as business opportunity: cradle to cradle and upgrade (technology)
- 4. Learning and self-mastery, not earning (values)

Meritocratic society



#### Local loops

- 1. New political structures in resource constrained reality (policy)
- 2. Local resource loops through advanced technology (technology)
- 3. 180° turn towards localism (values)
- 4. Local professional guilds blurred work-free time (social)

#### **Governing the commons**



- 1. 3D printing changes the structures of production and consumption (technology)
- 2. Virtual and material reality, the culture of "selfcreation" and digital interaction (social)
- 3. Multi-professional self-employment (values)
- 4. "Wikidemocracy" (policy)

Human-centric society



#### **Empathetic communities**

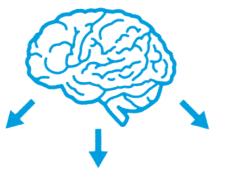
- 1. Financial system breaks down and is replaced with local systems of exchange (economy)
- 2. "We can" generation works with local production and consumption experimentation (technology)
- 3. The new welfare model: public, private and people (values)
- 4. Shared possessions in active use (social)

Endemic technology









# Singular Super Champions

**Durability** 

#### **Cradle-to-cradle**



Transparency and traceability\_\_\_

**Up-cycling** 

Function sales



Former online games like Blody Battle or SimSust turned out to be popular sustainability games that soread eco-consciousness:

bottor than any dampaign

# **Revolution in production technologies**

4.5 KG CO







**Product-service systems** 



# Governing the commons



3D printing

**DIY** manufacturing



...make use of the peer information available in purchasing decisions.

### **Self co-creation**



#### Mould and recreate



Multi-professional selfemployment



**Embedded knowledge** 

# 2-layered reality



Feedback

let the solar panels slowly luming t

#### Personalized digital services





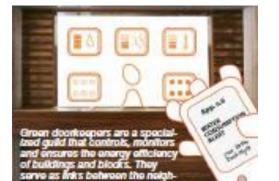
#### Gaming industry

...grows in significance and turns into a glant crowdsourcing mechanism that combines playing and work.

# 97

# Centralised household services

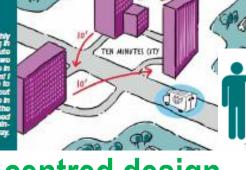
Local loops



Self-sufficient regions



## **Glocalization**





# **User-centred design**



Local professional guilds

#### Profession specific networks and associations

...acknowledge their capacity and inluence as experts and networks who have a shared responsibility to society.



# Local adaptations of global technologies



Home waste-management opportunities allow households to turn into suppliers of raw materials for local companies.

Resource mapping

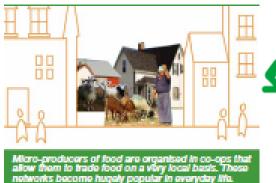
# **Empathetic communities**

Peer-to-peer

services

"When we have days off we like to find a host family in the farming loops nearby. I cycle there with my husband and





**Urban** farming



Retrofit, reuse, resource, recycle

Capitalise on idling capacity

PPP: public, private, people



village

**Co-created** innovation



through those channels

mining

Collaborative consumption

Co-production of value









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