

FULAR INTERNATIONAL AWARDS: Green Challenge for Designers - Open Call

FULAR - IPA-ADRION00373

Shaping new paths towards FUrniture circuLARity

The project is co-funded by the European Union through the Interreg IPA Adrion programme.

*The furniture industry is undergoing a profound transformation driven by climate challenges, resource scarcity, and the need for circular production systems. Through the **FULAR International Awards: Green Challenge for Designers**, emerging designers, students, professionals, and innovators are invited to explore new approaches to sustainable furniture design and material reuse.*

The competition aims to support projects that combine creativity, environmental responsibility, manufacturability, and circular thinking, contributing to a more resilient and sustainable future for the furniture sector.

PROMOTERS AND CONTEXT

This competition is promoted by the partners of the European project **FULAR - Shaping new paths towards Furniture circuLARity**, UTH, CLUSTER ARREDO, WIC, PREDA, SFI, WICA, UBFF, CWC, CEKOM and IUAV, within the framework of activities dedicated to the development and implementation of **circular economy models in the furniture sector**. FULAR project is co-funded by the European Union, under the Interreg IPA ADRION programme.

The initiative is part of actions aimed at fostering sustainable innovation, enhancing the value of wood-based materials, and promoting the reuse of resources within the production cycle.

Link to the project's website: <https://fular.interreg-ipa-adrion.eu/>.

OBJECTIVE OF THE COMPETITION

The competition aims to collect innovative **eco-design** project proposals capable of:

- enhancing the value of wood-based materials from a sustainability perspective
- integrating recycled and/or recovered materials
- proposing replicable and industrializable solutions
- contributing to the transition towards circular models in the furniture sector

Projects must be inspired by the [D2.3.1 FULAR Practical Guidelines for Circular Economy Implementation in the Furniture Sector](#).

ELIGIBLE PARTICIPANTS

Participation is open to people who belong to the following categories:

- students (high schools and universities);
- young designers;
- professionals (designers, architects, engineers);
- SME representatives;
- individual participants or groups.

Participation is free and open to the **Interreg IPA ADRION programme countries** without

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discrimination based on gender, age, nationality, or social condition.

All participants must be 18+ years old.

In the case of group participation, a group leader must be appointed as the contact person, and all the participants must be 18+ years old.

Members of the jury and individuals involved in the organization of the competition are excluded from participation.

PROJECT THEMES

Participants must choose one of the following thematic areas:

- Sustainable and recyclable wood species and materials to facilitate recycling furniture;
- The use of post-industrial waste materials in furniture production;
- The reuse of end-of-life furniture products.

PROJECT REQUIREMENTS

1. Technical Requirements:

- The project must include at least 70% wood-based materials;
- It must be feasible and manufacturable, preferably compatible with CNC technologies;
- It must comply with functionality and ergonomics criteria.

2. Sustainability Requirements:

- At least 20% of the materials must be recycled or reused;
- The following are permitted:
 - o recycled wood;
 - o production waste;
 - o recycled composite materials.

Sustainability will be assessed in relation to:

- environmental impact;
- circularity;
- integration within the project.

APPLICATION REQUIREMENTS

Applicants are required to submit their application in English through **three separate PDF documents**: INFO, BIO, and PROJECT.

The **INFO** document should contain the project title (maximum four words), a highlight sentence summarizing the essence of the project (up to 35 words), and a project description of no more than 300 words. The description should explain the problem or need addressed by the project and its relevance to the Open Call criteria, describe the concept, inspiration, materials, technical aspects, methods, and development process, and outline the project's innovative contribution in relation to existing approaches and practices in the field.

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The **BIO** document should include a short biography of the author or authoring team. Individual applicants may submit a biography of up to 120 words, while teams may submit a joint biography of up to 200 words.

The **PROJECT** document should present the project through photographs, renderings, illustrations, drawings, sketches, diagrams, or other relevant visual materials. The document must be prepared in A4 format, in either vertical or horizontal layout, at 300 DPI resolution and in CMYK color mode. The total file size of the PROJECT document must not exceed 25 MB.

Applicants may also submit an optional video by providing a downloadable link to an MP4 file (Full HD, 16:9 format) uploaded to a cloud-sharing platform such as Google Drive, Dropbox, or WeTransfer. The video may present the project's context, development process, demonstration, storytelling elements, or 3D simulations.

All PDF documents must be named according to the following format:

PROJECT TITLE_INFO/BIO/PROJECT_COUNTRY

Example:

RECYCLING WOOD BOARDS_INFO_GREECE

Applications must be submitted exclusively via the Google Forms application form available at:

<https://forms.gle/DGwBT78dUgHMRvJa6>.

All submissions must be anonymous and will be identified by a given **alphanumeric code**, which the participants will receive after submitting their proposal.

All the attachments must be submitted in **English language**.

PARTICIPATION PROCEDURE

Participation in the competition is exclusively online and includes the following phases:

- **Registration**
Participants must register through the official project website by providing their personal and contact details.
- **Application Form Completion**
Following registration, participants must complete the online application form, including all required information and the selected project theme.
- **Upload of Submission Materials**
Participants must upload the required materials according to the procedures and formats specified in this notice through the dedicated platform.

All materials must be uploaded within the deadlines established in the following paragraph. Incomplete applications, wrong uploadings or applications submitted through methods other than those indicated will not be accepted or rejected.

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DEADLINES

- Opening of the call: 10th June 2026
- Closing of applications: 31st October 2026, 23.59 CET
- Announcement of winners: within 30 days from the closing of the contest

The outcome of the competition will be communicated directly to participants via email using the addresses provided during registration.

JURY

The intonational jury will include experts in design, sustainability, circular economy, manufacturing and innovation, in representation of the FULAR project partners. Decisions will be made by majority vote and shall be final and unquestionable.

EVALUATION CRITERIA

The Jury will evaluate submissions based on the clarity of their concept, the quality of their design approach, and their ability to propose innovative and responsible solutions for the transition toward circular models in the furniture and wood-processing sector. Particular attention will be given to projects that demonstrate a strong balance between sustainability, feasibility, material innovation, and contemporary design quality.

Criteria include:

Relevance and rationale:

Clear identification of an environmental, material, or production-related challenge within the furniture sector, accompanied by a convincing explanation of the project's relevance and potential contribution to circular transition.

Originality and innovation:

Innovative approaches to the use of wood-based materials, recycled resources, production waste, or end-of-life furniture systems, demonstrating creative and forward-thinking design solutions.

Circularity and environmental responsibility:

Integration of circular economy principles through material reuse, recyclability, durability, repairability, modularity, reduction of waste, and consideration of environmental impact throughout the product lifecycle.

Material and technological intelligence:

Responsible and efficient use of materials, production processes, and technologies, including compatibility with contemporary manufacturing systems such as CNC fabrication and sustainable production methods.

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Design quality and functionality:

Overall coherence, aesthetic quality, usability, ergonomics, and functionality of the proposed solution in real-life contexts.

Feasibility and production potential:

Technical feasibility, manufacturability, scalability, and potential integration into contemporary furniture production systems and market applications.

Social and cultural value:

Sensitivity to contemporary lifestyles, local production contexts, responsible consumption, and the promotion of more sustainable relationships between people, materials, products and ecosystem.

SELECTION AND AWARDS

3 projects for each one of the 3 thematic areas (9 projects in total) will be selected based on the highest scores obtained according to the evaluation criteria. The selection will take into account, where possible, a balance among the different thematic areas and the geographical representation of participants.

The 9 winning projects will gain access to **FULAR Material Engineering International Workshops**.

Each winner will receive a **reimbursement**, intended to cover, fully or partially, participation expenses related to the participation in person to the workshops. In the case of a group, the reimbursement will be given only to the group leader, but the other members will be allowed to join the FULAR Material Engineering International Workshop.

The amount and payment procedures of the contribution will be communicated to the winners together with the official notification of results.

FULAR Material Engineering International Workshops:

As part of the second phase of the contest, the winners will have the opportunity to participate in the FULAR Material Engineering International Workshops, with the aim of **delivering an improved/finalized version** of the projects. The three international workshops will be organized in Italy, Greece, and Bosnia and Herzegovina. The 3 winning projects for each thematic area will participate in the respective workshop. The topics addressed in the three workshops will be the same as the thematic areas:

1. Sustainable and recyclable wood species and materials to facilitate recycling furniture, which will be held in Greece;
2. The use of post-industrial waste materials in furniture production, which will be held in Italy;
3. The reuse of end-of-life furniture products, which will be held in Bosnia and Herzegovina.

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The workshops offer a unique opportunity for experimental project development and advanced learning through direct mentorship and hands-on collaboration. Participants will work closely with international experts, industry professionals, and trainers to refine their ideas and transform them into more concrete, real-world applications. Within an intercultural and collaborative environment, the workshops encourage the exchange of perspectives and knowledge, fostering innovation in circular design. Participants will have access to specialized expertise on sustainable materials, production processes, and applied methodologies, while testing and developing their proposals through practical and research-driven experimentation.

Final Selection

At the end of the International Workshops, the projects developed by the participants will undergo a final evaluation by the trainers and experts involved.

Three final winning projects will be selected, one for each workshop, based on the overall quality of the proposals, the level of development achieved, and their technical and sustainable feasibility.

The winning projects will proceed to a valorization phase including:

- prototyping and testing of the developed design solutions;
- official presentation during an international final event dedicated to the FULAR project.

This phase represents a concrete opportunity to transform design ideas into applicable and internationally visible solutions.

INTELLECTUAL PROPERTY

Ownership of Rights

Intellectual and industrial property rights related to the submitted projects shall remain entirely with the authors, in accordance with the applicable copyright legislation.

Originality of the Works

By participating in the competition, participants declare and guarantee that the submitted projects:

- are original and unpublished;
- do not infringe third-party rights, including copyrights, patents, or other industrial property rights.

Authors assume full responsibility for the content of the submitted projects.

COMMUNICATION AND DISSEMINATION

Communication of Results

The outcome of the competition will be communicated to participants via email using the addresses provided during registration and published on the official FULAR project channels.

Dissemination Activities

In order to promote the results of the competition, the organizers reserve the right to:

- organize exhibitions, events, and public initiatives;

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- publish and disseminate the projects through catalogues, websites, social media, and other communication channels.

In all cases, proper credit will always be given to the project authors.

PRIVACY

Personal data will be processed in compliance with current legislation (EU Regulation 2016/679 – GDPR).

ACCEPTANCE OF THE REGULATIONS

Participation in the competition implies full acceptance of these regulations.

JURISDICTION

Any disputes shall fall under the jurisdiction indicated by the project promoters.