ISEP INSTITUTO SUPERIOR DE ENGENHARIA DO PORTO







Agenda















TEAM

PROBLEM

GOALS

CONCEPT

PROTOTYPE

CAMPAIGN

OUTCOMES



Team

OLIVIER DURAND

Mechanical engineering

KOEN HELLEMANS

Applied computer science





NINA BOHON

Creative computing

KATHRIN REISINGER

Media technology

CHARLOTTE EMMELOT

Industrial engineering and management

PROTOTYPE

TEAM PROBLEM GOALS CONCEPT

CAMPAIGN

OUTCOMES



Problem















Goals

01



02



03





Concept OUR SOLUTION TO POLLUTION

01 App

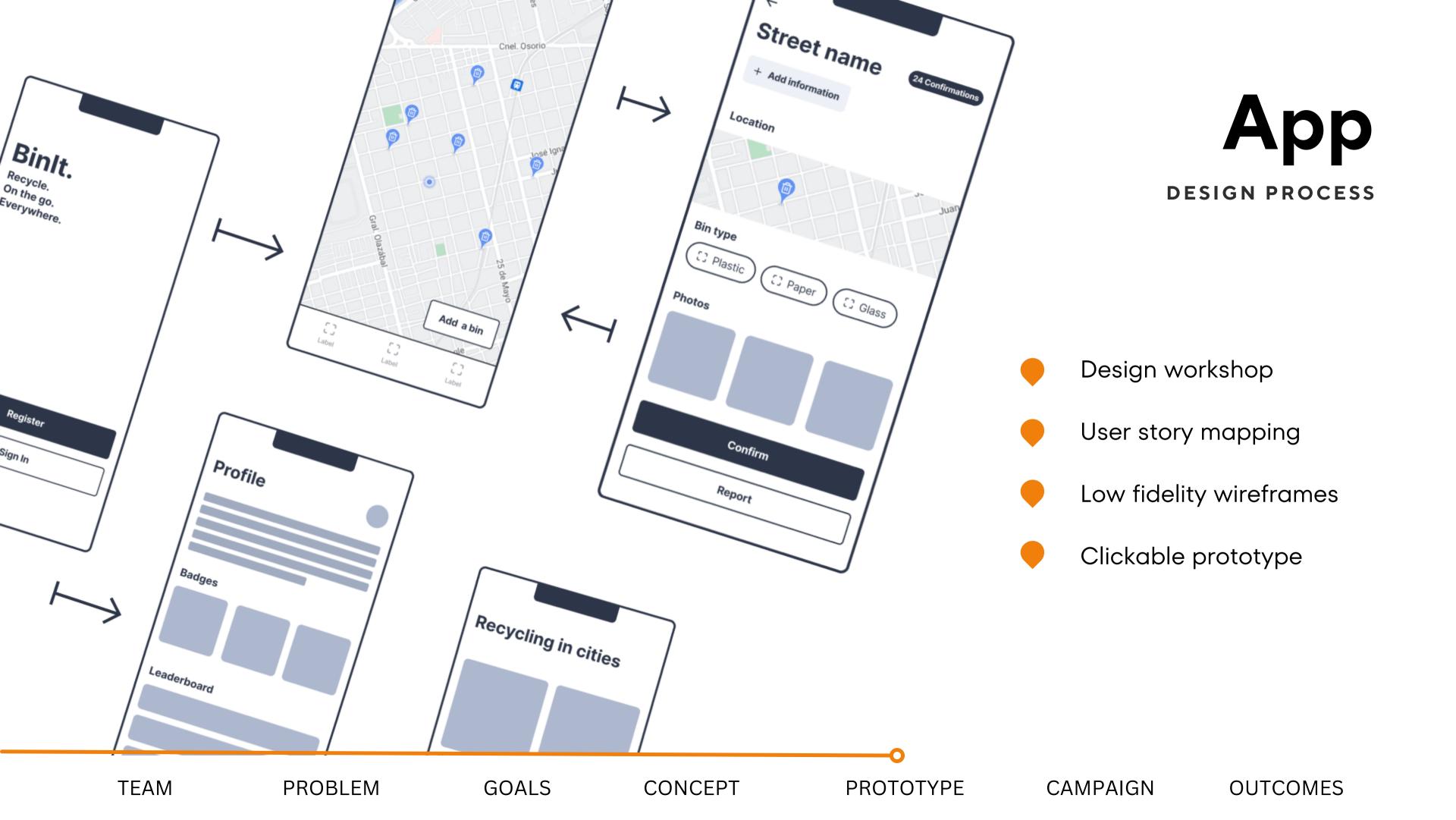
02 Garbage Gladiator

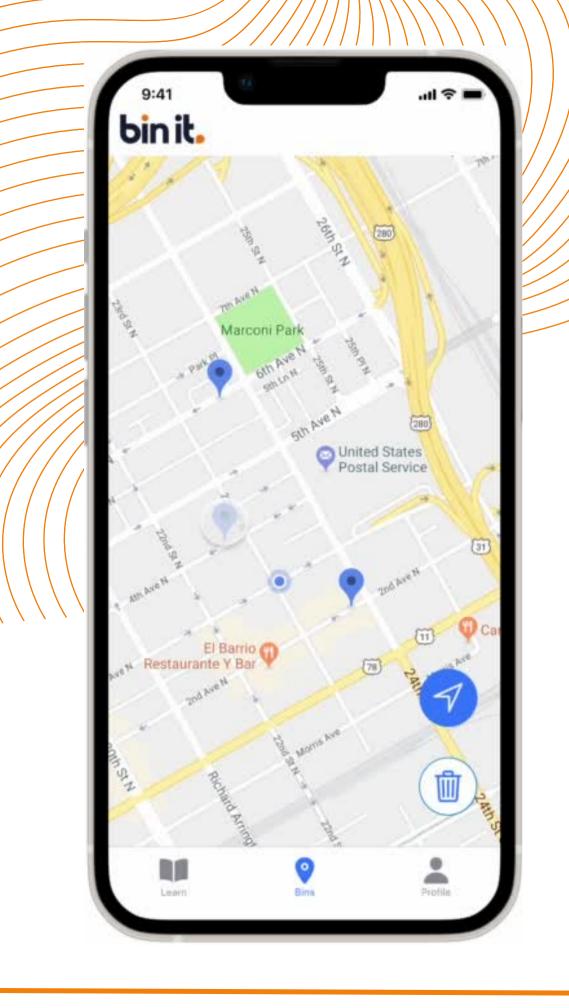
03 Campaign













- Transparency
- Waste separation practices across cities
- Easy localization of bins
- Gamification
- Access to information for all





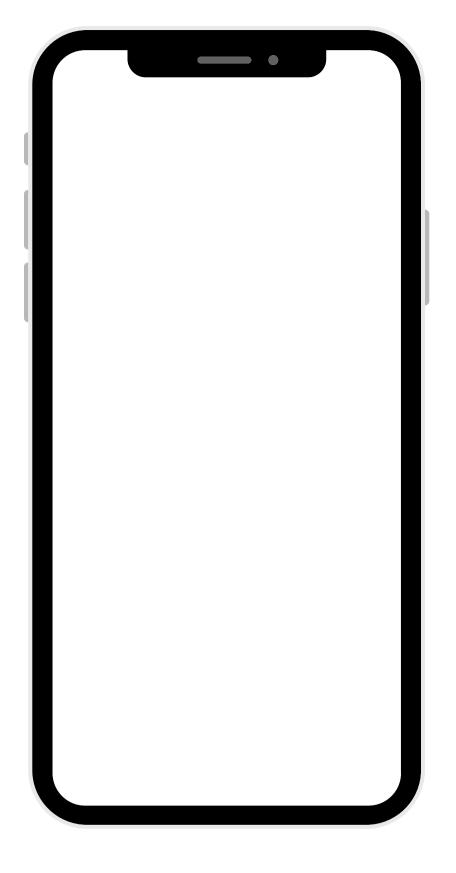






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- Locating bins on a map
- Verifying and adding bins
- Earning points and badges
- Waste separation and recycling information



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Leaderboard from every region

Bins on other locations

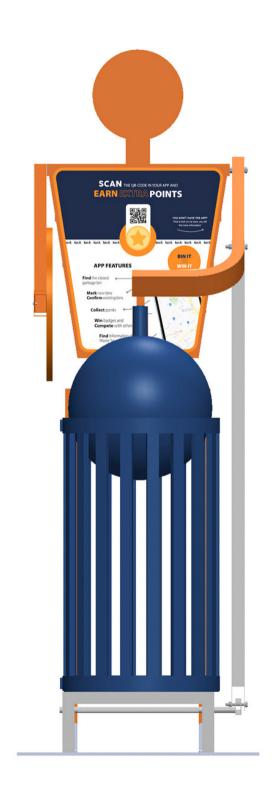
Adding single sign on

Earning badges

Getting extra points









PROTOTYPE

Garbage Gladiator

2.12 m height

Made out of steel and aluminum

Produced sustainable



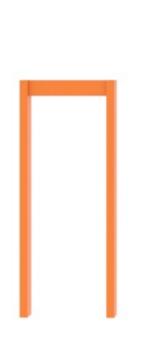


Garbage Gladiator

divisible into 4 parts



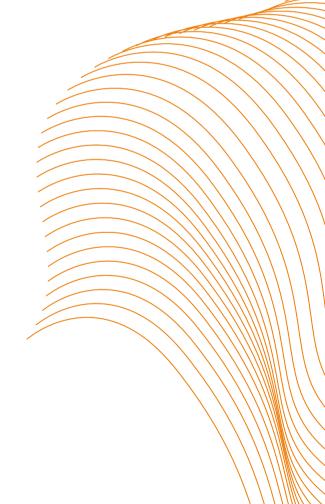
01











OUTCOMES

02

03

04

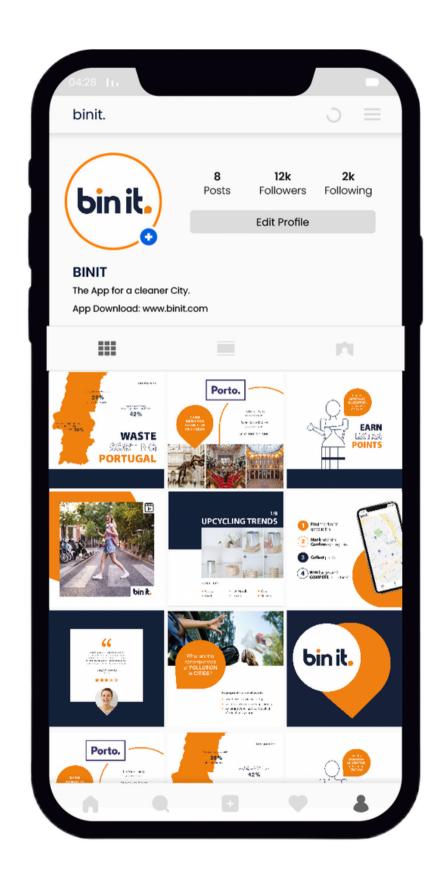
TEAM PROBLEM GOALS CONCEPT **PROTOTYPE CAMPAIGN**

GARBAGE GLADIATOR



Campaign

- Proper waste disposal as new social norm
- Focus on prevention
- Young adults (19 to 25 years)







Sponsorships

01



02



03

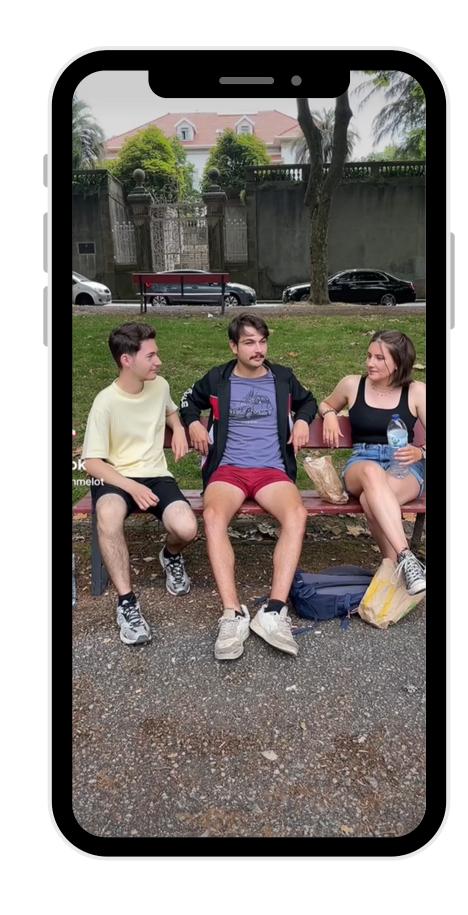




CAMPAIGN

TikTok

- Raise awareness
- Monitor current trends
- Viral sounds
- Create challenges



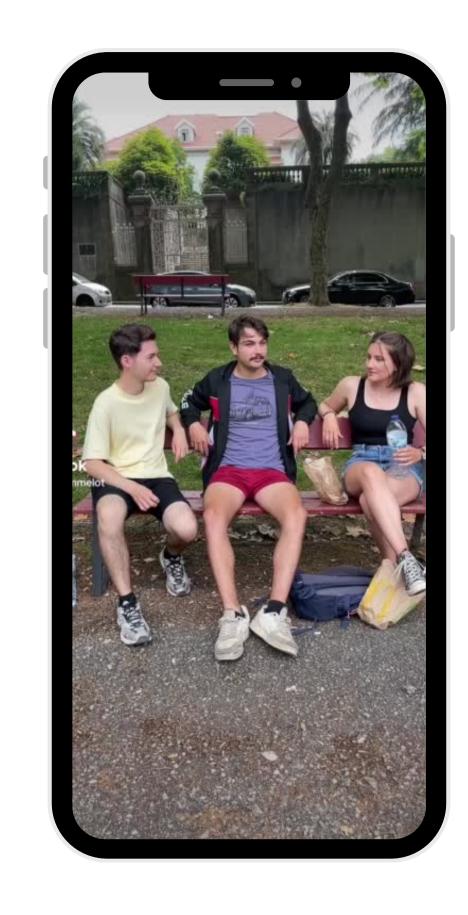




CAMPAIGN

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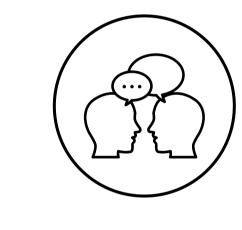
START



Team Outcomes









COMMUNICATION SKILLS

CREATIVITY



Any questions?







