Dr Francois Schneider



ECO-INFO-SOCIETY: Strategies for an Ecological Information Sustainable Europe Research Institute (SERI)

Sustainable Europe Research Institute (SERI) Schwarzspanierstr. 4/8, A-1090 WIEN, Tel/Fax: +43-1-9690728

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Thematic group on Intelligent Consumption Workshop 10 on Sustainable Consumption and Rebound Effects

Structure of presentation

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- About SERI
- The problem with IT
- **Rebound Effect**
- () Strategies to prevent the rebound effect
- Eco-Info Society
- Indicators for the rebound effect





- ① The Sustainable Europe Research Institute
- ① A pan-European think tank; headquarters in Vienna
- Themes: European Policy, Ecological Economic Policy Sustainable Societies, Production and Consumption
 Globalisation
- Consulting: Governments, NGOs, Business and trade unions

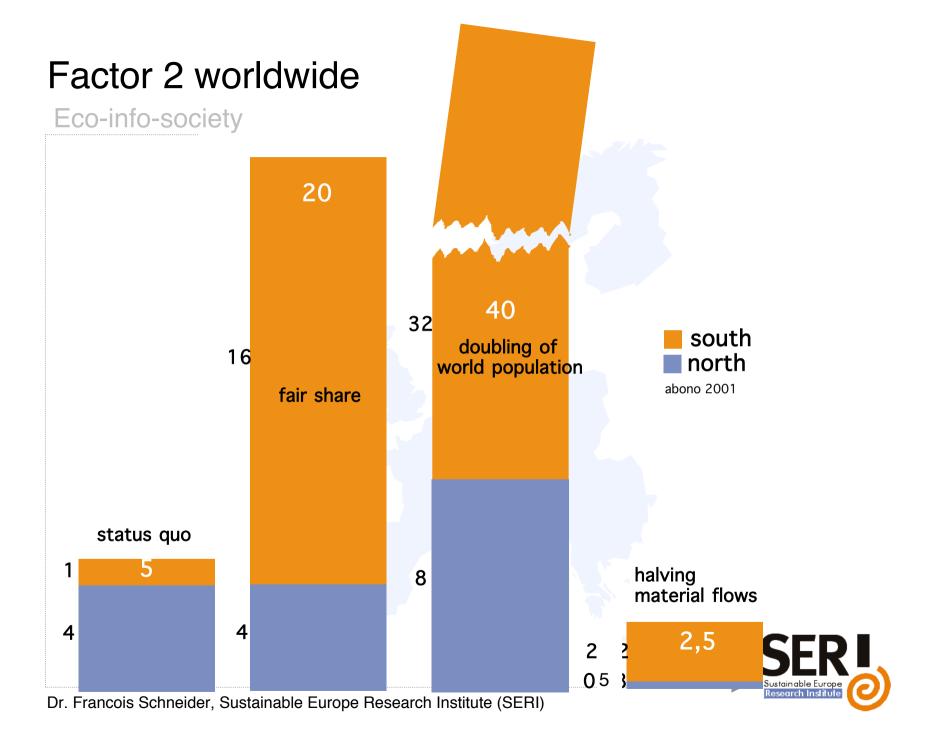


SERI-Projects

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- ① Eco-efficient Regions, www.seri.at/region
- Traffic Congestion in Europe, www.seri.at/congestion
- ① Eco-Info Society, Sustainable consumption and Rebound www.seri.at/eis
- Sustainability TV, www.sustainability.tv
- Work and environment
- Trade and environment
- Global Material Flows
- Mediation...

SER Sustainable Europe Research Institute

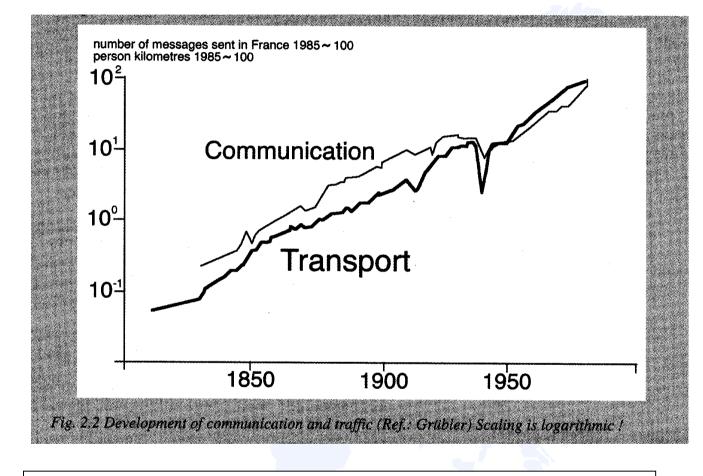


Development of Communication and Traffic

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European Environment Agency





Source: Lifestyles, Future Technologies and Sustainable Development, Thomas Schauer, FAW - Research Institute for Applied Knowledge Processing



Current Patterns of Consumption and Production

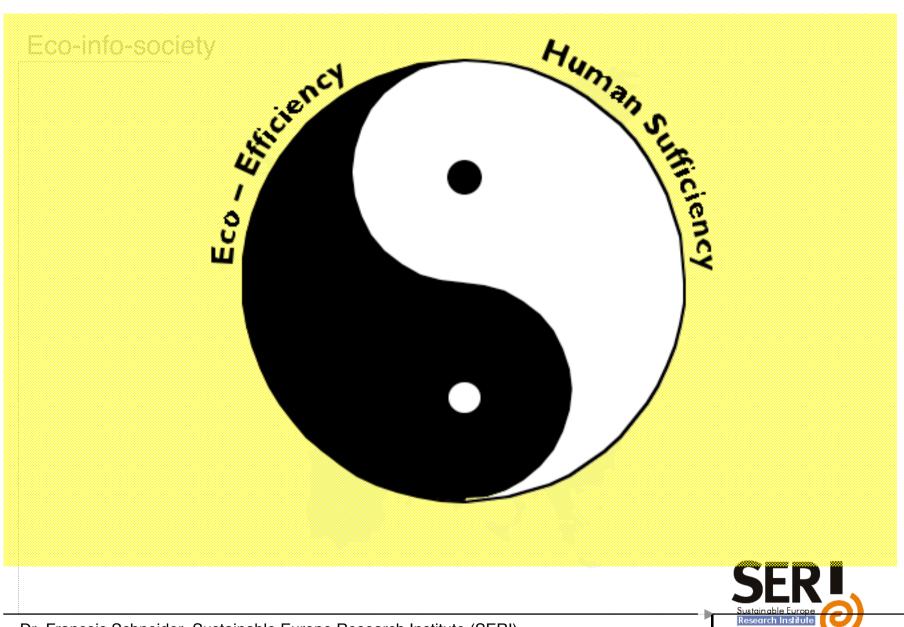
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The major discrepancy today

Especially in the information society Dematerialization would offer the opportunity to decrease material consumption due to more Efficiency.

Fact is: The absolute quantities of material and energy consumption are still increasing.





- What would limit our consumption ?
 - "Our needs"
- But is there really limits to our needs ?
 - "I need to visit this person that i met on the Web"
 - "I need to go shopping in New York for the week-end"
- It seems difficult to answer the question: "what is enough?" because our needs are extensible.



The first step toward sufficiency: be conscious of our limits

- •Costs
- •Time
- Danger
- •Effort
- Health
- •Space use
- Weight
- Environmental impact
- (...)



Product innovation tend to overcome these limits for each specific product (or service), they become:

- •"Cheap"
- •"Fast"
- •"Safe"
- •"Effortless"
- •"Healthy"
- •"Small"
- •"Light"
- •"Environmentally benign"

(...)



The problem:

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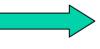
- With the (direct) REBOUND EFFECT, the overall use of the improved product increases
- Improvements concerns ONE (or a few) aspect while other aspects may become WORSE.



Example of the car:



- The car **saves time** (sometimes) (and **effort)** per person.km:
 - The rebound effect linked to time (and effort) increases the total person.km travelled
 - The time spent travelling remains similar
- The car pollutes more and costs more per person.km, and with the rebound linked to time (and effort):

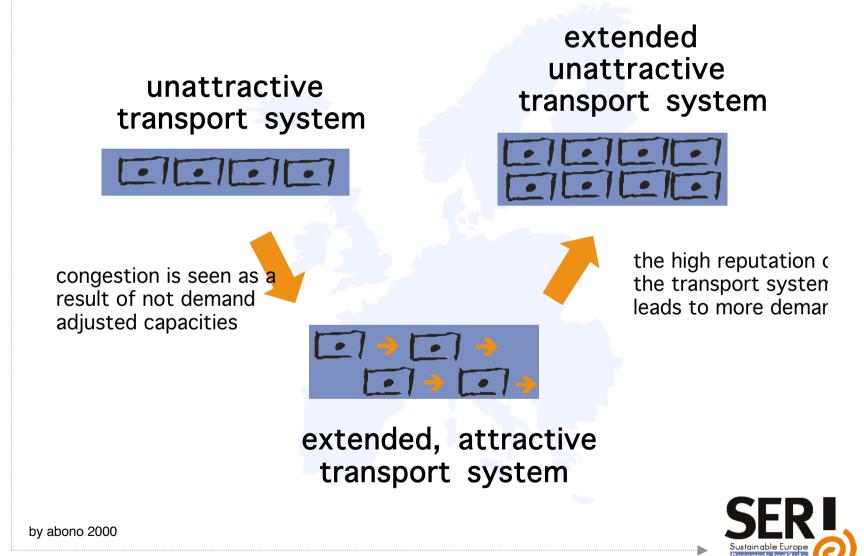


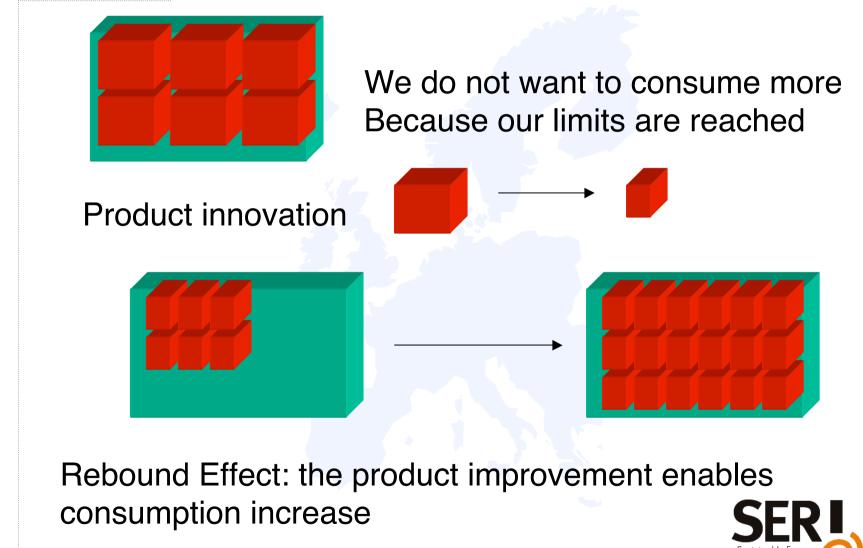
- Overall costs increase (and overall time loss and effort if we include working hours (!))
- Overall pollution increases (and overall costs if we include external costs (!))



Rebound Effects: the case of traffic congestion

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The result: possibly as much (or even more)

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- •Costs
- •Time
- •Danger
- •Effort
- non- healthiness
- •Space use
- Weight
- Environmental impact
- (...)



Definition of the rebound effect

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- Rebound effect: Increase of consumption (and impacts) linked to the reduction of limits to use a technology.
- These *limits* might be: *Monetary, Temporal, Social, Physical, Linked to efforts, to Safety, Organisational...* These lead to different types of rebound, economical and "non-economic".
- The *direct* rebound concerns the increase of the same technology
- The *indirect rebound* or *income effect (for economic rebound)* includes increase of consumption of other goods and technologies.
- Other rebound effects include *general equilibrium shifts* and *transformational effects* where effects on social organisation are taken into account.



Special case of Internet:



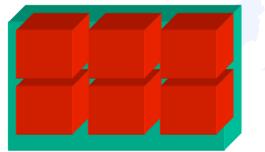
- The efficiency to send messages is so high that the distance travelled by messages is multiplied by ??? Millions
- In this special case even a *slight* detrimental effect (per "information.km") could have tremendous consequences



First possibility to avoid the rebound effect Eco-info-society

Avoid the so-called "improvement" of products and services realising that the rebound effect and different consequences do not justify the new acquisition

Because



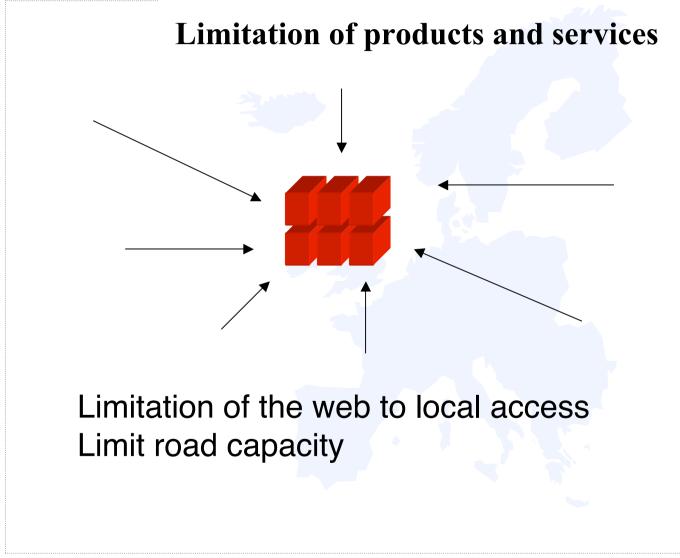
might have less overall impact than



Examples: bicycle instead of car Gardening instead of buying food in supermarket giving ourselves more time

2nd possibility to avoid the rebound effect

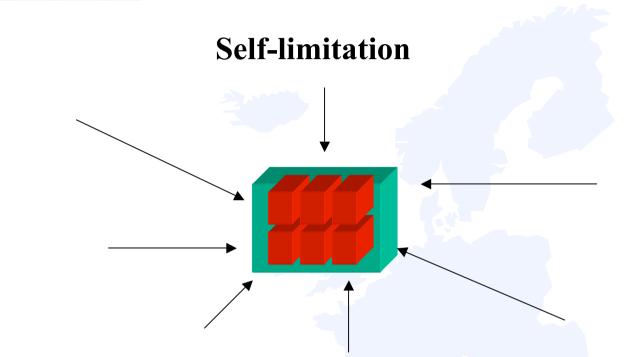
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3rd possibility to avoid the rebound effect

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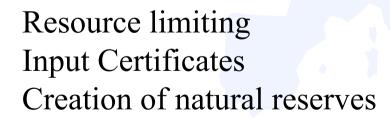
Increasing requirements with the efficiency: we should be aware (informed) of the rebound effect and adjust our limits



4th possibility to avoid the rebound effect

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Policy measures: An upstream limiting factor intervenes

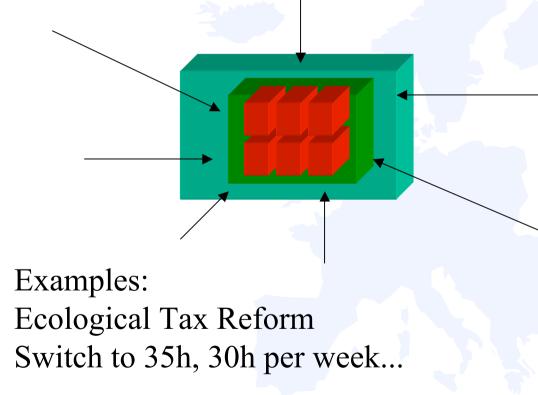




5th possibility to avoid the rebound effect

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Policy measures: An External limiting factor intervenes





What about lifestyle innovation?

- Instead of products and services improvements and innovation (to increase production) what about lifestyle improvement and innovation to reduce consumption?
- Recent trends show that:
 - lifestyles are not static
 - Change is more acceptable



Information Technology

IT feels good:

- Information looks armless
- The life-cycle is hidden
- Miniaturisation is visible



Large uncertaincy remain concerning impacts We know already that IT creates *paper* and *transport* increas



The ECO-INFO-SOCIETY is a different, greener, more sustainable society that manages the use of Information Technology

An ECO-INFO-SOCIETY

- Secures ecological sustainability
- Takes part in the improvement of the quality of life
- Addresses the egality aspect

For this it:

- Remains to a human size
- Defines some limits to prevent the negative rebound effects



Economic Information Society

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- Direct local links between producers and consumers
- Smaller units of production (efficiency though economy of scale seems to be an important "fuel" for rebound)
- Info on cleaner production and sustainable consumption
- Local computer networks for public transport, share of products and services
- Internet conferences
 - . . .



Environmental Information Society

An ECO-INFO-SOCIETY should not add a new layer of production and consumption like did the industrial and service revolution.

An ECO-INFO-SOCIETY should *reduce* and *replace* existing consumptions



Social Information Society

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What about Egality?

- 60% of the world population has never made a phone call
- 5% are internet users



the "Information Society" is an influent/affluent **minority**



The ECO-INFO-SOCIETY should address

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- the problem of exclusion from technological access,
- the usage of the technology,
- enlarge the participation to decisions within IT,
- communication arrangements between the excluded and the "Information Technology minority",
- develop Types of IT which can be accessible to a majority.



Indicators for Rebound and for Sustainable consumption

- For each product or service, the different types of rebound should be identified and the direct and indirect effects should be quantified
- Economic rebound:
 - sets on data on the impacts per Euro of materials for different products and services
- Rebound linked to other types of consumption limits
 - Indicators need to be developed (like the energy or material input per hour of activity) for each product and service.
 - NON ECONOMIC INDICATORS MIGHT BE MORE EGALITARIAN
- The data inventories should also include information on the economy-wide and transformational effects at least qualitatively.



The rebound effects information should be available
within impact inventories

