

My social justice topic is material waste and its negative impact on the environment. I chose this topic because I've done a lot of research on it and am passionate about the issue. I also hope to work in apparel sustainability in my future endeavors.

Clothing waste is produced in enormous amounts on a daily basis and causes landfills to fill up with material waste. This waste then sits, pollutes, and decays which leads to nothing but harm. However, the piles of clothing are only growing. A solution to this global issue is upcycling more clothing to greatly decrease the amount of waste produced by our material driven society.

My interactive game, *Upcycled Collection*, aims to give players an experience that helps them understand the basic concept of upcycling material to create new clothing.

I chose to approach my work with bright colors because I think it's fitting. Upcycling is a bright experience that helps the planet and can give clothing a second lease on life. It's like you're following a yellow brick road but instead of an emerald castle at the end, it's pieces of upcycled clothing that you "created".