# RESEARCH PROJECT SURVEY REPORT



THE FUTURE OF PACKAGING DESIGN TOWARDS A SMART AND SUSTAINABLE ERA







- 1. THE PREMISES, THE CONTEXT AND THE RESEARCH OBJECTIVES
- 2. THE RESEARCH PROCESS:

  A GLIMPSE AT A CHANGING WORLD
- 3. SURVEY OF MAIN DRIVERS FOR PACKAGING SECTOR



# 1. THE PREMISES, THE CONTEXT AND THE RESEARCH OBJECTIVES



#### THE PREMISES AND THE GLOBAL CONTEXT

- 1) Unsustainable use of resources
- 2) Rapid changes at a regulatory level
- 3) Rapid evolution of enabling technology and digital production/distribution processes
- 4) Increasing people's engagement for environmental issues



#### **HOW THIS RESEARCH WAS CARRIED ON**

- We explored the packaging industry along the entire value chain.
- Secondly, we considered DESIGN as a whole: PROCESS, PRODUCT and SERVICE.
  Observation of the **Product-Service-System**



#### **DESIGN AS A MEDIATOR\***

- 1) Design as a tool capable of redesigning packaging according to circularity criteria
- 2) Design as a tool to support an **innovative packaging industry** (functionalization of Packaging through the integration of digital technologies)
- 3) Design as a **communication mean** for a widespread **sustainable culture**

\* Celaschi, F. (2008). Il design come mediatore tra bisogni. In: C. Germak (Ed.), L'uomo al centro del progetto. Torino, Italia: Allemandi.



#### RESEARCH OBJECTIVES

- Exploring the **extended role of Design** in the Packaging Industry
- Exploring the extended role of packaging in our life
- Offering a first interpretation of the data collected, identifying **Main Drivers**
- Creating a **Permanent Observatory** on Packaging Design, "a network of specialised networks"

2.

# THE RESEARCH PROCESS: A GLIMPSE AT A CHANGING WORLD



#### MULTIDIMENSIONAL FACTORS for the case studies selection

- Marketed products and research projects
- Relation with design-led drivers
- Type of organization and geographical location
- Quality and quantity of the information available
- Economic impact of solutions
- Type of project reported:
  - > disciplinary areas
  - > tools and methods adopted

#### **LIMITS AND SHORTCOMING**

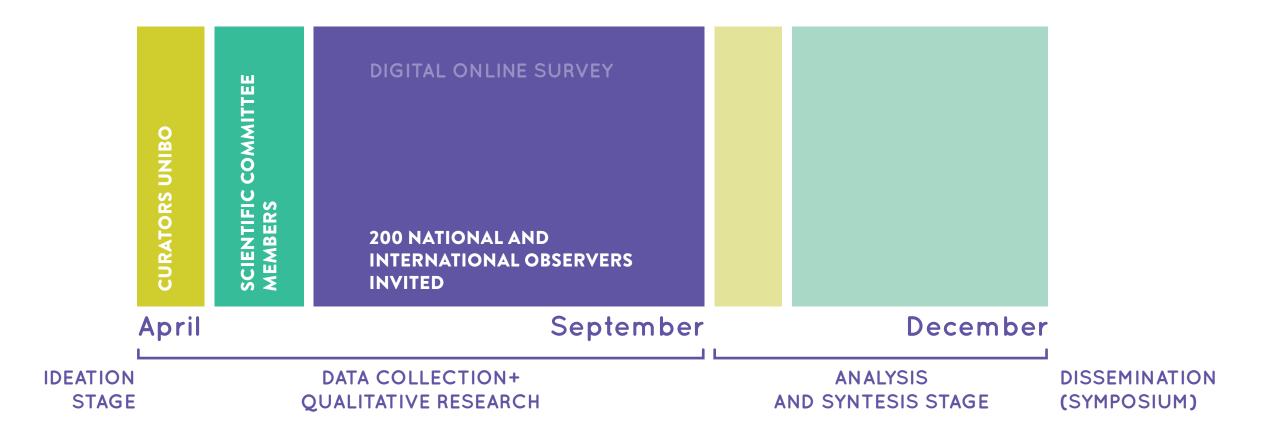
NOT a ranking or a taxonomy that distinguishes excellence and non excellence.

A GLIMPSE AT A CHANGING WORLD

The creation of a permanent and structured Observatory will overcome the limits of the research

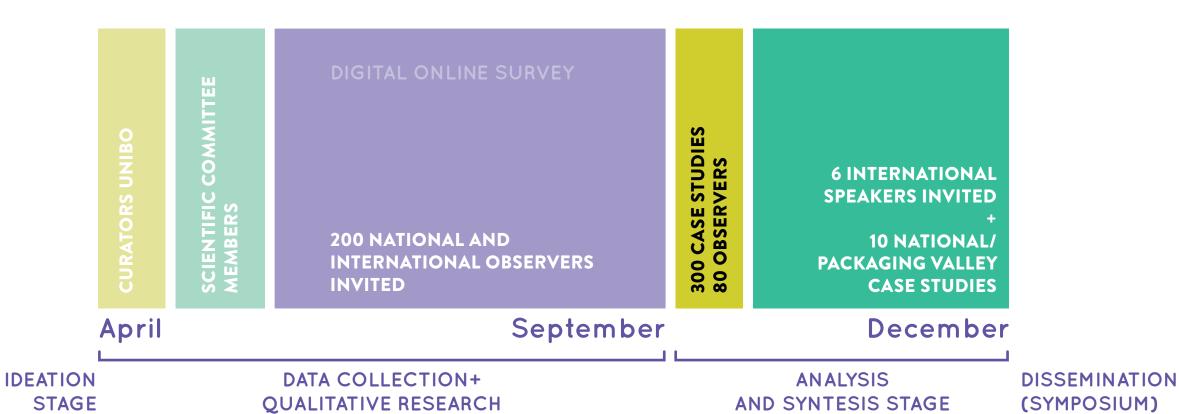


#### THE DATA COLLECTION





#### THE ANALYSIS AND SYNTHESIS





#### **80 OBSERVERS**









































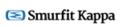






































10 University 17 Companies 5 Design Firms 5 Consortia/Institutions 20+ Freelance/ Designer

#### **325 CASE STUDIES** (by October 1st 2019)

# CASE STUDIES DEVELOPED BY





**20%** 2001-2016

80% 2016-2019



#### **GEOGRAFICAL DISTRIBUTION OF CASE STUDIES**



110 Europe (excl. ltaly)

108 Italy (40 only from Emilia Romagna)

84 Usa

7 Chile

6 China

5 Indonesia

4 Brazil

1 Greece

#### MAIN AREAS OF CASE STUDIES

55 % ECO MATERIALS

21.5 %
SHAPE AND
FUNCTIONALITY

15.5 % SMART SOLUTIONS 8 % AUTOMATION AND LOGISTIC

#### SPECIFIC FEATURES OF CASE STUDIES





**3**.

# SURVEY OF MAIN DRIVERS FOR PACKAGING SECTOR



#### 1. (NEW) MATERIALS ARE GOLD

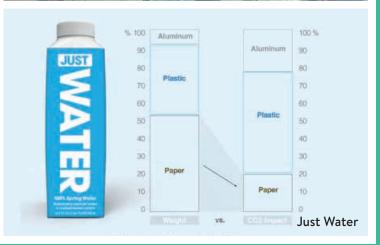
#### **PILLARS**

- Attention to Materials Origin and Waste issue
  - > BIODEGRADABLE/COMPOSTABLE/EDIBLE MATERIALS
  - > (PLASTICS/) MATERIAL REDUCTION
- Focus on Overall Environmental Impact
  - > RENEWABLE SOURCES
  - > CARBON, WATER OR ENERGY FOOTPRINT REDUCTION
  - > INCREASED DATA TRANSPARENCY









#### **DESIGN ALERT #1**

The design of packaging materials should take into account infrastructural and ecosystem aspects.

> CAN THIS MATERIAL BE RECYCLED WITH THE EXISTING INFRASTRUCTURES? > WHAT IS THE ENVIRONMENTAL IMPACT OF THE OVERALL PRODUCTION PROCESS?

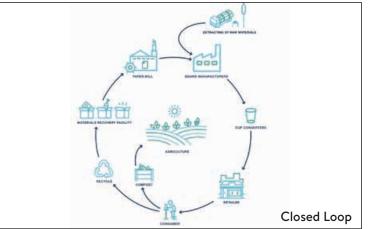
#### 2. CLOSING THE LOOP

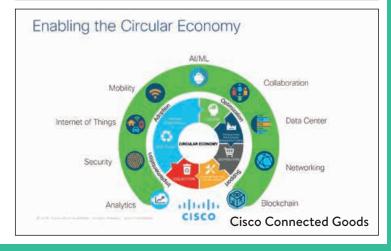
#### **PILLARS**

- > Shared Participation in closing the circle
  - > CONSUMERS HAVE AN ACTIVE ROLE TO PLAY
  - > CIRCULARITY IS BASED ON COLLABORATION AMONG ACTORS IN THE SUPPLY CHAIN
- **Traceability** for Circularity
  - > PACKAGING TRACKING ALONG THE SUPPLY CHAIN HELPS TO CREATE CIRCULAR PROCESSES









#### **DESIGN ALERT #2**

The packaging circular design should take into account gains and pains of all the players in the process.

> WHAT HAPPENS TO THE PLAYER WHO COME AFTER?

> HOW CAN OTHER ACTORS SUPPORT MY JOB IN A CIRCULAR APPROACH?

#### 3. SHAKING THE VALUE CHAIN

#### **PILLARS**

- Digital Revolution, Ecommerce and Start-up ecosystem have intertwined the value chain (value web or value network)
  - > CONSUMER ENGAGEMENT EVEN BEFORE PRODUCTION (PROJECT CUSTOMIZATION)
  - > DISTRIBUTION AND SHARING AS NEW ASSETS









#### **DESIGN ALERT #3**

Packaging, as a vector in the value-network, should become chameleonic (adaptable, customizable, refillable).

> HOW WILL MY PACKAGED PRODUCT BE DISTRIBUTED?

> HOW CONSUMERS, RETAILERS AND MANUFACTURERS COULD IMPROVE THE FLOW IN THE VALUE NETWORK?

#### 4. LOGISTIC THINKING

#### **PILLARS**

- New and old players of value network needs to focus to logistics as new competition element
  - > OPTIMIZATION OF THE RELATION AMONG PRIMARY, SECONDARY AND/OR TERTIARY PACKAGING
  - > OPTIMIZATION OF STORE AND SHELF REPLENISHMENT
  - > FOCUS ON THE LAST MILE









#### **DESIGN ALERT #4**

Packaging should be designed to maintain or improve logistics efficiency.

> MY PACKAGING WILL BE MOVED BY A ROBOT? (IS IT "DRONE-ABLE"?)
>IS IT MY PACKAGING EFFICIENT IN ALL CHANNELS?

#### 5. TALKING PACKAGE

#### **PILLARS**

- Digital / AR-VR technologies, IoT, Smart labels transform the **package in a digital item** 
  - > GREATER TRANSPARENCY, SECURITY AND SAFETY, RELIABILITY
  - > CONSUMER ENGAGEMENT ON THE PRODUCT EXPERIENCE









#### **DESIGN ALERT #5**

Packaging should be designed as "digitally native"

> WHAT DO I WANT TO MONITOR THROUGH PACKAGING?
>WHAT KIND OF EXPERIENCE WILL MY PACKAGING BE ABLE TO PROVIDE?

#### 6. PACKAGING AS A CHANNEL

#### **PILLARS**

- Packaging is one of the channels in omnichannel panorama
  - > MARKETING/BRANDING CHANNEL
  - > INFORMATION CHANNEL THROUGH LABELLING
  - > CULTURAL CHANNEL FOR ENVIRONMENTAL OR SOCIAL ISSUES











Packaging should be designed as a powerful mass-medium

> WHAT KIND OF MESSAGES I WANT TO SUPPORT AS A COMPANY?

> HOW I ENSURE ALL THE PRODUCT INFO ARE EASILY ACCESSIBLE TO EVERYBODY?

#### #MAIN DRIVERS #DESIGN ALERT

### (New) Materials are gold

The design of packaging materials should take into account infrastructural and ecosystem aspects.

# 4. Logistic Thinking

Packaging should be designed to maintain or improve logistics efficiency.

# 2. Closing the loop

The packaging circular design should take into account gains and pains of all players in the process.

# **5.** Talking Package

Packaging should be designed as "digitally native"

## Shaking the value chain

The packaging, as a vector in this value-network, has to become chameleonic (adaptable, customizable, refillable).

## O. Packaging as a Channel

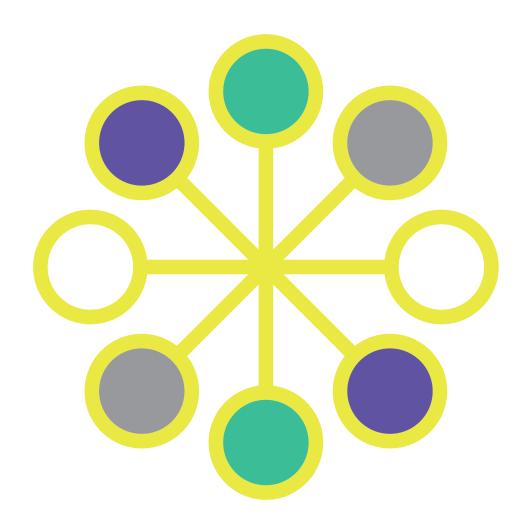
Packaging should be designed as a powerful mass-medium



#### THANK YOU

"COMING TOGETHER IS THE BEGINNING. KEEPING TOGETHER IS PROGRESS. WORKING TOGETHER IS SUCCESS."

HENRY FORD





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#### INTERNATIONAL SIMPOSIUM

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### RESEARCH PROJECT SURVEY REPORT

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