



ECOCRAFT

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Islam





01

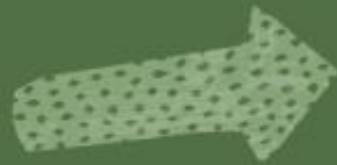
WHAT IS ECOCRAFT?



WHAT IS ECOCRAFT ABOUT?

Goal

Transform waste into creative crafts by providing a database of art projects using recycled materials.



Environmental

Helps address waste management by promoting upcycling - small actions that collectively makes a big difference



Sustainability

Fosters environmental consciousness in children and communities, making sustainability a fun and engaging concept.



WHAT IS ECOCRAFT ABOUT?

Educational Engagement

In Schools & Homes: Allows teachers and parents to integrate eco-friendly projects, teaching kids about the value of recycling and reducing waste.

At Community Centers & Camps: Provides creative and educational activities, giving children hands-on experience in upcycling.



Broader Use & Community Value

Support for Environmental Organizations: Assists workshops and eco-focused programs in showcasing innovative ways to reduce waste.

Long-Term Vision: Encourage the next generation to think sustainably and creatively, fostering a mindset that values and protects our planet.

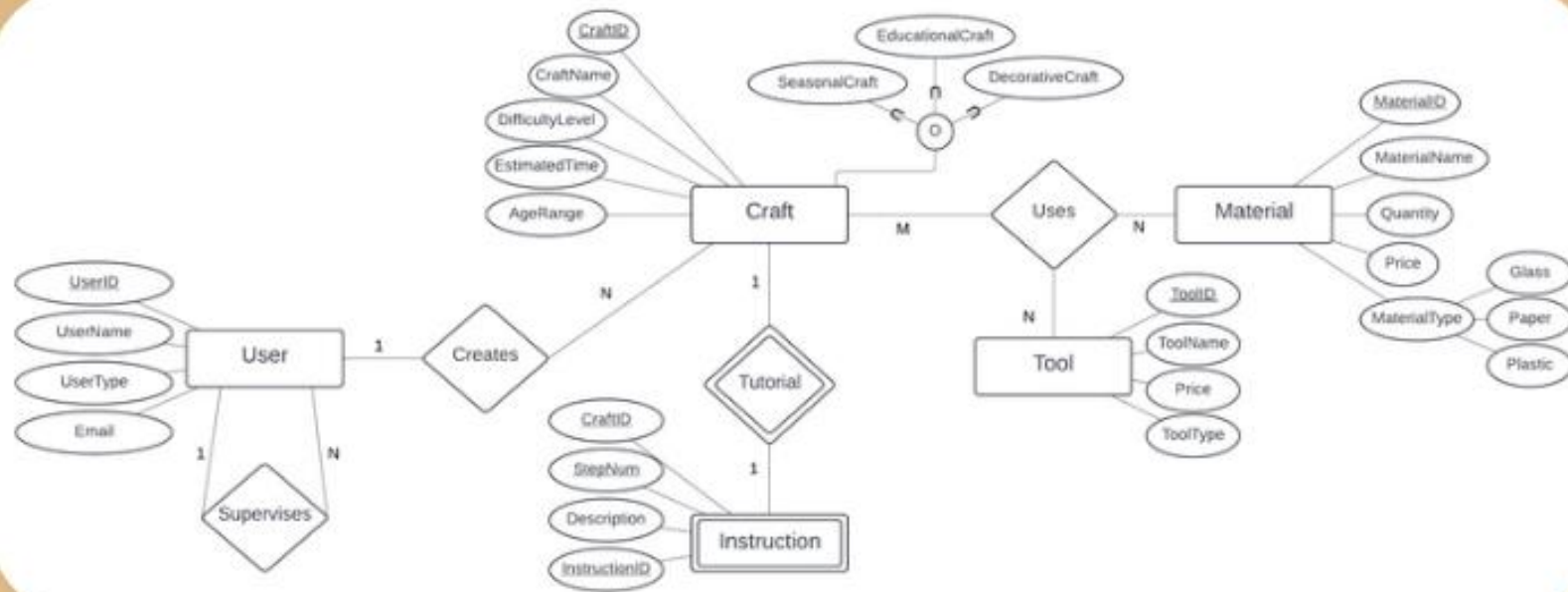




02

EER DÍAGRAM

EER DIAGRAM



User

- UserID (Primary key)
- UserType
- Username
- Email

craftMaterial

- craft ↔ Material: M (many crafts) to N (many materials)

Each craft can require multiple materials, and each material can be used in multiple crafts



03

NORMALIZED RELATIONAL MODEL

Relations and FDs

User

<u>UserID</u>	UserType	UserName	Email
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Craft

<u>CraftID</u>	CraftName	DifficultyLevel	EstimatedTime	AgeRange	CraftType	Theme
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Instruction

<u>CraftID</u>	<u>StepNumber</u>	Description
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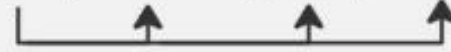
Material

<u>MaterialID</u>	MaterialName	Quantity	Price	MaterialType
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Tool

<u>ToolID</u>	ToolName	Price	ToolType
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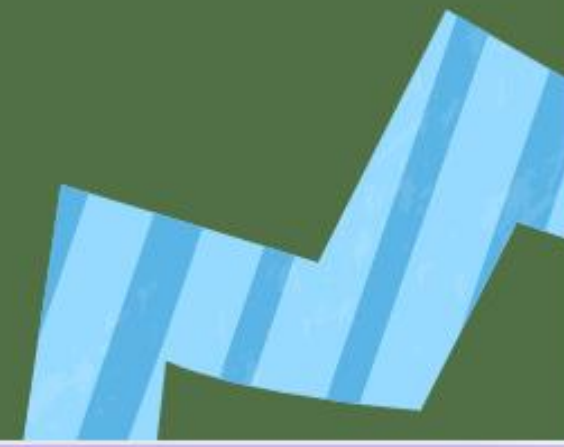
CraftMaterial

<u>CraftID</u>	<u>MaterialID</u>	Quantity
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CraftTool

<u>CraftID</u>	<u>ToolID</u>
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04

DEMONSTRATION!





ECOCRAFT APPLICATION



Craft Ideas Database Operations

Add New Craft

User:

4 - 4 - David Green

Craft Name:

Difficulty Level:

Craft Type:

Theme:

Estimated Time (minutes):

Age Range (e.g., 5-10):

Add Craft

Delete Craft

Craft Name to Delete:

Delete Craft

Update Craft

Craft Name to Update:

New Difficulty Level:

New Theme:

New Estimated Time (minutes):

New Age Range (e.g., 5-10):

Update Craft

Query Crafts

Show Easy Crafts

Show Medium Crafts

Show Hard Crafts

Quit Application



CONCLUSION & FUTURE GOALS



FUTURE GOALS



USER AUTENTICATION

Personalize user experience
Track completed crafts
securely



COMMUNITY ENGAGEMENT

Add a message
board/forum

Share and discuss craft
creations and ideas



EDUCATIONAL OUTREACH


Advertise EcoCraft in
schools

Promote recycling and creativity
to the next generation






CONCLUSION




Achieved goals of promoting sustainability, waste reduction, and cost efficient crafting





Successfully developed and implements a relation database system



Continuing the mission to inspire creative sustainable practices for a better future



Future directions aim to enhance functionality, user engagement, and EcoCraft's overall impact



Developed EcoCraft database to promote sustainability and reduce waste through craft ideas using recycled materials.



**THANK
YOU**

