

symBIOTic

Recycling Incentivization via Blockchain & AI



Our Vision

The Problem



- Only 9% of plastic waste worldwide is recycled [1]
- Consumers waste resources as current incentivisation systems are ineffective

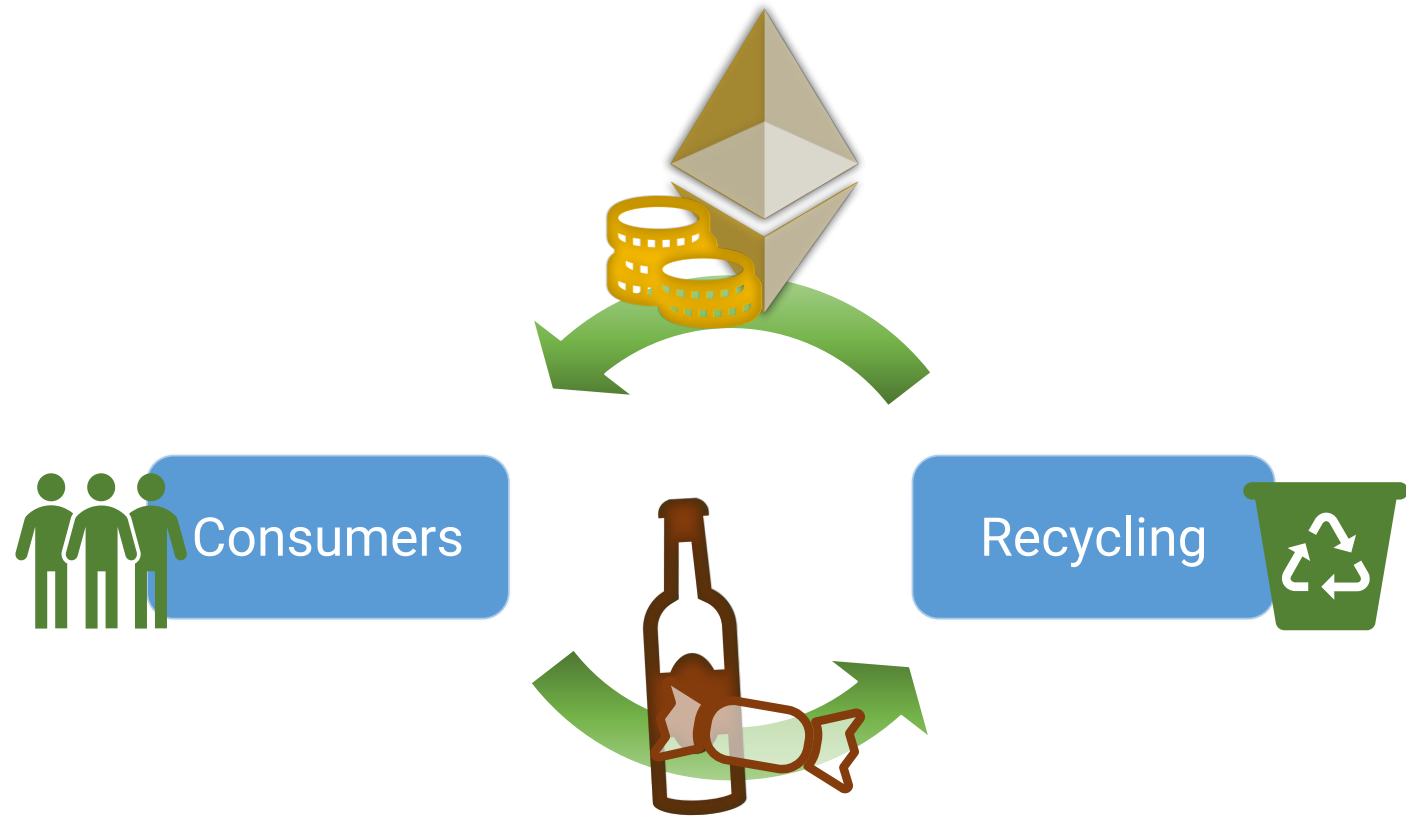
The Solution

- Gamification of everyday recycling
- Reward consumer with an instant small return and a potential large win
- Psychologically incentivises ecological behavior

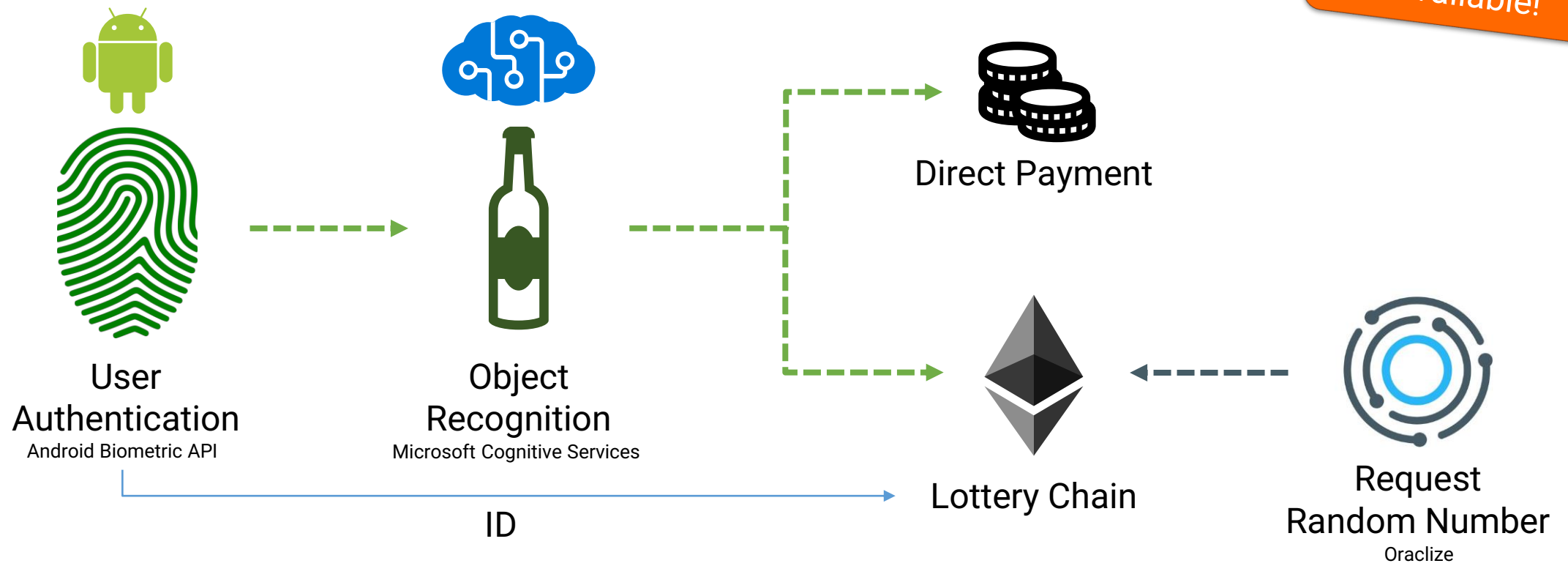


Gamified Experience:

With every recycled bottle, consumers receive money as well as tokens to enter a lottery with chances to win a larger jackpot



Working Demo Available!



Thank you for
the wonderful
week at
#BIOTS2018!



Andrei
Isac



Andrei
Ursache



Anne-Sophie
Mertgen



Cameron
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