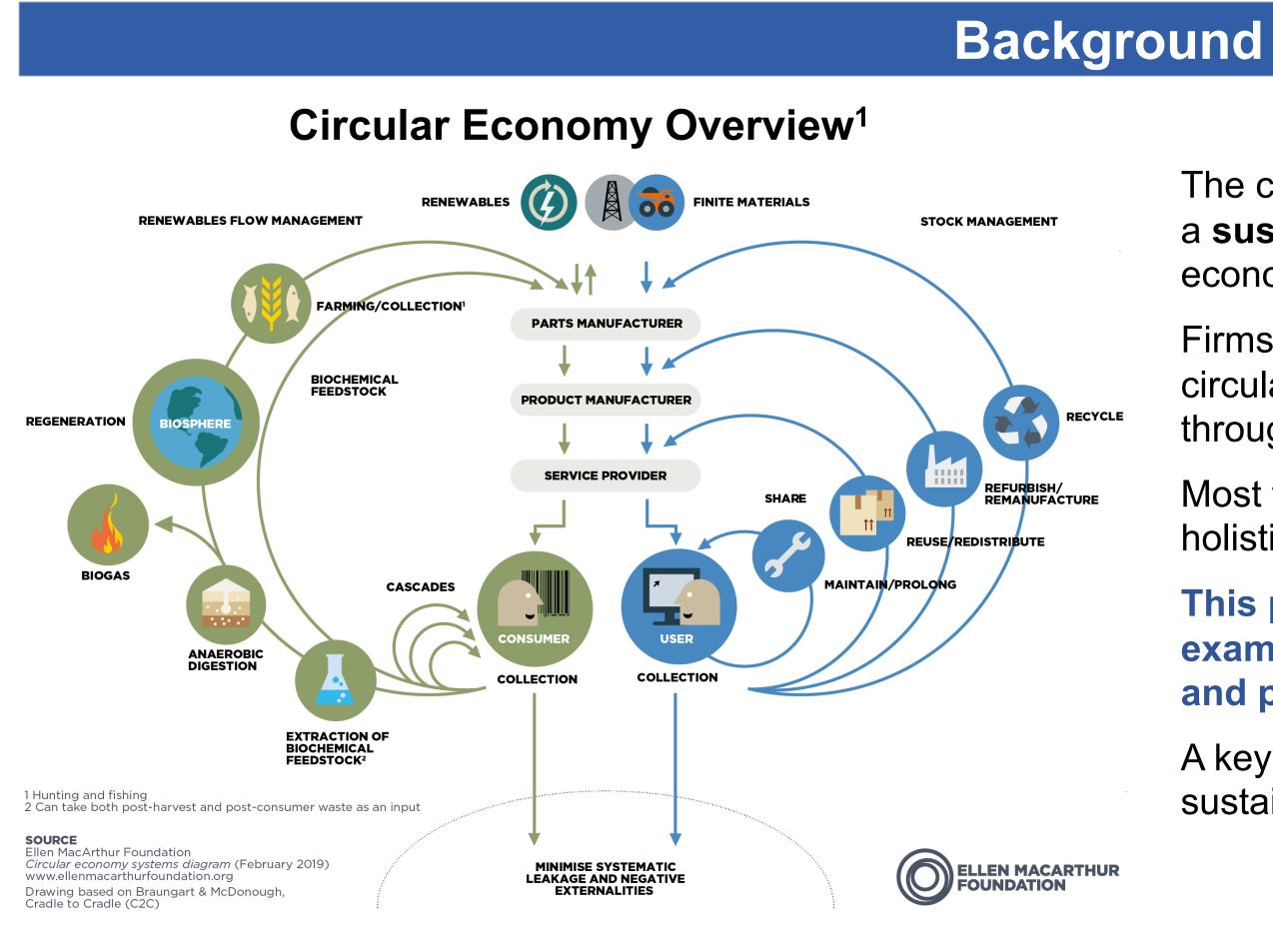
# Examining impacts of in-store circularity initiatives on retail store sales and implications for the circular economy: exploratory case studies with Torontobased start-ups

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## **Case Study Subjects**



CASE is headquartered in Toronto, operating in the GTA only. They were founded in 2021.	Flashfood is headquartered in Toronto, operating across North America. Their app launched in 2017.
Focus Area: Reducing plastic waste through container re-use	Focus Area: Reducing food waste
<b>Operational Model:</b> Collecting donated plastic takeout containers through in-store drop-box containers; selling collected containers to restaurants.	<b>Operational Model:</b> Offering a mobile app for users to purchase imperfect or soon expiring food at a steep discount, then pick it up at participating grocery stores.

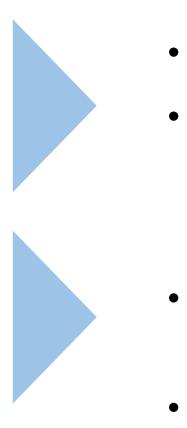
**400,000** containers diverted from landfill<sup>3</sup> **28,000+** individual drop-offs<sup>3</sup>

## Methodology

**Research Question:** What is the effect of circularity initiatives on foot traffic and store sales at retail stores in the Greater Toronto Area?

## Supporting Questions:

- Can increased sales/purchases negate positive sustainability benefits of a circularity initiative?
- What motivates businesses to launch in-store circularity initiatives?
- How do businesses track the impact of these initiatives on consumer behaviour?



The circular economy is increasingly cited as a path towards
a sustainable society, involving the decoupling of
economic growth from resource consumption and waste.

Firms are evaluating how to incorporate elements of circularity into their business models, whether internally or through engaging external partners.

Most firms are pursuing niche or pilot initiatives instead of holistically embedding circular principles<sup>2</sup>.

This project addresses a gap in existing literature by examining the impact of circularity initiatives on sales and profitability.

A key supporting consideration is the net system impacts on sustainability given the potential for increased sales.

## **Flashfood**<sup>®</sup>

**1500+** participating grocery stores<sup>4, 5</sup>

**50M** pounds of food diverted from landfill<sup>4, 5</sup>

### **Semi-Structured Interviews**

Qualitative Survey Data	F	
Thematic coding of transcripts to categorize and analyze findings	Vİ Ol	
Interviews with key stakeholders from case study subjects	, , , , , , , , , , , , , , , , , , ,	

uture research should take a holistic, systems approach in considering key sustainability impacts of circular business Survey data provided by case study subjects, collected models and examining tensions stemming from the status quo from their user base linear economy.

Received in aggregated format

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63% additic

Figure 1. when par

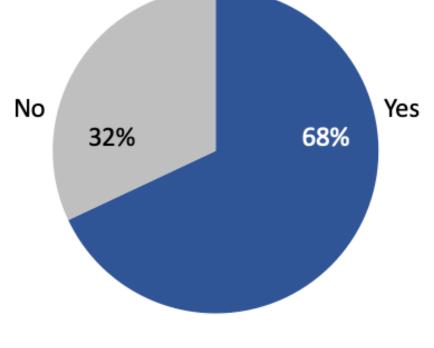
Key 

The case study analysis employed in this research contributes to an emerging yet under-researched area in academia.

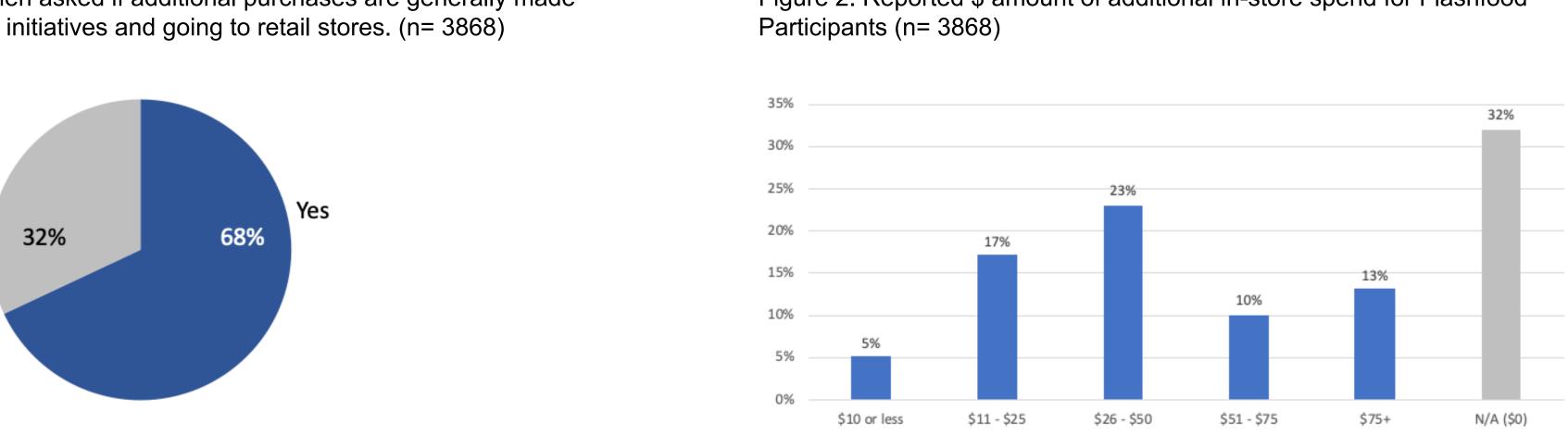
Findings from both case studies indicate that the initiatives drive an increase in sales and increased cadence of store isits. Several areas for further research are proposed as an output.

## Course Code: SSM1100Y

	Results
Key Survey Findings	
<b>68%</b> of participants <b>purchase more items in-store</b> gh the circularity initiative of Flashfood respondents are more likely to frequent ery retail locations partnered with Flashfood. of Flashfood respondents spend \$11 or more on onal purchase	<ul> <li>Key moti</li> <li>Positive</li> <li>Profitation</li> <li>CASE paragenetic of the second sec</li></ul>
. Yes/No responses when asked if additional purchases are generally made articipating in circularity initiatives and going to retail stores. (n= 3868)	e Fig Par
	35%



- tability through increased sales
- articipants are intrinsically motivated to reduce plastic have a positive environmental impact
- od participants primarily extrinsically motivated through money on purchases; food waste is secondary motivation



	Areas for Further F
ey areas identified:	F
Longitudinal case studies following busines period of months/ years	sses over a 7 p
Broadening focus to a range of firms and in	ndustries •
Technical analysis to quantify net impacts of initiatives (e.g. LCIA, Carbon Inventory)	of circularity E
Tensions between circular and linear econe	omic models •

## Conclusion



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## **Key Interview Findings**

tivations for retailers to partner with CASE and Flashfood: ive brand image

gure 2. Reported \$ amount of additional in-store spend for Flashfood

## Research

#### Research methodologies to draw inspiration from:

- Toward circular economy of fashion: Experiences from a brand's product take-back initiative (Hvass & Pederson, 2019)<sup>6</sup>
- 3-year longitudinal case study on a major Scandinavian fashion brand's take-back program
- Experimenting with a circular business model: Lessons from eight cases (Bocken, Schuit & Kraaijenhagen, 2018)<sup>7</sup>
- Comparative case study analysis of 8 companies experimenting with incorporating circularity into their business models

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