BEHAVIOUR CHANGE FOR SUSTAINABILITY

MAKING WASTE MORE SUSTAINABLE IN THE C&D SECTOR





THE INDUSTRY CONTEXT WE'RE WORKING IN...

The industry is not a monolith. On any one project there is a number of different stakeholders coming and going at all times If we want to have traction we need to **go big and broad to reach** all industry people to ensure behaviour change is long term and sustained

We are working with **busy, time poor people**. We can't expect them to invest resource into something where the benefit/payoff is not clear Everyone is under pressure, both time and money wise, so any change needs to benefit them not us – if it's not tangible and substantial they're not as interested

There's **no silver bullet for changing behaviour** around C&D waste. Change will need to be **incremental**, supported by **external market structures** and **backed by regulation** Any change needs to clearly articulate the industry benefits, ensure external market structures in place that provide the capability to act sustainably, and be backed by regulation

SPOTLIGHT ON SUSTAINABILITY

The C&D environment doesn't enable people to live by their values like they can in other aspects of life ...

People **feel guilty** about their unsustainable behaviour but also **feel like their hands are tied** - there are no viable alternatives. This has **created a social norm of behaviour** within the industry which justifies inaction

There's a heightened sense of risk when it comes to sustainability... but no sense of reward

It's easy to justify not taking ownership of C&D waste – it's always someone else's problem (homeowner/ design team/ PM/ project team)

C&D waste isn't top of mind when considering sustainability in the industry. When homeowners think about it, they're thinking about aesthetics / efficiency – waste isn't on the radar

BUT... People in the industry are willing... There's an emotional connection... It's something that they're implementing in their home lives... And it's driving day to day choices

Counter risk with reward: **1. Make the uncertain certain** (cost/benefit). **2.** Clear pathways (processes/support/risk mitigation). **3. Reward for effort** (financial/ commercial benefits)

When nobody feels fully responsible, blame becomes spread out/ diluted.
If we want people to take interest in managing waste effectively, we need to provide strong financial incentives to do so

This is a matter of education. Once homeowners are made aware of the connection they get it. But they need to be told.

Almost everyone we spoke to accepts that **sustainability is a problem that needs to be addressed.** And some people are **creating their own workarounds** (stock piling / selling additional materials)

TO OVERCOME THE BARRIERS TO SUSTAINABLE BEHAVIOUR CHANGE... 3 KEY PRIORITIES NEED TO BE MET

Time is where money can be won or lost – any new initiative needs to show a tangible financial benefit against the time invested

Money trumps all – it's the first consideration when any change is presented - the dollars need to stack up!

There needs to be external support for people to change their ways – the alternate solution needs to be EASY to implement and financially viable



Any proposed changes will be ultimately dismissed unless justified against one or more of these three proof points

These three priorities and sustainable waste practices are seen as being at odds with one another, which is a major deterrent to change

The practicalities of managing waste sustainably takes more time, costs more money and requires more effort in the short-term



And this is further exacerbated by a fear of the unknown... and feeling that they're being burdened with the responsibility and cost of implementing change

"Why should it all be on my shoulders? There's only so much more we can do before we end up out of pocket and out of business" 4

TO UNDERSTAND THE JOB TO BE DONE – ALL ASPECTS OF A C&D PROJECT LIFECYCLE AND ATTITUDES MUST BE CONSIDERED



COUNCIL CAN PLAY AN INTEGRAL ROLE IN DRIVING INDUSTRY CHANGE... BUT THEY CAN'T DO IT ALONE

