

LOST MEDIA

Project Report

Reporting on our progress and plans



Points of Discussion

These are the broad topics this business meeting will cover.

01 Progress

02 Proposition

03 Timeline

04 What's Next

Our Current Progress

Research on multiple topics

01

The effects of Fast Fashion on the environment

02

Connecting with teenagers and their shopping habits

03

Alternatives of Fast Fashion

92.000.000 tons of clothes we discard each year



93.000.000.000 m³ of water is used each year

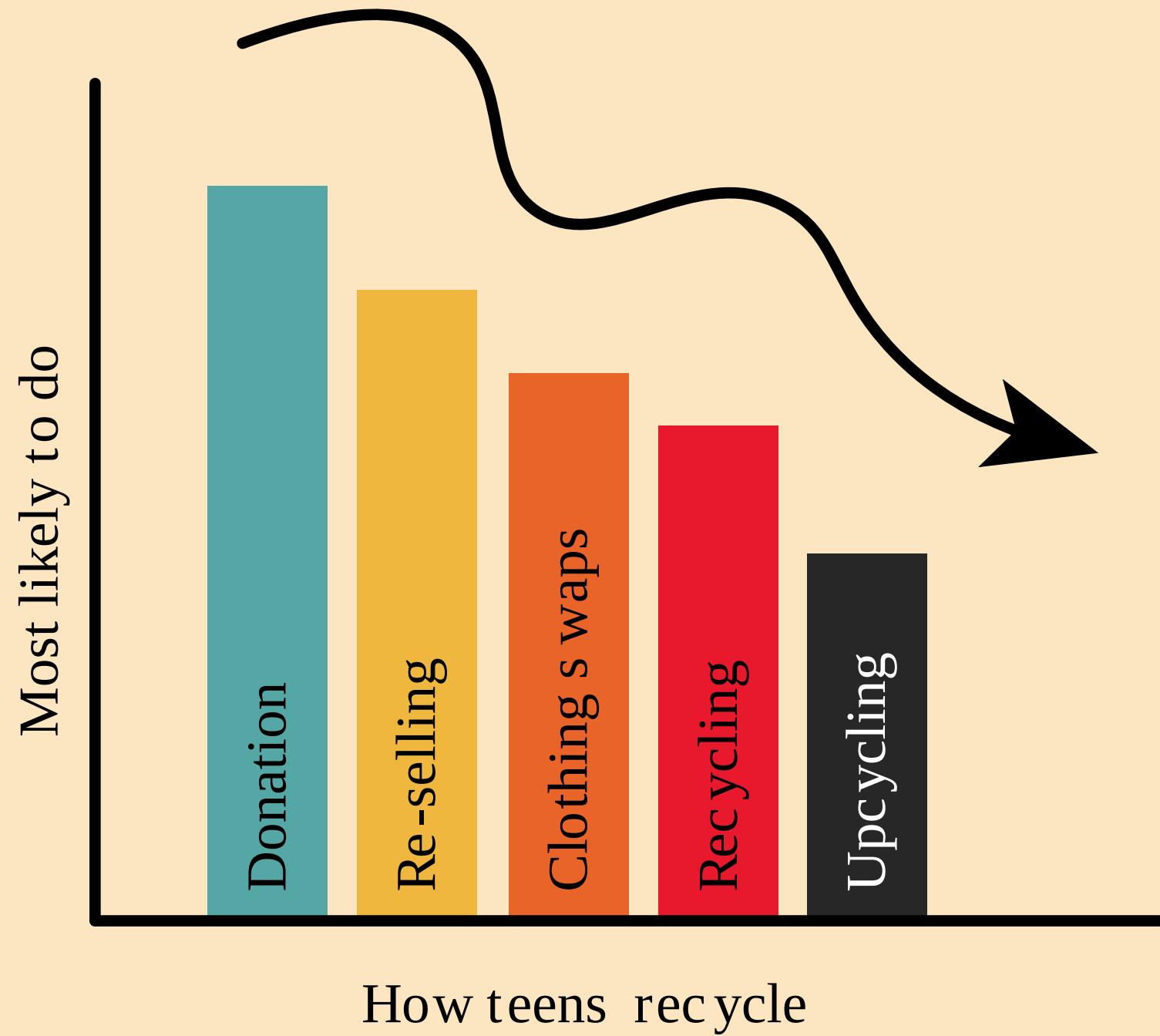
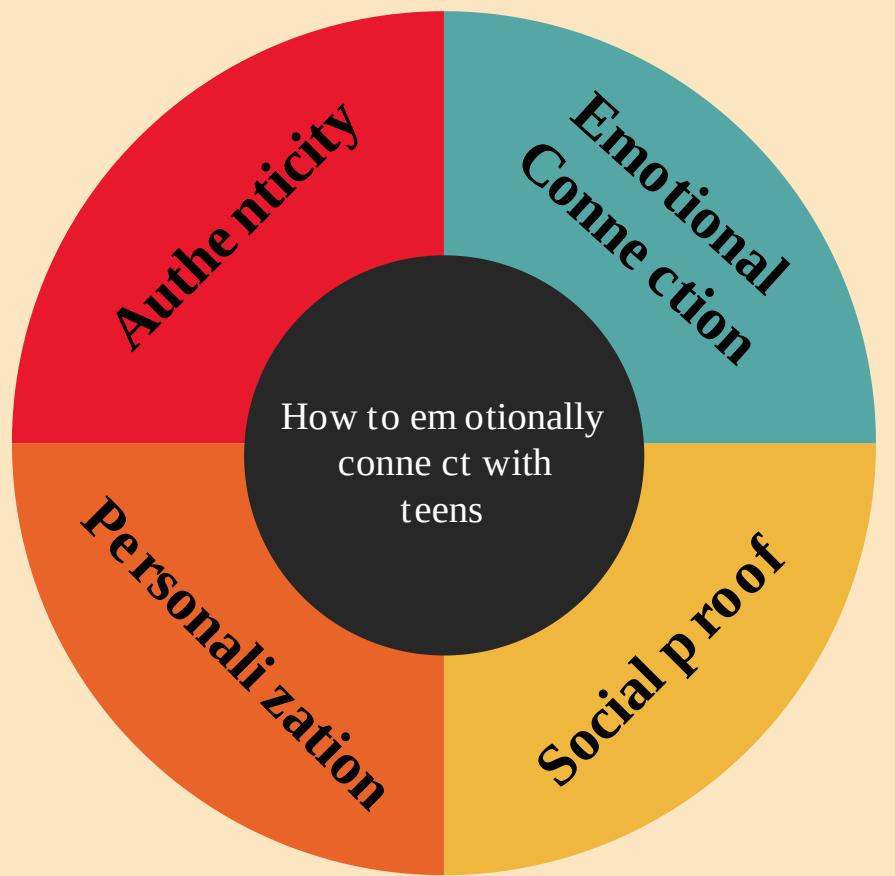
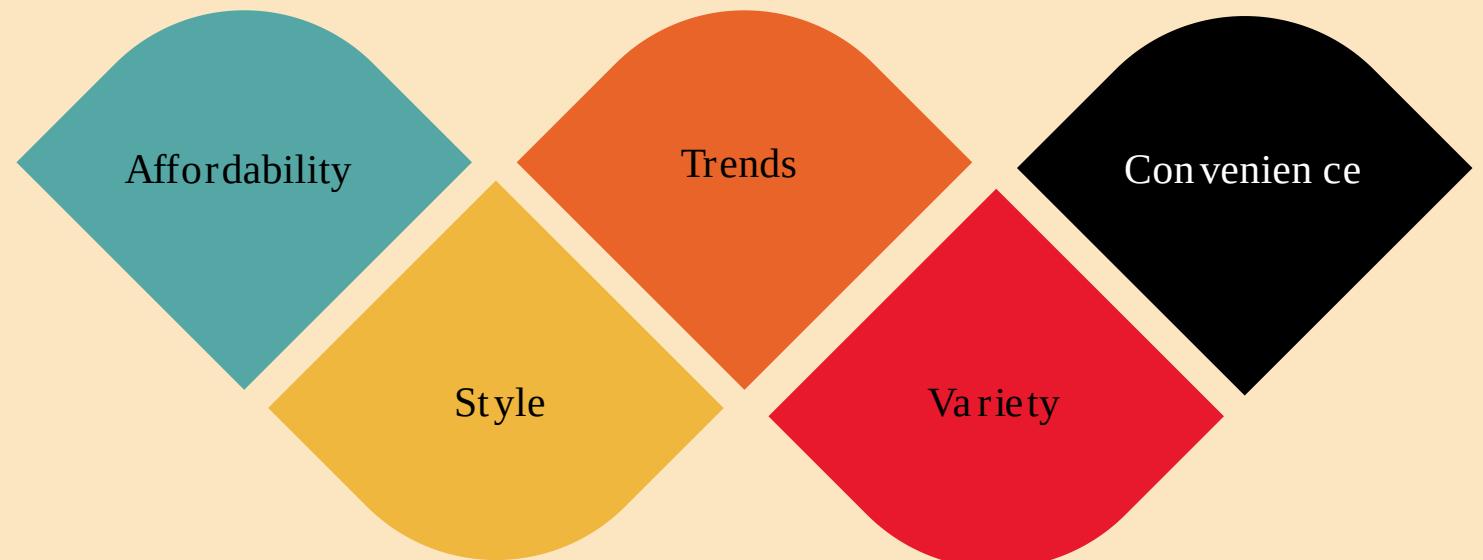


500.000 tons of plastic fiber in ocean



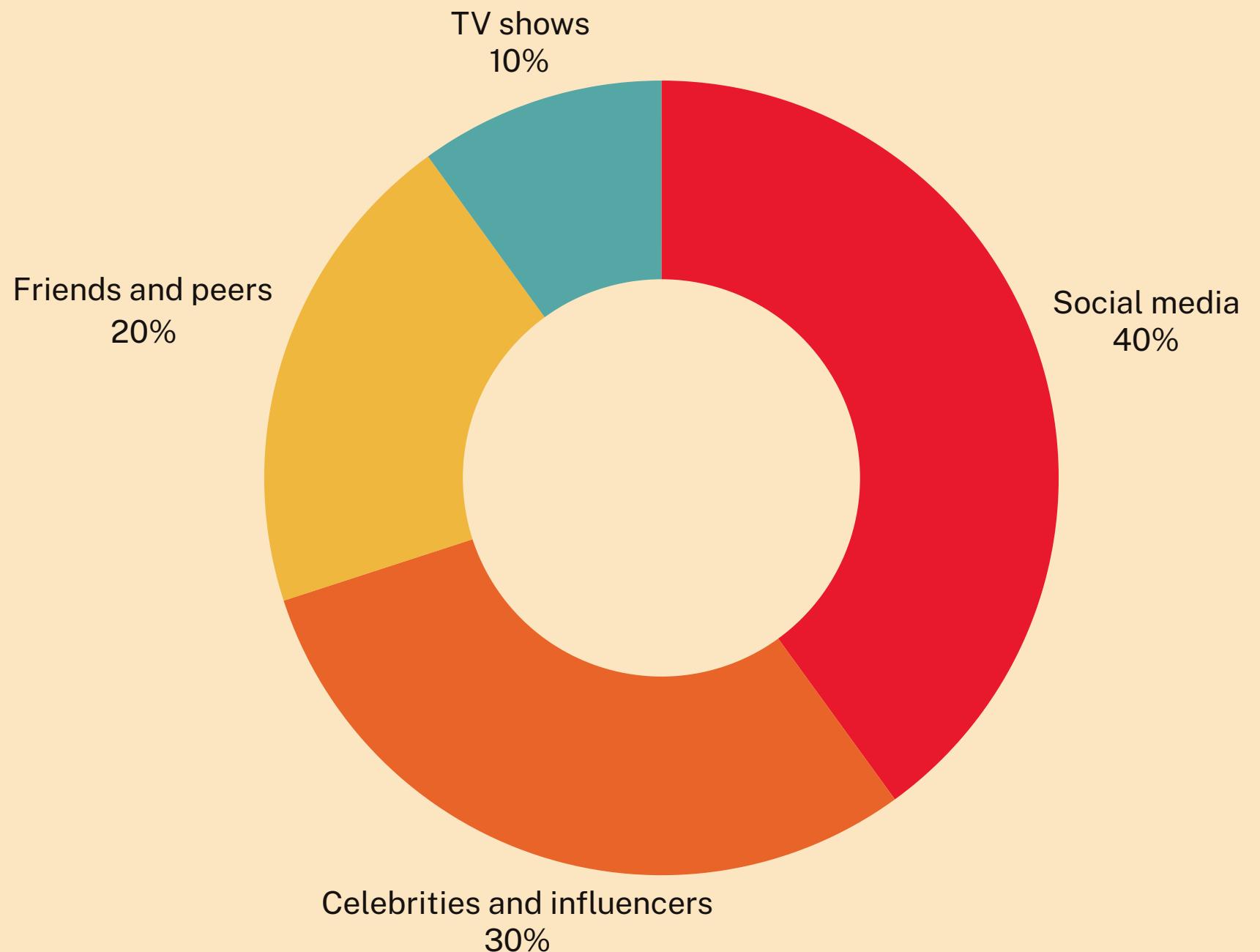
3781 liters of water equals 1 pair of jeans





Teens get inspired by:

- Social media
- Celebrities
- Friends and peers
- TV shows



Second-Hand Industry

- Top Values



Sustainable



Affordable



Unique

- Attracting Clients



Online Platforms



Professionalism



Influencers



Collaborations



Fast Fashion

vs.

Repair Culture

Waste

High; clothing frequently disposed of

Resource Use

Large quantities of water, energy, and raw materials

Economic Impact

Continuous spending on new clothes

Longevity

Short garment lifespan

Waste

Low; extends the lifespan of clothes.

Resource Use

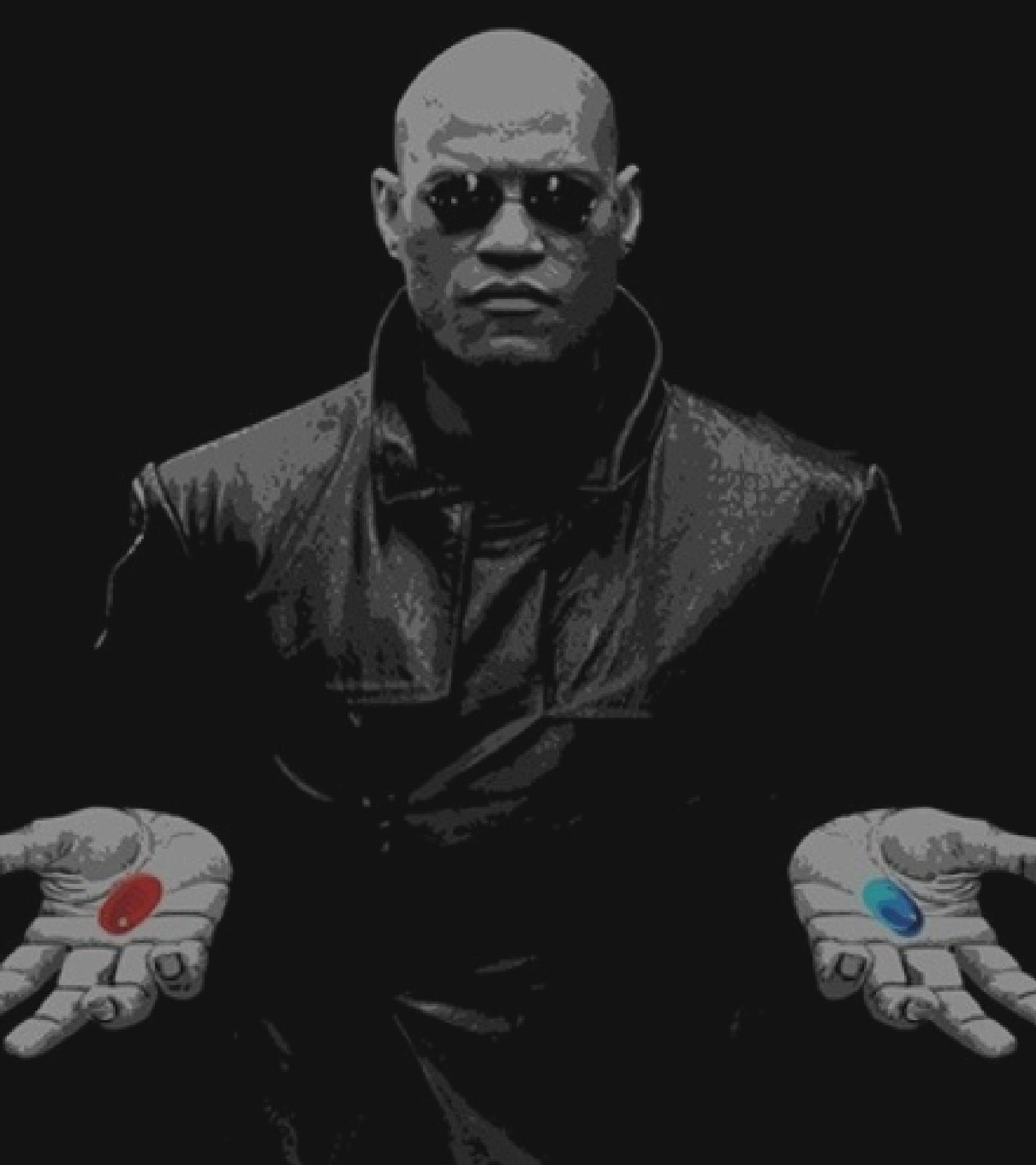
Conserves water, energy, and raw materials

Economic Impact

Saves money by reducing need for new purchases

Longevity

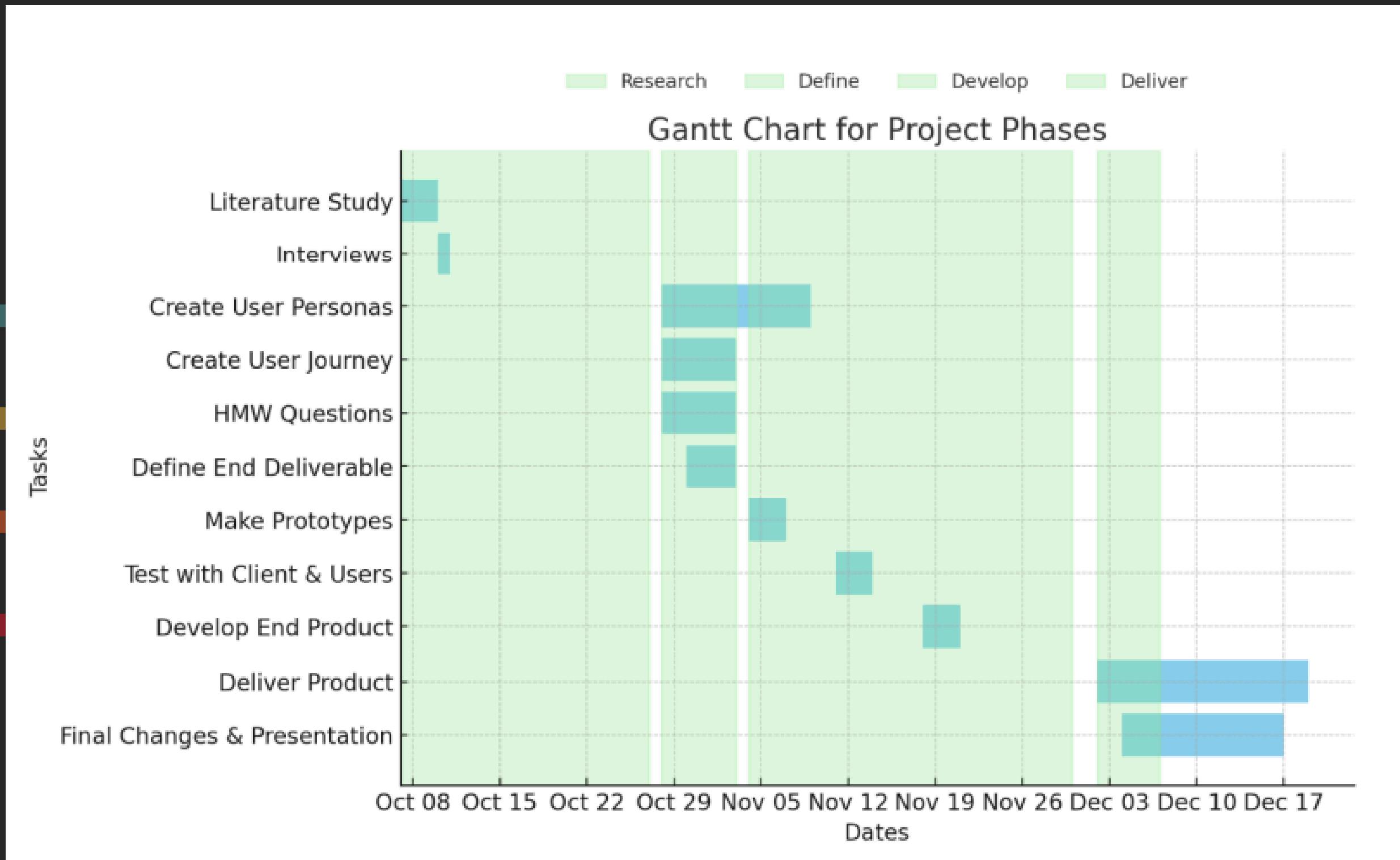
Clothes last **longer**, less need to replace



Decision-based game

As a proposition

Timeline



What's Next?



- 01 Finalize idea
- 02 Prototype
- 03 Develop
- 04 Testing and fixing details
- 05 Final delivery



Thank you!

For more info about this report,
send an email to
everyone's emails