

# WASTE **END**

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# Team



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# Vision

## Cleaner environment

- Promote streets clean-up through gamification

## Call to action

- Be rewarded for picking up trash from the streets

# The system

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- State of the art Microservice architecture
- Employment of AIs for image analysis
- Employment of Generative models
- Real time feedback

# Trash Removal

- The user takes a picture before and after his **cleaning actions**
- A **detection model** identifies trash in the picture
- **Validation** is performed to ensure it has been removed
- Puts a digital object in the user's inventory



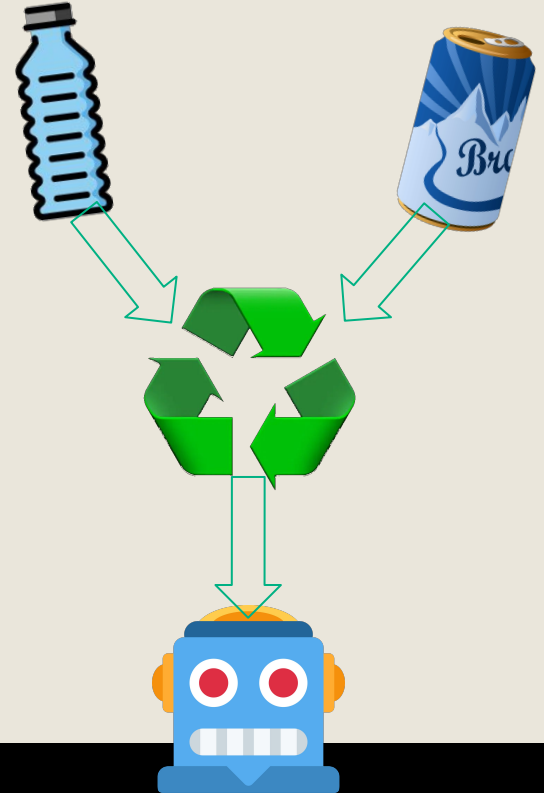
# Trash Report

- The user takes a picture of some trash and reports it
- The location is stored
- **Events** for cleaning are organized when trash in an area exceeds a certain **threshold**



# The game

- Implements the mechanism of **collector games**
- Exploits the power of **generative AI** to provide a never ending game experience
- Stimulates **competitiveness** inviting to **be the first** to discover a new object
- Invites to **reflect** about **recycling**

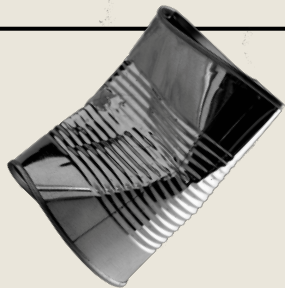


# Community events

- Based on user reports
- Automated organization of events for **collaborative clean-up**
- Provides visual feedback with an heatmap representation
- Obtain extra in **game rewards!**







Let's have a look a the **demo!**

