

# Our future UNSCREWED: teaching designers to create recyclable electronics

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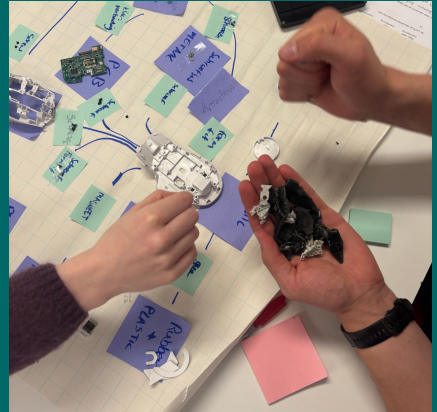
*Strategic Product Design*

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This thesis explored how designers of consumer electronics can become more engaged with Design for Recycling. Through interviews, literature review and Research through Design, UNSCREWED was developed: a hands-on recycling workshop using shredded samples of participants' own products and adapted recyclability mapping.

By making recycling tangible, UNSCREWED helps designers understand the consequences of their design choices without needing prior recycling expertise. Initial validation suggests that the workshop stimulates reflection, challenges assumptions and helps identify concrete opportunities to improve product recyclability.

Video explaining thesis can be found [here](#).



## Findings & Recommendations

Legislation is the biggest driver for companies to use circular design methods.



Tangibility helps understanding of complex processes. When designers get to touch and feel the process, they understand it much better.



Designers want to use a method to redesign their earlier versions of a product. A design method should enable this.



Electronics recycling processes are largely invisible to consumers but also to the designers who design the products



Method adoption should be more integrated into the development processes of design methods. Methods should be viewed as products you want to sell, who is the target audience and how will we reach them?

Read the full thesis on the Repair Lab  
[Or here](#)