

REPORT 2ND ITERATION

During the 1st iteration of our project some critical aspects came up:

1. Grades of intensity of our experience
2. Modulation of bad and good feelings to also have a positive approach to the problem
3. Level of knowledge about this topic
4. Interest in the subject

We understood that to be able to find a valid solution, we needed a method of investigation, therefore we created a questionnaire to go deeper in our analysis of the user. We collected 161 answers of people in a range of 14-81 years old.

Another important aspect that we wanted to study was the plastic pollution from an expert point of view to create an appropriate interface that could get to the root of the problem. In order to achieve this goal we interviewed the biologist Gioele Capillo of the University of Messina.

Thanks to this meeting we could study in deep the context and the problem of plastic pollution in the ocean and using the results of our questionnaire we changed our mind about some critical aspects of our project, that we implemented in the 3rd iteration.

In the folder of the 2nd iteration on teams we published the results of our questionnaire that was not included in the presentation.