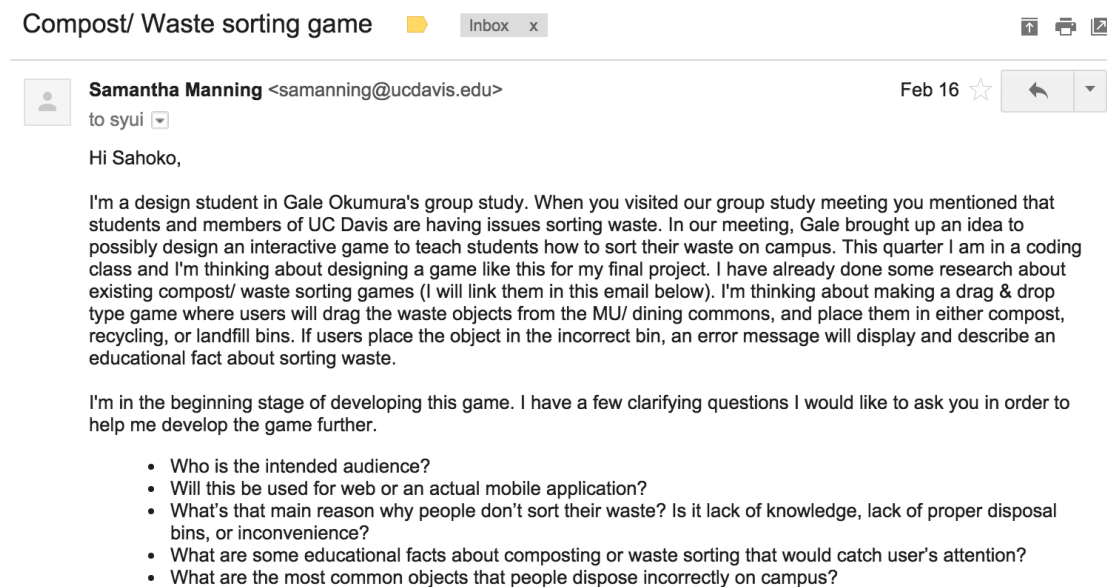


Clarifying Questions

1. Who is the intended audience?
2. Will this be used for web or an actual mobile application?
3. What's that main reason why people don't sort their waste? Is it lack of knowledge, lack of proper disposal bins, or inconvenience?
4. What are some educational facts about composting or waste sorting that would catch user's attention?
5. What are the most common objects that people dispose incorrectly on campus?

I sent my questions to a Landscape Architecture grad student named Sahoko, who first introduced me to the waste sorting issue. Below are screenshots of our email correspondences.





Sahoko Yui

to me ▾

Feb 17



Hi Samantha!

That's a great idea! I looked at the games that you sent - sure looks like there's a lot of room for improvement! If I can make one suggestion, I would recommend the app focus on MU/Silo. The dining commons is less confusing because students do not need to sort any of their food waste. However, the items at the MU and Silo can be very confusing and we should target the people that eat there frequently. I'm looking forward to seeing what you come up with. Here are the answers to your questions...

1. Audience: students, faculty, and staff who dine at the MU or Silo
2. Mobile or Web: I think mobile will be better for this type of game.
3. Main reason why they don't sort their waste: Primarily three reasons why people don't sort
 1. inconvenient - there is a lack of compost bins and lack of consistency between all the compost bins. it requires people to have to think a lot before they sort their waste. if things are slightly hard to do or slightly inconvenient then they will not sort. for example, there are bins outside of the silo that have a small opening, making it hard for people to place all their compostable waste in that bin. so, after 1 or 2 attempts and it doesn't fit, an individual will typically throw their compostable item in the landfill bin.
 2. knowledge - this goes along with the inconvenience in that people don't know what is compostable and a lot of places don't have detailed signage (and places like the MU and Silo don't like having a lot of signage because it looks too cluttered). and, by default, people throw any waste that is unclear into the landfill bin. this is especially true for items that look like plastic. a key here would be to look for some sort of symbol (right now Gale is helping me with picking out a logo that we hope to make into compostable stickers and place onto the most confusing items. the most confusing items are: sushi containers, chopsticks, sauce containers, dirty napkins, fast food bags and containers.)
 3. bins - again this goes along with convenience in that there are a lack of bins. There are compost bins inside the MU, inside the Silo, inside the SCC, and outside the Silo. there are no bins outside the MU or the SCC, even though there is a lot of outdoor seating. And, once people decide to be inside or outside, they typically aren't willing to go too far to toss their waste.
4. Attached is a document about food waste on UC Davis campus. I can get some more together for you and send it to you later this evening.
5. Objects that are incorrectly sorted: Compostable items: sushi containers, coffee cups/lids/sleeves, chopsticks, sauce containers, fast food bags.

Let me know if you have other questions!