

ABSTRACT

Designing Mobile Application To Improve Usability of Inorganic Waste For Teens

Bandung is one of the three major cities in Indonesia that has a high population levels. Bandung produce more than 1500 tons of garbage a day, but trash in Bandung only transported 1100ton / day. Piles of garbage create unfavorable conditions for the surrounding environment, and trash from the city of Bandung cannot be distributed properly. Knowledge and awareness of the trash should be increased, given the importance of the character concerned about the environment. This knowledge must also be improved to help the city who were planning a changes and additions to the creation infrastructure for the waste-free city of Bandung. According to the results of analysis the authors explain that the activities to introduce and use recycled goods currently not able to attract teens because less attractive, the author makes a mobile application that can attract teenagers to use recycled goods, The author uses a qualitative method with descriptive data such as writings and interviews of informants, and data collection techniques using observation, interviews, literature study, and documentation. With the existence of this design, expected to the target more concerned with recycled goods.

Keywords: trash, recycling, youth, mobile applications, campaign