

Age: 6+

Players: best for 3-6 players, but 2 can play

Objective: collect 4 member cards of the same family to build a circular family. Whoever collects the most families wins.

RULES

1. The dealer shuffles the deck after having removed the joker and letter cards and deal 5 cards to each player (7 each for 2 players). The remaining cards are placed face down to form a stack. Players do not show their cards.
2. The player on the left of the dealer begins. The player, whose turn it is, asks another player for a specific member in a family. Each family card has the names of all 4 family members written on it. The member that the players hold in their hands is highlighted with the description to the implemented strategy. For example, the asker can say: "Jack please could I have the TAKE member of the Circular Builders family?". The asker must already hold at least one card of the same family.



CIRCULAR FAMILIES GAME

3. If the asked player has the card, they must hand it to the asker. The asker receives the card and reads out loud the "name of the family member", and the "social innovation strategy" below the name of the family member. If the asker forgets to read loudly, they have to return the card to the asked player, and the turn passes on to the next player on the left. If the asker reads loudly, they continue.
4. If the asked player does not have the wanted card, they say "not at home", and the asker draws a card from the stack. In the unlikely event that the asker draws the asked card, they get another turn: if they draw anything else, the turn passes to the next player on the left.
5. When the stock runs out, players carry on playing. If a player doesn't have the card asked for, the turn passes on their left.
6. Completed families are placed face down in front of the owner. The game continues until someone has no cards left in their hand. The winner is the player who has the most circular families.
7. At the end, players select their preferred social innovation strategy from the play cards and identify the circular citizen type they would like to become on the upper right part of the selected card. Then they discover the features of their citizen type on the related Circular Citizen-ID card into the Circular Citizen-ID Flyer.



CIRCULAR FAMILIES GAME

PLAY CIRCULAR LOOPY FAMILIES
Age: 6+
Players: 3 up to 12 using one card deck; more if two or more packs are used

Objective: collect 4 member cards of the same family to build a circular family. The last player to notice that someone has built a family is the loser.

RULES

1. The dealer shuffles the cards after having removed the letter cards and deals them until each player has four cards. The remaining cards is placed to the left of the dealer.
2. Players begin by choosing any three of the four cards, and discarding the fourth card by passing to the player on the right. They continue passing and receiving the cards in the same direction. The dealer draws cards from the stack, and the player on the dealer's left places unwanted cards face down on a discarded pile.
3. During the play, players can never hold more than four cards at a time, and they can only discard and draw one card at a time.
4. The dealer can discard cards and draw replacements from the stack as fast as they like. The other players are restricted only by the speed at which the player before them passes on cards. When the stack is exhausted the discarded pile is used as new deck.



CIRCULAR FAMILIES GAME

5. Players continue until someone collects four of a family. Joker cards can be used to represent any family member card.
6. If a player collects all four family members, they quietly touch the end of their nose with the index finger and stay in that position. As soon as one player touches their nose, all the other players may do the same, even if they do not have four of a family themselves. The last player to touch their nose loses.
7. The loser drops out of the game. It is not necessary to adjust the deck as players leave the game. When there are only two players left, the winner is the first to collect a family.
8. Alternatively, all players can have three lives. Each life lost gives the player a letter of the word "OUT". Players drop out when they complete the word "OUT" by losing three lives. When only two players remain, the winner is the first to collect a family.
9. At the end, players select their preferred social innovation strategy from the play cards and identify the circular citizen type they would like to become on the upper right part of the selected card. Then they discover the features of their citizen type on the related Circular Citizen-ID card into the Circular Citizen-ID Flyer.



CIRCULAR FAMILIES GAME

A4

CIRCULAR FAMILIES GAME

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DIY Print & Play



For more information, please see:

www.cardiff.ac.uk/research/explore/find-a-project/view/circubed

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Please cut all the way across the dotted line as you go.
This card can be recycled once complete.

The Circular Families Game introduces players to social innovation initiatives to build a circular economy. The aim is to find members of the same circular family. There are 13 circular families which are divided into five urban sectors: building, product, food, green infrastructure, and mobility. Each family is composed of four members, and each member has to use a social innovation strategy to implement one of the circular actions "take", "make", "use" and "recover" to build a circular loop in their sector.

Each card contains: on the upper left side, the action implemented by the family member highlighted in bold; on the lower left side, the name of the family member highlighted with the social innovation strategy applied to implement a circular loop and the name of the other family members; on the upper right side, the belonging citizen type; and on the lower right side, the sector of implementation.

Download and print out the DIY & play brochure of the game from the Circubed project webpage (see link in the acknowledgement card); then assemble the cards (see instruction card) and play the two variants of the game, the first called "Circular Happy Families" and the second called "Circular Loopy Families" (see rules cards). After having played, select your preferred strategy on the play cards and identify the belonging citizen type on the related card. Download the Circular Citizen-ID Flyer from the project webpage, and discover features of your citizen type on the related Circular Citizen-ID card.



CIRCULAR FAMILIES GAME

ACKNOWLEDGEMENT

The Circular Families Game was created by Dr Marianna Marchesi. It is based on results developed in the H2020-MARCA-IF research project Circubed conducted at the Welsh School of Architecture in Cardiff University (UK).

For more information, please see:
CARDIFF UNIVERSITY
www.cardiff.ac.uk/research/explore/find-a-project/view/circubed

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The graphic design of the game was created by Yogi Communications Ltd with Dr Marianna Marchesi.

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REFERENCES

Marchesi, M. & Tweed, C. 2021. Social innovation for a circular economy in social housing. Sustainable Cities and Society, article number: 102925. (10.1016/j.scs.2021.102925).

TERMS OF USE

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MAKE THE GAME

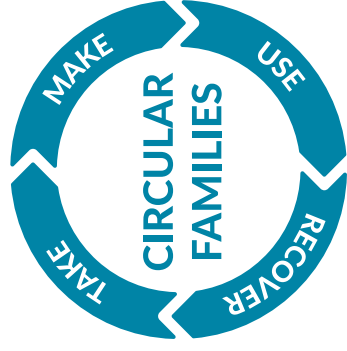
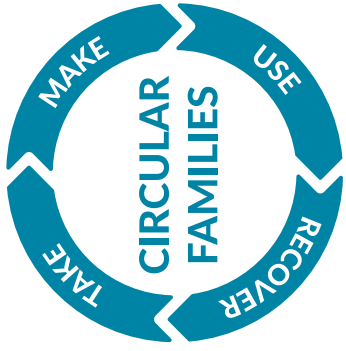
1. Download the DIY & play game brochure from the Circubed project webpage.
2. Colourprint the brochure on A4 on both paper sides.
3. Cut the papers following the dotted lines to make:
 - 1 introduction card
 - 1 acknowledgement/terms of use card
 - 5 rules cards to play the game
 - 52 deck cards
 - 2 joker cards
 - 10 letter cards
4. Build an origami envelope by folding the A4 paper on pg. 19 following the step-by-step instructions on pg. 21.

PLAY THE GAME

1. Select a version of the game from the rules cards and play it sitting in a circle.
2. After having played, select your preferred social innovation strategy and identify the circular citizen type you would like to become on the related card.
3. Download the Circular Citizen-ID Flyer from the project webpage and discover the features of your citizen type on the related Circular Citizen-ID card.
4. At the end of the play, place all the cards in the origami envelope to hold the game for future play sessions.



CIRCULAR FAMILIES GAME



CIRCULAR DEVELOPERS



CIRCULAR DEVELOPERS

Community energy supplier
generate and supply renewable energy locally and collaboratively (example: Brixton Energy)

Digital home fabricator

Co-op home-sharer

Reuser

CIRCULAR BUILDERS



CIRCULAR BUILDERS

Bio-material fabricator
create construction materials from organic waste (example: Mycotech Lab)

Community self-builder

Co-resident

Material reclaimer

DO-IT-TOGETHER CITIZEN



CIRCULAR DEVELOPERS

Community energy supplier

Digital home fabricator
self-build customized homes using a digitally manufacture building system (example: Wikl-house)

Co-op home-sharer

Reuser

CIRCULAR BUILDERS



CIRCULAR BUILDERS

Bio-material fabricator

Community self-builder
build your own home collaboratively (example: Ashley Vale eco-self-build community)

Co-resident

Material reclaimer

ZERO-WASTE CITIZEN



CIRCULAR DEVELOPERS

Community energy supplier

Digital home fabricator

Co-op home-sharer
rent a place from a cooperative platform that reinvests into the local community (example: Fairbnb)

Reuser

CIRCULAR BUILDERS



CIRCULAR BUILDERS

Bio-material fabricator

Community self-builder

Co-resident
share common spaces with the other residents (example: Springhill Cohousing Development)

Material reclaimer

SHARING CITIZEN



CIRCULAR DEVELOPERS

Community energy supplier

Digital home fabricator

Co-op home-sharer

Reuser
recover usable items from construction sites and sell at a reduced price (example: Big Reuse)

CIRCULAR BUILDERS



CIRCULAR BUILDERS

Bio-material fabricator

Community self-builder

Co-resident

Material reclaimer
recover used or leftover construction materials for reuse (example: restado.de)

ZERO-WASTE CITIZEN



CIRCULAR DEVELOPERS

Community energy supplier

Digital home fabricator

Co-op home-sharer

Reuser

CIRCULAR BUILDERS



CIRCULAR BUILDERS

Bio-material fabricator

Community self-builder

Co-resident

Material reclaimer

Material reclaimer

BUILDING

Material reclaimer

BUILDING

Material reclaimer

BUILDING

Co-resident

Material reclaimer

BUILDING

Reuser

BUILDING

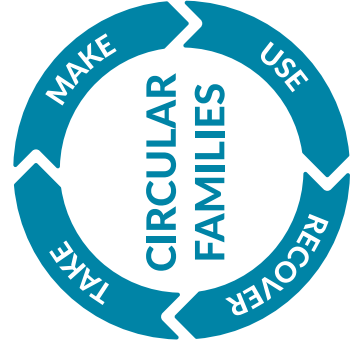
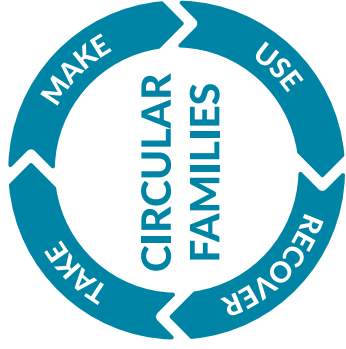
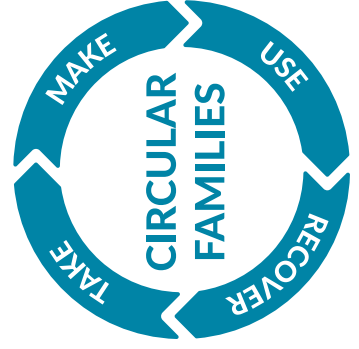
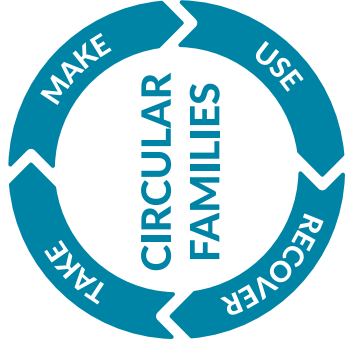
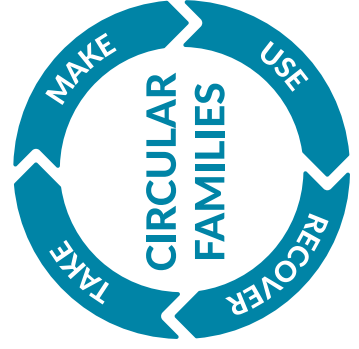
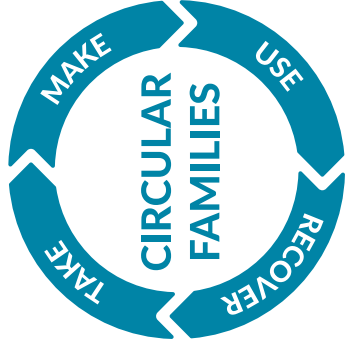
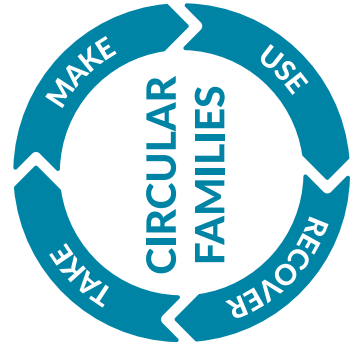
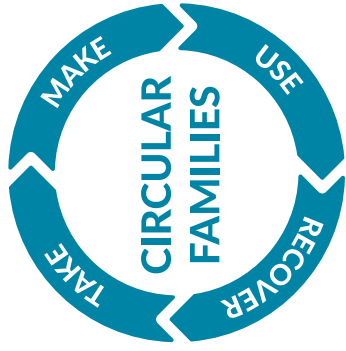
Reuser

BUILDING

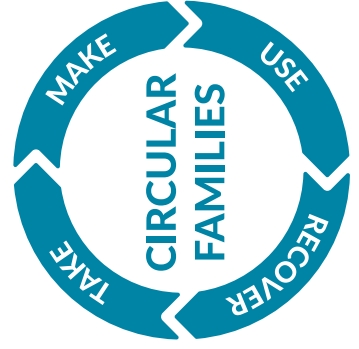
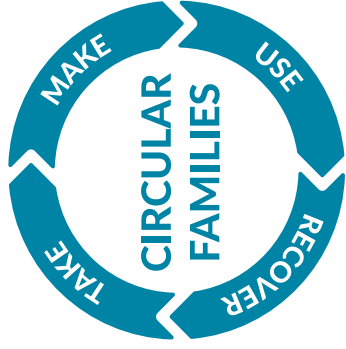
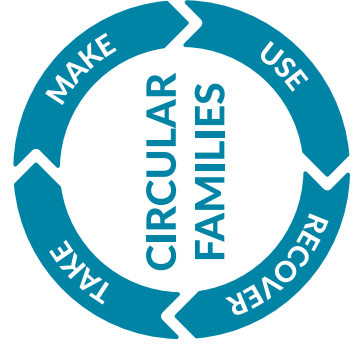
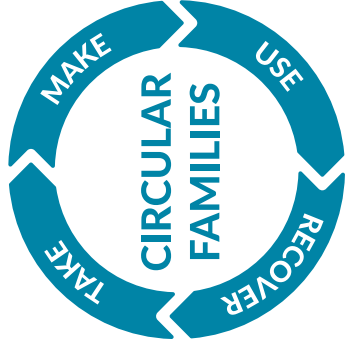
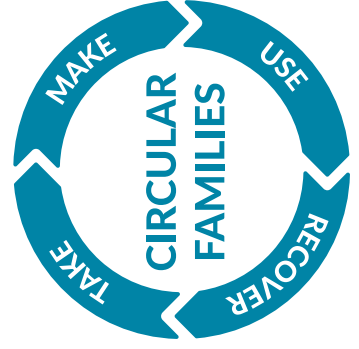
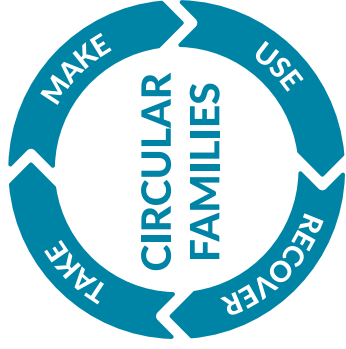
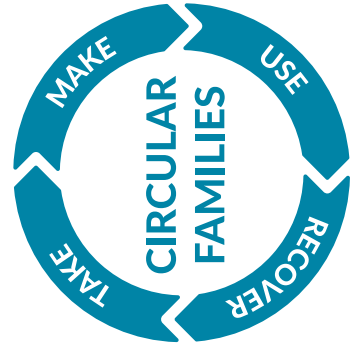
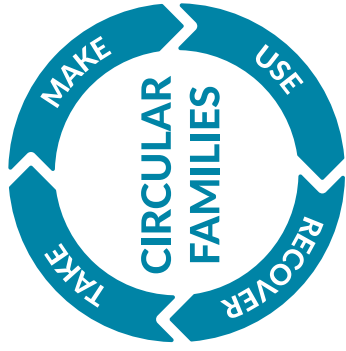
Co-op home-sharer

BUILDING

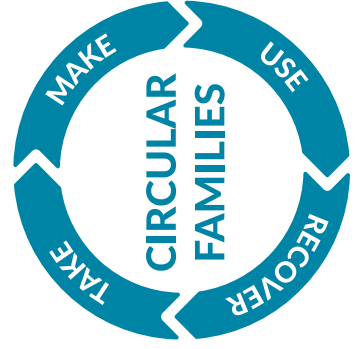
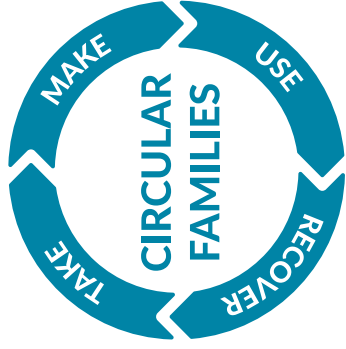
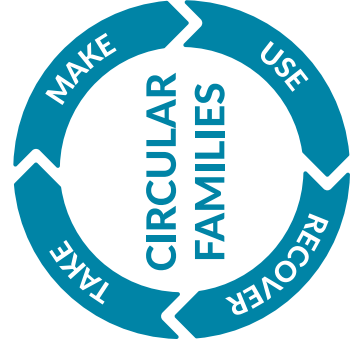
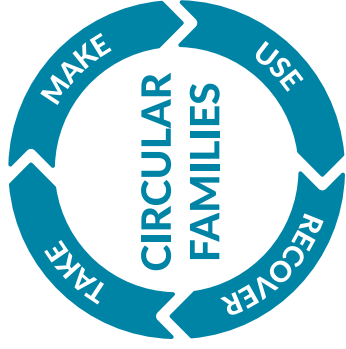
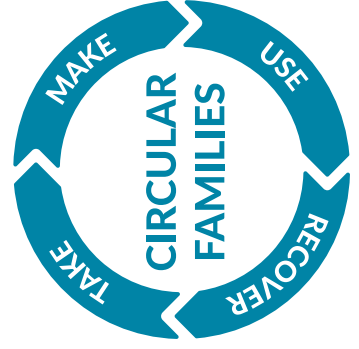
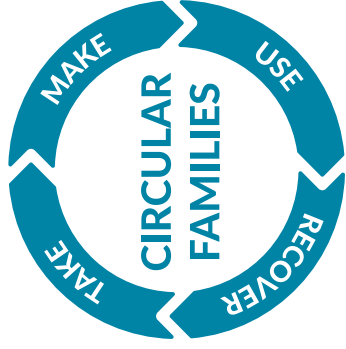
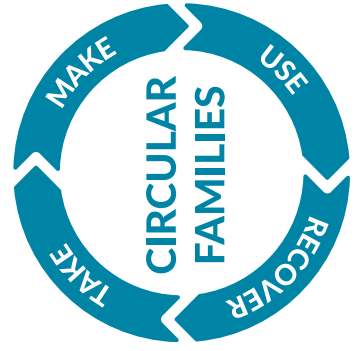
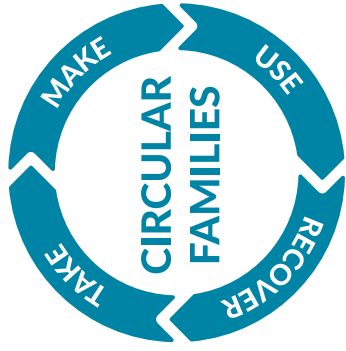
Material reclaimer



<p>Material up-cycler Material up-cycler</p> <p>Abode sharer Abode sharer</p> <p>Local maker Local maker</p> <p>Material grower collect, process and distribute cultivated materials or natural resources for constructions (example: Kowayon Collective)</p>	<p>CIRCULAR CONTRACTORS</p> <p>CIRCULAR CONTRACTORS</p>  <p>CIRCULAR CONTRACTORS</p>	<p>Place holder take a vacant or underutilized site temporarily for community use to facilitate the site redevelopment (example: Pallet Pavilion, Christchurch)</p> <p>Open space maker Open space maker</p> <p>Co-trader Co-trader</p> <p>Intersection repairer Intersection repairer</p>	<p>CIRCULAR ACTIVISTS</p> <p>CIRCULAR ACTIVISTS</p>  <p>CIRCULAR ACTIVISTS</p>
<p>BUILDING</p> <p>Material up-cycler Material up-cycler</p> <p>Abode sharer Abode sharer</p> <p>Local maker Fabricate locally furniture designed by independent designers and made available globally through a virtual platform (example: Openski)</p> <p>Material grower Material grower</p>	<p>ZERO-WASTE CITIZEN</p> <p>CIRCULAR CONTRACTORS</p> <p>CIRCULAR CONTRACTORS</p>  <p>CIRCULAR CONTRACTORS</p>	<p>GREEN INFRASTRUCTURE</p> <p>Open space maker create temporary or permanent public open spaces by reclaiming underutilized land or parking spaces (example: Greening the Rubble, Christchurch)</p> <p>Co-trader Co-trader</p> <p>Intersection repairer Intersection repairer</p>	<p>STRATEGIC CITIZEN</p> <p>CIRCULAR ACTIVISTS</p> <p>CIRCULAR ACTIVISTS</p>  <p>CIRCULAR ACTIVISTS</p>
<p>BUILDING</p> <p>Material up-cycler Material up-cycler</p> <p>Abode sharer Abode sharer</p> <p>Local maker Local maker</p> <p>Material grower Material grower</p>	<p>ZERO-WASTE CITIZEN</p> <p>CIRCULAR CONTRACTORS</p> <p>CIRCULAR CONTRACTORS</p>  <p>CIRCULAR CONTRACTORS</p>	<p>GREEN INFRASTRUCTURE</p> <p>Co-trader share retail spaces for mutually supportive uses to nurture new businesses and sustain existing ones (example: Winn Lane, Fortitude Valley)</p> <p>Intersection repairer Intersection repairer</p>	<p>STRATEGIC CITIZEN</p> <p>CIRCULAR ACTIVISTS</p> <p>CIRCULAR ACTIVISTS</p>  <p>CIRCULAR ACTIVISTS</p>
<p>BUILDING</p> <p>Material up-cycler Material up-cycler</p> <p>Abode sharer Abode sharer</p> <p>Local maker Local maker</p> <p>Material grower Material grower</p>	<p>SHARING CITIZEN</p> <p>CIRCULAR CONTRACTORS</p> <p>CIRCULAR CONTRACTORS</p>  <p>CIRCULAR CONTRACTORS</p>	<p>GREEN INFRASTRUCTURE</p> <p>Intersection repairer Reclaim temporarily neighbourhood street intersections for public gathering (example: City Repair, Portland)</p> <p>Co-trader Co-trader</p> <p>Open space maker Open space maker</p> <p>Place holder Place holder</p>	<p>STRATEGIC CITIZEN</p> <p>CIRCULAR ACTIVISTS</p> <p>CIRCULAR ACTIVISTS</p>  <p>CIRCULAR ACTIVISTS</p>
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<p>GREEN INFRASTRUCTURE</p> <ul style="list-style-type: none"> Park reclaimant Pop-up retailer Neighbourhood gardener 	<p>CIRCULAR PLANNERS</p> <p>Material saver take salvageable material from the local stream for building quality public seating (example: chair bombing)</p> <p>CIRCULAR PLANNERS</p>  <p>CIRCULAR PLANNERS</p>	<p>CIRCULAR PRODUCERS</p> <p>Bio-based material provider collect bio-waste to convert it into feedstock (example: Pro Natura, Belgium)</p> <p>Self-producer</p> <p>Product sharer</p> <p>Product rescuer</p>	<p>CIRCULAR PRODUCERS</p> <p>CIRCULAR PRODUCERS</p>  <p>CIRCULAR PRODUCERS</p>
<p>GREEN INFRASTRUCTURE</p> <ul style="list-style-type: none"> Park reclaimant Pop-up retailer 	<p>STRATEGIC CITIZEN</p> <p>CIRCULAR PLANNERS</p> <p>Material saver</p> <p>Neighbourhood gardener create greenery and gardens in public strips and underused spaces for communal planting (example: Northcote Library Food Garden)</p> <p>CIRCULAR PLANNERS</p>  <p>CIRCULAR PLANNERS</p>	<p>PRODUCT</p> <p>Self-producer self-produce digitally manufactured custom-built objects by accessing digital fabrication (example: Fablabs)</p> <p>Product sharer</p> <p>Product rescuer</p>	<p>ZERO-WASTE CITIZEN</p> <p>CIRCULAR PRODUCERS</p> <p>CIRCULAR PRODUCERS</p>  <p>CIRCULAR PRODUCERS</p>
<p>GREEN INFRASTRUCTURE</p> <ul style="list-style-type: none"> Park reclaimant Pop-up retailer 	<p>STRATEGIC CITIZEN</p> <p>CIRCULAR PLANNERS</p> <p>Material saver</p> <p>Neighbourhood gardener use vacant retail spaces, parking lots and underutilized public spaces temporarily for commercial and community purposes (example: PopUpHood, Oakland)</p> <p>CIRCULAR PLANNERS</p>  <p>CIRCULAR PLANNERS</p>	<p>PRODUCT</p> <p>Product sharer use only rented items through an online platform (example: Fat Lama) or borrowing them through a local facility (example: Library of Things)</p> <p>Self-producer</p> <p>Product rescuer</p>	<p>DO-IT-YOURSELF CITIZEN</p> <p>CIRCULAR PRODUCERS</p> <p>CIRCULAR PRODUCERS</p>  <p>CIRCULAR PRODUCERS</p>
<p>GREEN INFRASTRUCTURE</p> <ul style="list-style-type: none"> Park reclaimant Pop-up retailer 	<p>STRATEGIC CITIZEN</p> <p>CIRCULAR PLANNERS</p> <p>Material saver</p> <p>Neighbourhood gardener</p> <p>Park reclaimant convert temporarily car parking spaces to parks for rest, relax and play (example: PARK(ing) day)</p> <p>CIRCULAR PLANNERS</p>  <p>CIRCULAR PLANNERS</p>	<p>PRODUCT</p> <p>Product sharer</p> <p>Product rescuer salvage discarded products such as devices, furniture, textiles and toys from the landfill to re-sell at a discounted price (example: Halle 2, Munich)</p> <p>Self-producer</p> <p>Bio-based material provider</p>	<p>UTILITY-ORIENTED CITIZEN</p> <p>CIRCULAR PRODUCERS</p> <p>CIRCULAR PRODUCERS</p>  <p>CIRCULAR PRODUCERS</p>
<p>GREEN INFRASTRUCTURE</p>	<p>STRATEGIC CITIZEN</p>	<p>PRODUCT</p>	<p>ZERO-WASTE CITIZEN</p>



CIRCULAR MAKERS

CIRCULAR MAKERS

Co-designer
co-design collaborative services for local production and consumption such as services for exchanging goods and skills (example: Cittadini! Creativi, Milano)

Co-producer

Co-user

Co-repairer

CIRCULAR MANUFACTURERS

CIRCULAR MANUFACTURERS

CIRCULAR MANUFACTURERS

Raw material rescuer
substitute raw materials with recovered resources from the landfill to reduce the use of raw materials and waste (example: Goldfinger, London)

Self-maker

Product sharer

Product up-cycler

DO-IT-TOGETHER CITIZEN

CIRCULAR MAKERS

CIRCULAR MAKERS

Co-producer
co-produce knowledge, through data collection and sharing, on challenges faced by citizens through projects led by them with institutions support (example: Citizen Science)

Co-designer

Co-user

Co-repairer

CIRCULAR MANUFACTURERS

CIRCULAR MANUFACTURERS

CIRCULAR MANUFACTURERS

Raw material rescuer

Self-maker
make products, through collaboration and skill sharing, by accessing technology in public spaces (example: Makerspace)

Product sharer

Product up-cycler

SENSOR CITIZEN

CIRCULAR MAKERS

CIRCULAR MAKERS

Co-designer

Co-producer

Co-user
exchange books locally at assigned public places to promote sharing and collaboration (example: Little Free Library)

Co-repairer

CIRCULAR MANUFACTURERS

DO-IT-YOURSELF CITIZEN

CIRCULAR MANUFACTURERS

CIRCULAR MANUFACTURERS

Raw material rescuer

Self-maker

Product sharer
exchange usable items within the local community to reduce waste and save precious resources (example: Freecycle)

Product up-cycler

SHARING CITIZEN

CIRCULAR MAKERS

CIRCULAR MAKERS

Co-designer

Co-producer

Co-user

Co-repairer
repair broken or faulty products with specialists' help in local workshops (example: Repair Café) or on digital platforms (example: iFixit)

CIRCULAR MANUFACTURERS

CIRCULAR MANUFACTURERS

CIRCULAR MANUFACTURERS

Raw material rescuer

Self-maker

Product sharer

Product up-cycler
convert waste materials and unwanted products into new quality products (example: Recycling House, Gothenburg)

DO-IT-YOURSELF CITIZEN

PRODUCT

ZERO-WASTE CITIZEN

PRODUCT

CIRCULAR GROWERS



CIRCULAR GROWERS

Community gardener
collaboratively convert a communal space in the neighbourhood into a community vegetable garden (example: StadtAcker, Germany)

Supporting grower

Local consumer

Food rescuer

CIRCULAR GROWERS

CIRCULAR ECOLOGISTS



CIRCULAR ECOLOGISTS

Land steward
online identify vacant lots in the surrounding to convert into green spaces (example: Living Lots NYC)

Urban beekeeper

Ethical purchaser

Bio-waste reclaimer

CIRCULAR ECOLOGISTS

DO-IT-TOGETHER CITIZEN



CIRCULAR GROWERS

Community gardener

Supporting grower
partner with growers to share responsibilities, risks and rewards of farming (example: Community Supported Agriculture like Sims Hill Shared, UK)

Local consumer

Food rescuer

CIRCULAR GROWERS

CIRCULAR ECOLOGISTS



CIRCULAR ECOLOGISTS

Land steward

Urban beekeeper
produce honey by collaborating with bee-friendly gardeners in the urban environment (example: Bybi, Copenhagen)

Ethical purchaser

Bio-waste reclaimer

CIRCULAR ECOLOGISTS

DO-IT-TOGETHER CITIZEN



CIRCULAR GROWERS

Community gardener

Supporting grower

Local consumer
shop local sustainably produced food to support local producers and small businesses (example: Cambridge Food Hub, UK)

Food rescuer

CIRCULAR GROWERS

CIRCULAR ECOLOGISTS



CIRCULAR ECOLOGISTS

Land steward

Urban beekeeper

Ethical purchaser
collectively purchase food at a fair price from producers or retailers that guarantee social ethics and respect the environment (example: Ethical Purchasing Groups, Italy)

Bio-waste reclaimer

CIRCULAR ECOLOGISTS

ZERO-WASTE CITIZEN



CIRCULAR GROWERS

Community gardener

Supporting grower

Local consumer

Food rescuer
salvage unwanted and overproduced food in households and businesses to redistribute them locally (example: Zero Foodwaste Rotterdam)

CIRCULAR GROWERS

CIRCULAR ECOLOGISTS



CIRCULAR ECOLOGISTS

Land steward

Urban beekeeper

Ethical purchaser

Bio-waste reclaimer
reclaim locally generated organic waste to be processed and used as fertilizer (example: Community-scale composting)

CIRCULAR ECOLOGISTS

SHARING CITIZEN



SHARING CITIZEN

FOOD



FOOD

DO-IT-TOGETHER CITIZEN

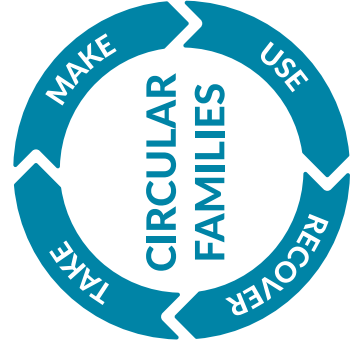
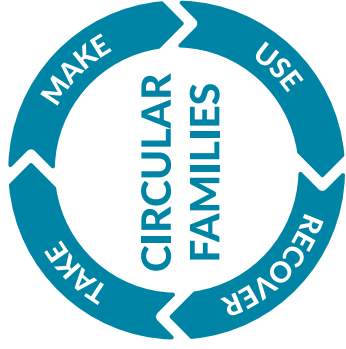
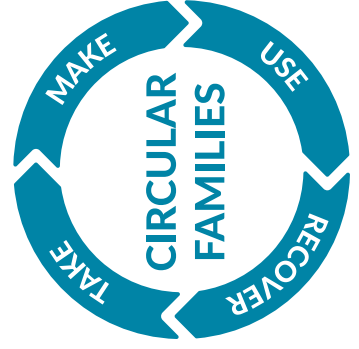
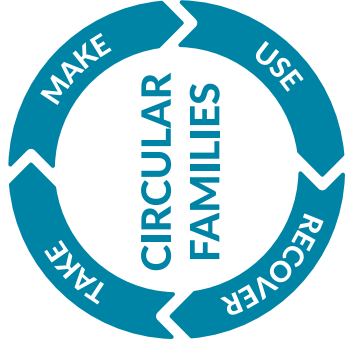
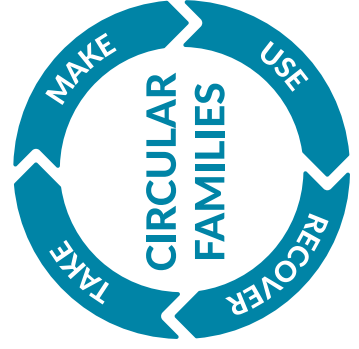
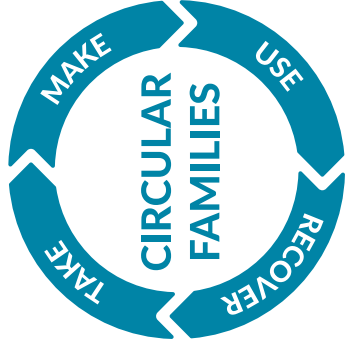
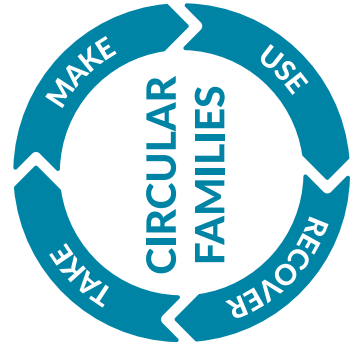
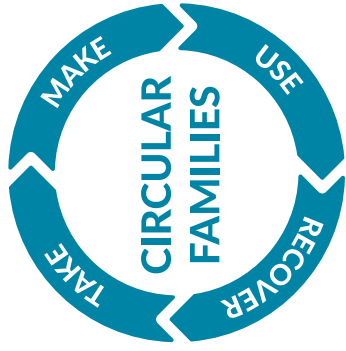


DO-IT-TOGETHER CITIZEN

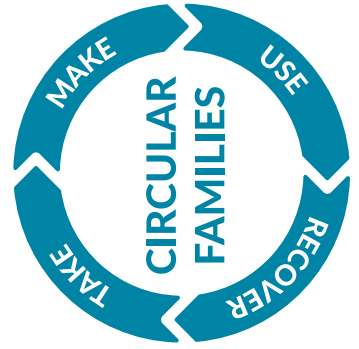
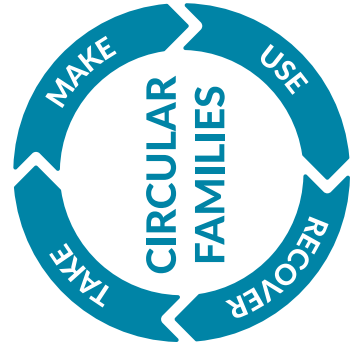
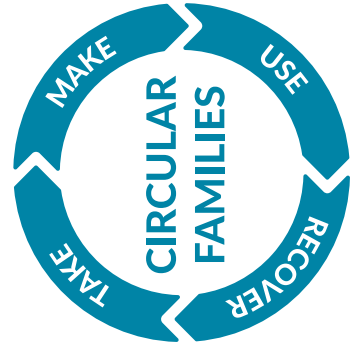
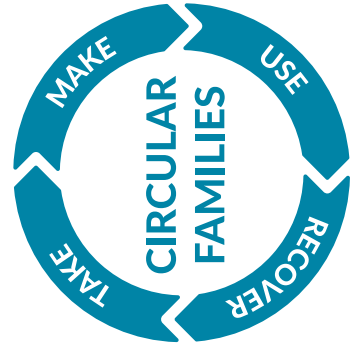
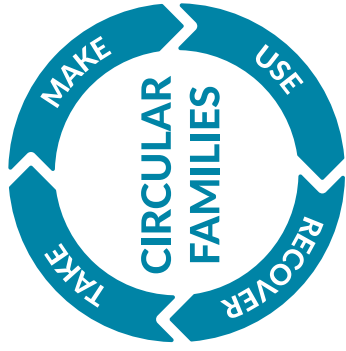
FOOD



FOOD



<p>Edible landscaper take underutilized spaces in the city like rooftops and sidewalks to turn into edible green gardens and food forests. (example: Coöperatie Ondergrond)</p> <p>Food interconnector</p> <p>Gastronomy innovator</p> <p>Food carer</p>	<p>CIRCULAR KEEPERS</p> <p>CIRCULAR KEEPERS</p>	<p>Cycling supporter take cars off streets for all/half day to experience the city without cars (example: Car Free Days)</p> <p>Cycle-path maker</p> <p>Ride sharer</p> <p>Bike repairer</p>	<p>CIRCULAR RIDERS</p> <p>CIRCULAR RIDERS</p>
<p>FOOD</p> <p>Food carer</p> <p>Gastronomy innovator</p> <p>Edible landscaper</p> <p>Food interconnector link local farmers, growers, producers with local consumers via a platform which collects orders and deliver (example: Rechtstreek)</p>	<p>ZERO-WASTE CITIZEN</p> <p>CIRCULAR KEEPERS</p> <p>CIRCULAR KEEPERS</p>	<p>MOBILITY</p> <p>Cycling supporter</p> <p>Cycle-path maker create streets that make walking, wheeling, skating and cycling safer temporarily (example: Open Streets) and permanently (example: Sustrans)</p> <p>Ride sharer</p> <p>Bike repairer</p>	<p>STRATEGIC CITIZEN</p> <p>CIRCULAR RIDERS</p> <p>CIRCULAR RIDERS</p>
<p>FOOD</p> <p>Food carer</p> <p>Gastronomy innovator revisit food and cooking practices in a sustainable and culinary way to introduce people to food culture (example: Jack Bean)</p> <p>Food interconnector</p> <p>Edible landscaper</p>	<p>ZERO-WASTE CITIZEN</p> <p>CIRCULAR KEEPERS</p> <p>CIRCULAR KEEPERS</p>	<p>MOBILITY</p> <p>Cycling supporter</p> <p>Cycle-path maker</p> <p>Ride sharer share or rent a bike on short-term for free or a price through a digital service from a public or private sharing system (example: Spinnister)</p> <p>Bike repairer</p>	<p>CIRCULAR RIDERS</p> <p>CIRCULAR RIDERS</p>
<p>FOOD</p> <p>Food carer conserve local fair healthy food and preserve local food cultures to foster food awareness (example: Slow Food International)</p> <p>Gastronomy innovator</p> <p>Food interconnector</p> <p>Edible landscaper</p>	<p>ZERO-WASTE CITIZEN</p> <p>CIRCULAR KEEPERS</p> <p>CIRCULAR KEEPERS</p>	<p>MOBILITY</p> <p>Cycling supporter</p> <p>Cycle-path maker</p> <p>Ride sharer</p> <p>Bike repairer repair and maintain your bike by yourselves through online tutorials (example: Cyclo, Belgium) or participative workshops (example: The Bike Station, Edinburgh)</p>	<p>SHARING CITIZEN</p> <p>CIRCULAR RIDERS</p> <p>CIRCULAR RIDERS</p>
<p>FOOD</p>	<p>DO-IT-TOGETHER CITIZEN</p>	<p>MOBILITY</p>	<p>DO-IT-YOURSELF CITIZEN</p>





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Car-free dreamer
Commit to living without a private car using alternative transport modes (example: car-free housing)

Green deliverer

Mobility sharer

Frugal fixer

UTILITY-ORIENTED CITIZEN

CIRCULAR COMMUTERS

CIRCULAR COMMUTERS



CIRCULAR COMMUTERS

Car-free dreamer

Green deliverer
deliver purchases from big stores to homes in urban centers using clean delivery vehicles like electrically assisted freight bikes (example: La Petite Reine, France)

Mobility sharer

Frugal fixer

ZERO-WASTE CITIZEN

CIRCULAR COMMUTERS

CIRCULAR COMMUTERS



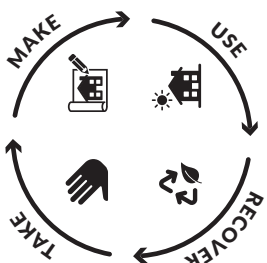
CIRCULAR COMMUTERS

Car-free dreamer

Green deliverer

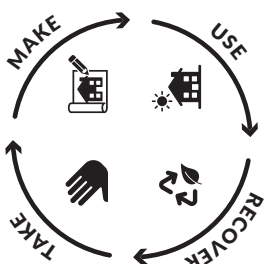
Mobility sharer
connect people travelling in the same direction to share a car (example: Lifshare.com) or rent a car owned by a private or rental organisation (example: My Wheel)

Frugal fixer



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Car-free dreamer

Green deliverer

Mobility sharer

Frugal fixer
adapt and repair through frugal means by focusing on core functionalities and minimising the use of materials and financial resources (example: Jigada)

ZERO-WASTE CITIZEN

CIRCULAR COMMUTERS

CIRCULAR COMMUTERS



CIRCULAR COMMUTERS

MOBILITY



