Trasharyans

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Problem Statement

Initial:

Use our background in environmental science and social science to promote environmental education to school kids in Armenia. Armenia is a landlocked state, it is identified as the 6th country that produces the most waste per capita. Work to develop an interactive game of trash monsters with incentives for schools and students to organize waste responsibly. We will research prototypes of waste sorting mechanisms and games.

Final:

We are working with ISSD on the lack of waste management practices in Armenia and investigating the lack of waste management education, specifically for elementary school children. Through the use of current trash sorting games on the market, we want to determine the feasibility of producing an interactive waste sorting classroom activity.

Background

- Armenia is the 6th country that produces the most waste
- Lack of appropriate infrastructure/industries to properly handle trash
- stems from lack of education, limited financial resources and lack of technical expertise
- ISSD's "Recycle It!" project proved children need more motivation to sort their waste
- Trasharyans aims to incentivise children when they correctly sort their trash

Research Findings

1. Teachers are not well funded in Armenia's education system. (https://link.springer.com/content/pdf/10.1007%2F978-3-319-07473-3_3.pdf)
2. Armenia does not have the funds to collect, transport, sort and transform recyclables and some communities have taken the private route to jump-start recycling. (https://armenianweekly.com/2019/09/04/the-repat-who-brought-recycling-to-armenia/)
3. ISSD is partnered with 220 organizations and schools, and they organize regular pickups for waste. ISSD does not currently recycle, they send their recyclables to partnering recycling facilities. (Website Contact: info@issdno.com)
4. Easy to implement EPA trash sorting techniques for basic trash accumulation (https://www.epa.gov/recycle/how-do-i-recycle-common-recyclables)
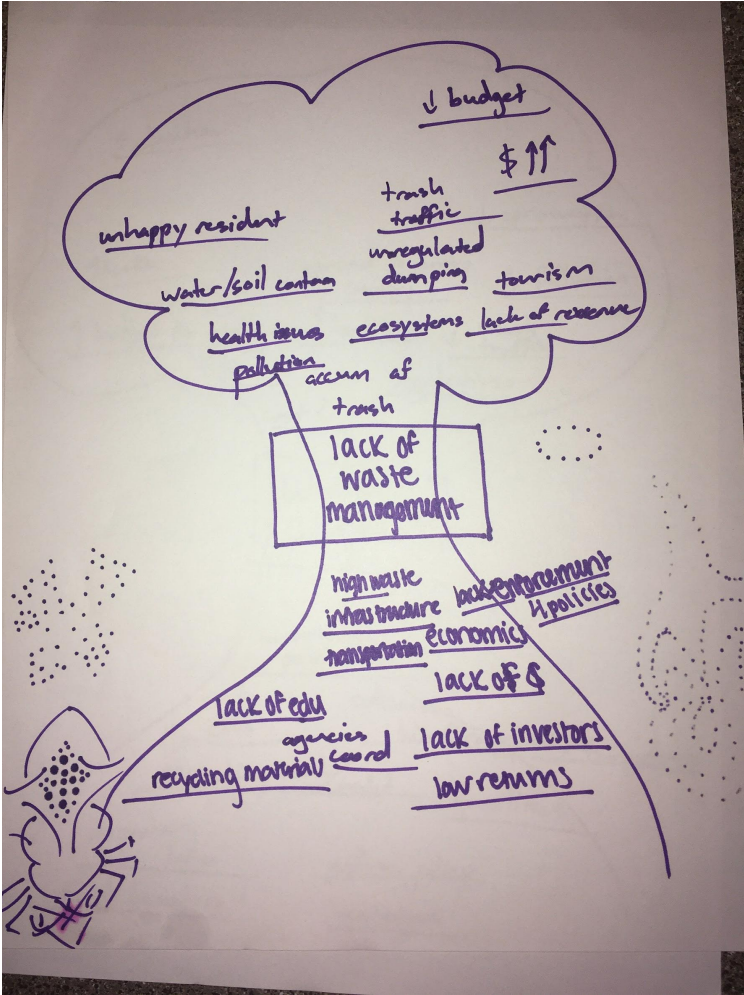
Methodology

Methodology
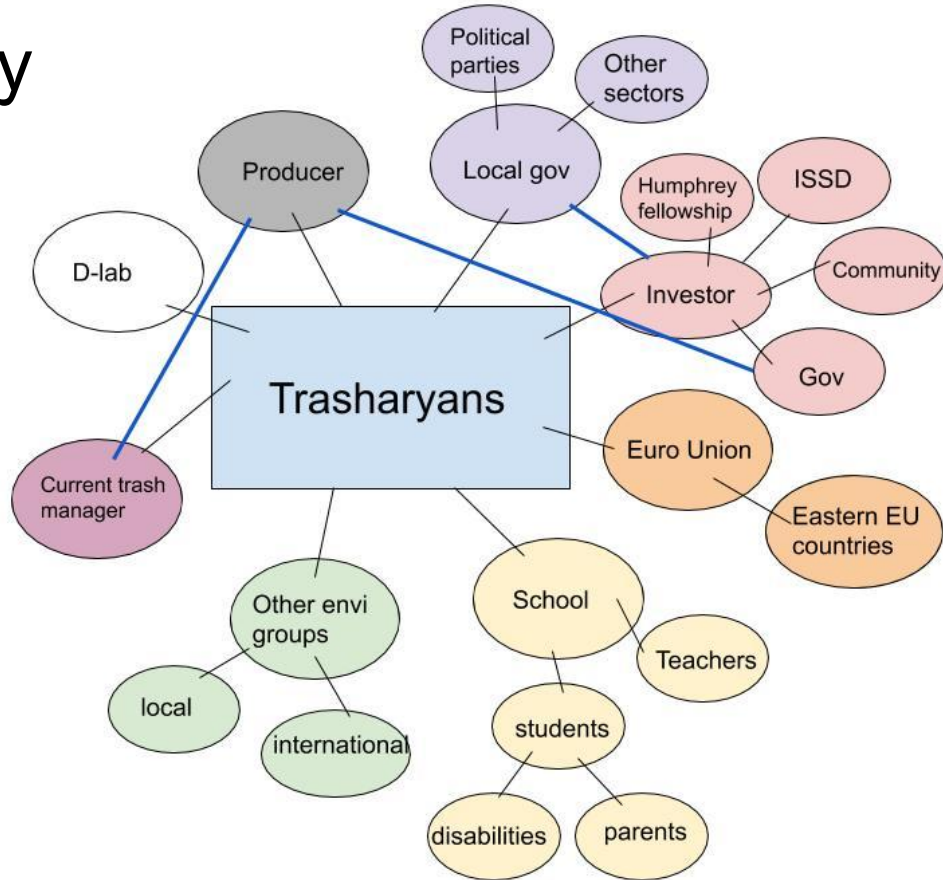
Moving Forward

- Is the game going to be virtual (an application) or physical?
- If a physical game, how will materials be funded?
- How will progress on recycling be tracked? Is progress defined by incentives?
- What is scope for types of trash that will be accounted for in the game?
- Are there other behavioral classroom activity games on the market?
- How many schools will this game be implemented in?