Design for Disassembly
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WHAT?
Working with materials in a manner that allows for material separation once product is discarded or in need of repair.

WHY?
Design for Disassembly can ease and support re-use of materials.

CHALLENGES
Design for Disassembly may challenge the intended design expression and/or economic considerations.

EXAMPLES
- Design that makes it easy to remove and replace product elements that wear out first. This is often seen with i.e. linings in coats, but can also be collars, sleeves or other exposed parts.
- Design that makes it easy for the user to disassemble the product and replace the exact broken part such as the Fairphone (www.fairphone.com).
- Design where materials can be separated and re-used or re-cycled after the product is fully discarded by the user, by avoiding e.g. glues and mixed fibre materials. An example is Herman Miller's Aeron chair.

THIS CARD LINKS TO
/ Modularity / Mono-Material / Upcycling

FURTHER READING