EcoInnovate AI+

Product-as-a-Service (PaaS)

Real-World Examples & VET Relevance

VET-Specific Product-as-a-Service (PaaS) Examples

THE CRITICAL HAFELEKAR 2334

Co-funded by the European Union

Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the National Agency. Neither the European Union nor National Agency can be held responsible for them.

Introduction

This document presents case studies demonstrating how PaaS models support the circular economy and influence vocational education and training (VET).

Real-World Examples & VET Relevance

Philips – Light-as-a-Service

Model: Customers pay for lighting, not fixtures. Philips installs and maintains the system.

Circular Economy Impact: Reduces energy use and waste by extending product life and enabling reuse.

VET Relevance: Electricians and building services VET learners gain skills in system maintenance, smart controls, and sustainable installations.

Source: https://www.signify.com/global/sustainability/circular-economy

HP – Managed Print Services

Model: Clients pay per printed page; HP owns and maintains printers.

Circular Economy Impact: Minimizes e-waste, promotes reuse and predictive maintenance of equipment.

VET Relevance: IT and office technology VET students learn about device servicing and digital monitoring.

Source: https://www.hp.com/us-en/services/managed-print-services.html

Rolls-Royce – Power-by-the-Hour

Model: Airlines pay for engine uptime; Rolls-Royce retains ownership and manages upkeep.

Circular Economy Impact: Encourages long-lasting, repairable design; reduces material waste.

VET Relevance: Aerospace and engineering VET learners gain exposure to data-driven service contracts and engine lifecycle planning.

Source: https://www.rolls-royce.com/products-and-services/civil-aerospace/aftermarket-services.aspx

MUD Jeans – Lease a Jeans

Model: Monthly leasing of jeans; returned for recycling or reuse.

Circular Economy Impact: Supports circular fashion through textile recovery and reduced fast fashion waste.

VET Relevance: Fashion/textile VET students practice sustainable sourcing and service-based fashion business models.

Source: https://mudjeans.eu/pages/lease-a-jeans

Spotify / Netflix – Media-as-a-Service

Model: Users subscribe for access to digital content.

Circular Economy Impact: Eliminates physical media production and disposal.

VET Relevance: Digital media and marketing VET programs focus on UX, content delivery, and subscription platforms.

Source: https://www.spotify.com / https://www.netflix.com

Tool Libraries

Model: Users borrow tools instead of buying them.

Circular Economy Impact: Reduces resource use, encourages shared ownership, and prolongs tool life.

VET Relevance: VET trades learners (e.g., carpenters, plumbers) practice tool care, repair, and circular access models.

Source: https://www.shareshed.org.uk / https://torontotoollibrary.com

Hilti – Tools-on-Demand

Model: Construction companies lease tools per project or need; Hilti maintains them.

Circular Economy Impact: Promotes efficient use, reduces idle equipment, and waste.

VET Relevance: Construction and maintenance VET students engage in logistics, repair, and tool lifecycle management.

Source: https://www.hilti.group/content/hilti/CP/XX/en/company/media-relations/press-releases/tool-on-demand.html

Mobility-as-a-Service (Zipcar, Uber)

Model: Users pay for transportation access rather than owning a car.

Circular Economy Impact: Reduces vehicle overproduction, emissions, and traffic congestion.

VET Relevance: Automotive and mobility VET students learn about vehicle fleet management, diagnostics, and service coordination.

Source: https://www.zipcar.com / https://www.uber.com

GE Healthcare – Medical Equipment Leasing

Model: Hospitals lease medical devices with full service included.

Circular Economy Impact: Optimizes equipment usage, reduces redundancy and waste.

VET Relevance: Healthcare VET learners train on shared devices, focusing on safety checks, user training, and digital health tools.

Source: https://www.gehealthcare.com/services/financial-services

Fernish / Kinnarps – Furniture-as-a-Service

Model: Subscription-based access to furniture with upgrades and returns.

Circular Economy Impact: Minimizes furniture waste, enables reuse and remanufacturing.

VET Relevance: Furniture design and interior VET learners explore modular, repairable furniture systems.

Source: https://www.fernish.com / https://www.kinnarps.com

VET-Specific Product-as-a-Service (PaaS) Examples

Tool Library for Carpenters & Welders

Model: Subscription-based access to shared tools (e.g., drills, welders, saws).

Circular Economy Impact: Reduces need for personal ownership, encourages repair and efficient use.

Vet Relevance: Carpenters and welders learn tool maintenance, safety, and shared-use systems.

Source: https://torontotoollibrary.com

Sewing Machine-as-a-Service

Model: Fashion learners access machines via school-run subscriptions.

Circular Economy Impact: Promotes longevity and sharing of machines, reducing waste.

Vet Relevance: Sewing and tailoring students practice with maintained machines, supporting circular textile production.

Source: https://sewconfident.co.uk

Mobility Aids-as-a-Service (Healthcare)

Model: Hospitals or patients lease wheelchairs, walkers, beds on demand.

Circular Economy Impact: Devices are reused, repaired, and redistributed.

Vet Relevance: Nursing students learn how to manage and teach use of leased assistive devices.

Source: https://www.nhs.uk/nhs-services/social-care-and-support-access-to-services/wheelchair-services/

Hair Equipment-as-a-Service

Model: Hair salons lease hair dryers, clippers, or chairs with service contracts.

Circular Economy Impact: Reduces equipment waste, promotes manufacturer responsibility.

Vet Relevance: Hairdressing students gain experience in maintaining service-based gear.

Source: https://www.salonsdirect.com

Electric Tools-as-a-Service

Model: Electricians rent diagnostic or installation tools for short periods.

Circular Economy Impact: Minimizes idle tools and improves access to high-quality equipment.

Vet Relevance: Electrical VET learners gain access to cutting-edge tools without upfront costs.

Source: https://www.hilti.group

Auto Repair Tools-on-Demand

Model: Garages lease diagnostic tools or lifts per use/project.

Circular Economy Impact: Reduces redundant ownership and promotes repair-based business models.

Vet Relevance: Auto repair learners work in shared-use, resource-efficient environments.

Source: https://www.snapon.com

Floral Design-as-a-Service

Model: Florists offer subscription-based flower design and event décor.

Circular Economy Impact: Reduces waste via reusable vases and seasonal arrangements.

Vet Relevance: Florist learners gain service delivery and circular material management skills.

Source: https://www.bloomandwild.com

Furniture Rental & Refurbishment (for Finishers)

Model: Clients rent or refurbish modular furniture instead of buying.

Circular Economy Impact: Reduces new material use and landfill waste.

Vet Relevance: Finishers and carpentry VET students learn to repair, repaint, and adapt reused furniture.

Source: https://www.kinnarps.com

Uniform-as-a-Service (Healthcare & Hospitality)

Model: Staff lease uniforms cleaned and maintained by service providers.

Circular Economy Impact: Encourages textile reuse and industrial laundering efficiencies.

Vet Relevance: VET students in nursing, culinary, and hospitality learn uniform logistics and textile lifecycle care.

Source: https://www.cintas.com/uniform-rental/

Digital Tools-as-a-Service (for Training Centres)

Model: VET schools provide access to CAD, 3D printing, and design tools via licensing-as-a-service.

Circular Economy Impact: Minimizes software piracy, maximizes learning access.

Vet Relevance: Learners across trades engage with up-to-date tools affordably.

Source: https://www.autodesk.com

3D Printer-as-a-Service (Design & Manufacturing)

Model: Institutions or small businesses lease 3D printers for prototyping and production.

Circular Economy Impact: Encourages shared use, reduces waste from overproduction, and promotes iterative design.

Vet Relevance: Design, prototyping, and engineering VET learners practice digital fabrication using circular workflows.

Source: https://www.hp.com/us-en/printers/3d-printers.html

Greenhouse-as-a-Service (Urban Farming & Horticulture)

Model: Community organizations or schools lease modular greenhouses with climate control systems.

Circular Economy Impact: Improves sustainability in food production, reduces material waste through modular reuse.

Vet Relevance: Horticulture and farming VET students learn to operate, maintain, and optimize service-based growing systems.

Source: https://www.lufa.com/en/greenhouses

Laundry-as-a-Service (Hospitality and Healthcare)

Model: Linens and uniforms are leased and managed through service providers.

Circular Economy Impact: Maximizes textile lifespan through industrial laundering and reuse.

Vet Relevance: Hospitality and nursing VET programs teach textile handling, hygiene compliance, and logistical service systems.

Source: https://www.elis.com/en/group/elis-model

Camera Equipment-as-a-Service (Media & Communications)

Model: Students and freelancers lease high-end cameras, lights, and audio kits.

Circular Economy Impact: Avoids unnecessary tech ownership, supports reuse and upgrading through shared platforms.

Vet Relevance: Media and journalism VET learners access professional tools while learning to manage tech services.

Source: https://www.lensrentals.com

Battery-as-a-Service (Electrical Vehicle Maintenance)

Model: EV batteries are leased separately from the car, with swap or upgrade services.

Circular Economy Impact: Promotes reuse, refurbishing, and reduced raw material extraction.

Vet Relevance: Automotive VET students learn to manage battery lifecycle, diagnostics, and service exchange models.

Source: https://www.nio.com/battery-swap

Eco Innovate AI+

THE CRITICAL 2334 HÅFELEKAR

Co-funded by the European Union

Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the National Agency. Neither the European Union nor National Agency can be held responsible for them.