

## **Event Programme: Nature-Inspired Circular Design Game** *(60-minute virtual workshop, aligned with EU Green Week 2026)*

Duration: 60 minutes

Language: English

Platform: LinkedIn Live and digital whiteboard (Miro)

Max Participants: up to 30 participants for dynamic interaction

Speakers/Facilitators: Luca Christmann (Designer), Sebastian Lawrenz (Systems Manager & Software Engineer), Isobel Gould (Sustainability Lead)

### **1. Introduction (5 min)**

- Team welcome: Set playful tone, outline objectives and agenda
- Quick intro: Rethinking products/processes inspired by nature and circular thinking

### **2. Icebreaker (10 min)**

- Rapid shares: "One nature-inspired 'hack' you love. Team shares an example first (for example George de Mestral and the invention of velcro; Redesigning of the Japanese bullet Train inspired by birds)
- Teams allocated (6-10 people per team) for core activity.

### **3. Core Activity: Fast-Paced Design Game (35 min)**

- 35 min total -
  - Identify problem & Vote (5 min): Participants identify climate-related challenges they observe today or believe are the most important. Then each person votes for the problem they would like to focus on as a team. Topics can include liner waste streams, resource depletion, greenwashing etc. We use a timer and upbeat music to keep the energy light and thinking time short.
  - Ideation (15 min): The nominated challenges are swapped between teams. Then these teams are working on a new problem they have not yet seen. Discussion and debate is encouraged, to brainstorm a playful, scalable solution to this problem. Questions to encourage debate and thought-processing inspired by nature;
    - What, if anything, in nature fixes this already? (Plant, animal, ecosystem)
    - If focused on waste, how does nature make 'rubbish / trash' useful?
    - Which simple patterns or rules from nature could be used to help form a solution?
    - Is there anything in nature which solves a similar challenge? (Plant, animal, ecosystem, behaviour)

- Prototype & Pitch Prep (15 min): The solution enters the next phase where a name is decided and voted for. Teams can also design / draw a prototype. What does this look like in practice? How would the targeted consumer use this?

#### 4. Wrap-Up: Reflections & Showcase (10 min)

- Lightning group pitches and team feedback.
- Goal: End with positive energy, conversations, and momentum for climate-positive solutions.

#### Appendix

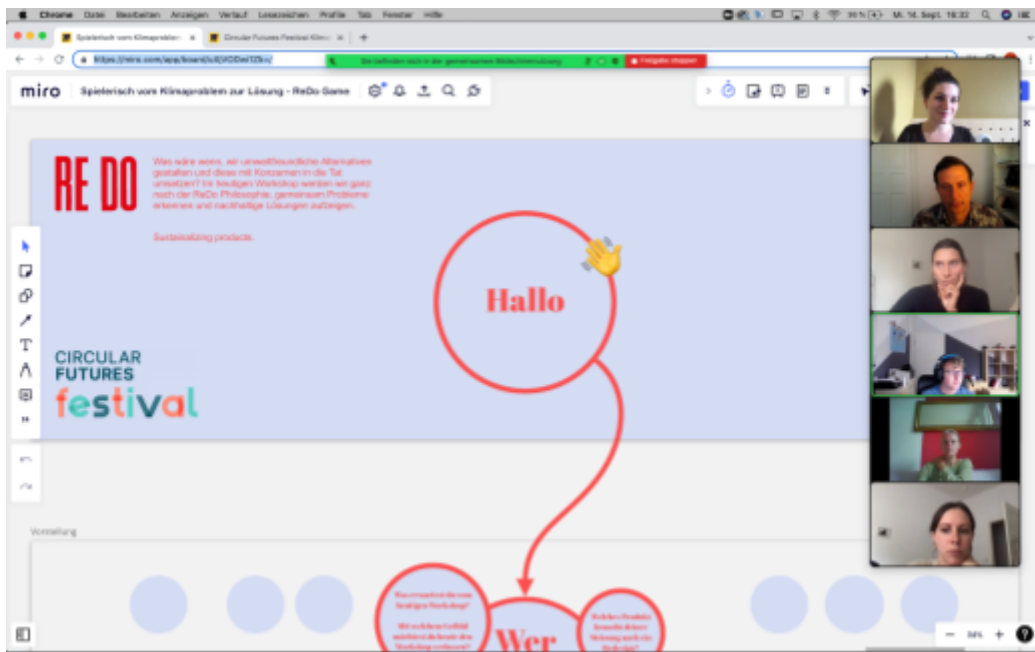


Figure 1: Screenshot of Miro Board for similar workshop hosted with Circular Futures Festival



Figure 2: Miro board for a previous, similar workshop, demonstrating game flow and presentation