**Reward artifact description**

The here portrayed user, Silvia, represents a typical packaging-free purchaser. In our scenario we have represented Reward as a part of Silvia’s life. Back from work, she finds her son, Luca, drawing in the living room: wanting to spend some time with him, she decides to involve him in the creation of a nice cap for the bottle she usually uses in her packaging-free purchases, using the mobile application of Reward. Some days later, they go to their trusted bulk store to pick up their customized object, and they have the opportunity to observe the printing process. Luca is gazing silently at the overlapping of small material layers, slowly realizing that what is going to be shaped is the object that he has virtually created with his mother some days before. Once this process is completed, Silvia gives this gadget to Luca who naively exclaims “It’s released from your phone, mom!”. Silvia, amused, explains to her child that it was not the phone but the 3D printer which created the object, through a process that takes so much time and a certain amount of material, and has an intrinsic value because of this.