



# PDC Scheme Proposal

Professional Development  
Course

**CIRCULAR  
DESIGN** Learning for Innovative  
Design for Sustainability



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# PDC Scheme Proposal

Before starting, it is necessary to explain the purpose and the content of this guide to its potential users, namely course developers and course participants. In this chapter we will go through the elements of this learning guide and bring in a few suggestions on how these elements might be used.

The course structure, and therefore the guide is divided into 12 chapters in this book that correspond to the 12 modules of the developed course. Each module follows the same format of an introductory lecture and an exercise to follow.

The first two modules are introductory modules that explain the basics of Circular Economy and Circular Design. The following four modules are the general modules that one by one focus on four essential topics that any designers who are interested in circularity should have a basic knowledge of, such as systems thinking, co-creation, policies and life cycle assessment. The final six modules are the track modules. There are three tracks in this course: society, strategy and technology. Each track includes two track modules. The course is designed in a flexible way so that the instructors can create a unique combination of general and track modules based on the target group.

## Suggested schedule

This course can be altered in multiple ways to fit the needs of the participants and instructors. The schedule was initially developed for a period of four months, where the course content is distributed over the entire period with regular gatherings. Figure II-1 shows this possible course schedule over four months. The schedule starts with an introduction day. This is followed by a day of General Modules after three weeks, and a day of Track Modules after six weeks. Participants work on their projects in the three weeks in between course days. As can be seen, General Modules and Track Modules are offered twice. The first series of modules will get people to the intermediate level, and the second series will get them to the advanced level. However, it is possible to leave the course at an intermediate level as well.

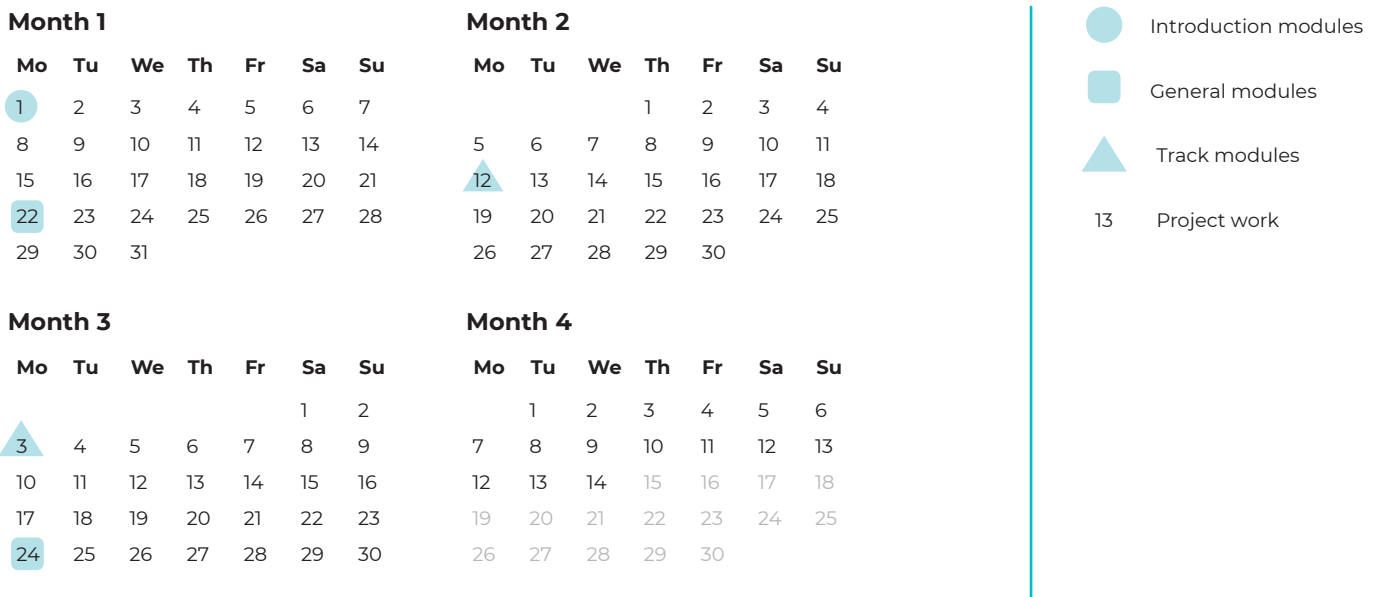


Figure II-1: Division course days over 4 months period

It is also possible to adjust the content according to the time constraints, by for instance distributing the contact hours into a more generous timeframe to create a slower paced course. Or the opposite, if the time is limited, it is possible to lighten the content and squeeze the entire course into a smaller duration. Alternatively, depending on the background of the participants, only one or two of the tracks can also be covered. A suggested course schedule that is covered in five full days can be viewed in Figure II.2

EXAMPLE COURSE SCHEDULE	DAY 1	DAY 2	DAY 3			DAY 4			DAY 5
	INTRODUCTION MODULES	GENERAL MODULES	TRACK MODULES			TRACK MODULES			GENERAL MODULES
			SOCIETY	STRATEGY	TECHNOLOGY	SOCIETY	STRATEGY	TECHNOLOGY	
30min	Opening	Warm up	Track intro	Track intro	Track intro	Track intro	Track intro	Track intro	Warm up
1:30h	Circular economy (I-1)	Systems Thinking (G1-1)	Change & Transition (T1-1)	Business Model Design (T3-1)	Material Flows & Production (T5-1)	Change & Transition (T1-2)	Business Model Design (T3-2)	Material Flows & Production (T5-2)	Systems Thinking (G1-2)
1:30h		Stakeholders & Collaboration (G2-1)							Stakeholders & Collaboration (G2-1)
30min	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch
1:30h	Design for Circular Economy (I-2)	Policy, Legislation & Standardization (G3-1)	Social Design (T2-1)	Product-Service design (T4-1)	Product Design (T6-1)	Social Design (T2-2)	Product-Service design (T4-2)	Product Design (T6-2)	Policy, Legislation & Standardization (G3-2)
1:30h		Life Cycles, Assessment & Evaluation (G4-1)							Life Cycles, Assessment & Evaluation (G4-2)
1h	Discussion	Wrap-Up & Track Overview	Wrap-Up	Wrap-Up	Wrap-Up	Wrap-Up	Wrap-Up	Wrap-Up	CLOSING DRINKS

Figure II-2: Suggested course schedule

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## Course Tracks

Participants can choose from three different tracks based on their interests and design disciplines: (1) Society, (2) Strategy, and (3) Technology. Each track covers two main topics with two modules that are both given in two parts. Depending on the organisation of the structure, participants can follow one, two or all the three tracks, as the modules are not repetitive and they cover completely different fields of circular design.

## Modules

Three types of modules are offered in the courses: Introduction Modules, General Modules, and Track Modules. Introduction Modules are offered to all participants on the first day of the courses. They cover the basics and give an overview of the existing areas of study. In the General Modules, participants develop a greater understanding of topics relevant for Circular Design. These modules are offered to all participants as well. Track Modules cover knowledge and skills relevant to specific design disciplines. Participants follow different modules depending on their track choices.

There are two Introduction modules, which explain the origins of the circular economy and circular design consecutively, and also give an overview of the main schools of thought that play a role in both research and practice in this area.

Following the introduction modules, there are four general modules that go deeper into four common points of attention for those who are interested in the subject of Circular Design. These are systems thinking, stakeholders & collaboration, policy development and life cycle assessment & evaluation topics. In the proposed programme, these four general modules are divided into two parts with two lectures and two exercises in total. The second part of the general modules are suggested to be given in the final day of the course, as they have a conclusive nature that involve evaluation and feedback processes.

Finally, there are six track modules in this learning guide that together form the three tracks of the course. Each track is divided in two sessions where Part 1 and Part 2 of track modules are covered. This way, the participants get to work with a variety of tools but also do not get overwhelmed with the information.

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### **Required Expertise**

The participants are expected to have a design background, as the text regularly refers to basic design principles. However, the course has been given successfully to designers from different design disciplines from fashion design to graphic design, who are interested in circular design. The course is also applicable in an academic context with students who have a basic knowledge of design thinking and design processes.

### **Structure of the modules**

Each of the modules follows a fixed structure. First, the learning outcomes are described that explain the knowledge and abilities the course participants should gain from the module. Then, to place the module in context, the key related concepts are provided. After the main content body of the module, a course programme is suggested with presentations and activities and exercises. Finally the module is concluded with literature references for further reading.



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