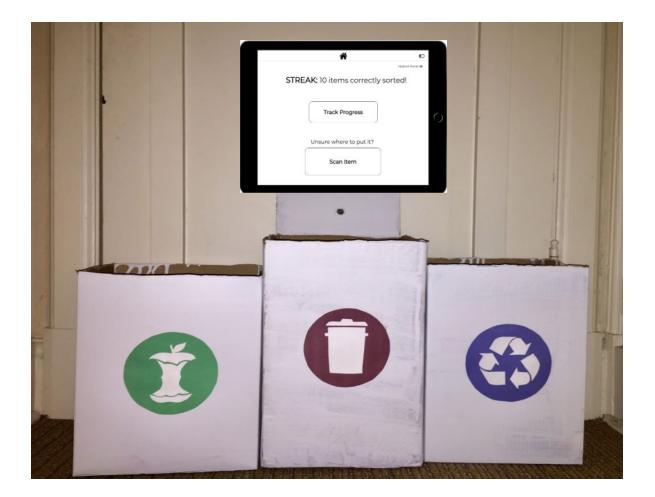
# **Digital Mockup for WastePlacer**



Our overview image includes our three waste receptacles, a camera to scan items, and our homepage of our WastePlacer sceen.

## Task 1: Sorting into correct disposal bins

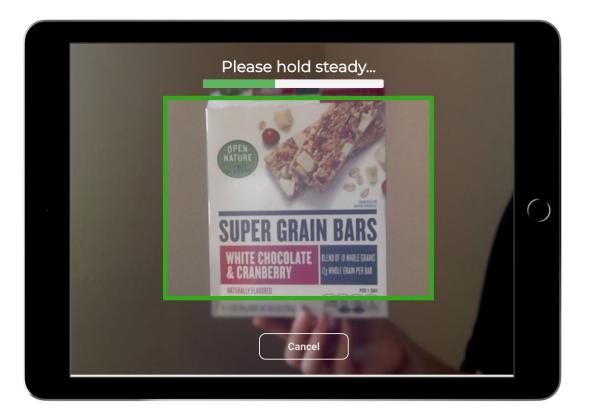
Home page

A D	
Highest Streak: <b>95</b>	
STREAK: 10 items correctly sorted!	
Track Progress	0
Unsure where to put it?	
Scan Item	

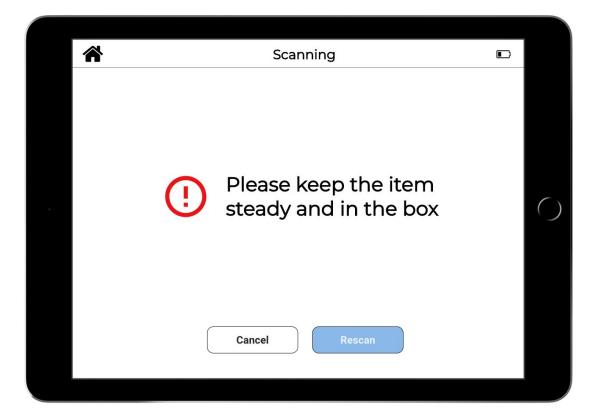
By selecting the "Scan Item" button, the camera tells you where to position the item. Adding the square was one of the main changes we made, because it would make it a lot easier for people to know where to position their item.

Place the item in front of the camera	
	0
Cancel	

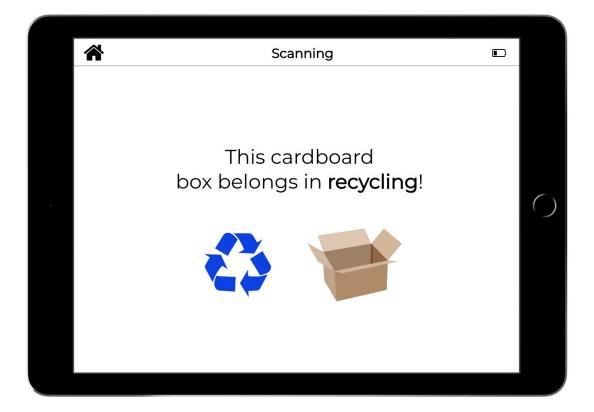
Once the item is placed correctly in the box, the box will turn green and a progress bar will appear. There is an option to cancel at any point. This screen replaced our previous scanning screen which was just a white screen; we believed that being able to see the actual image would improve visibility and keep users updated on what was going on.



If the item is moving too much or the scanning is interrupted in some way, you have the option to rescan or cancel. A minor addition is making the "rescan" button blue because we assume most people will want to rescan rather than cancel.



The user is then informed of which bin to dispose of the item.



When the item is thrown away in the correct bin, the streak increases by 1.



When the item is thrown away in incorrect bin, the streak is reset to 0 and you are informed what bin it actually belongs in.



Fun facts and tips will be given to help users to develop a deeper understanding of their waste disposal habits and how to improve them. A small but notable change is that the "Did you know" message for breaking the streak encourages the user to correctly sort the next time. The "Did you know" message for continuing the streak seeks to improve the user's habits, such as moving from recycling to the next step of reusing. The tips also sometimes have links and photos to reinforce these suggestions.





#### STREAK : 11

Did you know... Sometimes plastic boxes are greener than cardboard because they can be used 100+ times.

**Tip:** Do any gardening? Click <u>here</u> to read about cardboard mulch!

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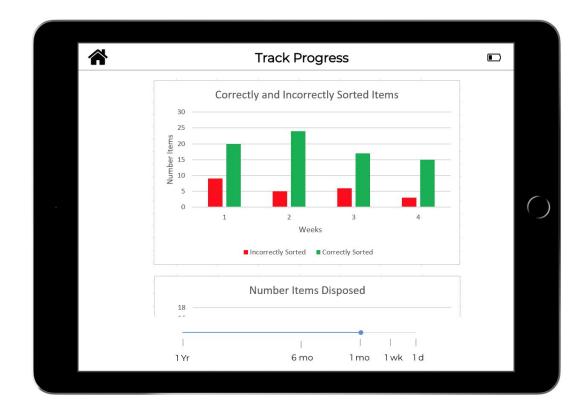


## Task 2: Tracking

By selecting the "Track Progress" button you can see graphs that track your disposal habits.

Highest	Streak: <b>95</b>	
STREAK: 10 items correctly sorted!		
Track Progress		$\bigcirc$
Unsure where to put it?		
Scan Item		

Two graphs are displayed: one for correctly vs incorrectly sorted items and another graph for number of items disposed per category (not shown). There is a slider at the bottom of the page to control what timeframe to see the graphs in. One of the main changes we implemented was going from 4 graphs to 2 so there would be less clutter. We also took out the "Edit" buttons, leaving only the slider as a way to edit the graphs.



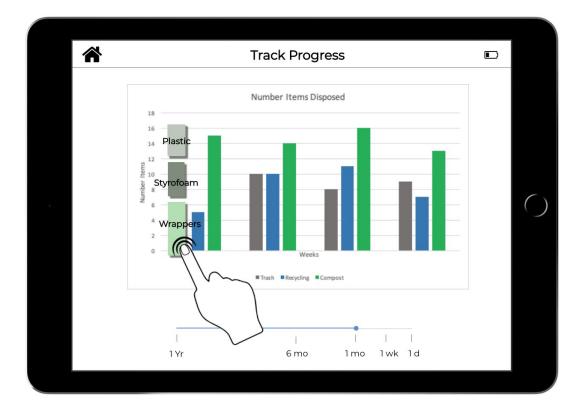
This is the second graph where the number of items for trash, recycling and compost is shown.



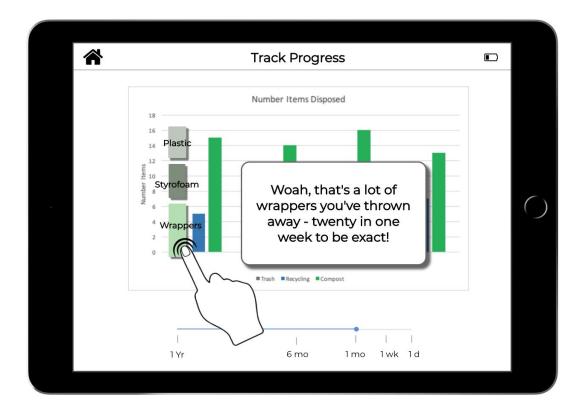
A minor change is that one of the bars representing a problematic number (ex: a high trash number) shakes in order to get the user's attention.



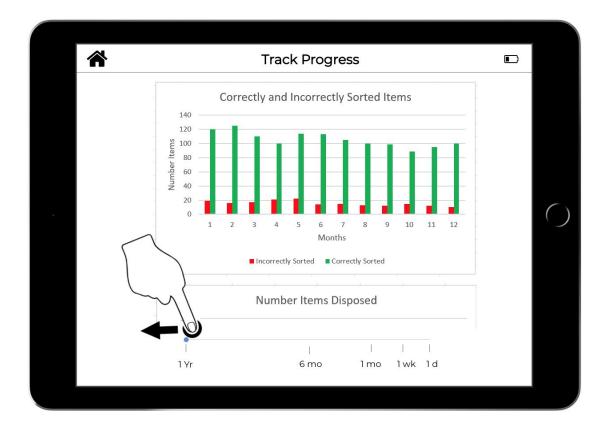
If the user holds their finger down on bar, they can see the more detailed breakdown of each bar. For example, for the trash bar it shows plastic, styrofoam and wrappers.



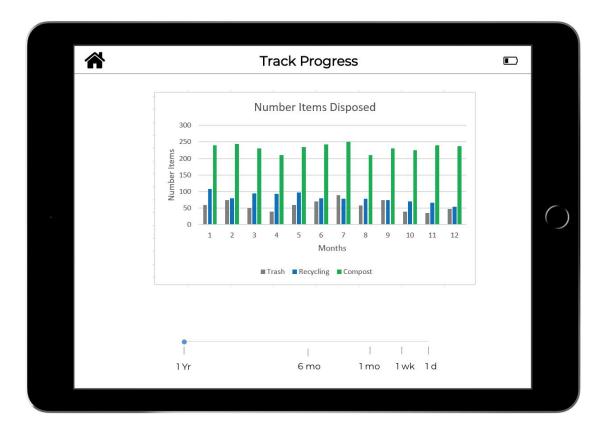
Another major change is that a message will pop up when you put your finger over it. In this case it highlights the high number of wrappers, implying that it is an area of possible improvement. This is to highlight problematic areas in waste disposal that can possibly be subject to improvement if brought to the attention to the user.



If the user slides the slider button to a different time, the graphs readjust.



The second graph re-adjusted to one year instead of 1 month.



### **Contribution Statement**

Alex: 20% captioned the images for write up Anne: 30% helped make the digital mock up images Christine: 28% helped make the digital mock up images Matt: 22% helped make the digital mockup images