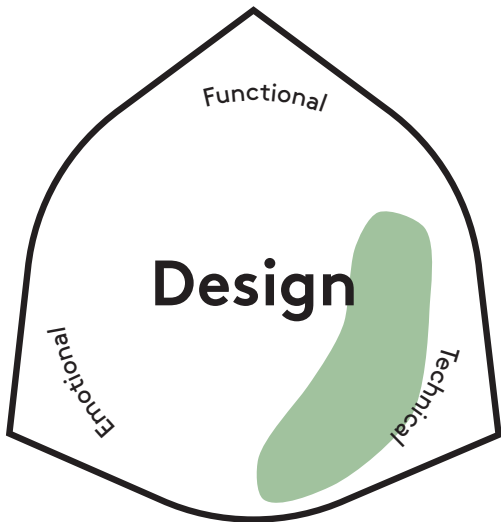


Repair



Repair

WHAT?

Self-driven product repair carried out by users can be supported via the product.

WHY?

Repairs can prolong the product lifespan. This can be motivated by user economy, ideology and/or emotional attachment to a product.

CHALLENGES

- User skills might be limited.
- It can be difficult to get hold of spare parts.
- Users might experience lack of motivation.
- Inexpensive items may not motivate repair.

EXAMPLES

- **Online communities** for all types of repair is a growing phenomenon such as **ifixit.com**.
- Websites where users share very **basic craft skills** for repairing clothes, such as on **Lifehacker**.
- Christopher Ræburn's remade-reduced-recycled initiative has created the **Ræburn Repairs** open day, where customers can bring items for repair free of charge.

THIS CARD LINKS TO

/ Informal Alteration and Modification / Information / Maintenance / Multi-Functionality

FURTHER READING

Barnatt (2012). *Seven Ways to Fix the World*. CreateSpace Independent Publishing Platform / Fletcher & Tham (ed.) (2015). *Routledge Book of Sustainable Fashion and Textiles*. Routledge / Fletcher (2016). *Craft of Use*. Routledge / Gwilt, (2014). *Fashion and Sustainability: Repairing the Clothes We Wear*. In: Gwilt (ed.) *Fashion Design for Living*. Routledge.