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A game to address some of the challenges faced by Dry Waste Collection Centres DWCCs and help strengthen the infrastructure for waste management in the city

INTRODUCTION

Recently, Bangalore adopted a decentralized approach to address its waste crisis with Dry Waste Collection Centers (DWCCs) being setup in every ward. How can we address some of the challenges faced by DWCCs and help strengthen the infrastructure for waste management in the city? It is this question we explored in ₹ubbish!, a cross-cultural design collaboration between Bangalore and Amsterdam.

Intended Audience
Residential Welfare Associations, Bulk generators of waste, Policymakers, Students.

Keywords
Solid Waste Management

Type
Tri-lingual board game

Duration
1.5 - 2 hours

No. of people
4 - 12 players

OBJECTIVE

Some of the challenges faced by DWCCs include apathy of citizens toward dealing with waste and a lack of knowledge about the new decentralised system for waste management. Our objective was to address knowledge gaps and questions of attitude and behavior to promote understanding of the waste management system at both the micro and macro levels.

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Fields of View, #1915, 18th A main, 5th Cross,
J. P. Nagar, 2nd Phase, Bangalore 560078
info@fieldsofview. in | www. fieldsofview. in

APPROACH

A combination of the methodology followed at Fields of View and MediaLAB Amsterdam, involving framing the problem in consultation with stakeholders, field visits, discussions and interviews with experts, game design, and user tests.

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Collaborations
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