

A photograph with a teal color overlay. A hand is visible on the left, holding a green glass beer bottle. The bottle is tilted, and its neck is positioned over the opening of a toilet. The word 'reguide' is written in white lowercase letters across the center of the image, enclosed in a thin white rectangular border. The background shows a white toilet bowl and a textured wall.

reguide

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PROPOSAL

A mobile app that supports young people in Vancouver to recycle more effectively through bin locating, item searching, and impact visualization. The goal is to encourage recycling through a simple yet informative tool that can also be used to visualize one's estimated impact on the environment.



“

*Despite the increase in recycling and decrease in waste disposal, **people are still throwing recyclables in the garbage.** A closer look at the 2016 waste composition system showed the three biggest contributors to the waste stream were: compostable organics (27%), paper (19%), and plastics (19%).*

”

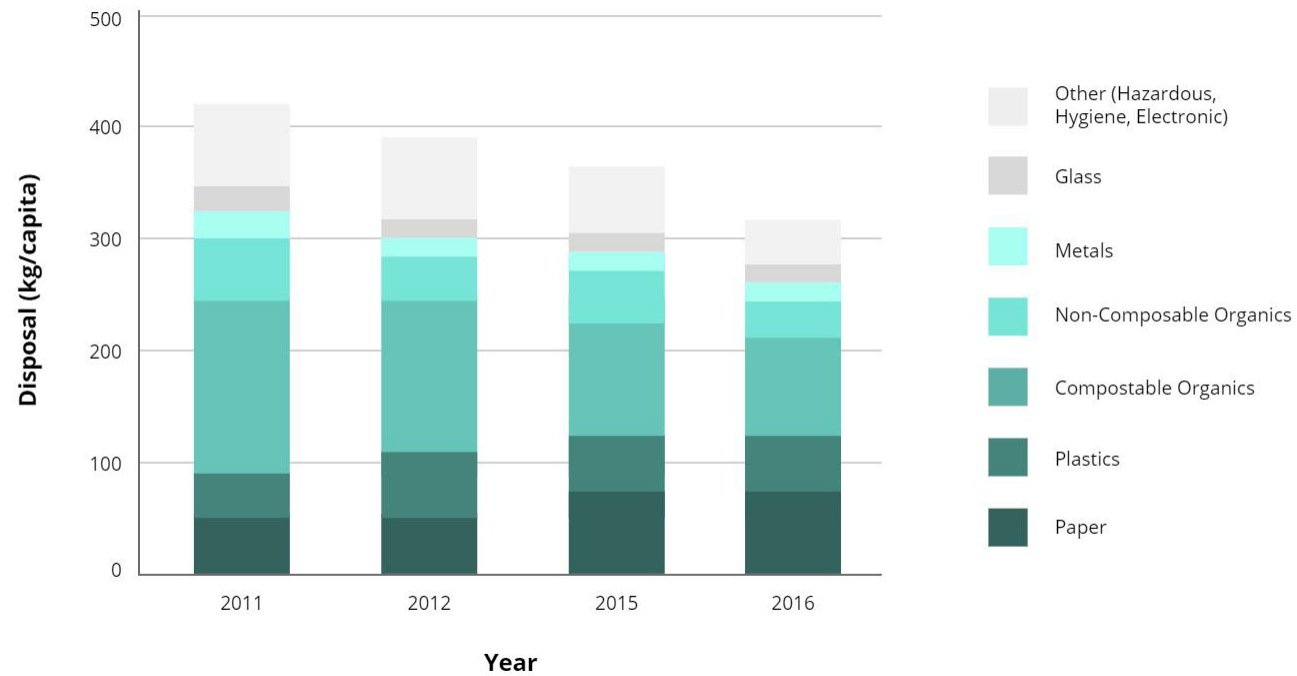
Metro Vancouver, 2016



THE CHALLENGE

Recycling has always been an issue for many communities. The matter of recycling is especially important to sustain the health and longevity of the environment. The way we make use of materials affects plants and animals. Recycling keeps the earth clean, conserves materials, and saves energy. With lesser trash in the landfills, pollution of air and water is reduced. The City of Vancouver has a goal of **reducing landfill waste by 50% from 2008.**

Waste Disposal per Capita (2011-2016)



Metro Vancouver, 2017

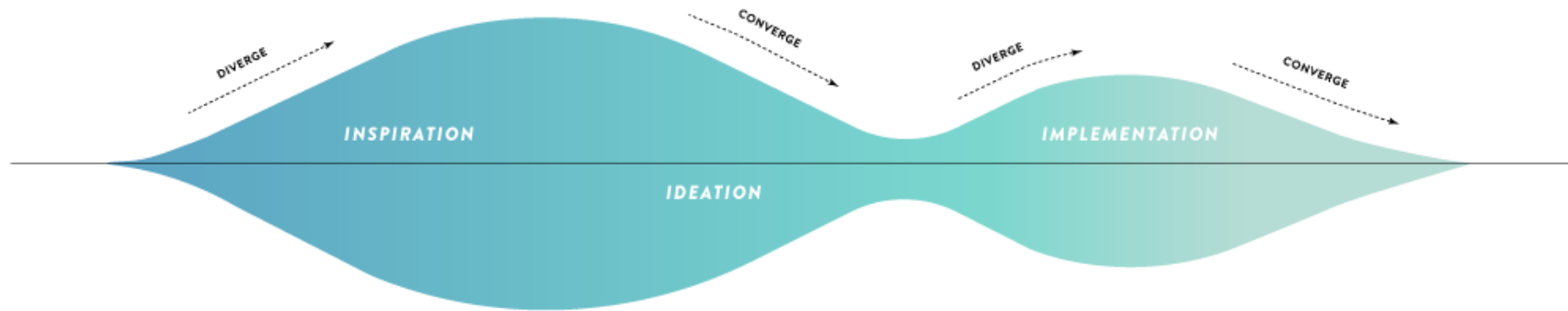
INITIAL

—

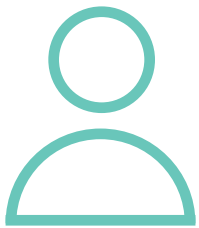
*How might we encourage people to be
more sustainable by recycling?*

HUMAN-CENTERED DESIGN

A creative approach to solving problems that begins with people and ends with solutions that serve their needs. The process involves **developing empathy with the people you are designing for, building prototypes, testing them, and then sharing the new solution with the world.**



INSPIRATION



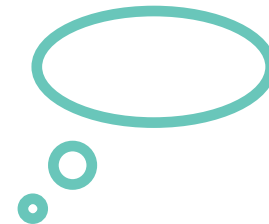
AUDIENCE

Deep understanding
of people and needs



IMMERSION

Immerse in context



REFLECTION

Reframe problem and
highlight insights



INSPIRATION



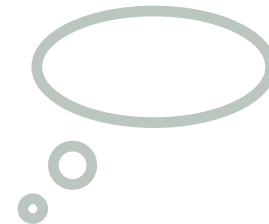
AUDIENCE

Deep understanding
of people and needs



IMMERSION

Immerse in context



REFLECTION

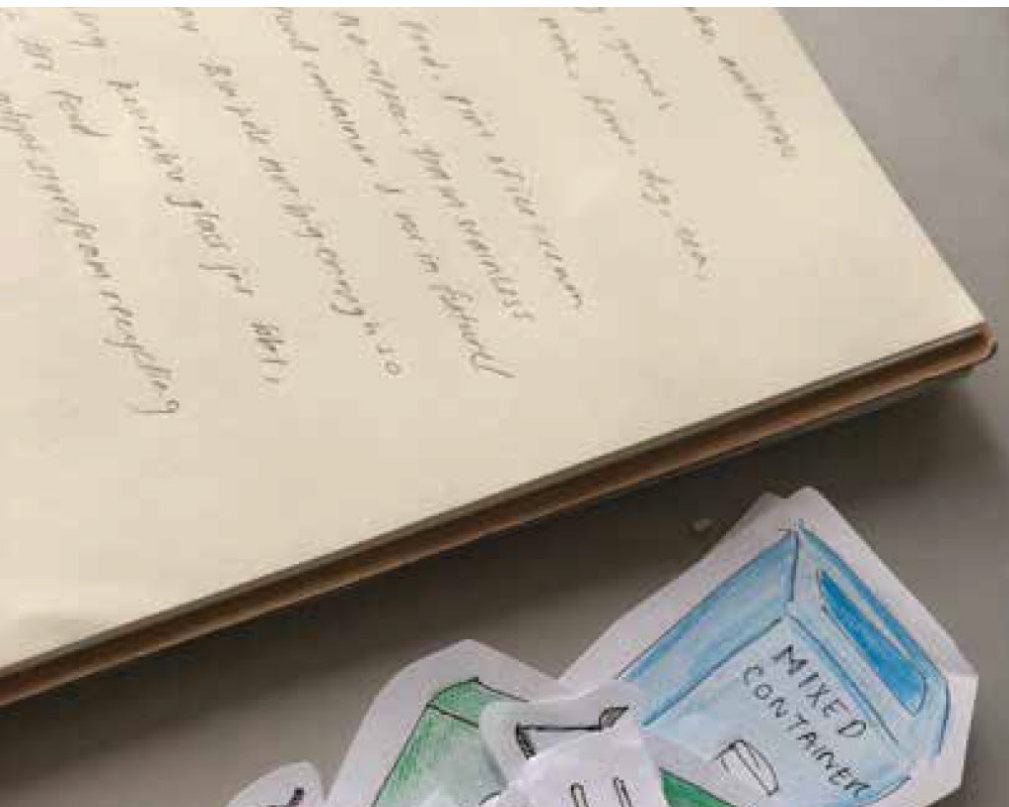
Reframe problem and
highlight insights



AUDIENCE / USER INTERVIEWS

We started off interviewing young people in-person. We needed to narrow down our focus and there were sources indicating that young people were struggling to recycle. Their consumption levels are high and helping them develop sustainable practices at a young age can be advantageous for the future. A few questions we wanted to answer were:

1. *What prevents young people from recycling?*
2. *Do people understand the effect recycling has on the environment?*
3. *What are the existing resources that are used? Is there a lack of resources?*



AUDIENCE / CORE INSIGHTS

1

GETTING IT RIGHT

Many struggled with sorting even though they wanted to get it right as they weren't sure.

2

LACK OF TOOLS

Not enough simple tools out there to help them out, usually they searched it up on Google or messaged a friend. The last resort is to call the city to ask.

3

BIN LOCATIONS

Trouble finding bins sometimes, which they resort to throwing recyclable items into garbage cans. They often felt guilty afterwards.

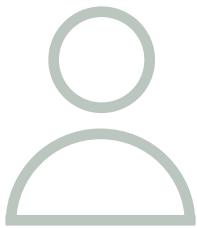
The diagram consists of two light gray circles. The left circle contains the text 'Desire to Help the Environment'. The right circle contains the text 'Recycling Knowledge'. A teal-colored rectangular area with diagonal hatching connects the two circles. Inside this hatched area, the word 'GAP' is written in teal, with a teal double-headed arrow pointing from the left circle to the right circle.

**Desire to Help
the Environment**

GAP

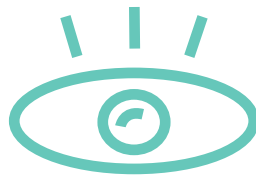
**Recycling
Knowledge**

INSPIRATION



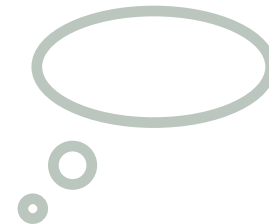
AUDIENCE

Deep understanding
of people and needs



IMMERSION

Immerse in context



REFLECTION

Reframe problem and
highlight insights



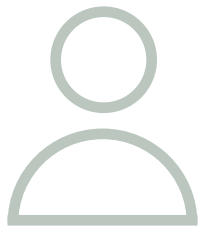


IMMERSION / CONTEXT

In order to really understand how people behave during the moment they find recycling bins, we had to immerse ourselves in the context. We sat around and took notes at parks, malls, and a friend's home. At the park, there was only one garbage bin and on the way there, the bins were very far apart. A few insights:

1. *At parks, people may have to carry things home to throw them away properly as bins were hard to find.*
2. *At the mall, the garbage bins were filled up and other recycling ones were not. Some items clearly were recyclable.*
3. *People seemed confused sometimes when at the bins.*

INSPIRATION



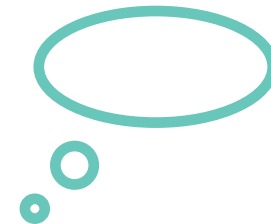
AUDIENCE

Deep understanding
of people and needs



IMMERSION

Immerse in context



REFLECTION

Reframe problem and
highlight insights



REFLECTION / 3 THEMES OF INSIGHTS



KNOWLEDGE



PROXIMITY



RESOURCES

REFRAMED

*How might we **support** young people in
Vancouver to **recycle more effectively**?*



SAMMY

"I want to help the environment by recycling but I sometimes struggle to find bins or know what goes in which bin."

AGE 21

OCCUPATION Student

Sammy loves to eat or drink coffee on her way to school or at the mall. She also enjoys playing with animals, especially her dog. Her values include being healthy, maintaining a balance, and always expanding her knowledge. Sammy wants to help save the environment by recycling more effectively.

hi, I'm
Sammy!



① BUYS COFFEE



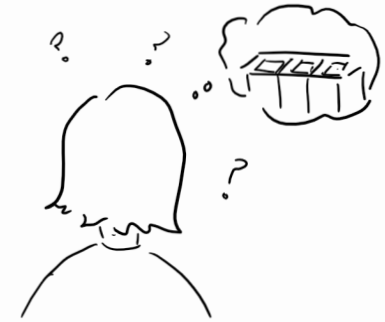
② DRINKS COFFEE



no more :(
...



③ FINISHES COFFEE



④ TRIES TO LOCATE BIN

(15+ minutes later...)



⑤ FINALLY FINDS A BIN



⑥ DOESN'T KNOW WHICH BIN



I'm not
sure ...

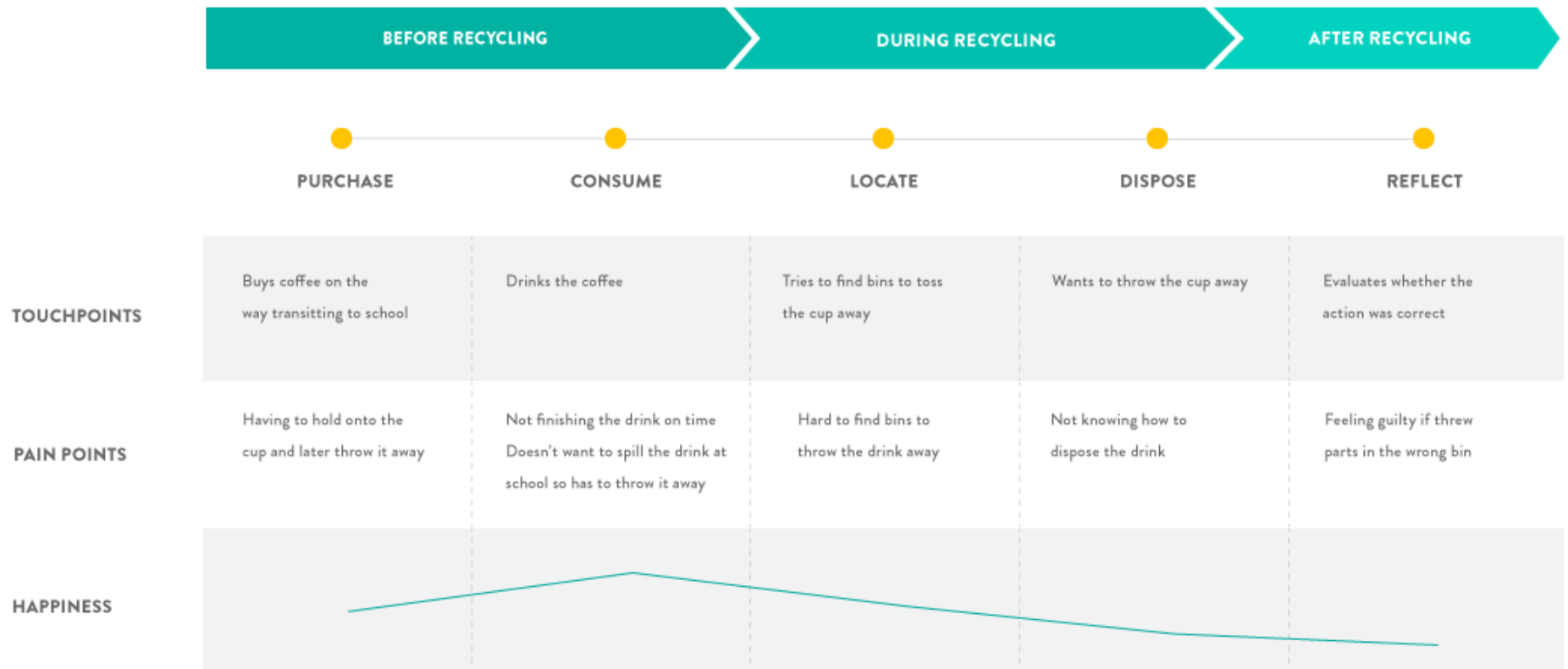


⑦ THROWS IN GARBAGE

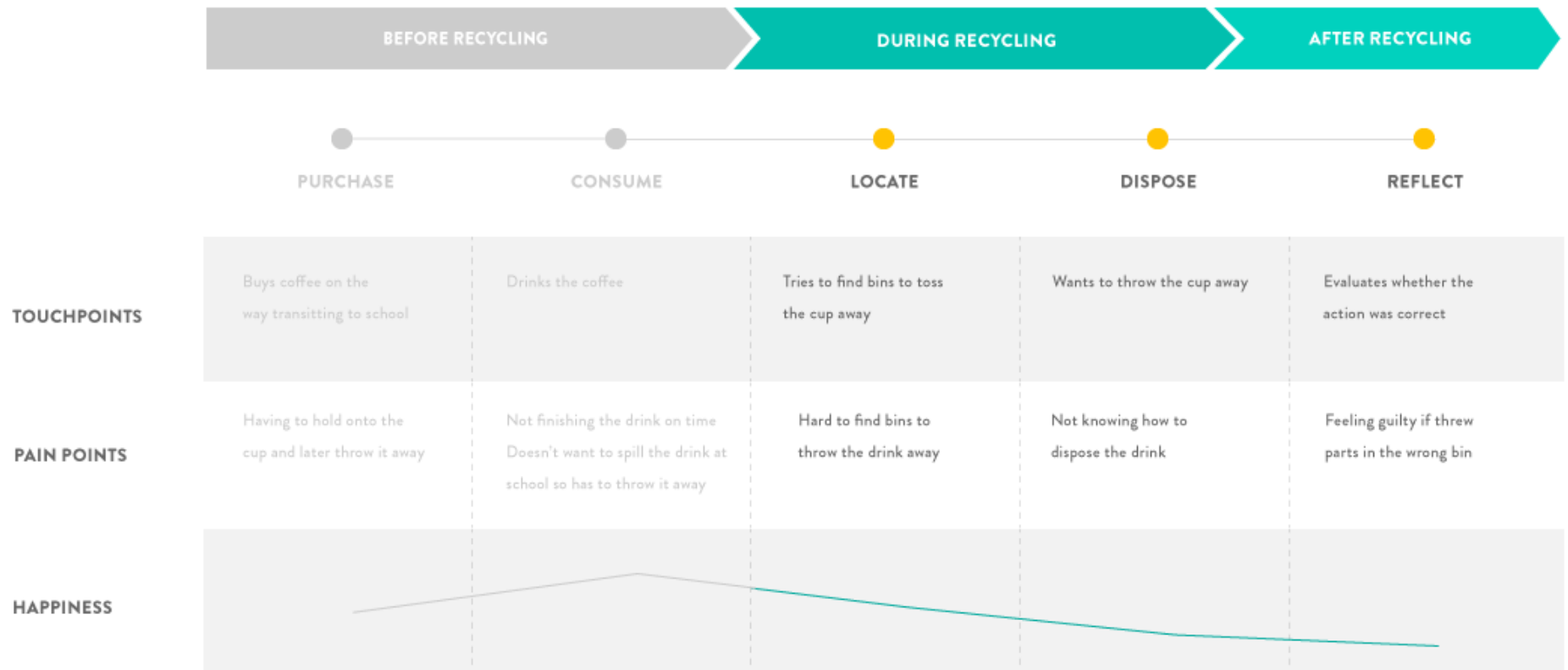


⑧ FEELS GUILTY

JOURNEY FRAMEWORK



JOURNEY FRAMEWORK (INTERVENTION)



IDEATION

We did some brainstorming into possible solutions, both digital and physical. We had ideas of redesigning the bins (too complex), making a card game to help people practice, developing manuals, and more.



CARD GAME

- Too static
- Hard to learn
- Solves only knowledge



PAMPHLET

- Too static
- Inconvenient
- Solves only knowledge



REDESIGN BINS

- Too complicated
- Hard to provide guidance

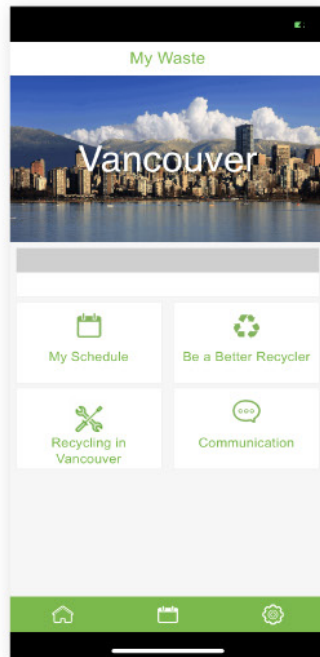


MOBILE APP

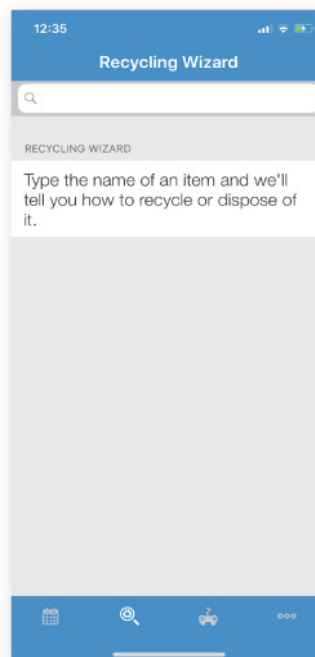
- Convenient
- Easy to update
- Flexibility with info
- Solves many of the conflicts

EXISTING RESOURCES RESEARCH

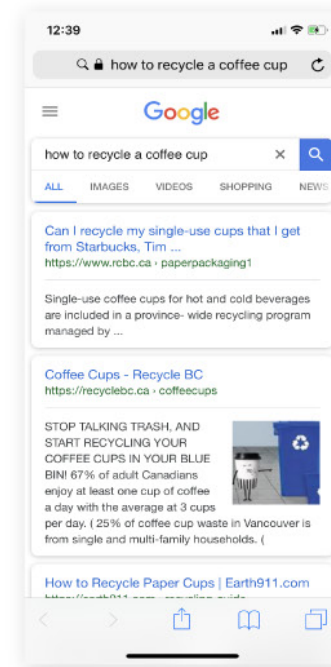
After careful consideration of constraints, we decided to go for a mobile application solution. Many young people now have their phones with them and they often search up information on disposal. Moreover, the existing resources out there are complicated and missing other relevant information. We wanted to make this process more simple and intuitive for them.



My Waste App: Consists of schedules of home recycling, quizzes, and contact info



RecycleDay: Allows for item searching but only shows which facilities accept each item and where they are located



Google is usually the go-to for questions but there are so many links to go through

DESIGN GOALS



*Straightforward and
simple onboarding*



*Locating bins with as
few steps as possible*



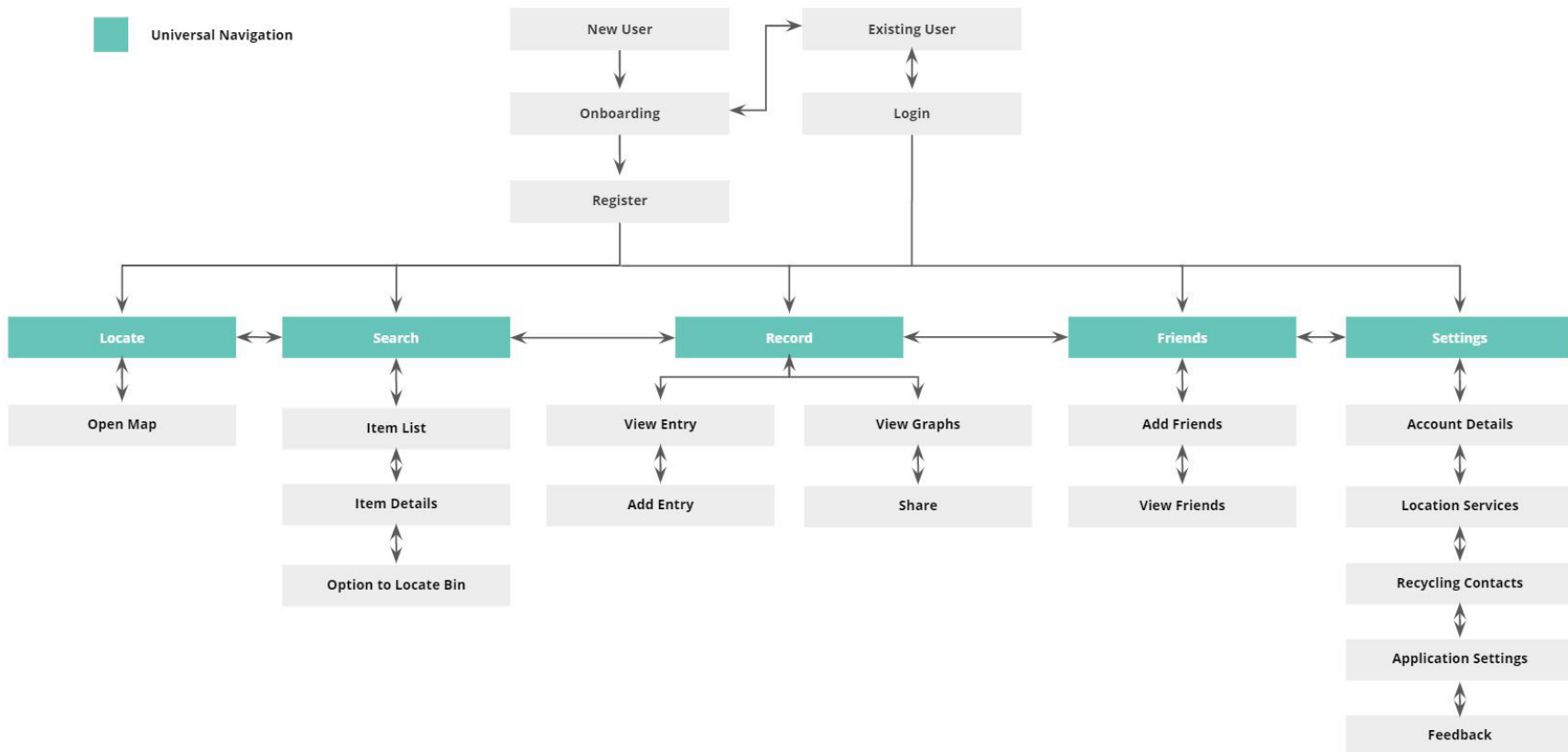
*Instant item search with adequate
suggestions and filters*



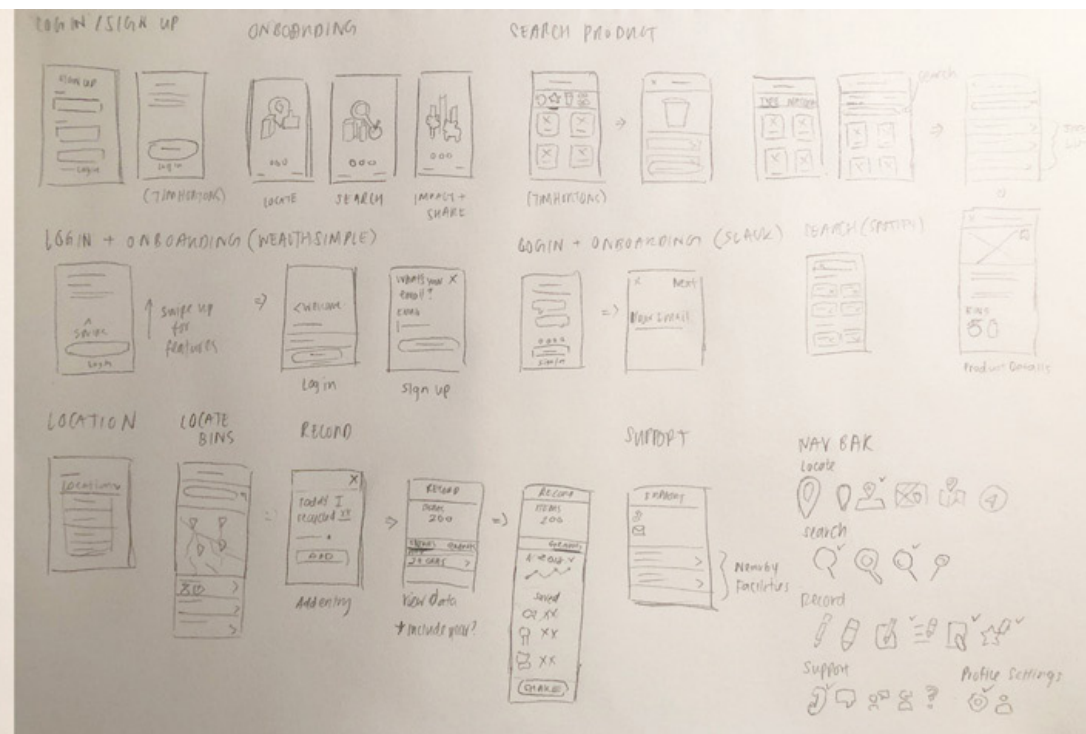
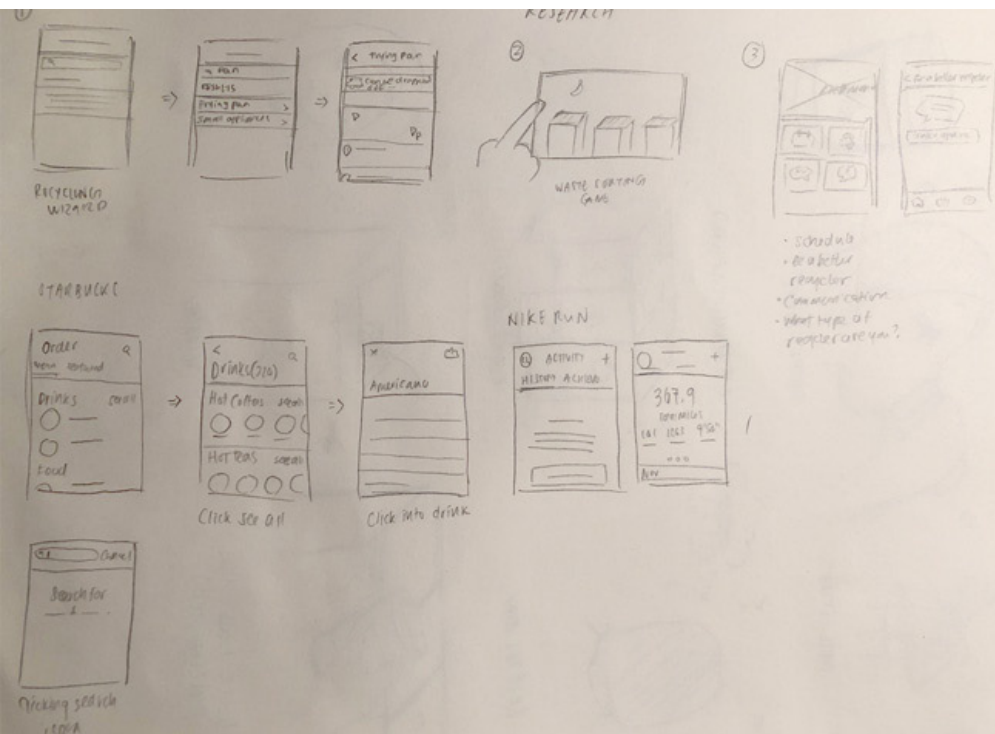
Consistent and delightful interface

INTERACTION MAP

We considered all the interactions involved in our solution.



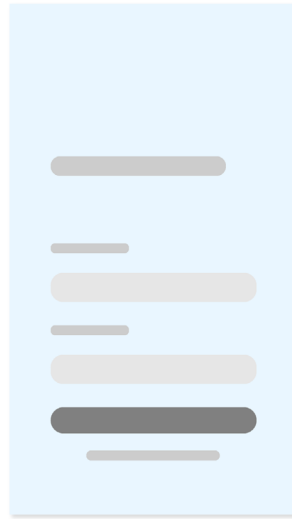
PROTOTYPING / SKETCHES



LOGIN SCREEN

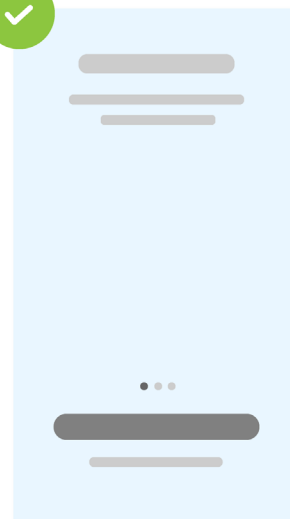


Straightforward without many steps. Makes use of the screen real estate and the space looks well-balanced.

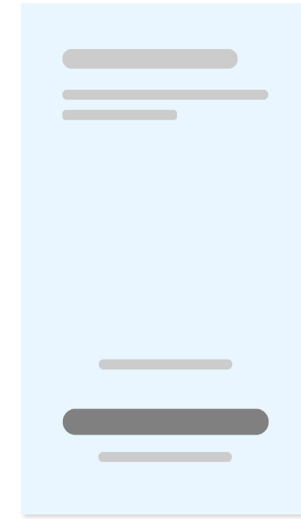


Lots of awkward spacing at the top. Forms look squished together and feels messy.

ONBOARDING



Amount of steps are shown in a progress bar so people know how much is left.



No idea how much information there is.

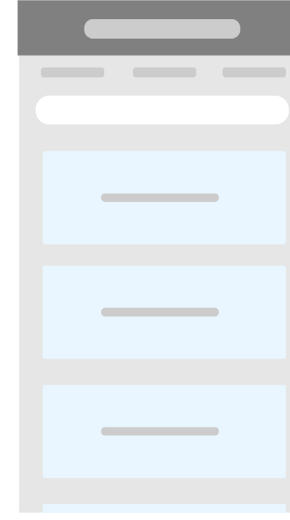
ITEM SEARCH



No way to sort all the categories depending on material or object type.

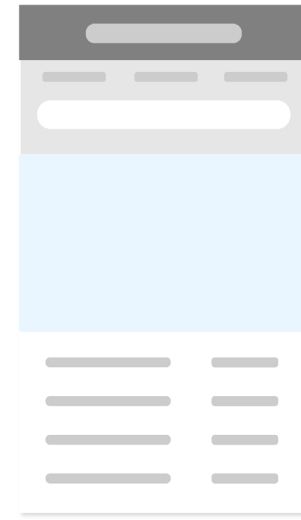


Has tabs for sorting by material or object type. Easier for people to search based on their knowledge and preferences.



The images take up majority of the screen space and is unnecessary. In the rushed moment, it is better to see more upfront.

RECORD



Consideration of categories and listing methods in the Record section.

SIGN UP

EMAIL ADDRESS

abc@email.com

PASSWORD

SIGN UP

Already have an account? [Log in](#)

WELCOME

An all-in-one recycling tool to support you in protecting the environment

SIGN UP

Already have an account? [Log in](#)

SIGN UP

YOUR LOCATION

Vancouver

Vancouver, BC

Richmond, BC

Abbotsford, BC

Kelowna, BC

DONE

SEARCH

Search object or material

Photo of object

BOTTLES

Photo of object

BOOKS

Photo of object

FOOD

Photo of object

COSMETICS

locate search record support settings

SEARCH

OBJECT TYPE MATERIAL SAVED

Search object or material

Photo of object

PLASTIC

Photo of object

GLASS

Photo of object

METAL

Photo of object

PAPER

locate search record support settings

RECORD

200
ITEMS RECYCLED

ENTRIES GRAPHS

NOVEMBER 2018

November 3, 2018	10
November 2, 2018	5
November 1, 2018	2

OCTOBER 2018

November 3, 2018	10
November 2, 2018	5
November 1, 2018	2
November 1, 2018	2

locate search record support settings

RECORD

200
ITEMS RECYCLED

ENTRIES GRAPHS

January 2018 - November 2018

Graph here

YOU SAVED

locate search record support settings

RECORD

DATE OF ENTRY

Select date of entry

NUMBER OF ITEMS RECYCLED

0 Select item type

0 Select item type

0 Select item type

0 Select item type

0 Select item type

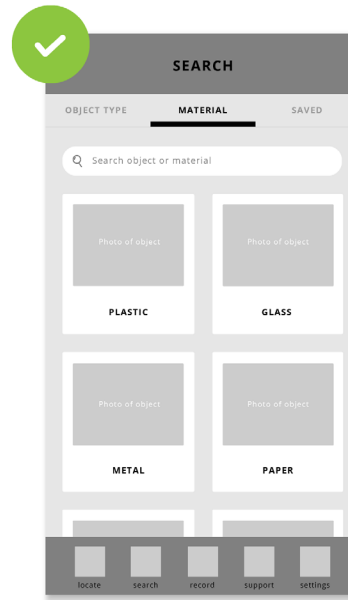
ADD ENTRY

ITEM SEARCH



Categorizing by just object type is quite tough especially if you're not sure what something should be considered.

Although the search bar would be the most likely used in a rushed situation, sometimes people would like to browse around.



Providing more ways for people to browse is preferred. They can also save products for later reference.

Sometimes an object is hard to categorize so it may be easier to find them by material.

Test Results: Many people prefer having more categories to browse or search from.

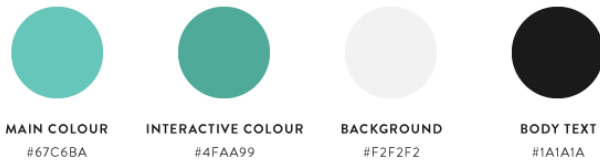
PROTOTYPING / ITEM SEARCH

The Item Search section was quite a tough part to arrange. Although the search bar will likely be used in a rushed situation (such as Sammy's), it is also useful to include categories. We were figuring out whether categorizing by material or object type would be best. After testing my prototypes with potential users, including different categorization options is best (right prototype). Depending on the situation, people prefer having various options to choose from when searching for items.

FINAL DESIGN / STYLE GUIDE

For the overall style of the app, we wanted to use a vibrant colour such as turquoise, a mix of blue and green that resembles nature. As our persona is young and passionate about saving the environment, we wanted to have a more warm and inviting look. The type and icons we have chosen are fun and modern, to lessen the intimidating feeling of recycling.

COLOUR PALETTE



ICONS

INACTIVE



ACTIVE



BUTTONS



TITLES + HEADING

Brandon Grotesque Bold, 48pt

Brandon Grotesque Bold, 24pt

BUTTON TEXT

Brandon Grotesque Bold, 24pt

BODY TEXT + CAPTIONS

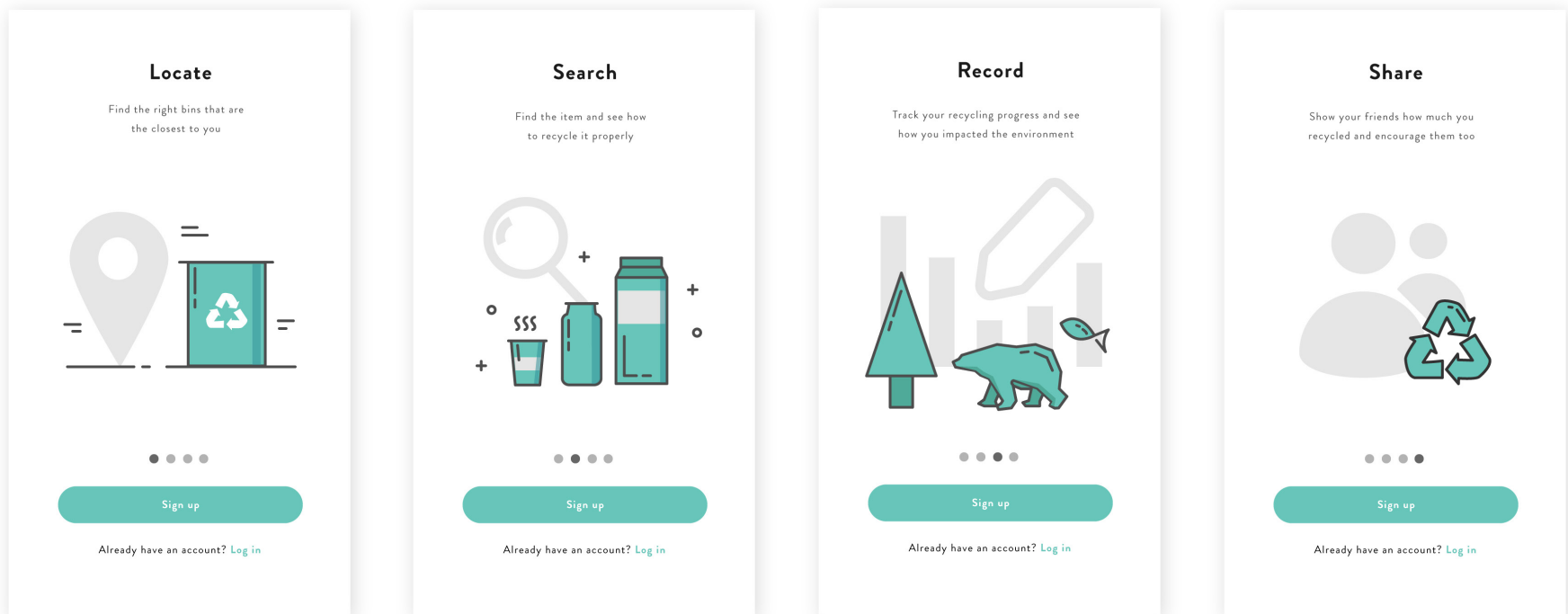
Brandon Grotesque Regular, 17pt

Brandon Grotesque Regular, 24pt

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat.

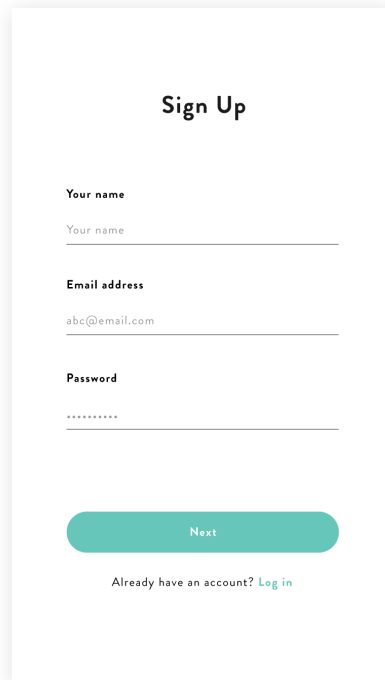
ONBOARDING

The key to this was combining the onboarding with the sign up button when the app is opened. This lessens the amount of steps it takes to get from sign up to home screen.



REGISTRATION

In the sign up, it is important for people to select their location as each city has their own recycle rules that may differ from others. I made sure to include a description indicating why location is recommended but can also be skipped.



Sign Up

By selecting your location, you will get more accurate recycling information

Your name

Your name

Email address

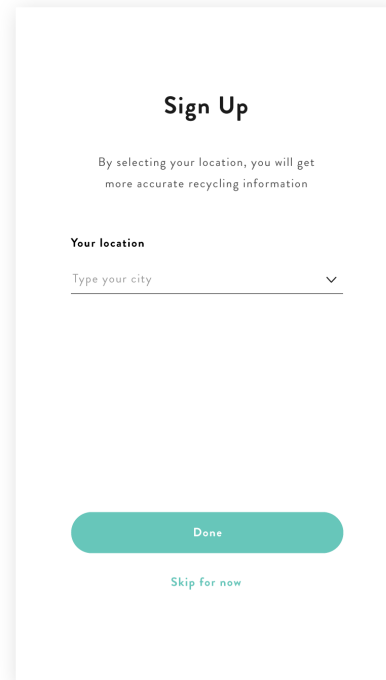
abc@email.com

Password

Next

Already have an account? [Log in](#)

Sammy signs up with her name, email, and password



Sign Up

By selecting your location, you will get more accurate recycling information

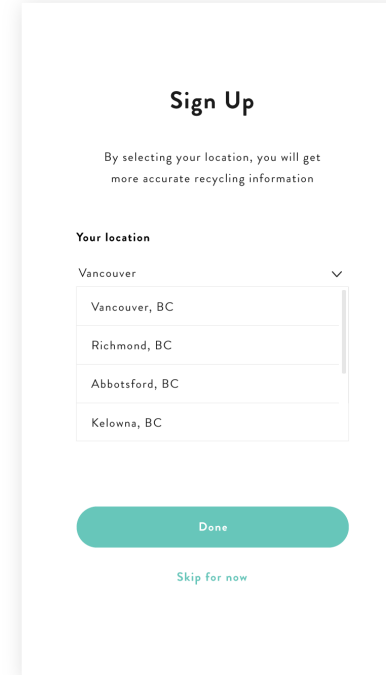
Your location

Type your city

Done

[Skip for now](#)

Location is important for different recycling guidelines



Sign Up

By selecting your location, you will get more accurate recycling information

Your location

Vancouver

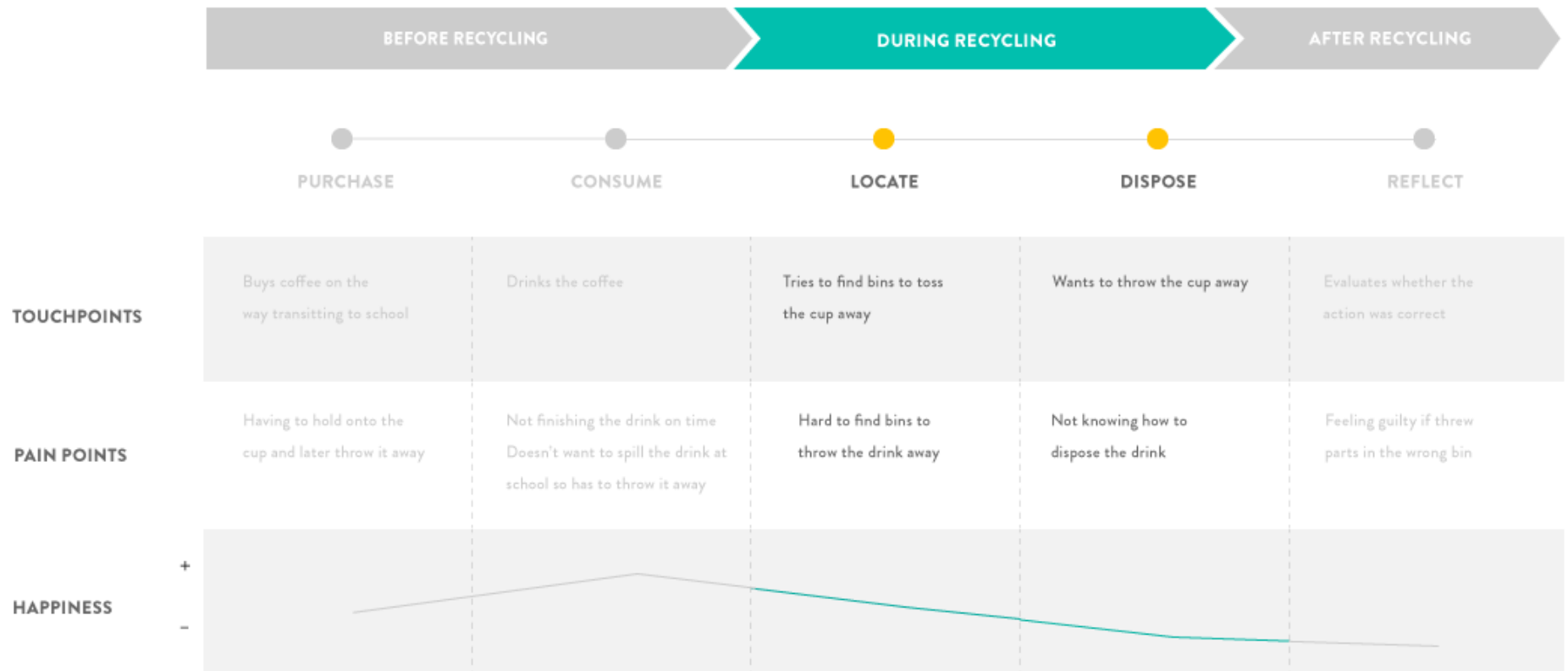
- Vancouver, BC
- Richmond, BC
- Abbotsford, BC
- Kelowna, BC

Done

[Skip for now](#)

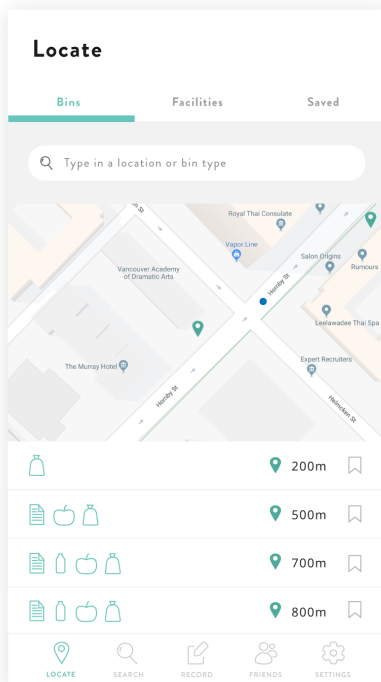
Sammy can also choose "My Location" options to make it faster

DURING RECYCLING / LOCATE + DISPOSE

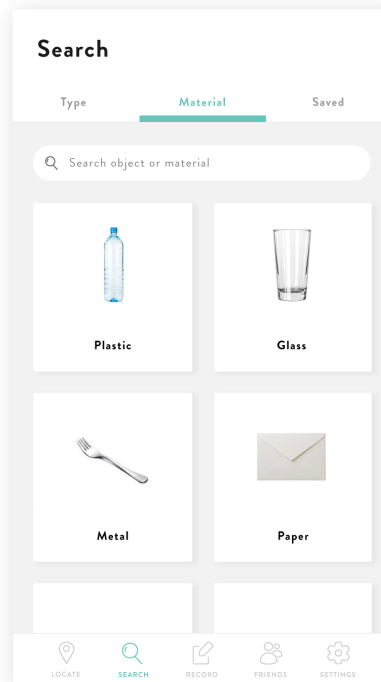


DURING RECYCLING / LOCATE + DISPOSE

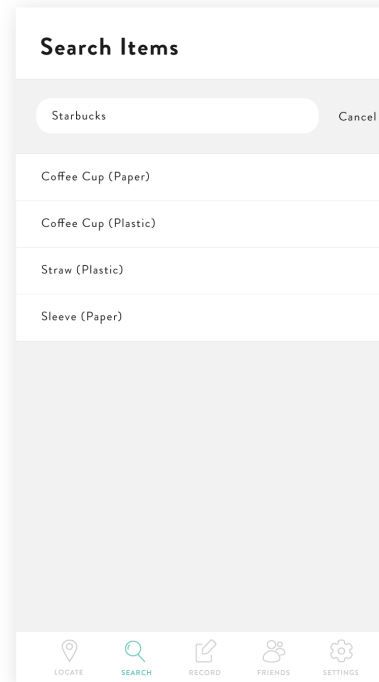
As people had trouble finding bins, like Sammy, it was important to keep that into consideration. Locate allows her to type in her location and find the nearest bin. This would require prior pinning of bins or a tracking code for each. Once she finds a bin, she may be confused about how to dispose the item (in her case, the coffee cup). Sammy can search up the item and find disposal details.



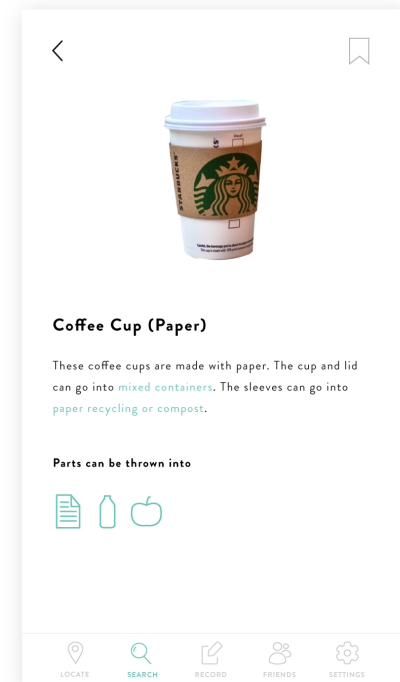
In Locate, Sammy can search up where the bin is located so she can find it faster



When she finds the bin and needs help figuring out which bin to throw the coffee cup in, she can use Search to search it up

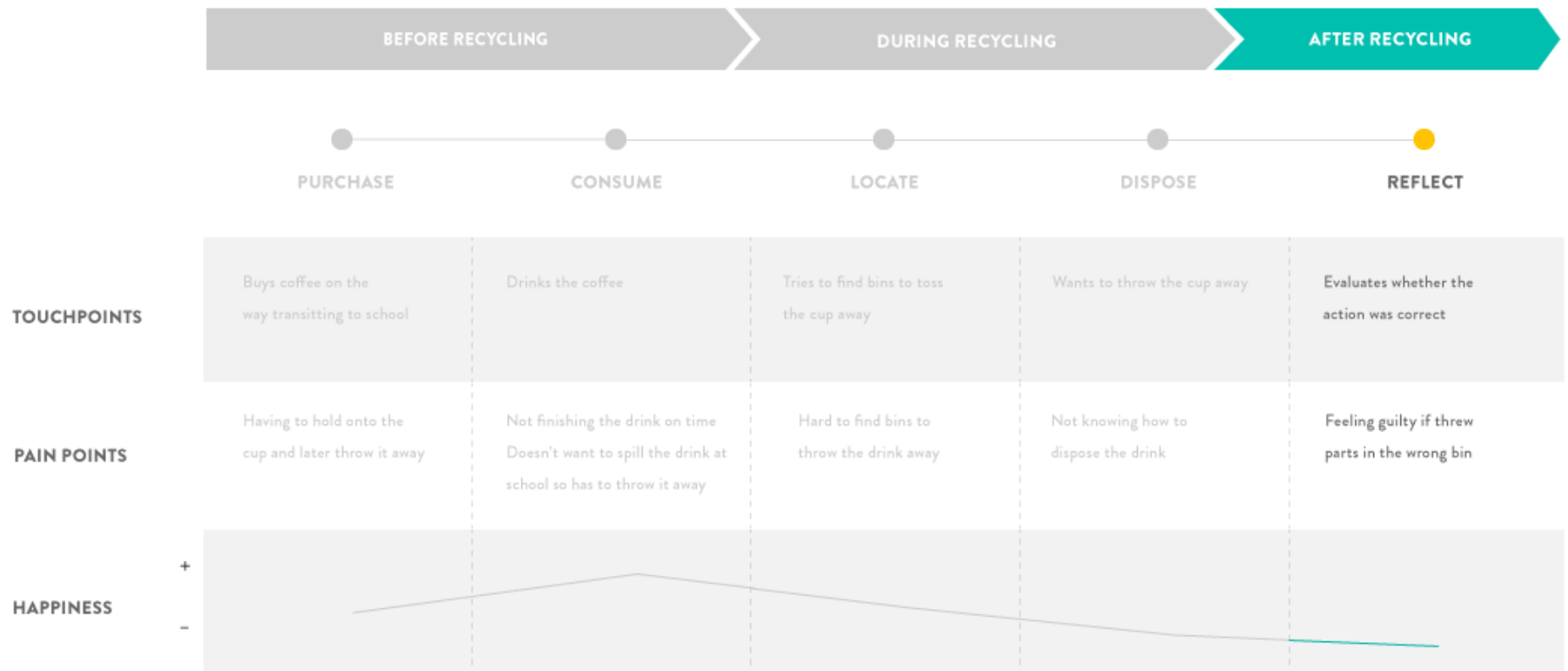


A list of related items to her search will be shown



Tapping on the item will open up its description, instruction, and symbols of bins it can be thrown into

AFTER RECYCLING / REFLECT



AFTER RECYCLING / REFLECT

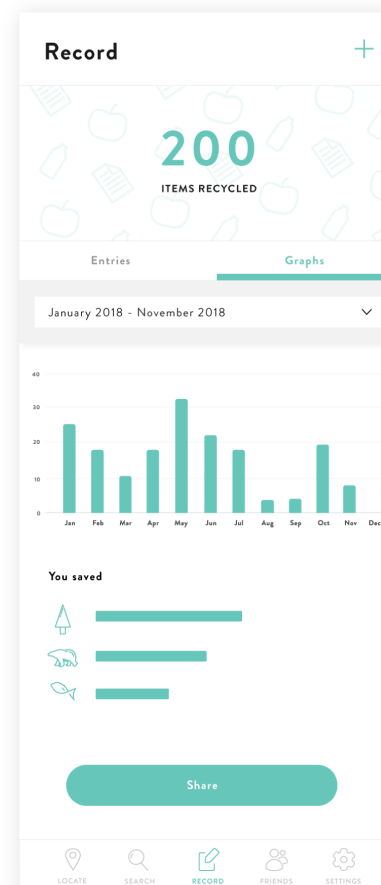
In Record, Sammy can mark down how many items she recycled so far. This will add up to the total presented at the top. We came up with this as a way to further motivate young people to recycle. In the Graph tab, she can see visualizations of her recycling achievements and impact. The impact would just be an estimation as it is hard to measure. Finally, she can share her achievements with her friends.



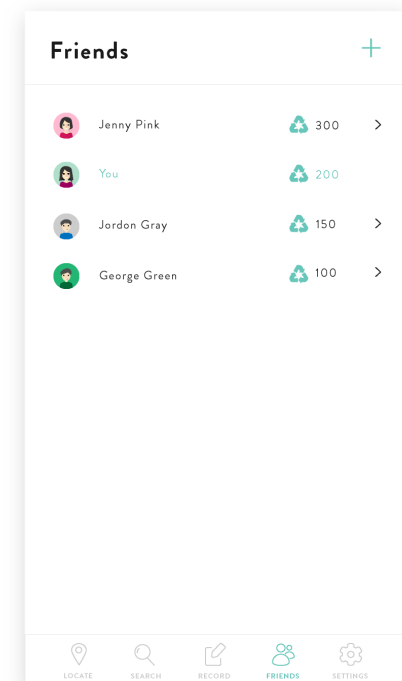
In Record, she can see her total amount of items recycled and her history of entries. The tracking helps Sammy stay motivated.

The 'Add entry' form has a close button (X) at the top right. It includes a 'Date of entry' field with a dropdown arrow, a 'Number of items recycled' field with a dropdown arrow, and a 'Select item type' field with a dropdown arrow. There are five rows for these fields. At the bottom is a large green 'Add entry' button.

The entries can be added by tapping “+” and then Sammy can input each amount and type of item recycled (glass, plastic, paper, etc.)



In the Graphs tab, Sammy can see a monthly graph of her recycling progress. She can also see her estimated impact.



In Friends tab she can see how much her friends recycled in comparison. This adds motivation and challenge.

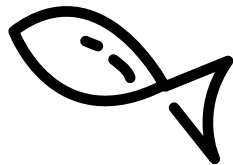
SUMMARY



*Helps people locate
bins around them*



*Allows for item searching to provide
people with answers*



*Encourages recycling through tracking
and impact visualization*



*Fosters a community of recycling and
spreads the motivation to recycle*

REFERENCES

Apples (Image): <http://www.bctreefruits.com/fruits/apples/>

Bottle (Image): <https://www.friendsofglass.com/wp-content/uploads/Glass-Recycling.jpg>

Debris (Image): https://www.environment.co.za/wp-content/uploads/2013/03/Beach_strewn_with_plastic_debris.jpg

Envelope (Image): <https://www.freeimages.com/search/white-envelope-no-background>

Fabric (Image): <https://www.istockphoto.com/ca/photo/burlap-fabric-patch-label-isolated-on-white-background-gm668551474-122097939>

Fork (Image): <https://reeces.com.au/product/diane-sweet-fork>

Human-Centered Design & Methods: <http://www.designkit.org/methods>

Plastic Bottle (Image): <https://www.dnaindia.com/india/report-rip-plastic-bottles-in-maha-by-may-2018-2560301>

Recycling Rates for 2016: <http://www.metrovancouver.org/metroudate/issue-29/409/Recycling%20rates%20are%20in%20for%202016>

Vancouver Millennials and Recycling: <https://www.cbc.ca/news/canada/british-columbia/vancouver-recycling-mmhc-1.3780022>

Zero Waste: <https://vancouver.ca/green-vancouver/zero-waste.aspx>

FIN



PROTOTYPE : <https://invis.io/J8PA09RFD5V>