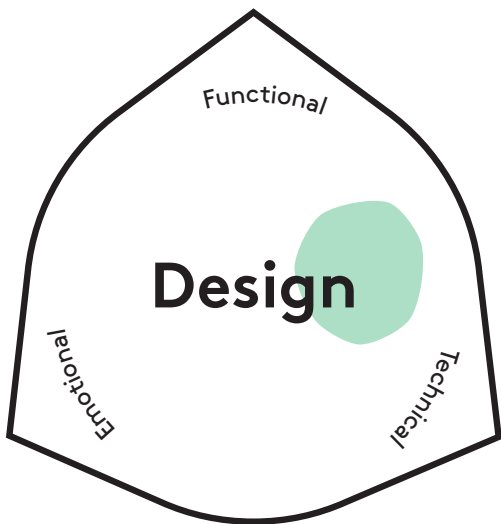


Design for Disassembly



Design for Disassembly

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

Bakker et al. (2014). **Products That Last – Product design for circular business models**. TU Delft, Delft, pp. 104-109 / Bogue (2007). **Design for disassembly: a critical twenty-first century discipline**, *Assembly Automation* 27 (4), pp. 285-289 / Vezzoli & Manzini (2010). **Design for Environmental Sustainability, Chapter 9: Facilitating Disassembly**. Springer, London, pp. 181-197.