



# the Reduce Advocates Co.

An app dedicated to the 3R's

Akiya B. Murai A125

What is the

# App's Objectives?

- To develop a Java-based prototype application that encourages environmentally responsible behavior by rewarding users for reducing plastic waste, especially from branded packaging.
- The app aims to combine QR scanning technology, gamified tracking, and localized content to make sustainability more engaging, personal, and actionable for everyday users.

# Motivation:

-Which challenge prompted the development of this solution?

Plastic waste continues to flood our communities, especially from frequently used products like canned drinks and food.

From personal volunteering experience, we witnessed that the majority of waste came from the same consumer brands.

Despite awareness campaigns, many people still lack motivation to reduce, reuse, and recycle.

The problem: How do we make sustainability personal, actionable, and rewarding?



# Top requirements:

What feedback or input did users provide?

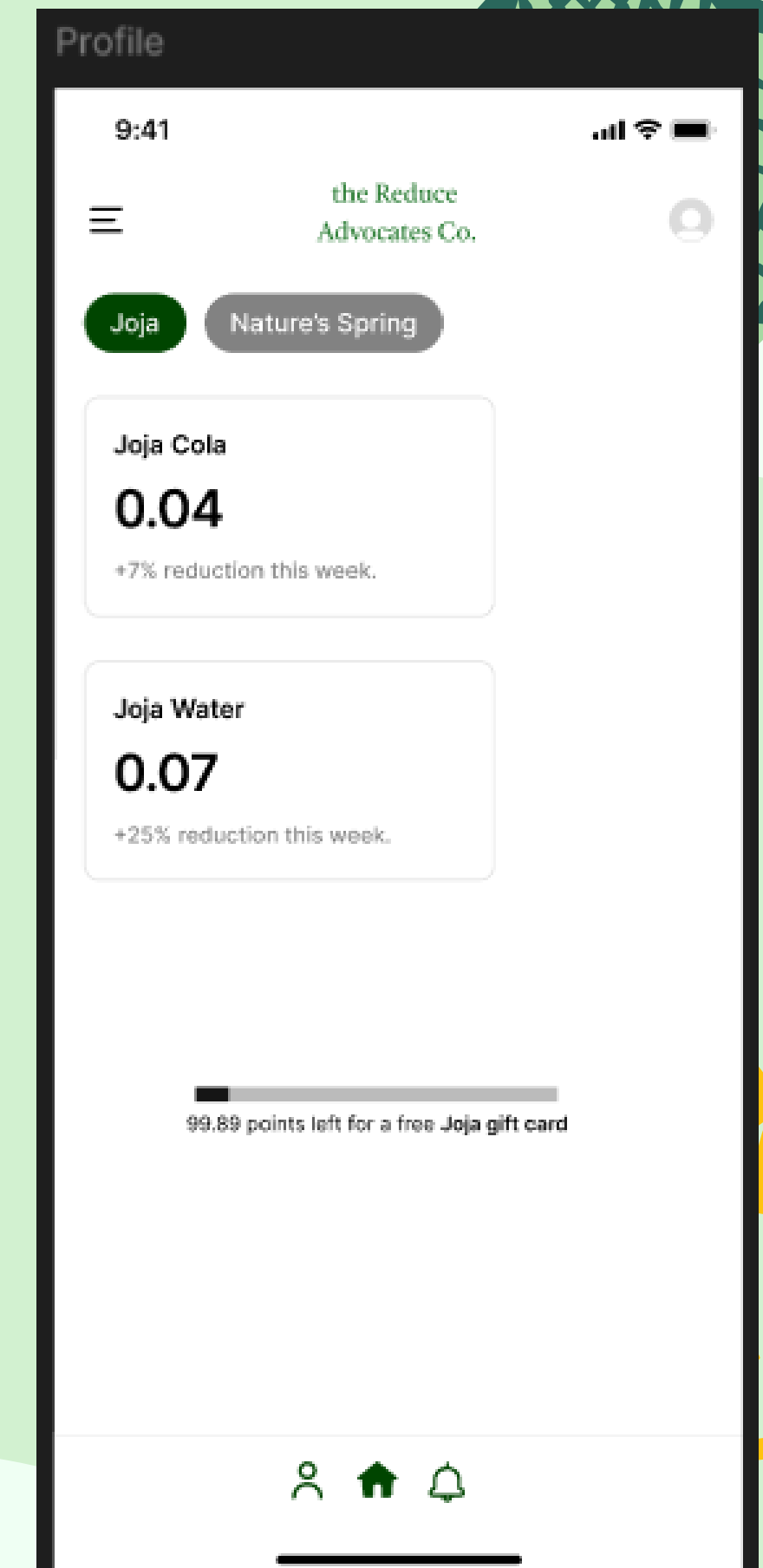
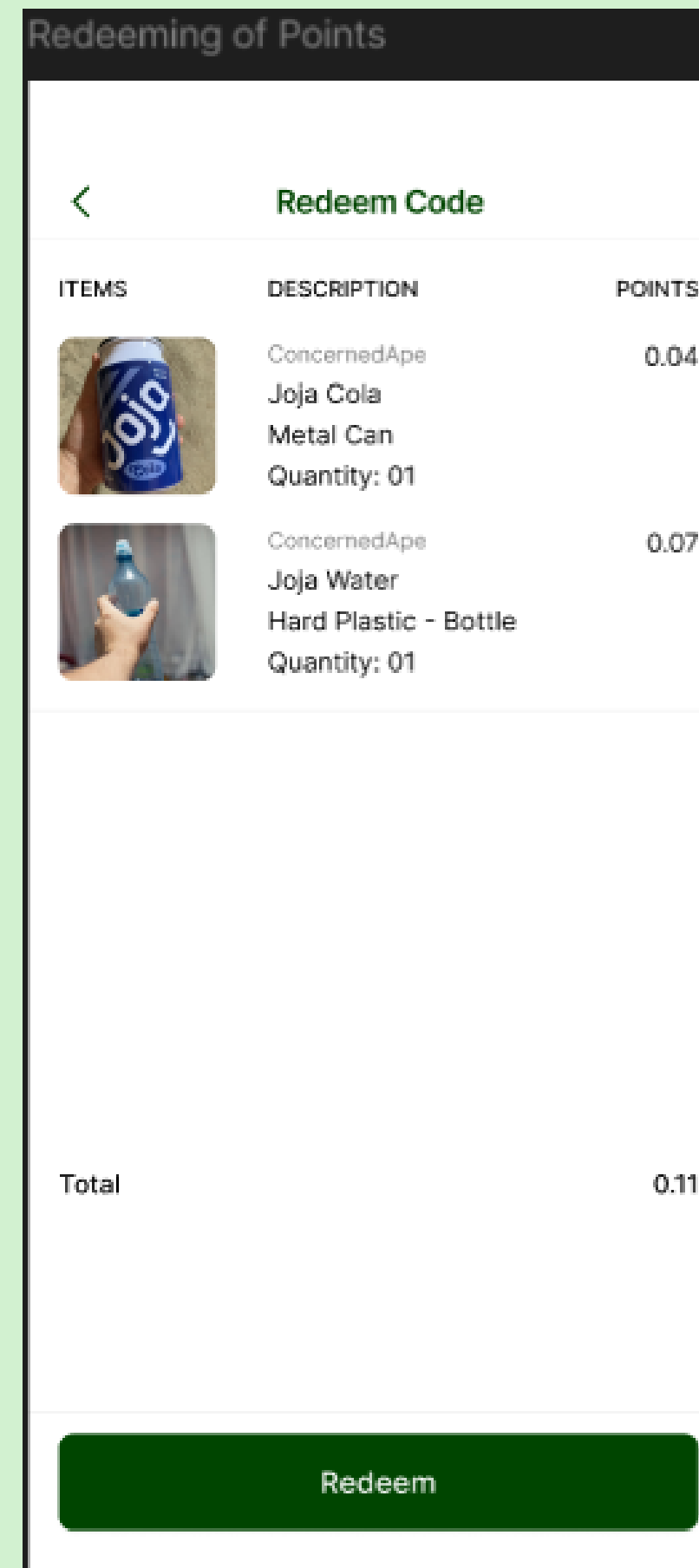
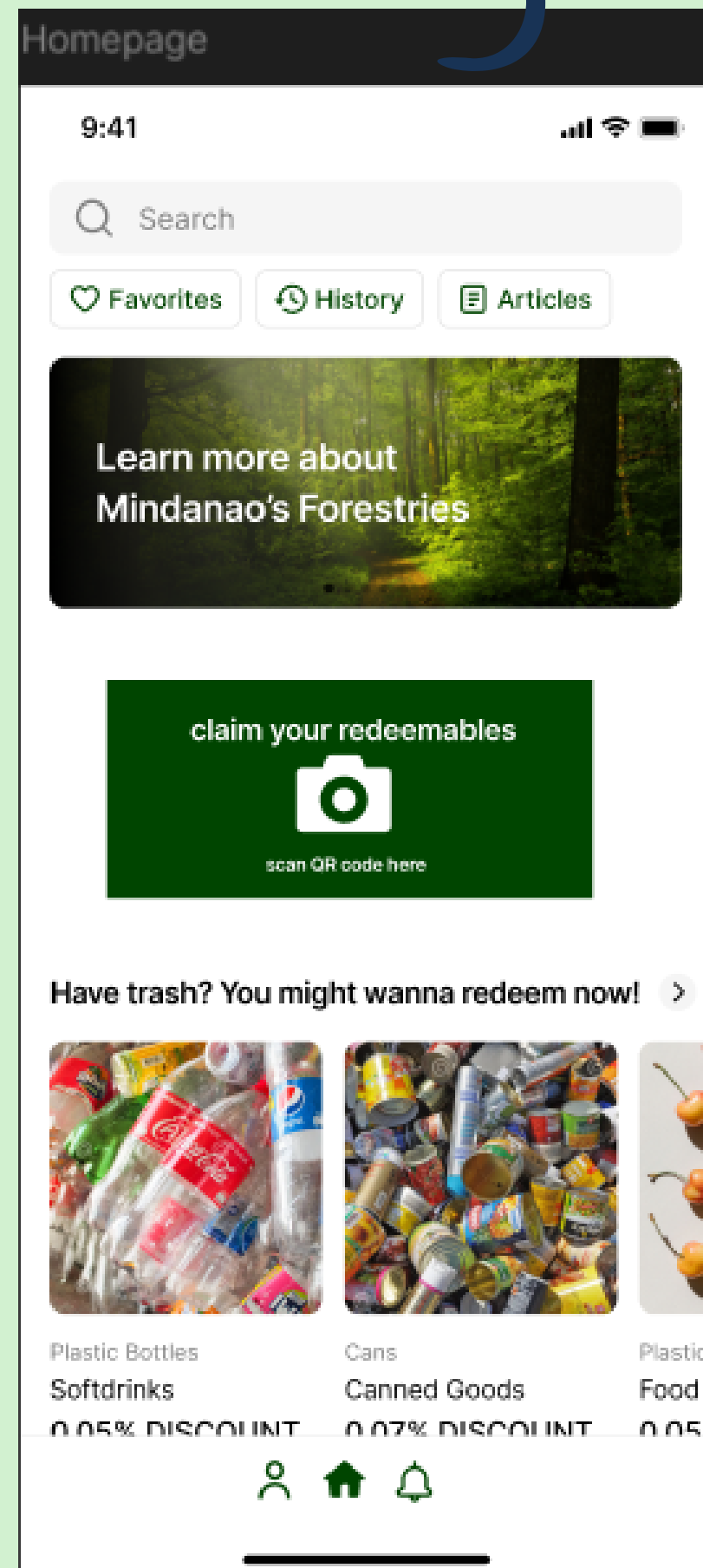
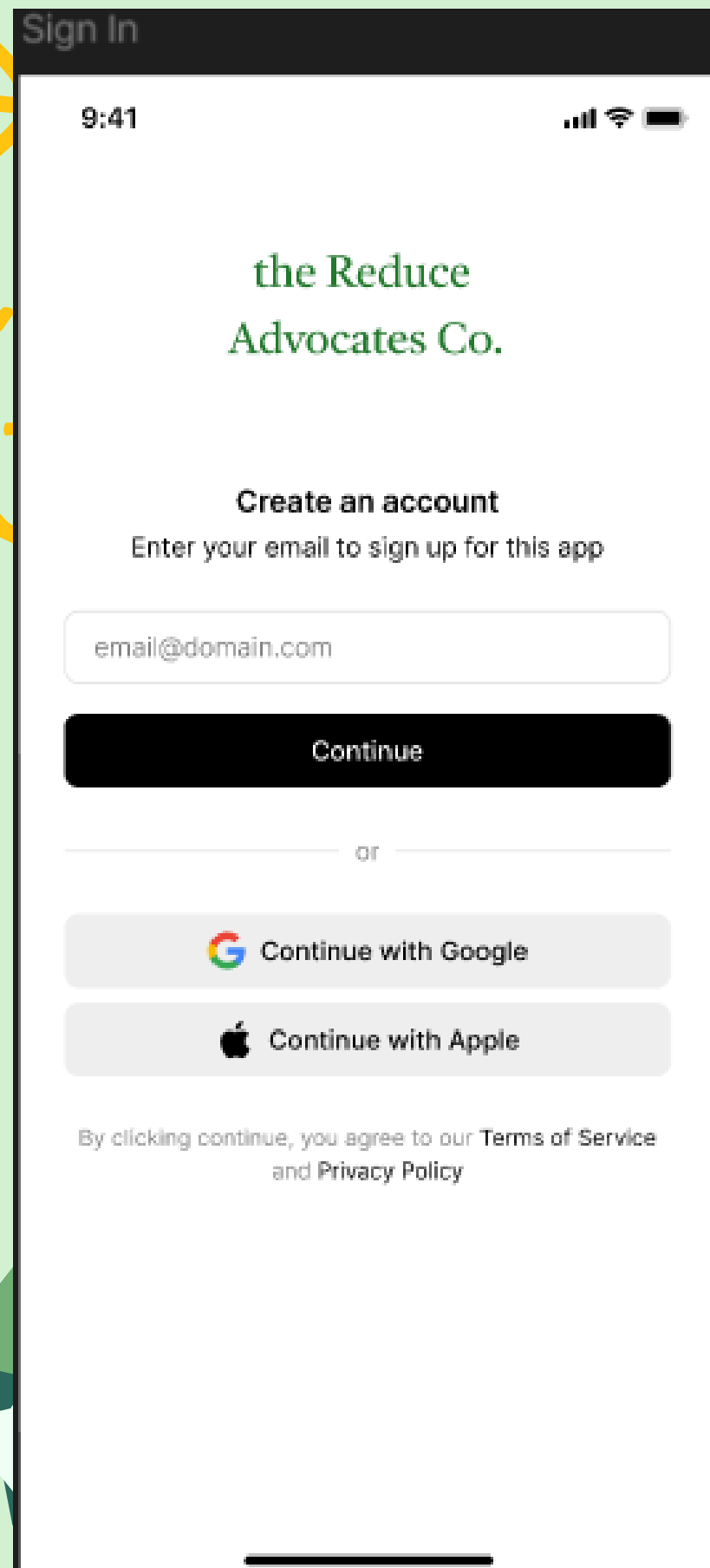
## Essential Keypoints

Through early user insights and environmental discussions, we identified key needs:

- Simplicity: Users want a system that's easy to use with minimal setup.
- Reward-Driven Action: People are more engaged when eco-friendly habits come with incentives.
- Brand-Specific Tracking: Users are curious about which brands contribute most to plastic waste.
- Localized Content: Generic recycling info doesn't resonate, users want articles that reflect local context.

# Design

## The Prototype

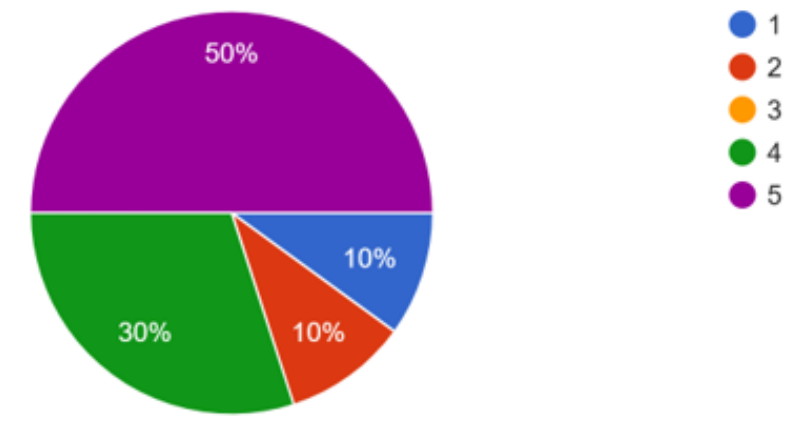




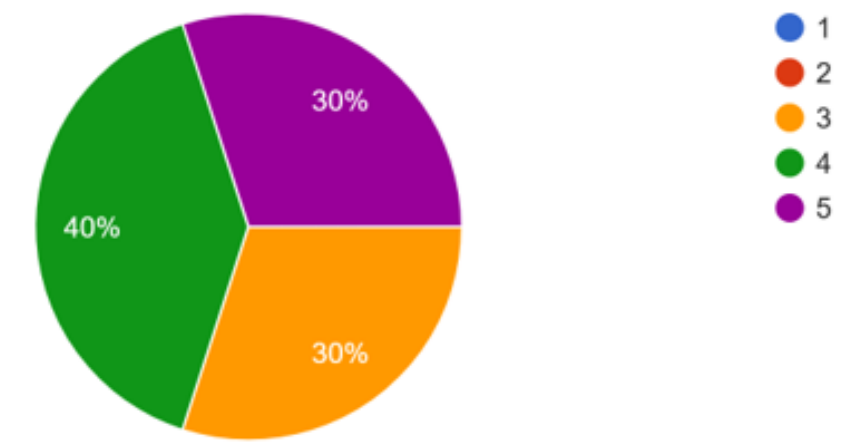
# Responses and Evaluation

What form does your proposed solution take?

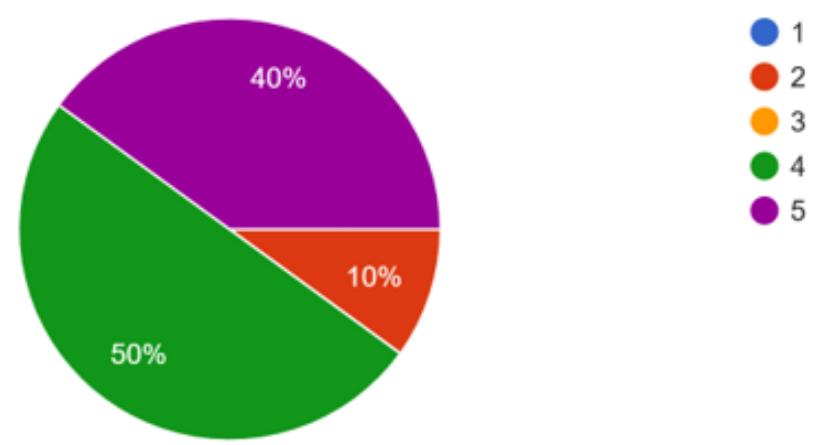
Ease of Use  
10 responses



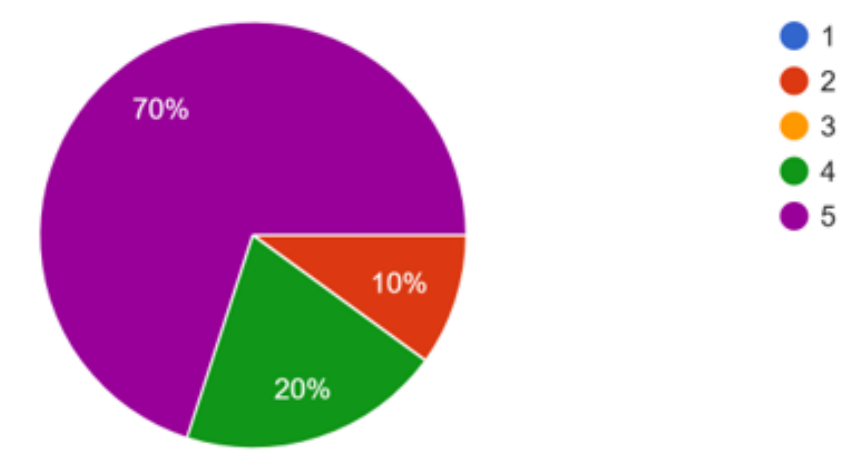
Visual Design  
10 responses



Point System Clarity  
10 responses



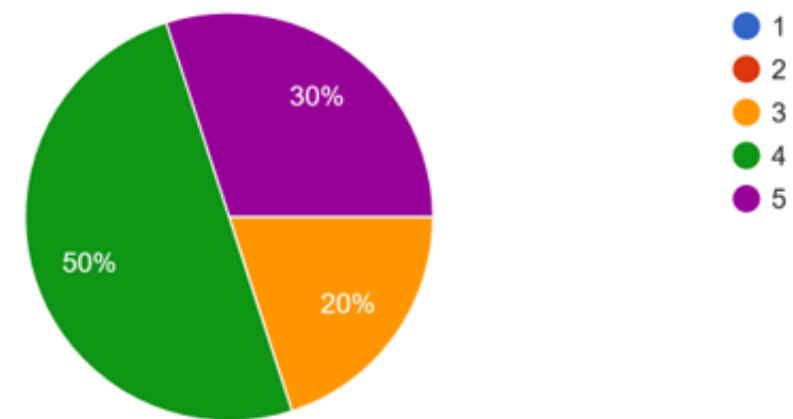
Motivation to Reduce Waste  
10 responses



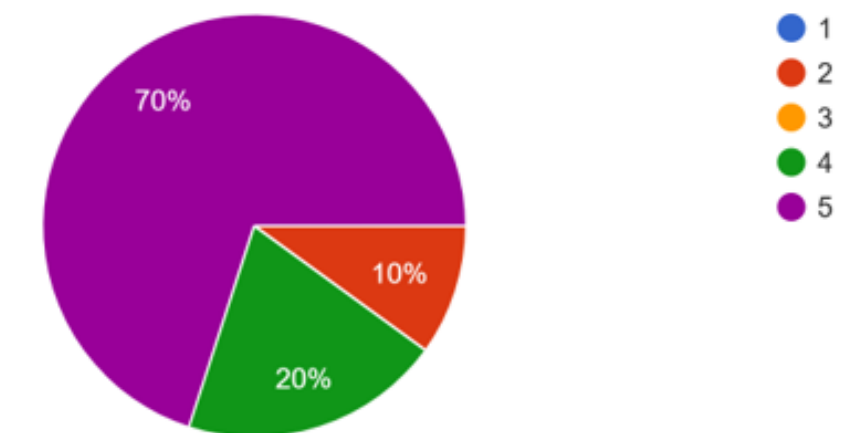
# Responses and Evaluation

What form does your proposed solution take?

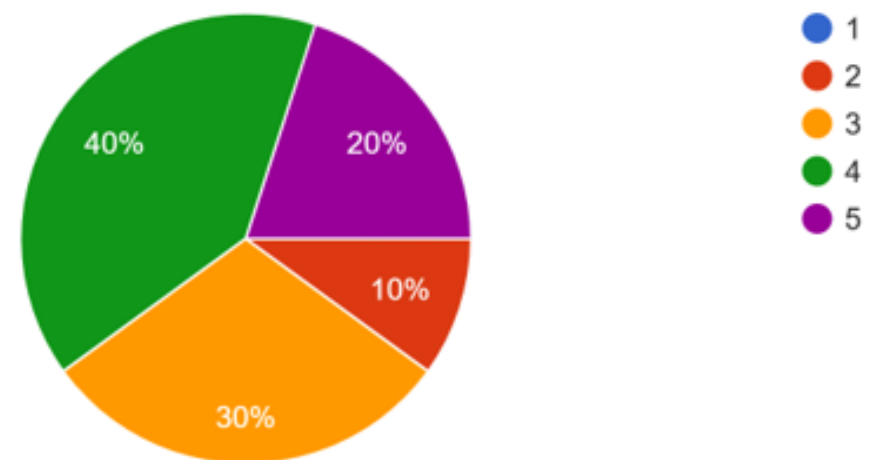
QR Scan Functionality  
10 responses



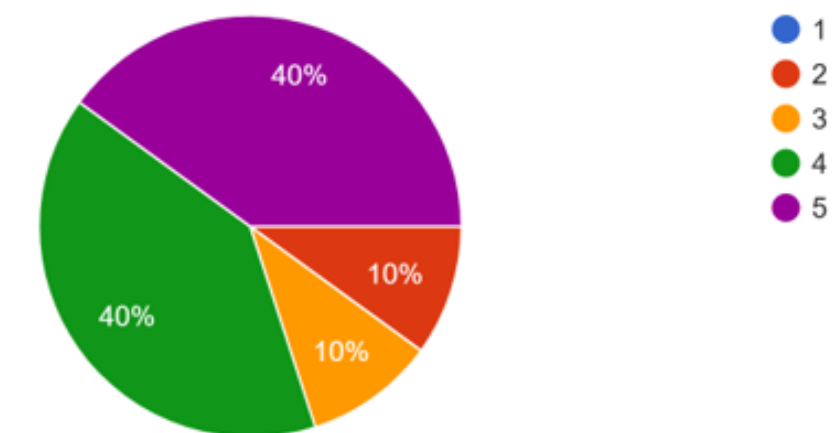
Motivation to Reduce Waste  
10 responses



Brand Awareness Feature  
10 responses



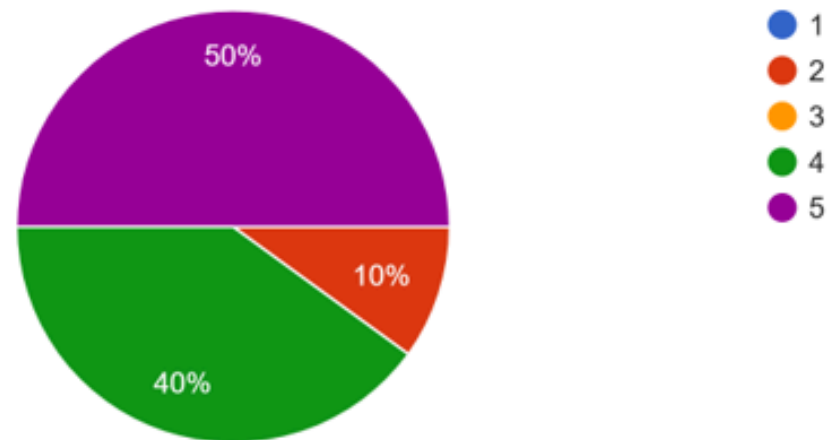
Login/Signup Process  
10 responses



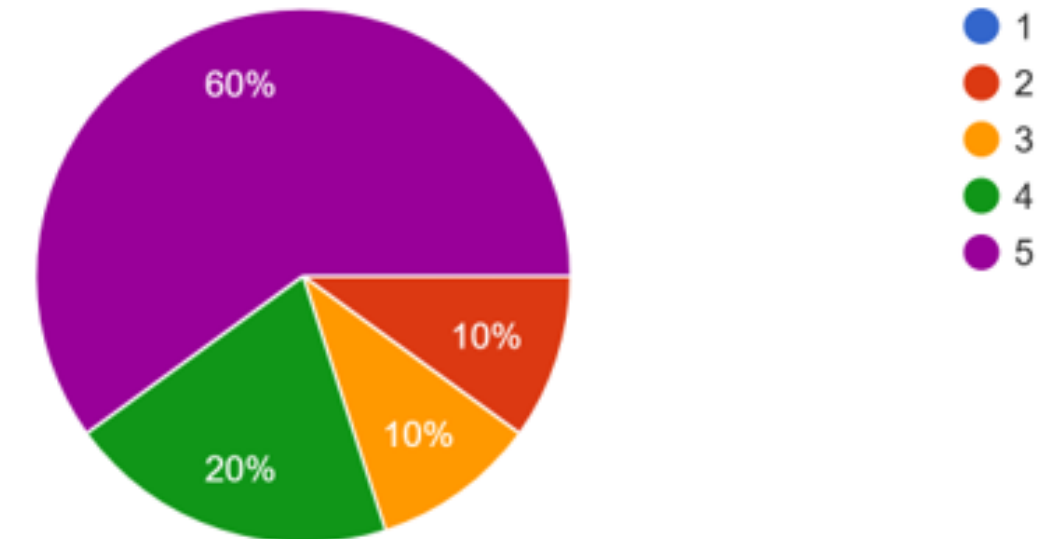
# Responses and Evaluation

What form does your proposed solution take?

Reward Progress Display  
10 responses



Overall Satisfaction  
10 responses



## Feedback:

- “Preface seems user friendly. Though I’d love to see a leaderboard (for competitive people such as I)”
- “It would be good to add dark mode”
- “Good” as said by 2 of my respondents.





## Conclusions - What methods were used to assess the solution, and what did you find?

If given more time and resources, we would:

- Integrate barcode scanning for wider packaging recognition
- Build multilingual support for broader accessibility
- Add a leaderboard system to drive community competition
- Partner with more brands and LGUs to scale reward systems
- Transition to Android-native or Flutter for a more polished UI/UX



slides end here

THANK  
You!

Do you have any queries and feedbacks?

