

Project overview

Resource conservation and circular economy in the leisure sector

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Leisure activities are important for our well-being and quality of life. We meet friends, pursue our hobbies or go travelling. These activities are of great ecological relevance, as we also use natural resources and raw materials in our leisure time. These are not available in unlimited quantities and their use can have negative environmental consequences.

The project **quantitatively analyses** raw material requirements and greenhouse gas emissions in the leisure sector. Based on the results and input from stakeholder workshops, the most important **fields of action** and **options for action** are being developed. These are intended to identify unused potential for resource conservation and circular economy in the leisure sector.

A **vision** forms the framework for recommendations for action, which includes concrete **measures and instruments**. These recommendations are underpinned by a collection of best practice examples.



Imprint

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Lutter, S.; Kreimel, J.; Giljum, S.; Dittrich, M.; Limberger, S.; Ewers, B.; Schoer, K.; Manstein, C. (2022): The Use of Natural Resources. Resources Report for Germany 2022. German Environment Agency.

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Research project

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German Environment Agency

**Umwelt
Bundesamt**

Background of the project

Resource use – and the associated environmental impacts – have reached a level that poses a serious threat to the global earth system and its resilience. German consumption of raw materials currently stands at around 1.3 billion tonnes. Every person in Germany currently leaves a raw material footprint of around 16 tonnes per year (Lutter et al. 2022).

The research project aims to support the German government's goal of improving the sustainable use of natural resources, reducing primary raw material consumption in Germany and raising the potential for closing material cycles.

The leisure sector is highlighted as an important lever regarding the sustainable use of natural resources. Central fields of action and options are brought together in an overarching vision of a resource-conserving circular economy in the leisure sector. Recommendations for action are intended to describe the path towards realising the vision for the future.



Resource use in the leisure sector

Germany has set itself targets, strategies and measures for the careful use of resources and the endeavour to achieve a circular economy in many sectors. Resource conservation is a cross-sectoral field of action. While areas such as housing, mobility and nutrition are already being analysed extensively, relatively little attention is still being paid to the area of leisure.

The demand for resources in the leisure sector is made up of 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 consume relevant quantities of resources.

Raw material use in the leisure sector

A high raw material footprint correlates with high material prosperity. This is also reflected in our consumer behaviour and our way of life. An initial analysis of German private household consumption shows that the "leisure, culture and hospitality" sector accounts for around 13 per cent of raw material consumption. Translated into absolute tonnages, the raw material footprint of cultural and leisure activities comprises 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 succeed if efforts are made in all areas to reduce the environmental impact. The leisure sector is therefore a relevant lever in this context.

Project content

The project begins with a **screening** that allows the area of need to be delineated and defined. The aim is to identify, logically cluster and structure the relevant areas of the leisure requirements field. The main aim is to identify areas that are associated with a significant consumption of resources. It is also important to identify potential for reducing resource consumption.

As part of a **stakeholder analysis**, those relevant players in the leisure sector who are of particular importance for the implementation of a resource strategy in the leisure sector are identified and described.

The project also carries out **quantitative analyses** using **macroeconomic input-output calculations**. The quantification of raw material use and greenhouse gases emitted by raw material consumption are essential for identifying important levers.

Two **stakeholder workshops** are used to discuss the interim results and develop fields of action and options for action.

Central **fields of 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.