

# Resource conservation and circular economy in the leisure sector

**Project No. (FKZ):** 3724 32 701 0

**Project duration:** 06/2024 – 05/2027

**Project team:** ifeu – Institut für Energie- und Umweltforschung Heidelberg gGmbH, Öko-Institut e. V. and Franziska Mohaupt

## Overview and objectives

Leisure activities are important to our well-being and quality of life. We meet friends, pursue our hobbies or travel. These activities are of great ecological relevance, as we use natural resources and raw materials in our leisure time. These are not available in unlimited quantities and their use can have a negative impact on the environment.

The project “Resource conservation and circular economy in the leisure sector” (abbr. FreiRESS) analyses the consumption of raw materials and greenhouse gases in the leisure sector and develops areas and options for action to promote a resource-conserving and climate-friendly leisure sector.

The research project supports the German government's goal of improving the sustainable use of natural resources, reducing primary raw material consumption in Germany and realising the potential for closing material cycles. Concrete fields of action and recommendations for action are developed that specify the vision of a resource-conserving and circular economy for the leisure sector.



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## Raw material requirements in the leisure sector

The demand for raw materials in the leisure sector is made up of many different sub-sectors. For example, durable leisure and consumer goods such as sports equipment or pets and garden products, motorised leisure goods, digital consumer goods as well as cultural and music events, sporting events, leisure parks and other services, directly or indirectly, use significant amounts of natural raw materials.

An initial analysis of the consumption of raw materials by private households in Germany shows that the "leisure, culture and hospitality" sector accounts for around 13 %. Translated into absolute tonnages, the raw material footprint of cultural and leisure activities is 80 million tonnes, or an average of just under one tonne per person per year.

A more sustainable development of resources and raw material use can only be achieved if efforts are made in all areas to reduce environmental impacts.

## Project contents

The project begins with a **screening** to map out and define the area of need. The aim is to logically cluster and structure the relevant areas of the leisure sector and to identify areas that are associated with a significant consumption of resources. It is also important to highlight potentials to reduce resource consumption.

A **stakeholder analysis** will identify and describe the relevant actors in the leisure sector who are of particular importance for the implementation of a resource strategy in the leisure sector.

Main focus of the project is a **quantitative analysis** using **macroeconomic input-output calculations**. The quantification of raw material use and greenhouse gas emissions are essential to identify key levers.

Two **stakeholder workshops** will be used to discuss the interim results and to develop areas and options for action.

Key **areas for action** are described and, together with relevant goals, form the vision. **Options for action** are derived for the fields of action, which include measures and instruments.

**Best practices** from the leisure sector complement the recommendations for the need for action in the leisure sector.



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