

Sustainable Agriculture, Forestry and Fisheries in the Bioeconomy A Challenge for Europe

4th SCAR Foresight Exercise



Long-term experts

Erik Mathijs (Belgium)
Gianluca Brunori (Italy)
Michael Carus (Germany)
Michel Griffon (France)
Luisa Last (Switzerland)

Short-term experts

Margaret Gill (UK)
Tiina Koljonen (Finland)
Eva Lehoczky (Hungary)
Ingrid Olesen (Norway)
Antje Potthast (Austria)

Purpose

- To identify **emerging research questions**
- To anticipate future **innovation challenges**
- To support the implementation of the European **Bioeconomy strategy**
- To explore what might happen by developing the Bioeconomy Paradigm within the fundamental constraint of **sustainability**

Key questions

- How are the primary sectors affected by/can they contribute to/ the implementation of the Bioeconomy Strategy and CAP reform?
- How can the bioeconomy improve food security, environmental quality and other societal challenges?
- How should innovation in the bioeconomy be implemented? What are the opportunities and risks for the different sectors, social groups and regions?

The bioeconomy concept

- Bio-economy or bio-based economy “... *encompasses the production of **renewable resources** and their conversion into food, feed, bio-based products and bio-energy. It includes agriculture, forestry, fisheries, food and pulp and paper production, as well as parts of chemical, biotechnological and energy industries*” (EC, 2012)

Two premises

1. Biomass **is underexploited**:
 1. Too much waste not used optimally
 2. More material and energy can be extracted from current biomass streams
2. The biomass potential **can be upgraded** by
 1. Closing yield gaps
 2. Introducing new or improved species
 3. Introducing new and improved extraction and processing technologies

Bioeconomy scenarios

		Supply growth of biomass		
		Low	medium	high
Demand growth for biomass for materials & energy	low		A – BIO-MODESTY	
	medium			
	high	C – BIO-SCARCITY		B – BIO-BOOM

Scenario A: BIOMODESTY

- Modest growth in demand for biomass for non-food use
- Possible reasons:
 - Biobased solutions not competitive
 - Alternative solutions break through fast (e.g., cheap solar)

Scenario B: BIOBOOM

- High growth in demand for non-food uses and high growth in supply of biomass
- Possible reasons:
 - Alternative technologies slow and biobased technologies competitive
 - Limited resistance towards new technologies and products (e.g., insects, algae)
 - Africa rising
 - ...

Scenario C: BIO-SCARCITY

- High growth in demand for non-food uses, but low growth in supply of biomass
- Possible reasons:
 - Alternative technologies slow and biobased technologies competitive
 - Climate change negative impact on supply
 - Resistance against biotech, insects, etc.
 - ...

Conclusions from scenarios

- Topics are **robust** – no new topics are to be put on the agenda
- However, **priorities** will be different in different scenarios, as they represent different challenges and opportunities related to the bioeconomy
- Key insight is the importance of **governance**
- Important **regional** differences apply

Conclusions from scenarios

- **Bio-modesty:** pull-effect of bioeconomy disappears, urgency to develop bio-based technologies decreases, other ('third') pathways (next to fossil and bio) exist
- **Bio-scarcity:** governance extremely important, social and political issues high on agenda
- **Bio-boom:** high-throughput system, ecosystem carrying capacity high on agenda

Recommendations: Bioeconomy Principles

Bioeconomy principles should be reflected in research & innovation agenda:

- **Food first**
- **Sustainable yields**
- **Cascading**
- **Circularity**
- **Diversity**

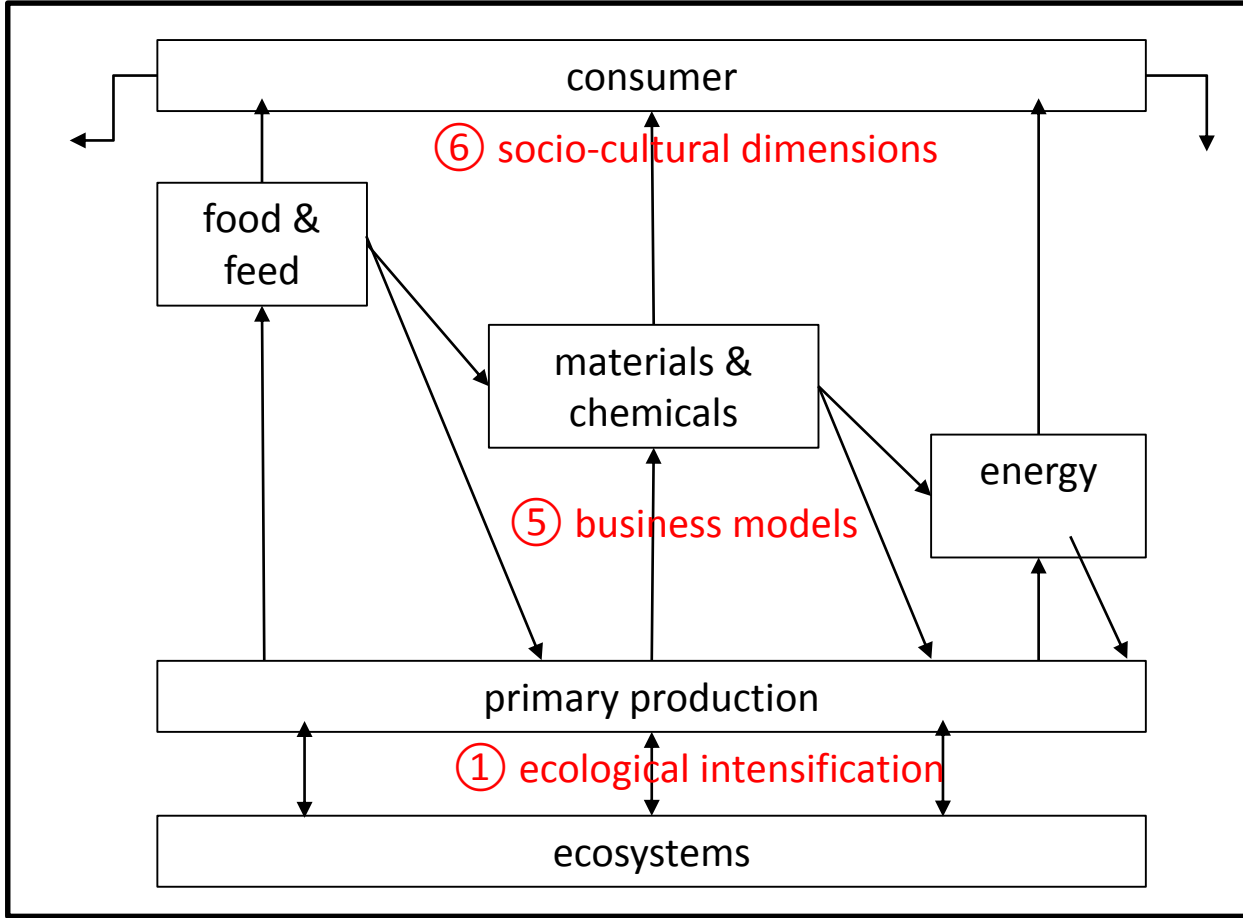
Scope & Themes

- Broadening scope
 - **Horizontally**: simultaneous consideration of all sources of biomass to optimize synergies and minimize threats
 - **Vertically**: integration of upstream and downstream sectors into research addressing primary sectors
- Thematic areas: 8 themes



② digital revolution

⑦ governance



③ resilience



④ new energy landscape

⑧ foresight

time

KIS for the bioeconomy

- **Challenge-oriented** in addition to curiosity-driven
- **Transdisciplinary** = transcending pre-existing disciplines and methodologies
- **Socially distributed** = knowledge creation in diverse forms, in diverse places and by diverse actors → socially inclusive
- **Reflexive** = research as dialogic process and co-creation between all actors ('multi-actor')
- **New rewarding and assessment systems** = quality control transcending classical peer review, old taxonomies in science + multi-actor means multi-quality
- **Competencies** for researchers, extensionists, policymakers, end-users → important role for education + resources to be invested by actors

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