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1 Formal CPD point

Please be aware you are required to manage your own CPD records. We will provide you with your participation certificate and answer sheet once you have attended the full seminar.

The below answer sheet is for your own self-assessment.
Please keep your completed questionnaires and answers on file for your record.
These do not need to be sent to CPD Live. CPD-Live will send you certificate.

Journey Towards Circularity: Architecture and Interior Timber

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1. Firstly, could you define the term circularity? And could you explain how this concept differs from the traditional linear economic model?

The circular economy refers to a system in which products are re-used or recycled for as long as practical and therefore the resources used to produce them are kept in the material cycle for as long as possible. It contrasts with the traditional linear model, in which products and the resources used to produce them are disposed of when their service life ends.

2. Why is a transition to a more circular economy important?

By keeping resources in the material cycle for as long as possible, it will become possible to minimize both resource depletion and the negative environmental affects of resource extraction, as well as the negative consequences of manufacturing processes (including the production of greenhouse gases and other problematic by-products of manufacturing).

3. How will a move to circularity affect specifiers? How will it change the way they need to approach their work?

When working with sustainability and circularity in mind, specifiers need to keep track of inventories of existing materials, ensure they understand which of these materials can be re-used, be flexible enough to specify from varying sources, and always design with re-use in mind.

4. Name three types of increased costs associated with circularity.

· Costs to change and innovate

· Possible higher costs to purchase circular products

· Lack of investment or incentives in the area of circularity

5. What is meant by 'regenerative design'?

Regenerative Design is a principle that calls for products or services to contribute to systems that renew or replenish themselves.

Competency codes PRACTICE MANAGEMENT AND PROFESSIONAL CONDUCT PC10, PRACTICE MANAGEMENT AND PROFESSIONAL CONDUCT PC12, PROJECT INITIATION AND CONCEPTUAL DESIGN PC31, PROJECT INITIATION AND CONCEPTUAL DESIGN PC35