## REPORT NO. 04





MOBILE UPCYCLING LAB EXPERIENCE – FIRST STUDENT PROJECTS

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# **MULE CONCEPT**



## **MULE** Mobile Upcycling Lab Experience

- Project on the conditions of use and application of bio-based materials and yarns, especially in comparison with conventional textiles.
- Mobile living lab to directly reach as many people in as many different contexts as possible, based on experiences collected in other outreach formats
- A space for experimentation and experience
- Make the possibilities for change in the textile sector visible and tangible
- Equipped with:
  - Sewing machines for upcycling workshops, for example
  - Samples of fabrics and textiles for comparison
  - Quizzes, surveys and more





BIOTEXFUTURE

MULE - BIOTURF EVENT 2023



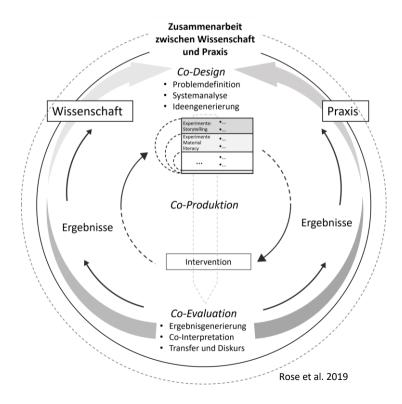
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## MULE IN TEACHING – FIRST STUDENT PROJECTS

## **MULE IN TEACHING**

- The main ideas developed by the students are to encourage people to keep clothes longer (exchange, repair, etc.), to make recycling easier and to teach "material literacy", which helps to change the way people deal with clothes.
- Students learn the principles of transformative research in the context of sustainability in the textile sector through the use of MULE:
  - Distinction from transformative research
  - · Participation in social transformation processes
  - · New roles for science: Translator/Mediator; Steering processes
- Based on the Living Lab concept, the students
  - designed, implemented, evaluated and reflected on project ideas in the city of Aachen
- · MULE objectives in the student projects:
  - Bring material literacy to different spaces/peoples
  - · Forster engagement with problems and topics in the textile sector
  - · Development of very free application concepts in freely chosen contexts
  - · Development of interest-led and problem-oriented projects
  - Free use of the MULE or parts of it that seem suitable for the project at hand

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## **UPCYCLING IN PRIMARY SCHOOL**

#### Goals:

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- Create basic knowledge and competencies to re-use old clothes in young schoolkids
- · Create an attractive learning environment for them
- · Take home results

#### **Results:**

- · Kids and schools are very interested in offers
- · Working with textiles enables deeper understanding
- · Re-use is a viable option for old clothes

#### **Reflection/Learnings:**

- Rooms in schools pose problems for the MULE, because of barriers
- Possibilities to share information and raise awareness/questions while working on something fun



## THE WHEEL OF FORTUNE AND MULE

Gamification as a playful approach to raising awareness of sustainable fashion

#### Goals:

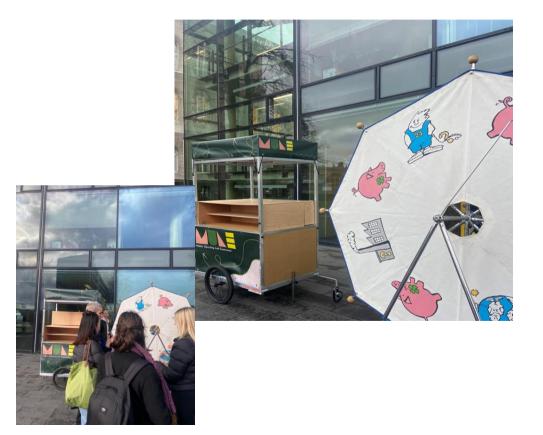
- Tryout a gamification approach to get in contact with students on sustainable clothing
- · Inform and raise awareness
- Tryout eyecatching devices

#### **Results:**

- · Gamification works to get in contact
- · Having small wins helps
- Shops will participate in win/win settings

#### Learnings/Reflection:

- · MULE as an eyecatcher and transport works
- · It is not easy to get permission to stay in public places
- · Easier working with shops or the university



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## WASH IT RIGHT!

#### Goals:

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- Raise awareness and inform about the environmental impact
  of washing clothes
- · Make the information accessible and sticky for students

#### **Results:**

- · Stickers work very well to reach a lot of people
- · MULE works as an eye-catcher and point of contact
- There is a lack of knowledge about the impact of washing, but a high interest to learn more

#### **Reflection/Learnings:**

- Sticker campaigns are a viable option to reach students with information on sustainable behavior
- · Using the MULE as a point of contact in public spaces works
- · The spaces the MULE offers should be filled





## **IT'S NOT PULL OVER**

#### Goals:

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- Provide examples to re-use damaged pull-overs to get people into doing it
- · Tryout different locations in the city and compare

#### **Results:**

- There is considerable interest in being informed about opportunities to do something with old clothes
- MULE affords a lot of opportunities to demonstrate and exhibit information, objects and practices

#### **Reflection/Learnings:**

- Most often you don't get responses from second-hand shops or fleamarkets by email
- Personal contact is key



# CONCLUSION



## CONCLUSION

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#### Key Insights into MULE usage:

- The experiments in the projects are geared towards 'material literacy' and education for a more sustainable approach to fashion
- Interest was high and the experiments were evaluated successful by the students
- The role of MULE in the research and experiments is very different and versatile (with some barriers):
- · Information stand
- Basis for an exhibition or practical uses
- · Eye-catcher
- Logistics (but: Use of sewing machines due to logistical problems in the primary school without the MULE)
- Room for experimentation and optimization

#### Learning outcomes:

- The problem of having a permit to stay in a public place has to be tackled
- Other ways of communicating with businesses and other stakeholders,
- Using personal contacts not email with shops and event organizers
- · More emphasis on MULE's versatility

#### Next Steps:

- · Focused topic: Textile waste prevention in the city
- Increasing Transdisciplinarity: in Kooperation with Dezernat VII - Climate and environment, city operations and buildings and the FH Aachen – Design Department



### MULE (MOBILE UPCYCLING LAB EXPERIENCE) – FIRST STUDENT PROJECTS

Please reach out for feedback and questions to:

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#### THANK YOU FOR YOUR KIND ATTENTION

#### FOR FURTHER INFORMATION ON BIOTEXFUTURE CONTACT

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Further information can be found here: www.biotexfuture.de

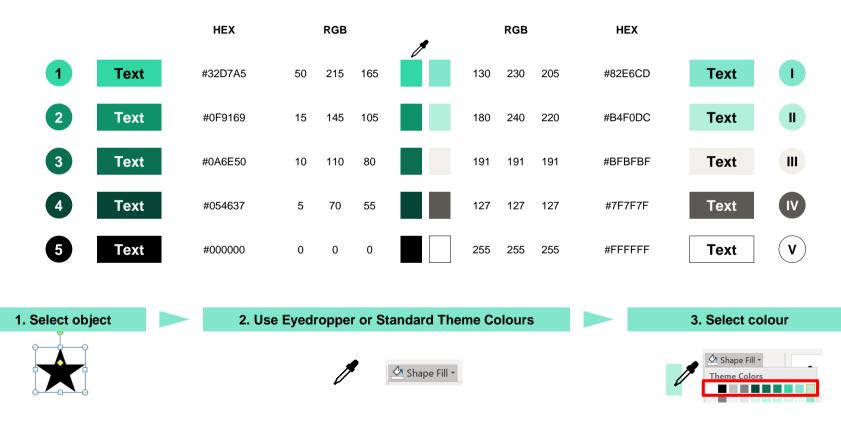
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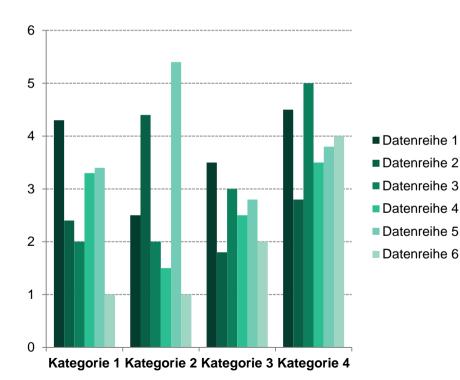
## **COLOUR COMBINATIONS YOU MAY USE**

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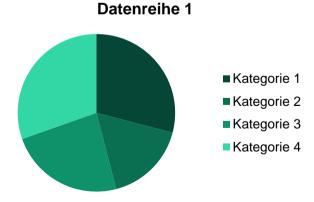


## **EXAMPLES OF COLOURED GRAPHS**

Use the 2nd graph format







## KEY INSIGHTS







6 PRESENTATION TITLE



27 PRESENTATION TITLE



