ResCoM

ResCoM Shared Terminology

Term	Definition
Product	A product is anything that is manufactured and offered to customers for use, via sale or other access models.
Component	A component is a part or element of a larger whole, for example, a product. From the point of view of manufacturers of components, those components can be considered products themselves.
Lifecycle	A lifecycle of a product starts when it is released for use after it has been (re)manufacture. It ends when it is disposed of (landfill/material recycling) or dismantled to harvest/reuse its components. The lifecycle of some (or all) of the components can continue in new products when the lifecycle of a product ends. If an essential amount of components form part of the same new product, the product lifecycle continues in that product.
Usecycle	A usecycle of a product starts when it is released for use to a certain use. It ends when the user of a product changes; for example, via resale, redistribution or assignment to a different user as part of a service model. It also ends when the lifecycle of the product ends. A new usecycle of a component of a product starts if the component is reused as part of a new product.
Repair	Repairing corrects specific faults in a product to bring it back to satisfactory working condition. Generally, there is no new warranty on the repaired product, besides for components that have been replaced.
Upgrade	Upgrading is the process of enhancing the functional capabilities (or sometimes cosmetic conditions) of a product relative to the original design specifications to meet changeable user needs.
Refurbish	Refurbishment is the process of returning a product to a satisfactory working condition. It may include repairing or replacing major components of the product. Generally, any warranty on a refurbished product applies to all major wearing parts but is less than that of a newly manufactured equivalent. Usually, a new usecycle (but no new lifecycle) starts after a product is refurbished.
Mainte- nance	A product can be maintained by performing inspection and servicing tasks to preserve its functional capabilities and/or cosmetic conditions. Often, maintenance tasks are pre-planned



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	for accomplishment at specific points in time.
Reuse	Reuse is a term covering all operations where a product is, or its components are, put back into service for a new usecycle. A product can be repaired, upgraded or refurbished before its reuse. Components of a product can be reused in a new product.
Remanu- facture	Remanufacture denotes the process of disassembly of products into components, testing and recombining those components into a product of at least original performance. Generally, the resultant new product is given a warranty that is identical to that of an equivalent product manufactured out of all new parts.
Recycling	Recycling is the process of recovering material from products at the end of their lifecycle. The materials recovered feed back into the process as feedstock for the original or other purposes. Use for energy recovery, fuel or backfilling are excluded.
Down- cycling	Downcycling is the process of recycling materials into new materials of lower performance and/or functionality.
Obsole- scence	A product or component becomes obsolescent, even if functional, when it is no longer used. Obsolescence can occur when a product is no longer able to fulfil the function it was designed for, but also when it is no longer wanted by it user.
Product life extension	Product life extension is the postponement or reversal of the obsolescence of a product, starting a new usecycle, for example, through reuse, repair or refurbishment.
Leakage	Products, components and materials are leaked out of the system if they are discarded rather than cycled back into the system (e.g., via reuse, remanufacture or recycling).
Closed- loop product system	A system, in which products, components and materials are completely reused, remanufactured and recycled, rather than discarded as waste (landfilled, incinerated or other terminal options).
Closed- loop recycling	A process that returns materials used in a product after its lifecycle to at least the same quality and geometry of that material in virgin production, to produce new products.
Index (of X)	The percentage/portion of a product that is intended to go through a certain process <i>X</i> (e.g., reuse, recycling, remanufacturing).

