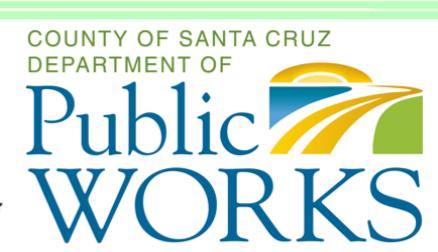
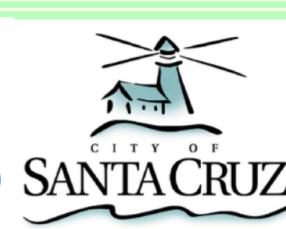
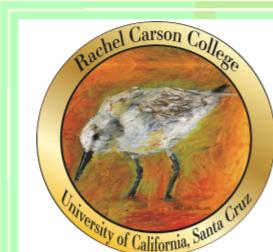




The interactive gaming application seeking to effectively transform waste disposal education here in Santa Cruz. Designed and developed collaboratively by UCSC students within the IDEASS program.

Our Team: Claire Watts, Shirene Misif, Minh Anh Nguyen, Saloni Agrawal, Alycia Tran, Sid Romero, Toby Kwan, Janelynn Camingue, Teresa Picarella



## Problem Context:



Excessive material contamination at the Santa Cruz MRF



China recently banned imports of 24 types of waste. Now 56% of global exported plastic waste will need to go elsewhere



Most plastics are made from petroleum and build to last — the life cycle from production to decomposition is up to 450 years

## Goals:

- Educate others about correct recycling practices
- Encourage the reduction of waste



Recycle Right!

## 2017-2018 Project Outcomes

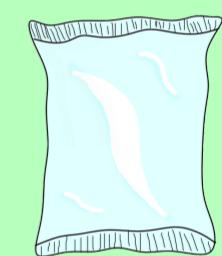
- Compiled research surrounding financial side of recycling
- Introduced complex items with multiple steps to the game
- Created visual art assets to represent new items
- Restructured the code base and added documentation
- Updated the scoring system

## Game Elements:

- User Interaction



- Complex Items



- Money System



- Learn by Doing

