Linda Nguyen creates and provides 2D art assets for Trash Dash.

Hesiquio Mendez Alejo is a Games and Playable Media student.

David Valdivia: props artist

Danielle Fisher: gameplay developer

Nathan Lie: scrum master

Computer Science: Game Design

Michael Parisi

ACKNOWLEDGEMENTS

This poster was created for the opening of the S-Lab.

Since its opening, our team has grown to include students from CMPS 116/117

Spanish Studies

Computer Science

Education

Games and Playable Media

Biological decomposition

Growth

Nutrient

Recycling

Consumer

Production

Trash Toss

GOALS:
Players learn to sort waste properly
Players learn and appreciate why sorting waste is important
Promote real-world behavior change through gamification
Increase awareness about trade-offs implicated in recycling

PROCESS:
Use Cradle to Cradle thinking to inform game design
Expand on existing Unity mobile application template
Prioritize design choices that incentivize sorting behavior
Research life cycles of consumer goods to inform game play scoring

RESULTS:
Mobile application for Android phones and tablets
User profile with a daily log for players to log what they sort
Resources and tips menu to make real life sorting easier

Mobile applications that focus on recycling already exist. However, they reinforce a “out of sight out of mind” mentality about sorting. Our product will be distinguished from these because it’ll enforce Cradle to Cradle thinking.

MILESTONES

Fall 2016

Goals

Biology decomposition

Nutrient

Growth

Recycling

Nutrient

Research life cycles of consumer goods to inform game play scoring

Spring 2016

Goals

Biology decomposition

Nutrient

Growth

Recycling

Nutrient

Expand on existing Unity mobile application template

Fall 2016

Goals

Biology decomposition

Nutrient

Growth

Recycling

Nutrient

Prioritize design choices that incentivize sorting behavior

Spring 2016

Goals

Biology decomposition

Nutrient

Growth

Recycling

Nutrient

Implement collision detection to bins

Summer 2016

Goals

Biology decomposition

Nutrient

Growth

Recycling

Nutrient

Implement animations

Spring 2017

Goals

Biology decomposition

Nutrient

Growth

Recycling

Nutrient

Release game for Android

Spanish Studies

Computer Science: Game Design

Computer Science

Education

Games and Playable Media