



# Design strategies For Garbage

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# Overview

- Analysis.
- Concept generation.



# Analysis

## Journey of a piece of trash

- From start (consumption) to end (destruction or recycling).
- Diagram / comic / story.
- State of the object.





# Analysis



## Waste points in the city

- Photo safari.
- Where can you find waste?
- What kind of waste is it?
- How much is located in that spot?
- Did it get there by accident / environment / on purpose?



# Analysis

## Waste processing facilities

- Where are the official waste collection points?
- What are the waste collection routes of the city service?
- Where are the cumulative waste collection points?
  - What do they store?
  - How do they sort waste?
  - Do they process waste?
  - How long is waste stored?



# Analysis

## Waste processing facilities

- Where are the official waste collection points?
- What are the waste collection routes of the city service?
- Where are the cumulative waste collection points?
- What kind of waste processing types are used?
  - Incinerating.
  - Recycling.
  - Transformation.
  - Dumping.



# Analysis



## **Collect all waste of one day produced by yourself**

- What is waste and what is not waste?
- How much waste do you produce in one day?
- Where do you produce waste?
- Where do you dispose of waste?
- What kind of waste do you produce?



# Analysis

## Exceptional waste production

- What causes are there for exception low or high waste production?
- How are these causes dealt with currently?
- How often do these causes appear?
- How do these causes relate proportionally to everyday waste production in the city?
- How do these causes influence quality in the city?





# Analysis

## **Current waste collection methods**

Containers.

Waste bins.

Dump sites.

Waste collection sites.

Mechanised (sewage, drainage).

Manual labour (street swipers).

Mechanised labour  
(street/pavement cleaning machines).

# Analysis

## Possible waste processing

- What kind of waste processing ways exist world-wide?
- Which kinds are used in Prague and Zurich?
- Is it possible to think of other ways of waste-processing?







# Analysis

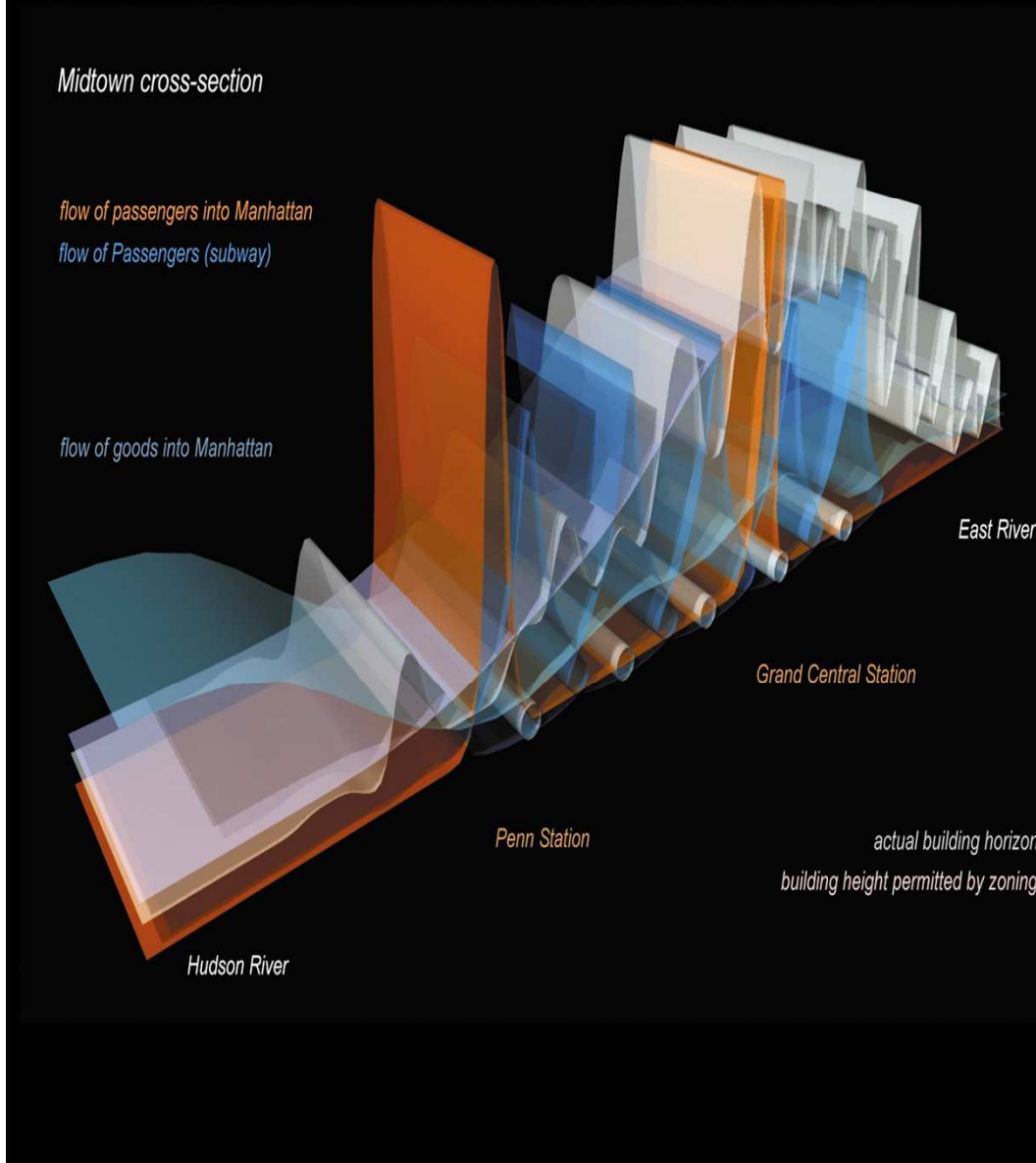
## Categorisation of waste

- What kinds of waste exists?
- Determine characteristics: (non)hazardous, (non)toxic, weight, volume, density, reusable, ...

# Analysis

## Visualise dynamics of waste

- Visualise dynamics of waste.
- 24-hour/week/month/year state diagrams/animations of waste disposal/collection/processing.







# Design concept

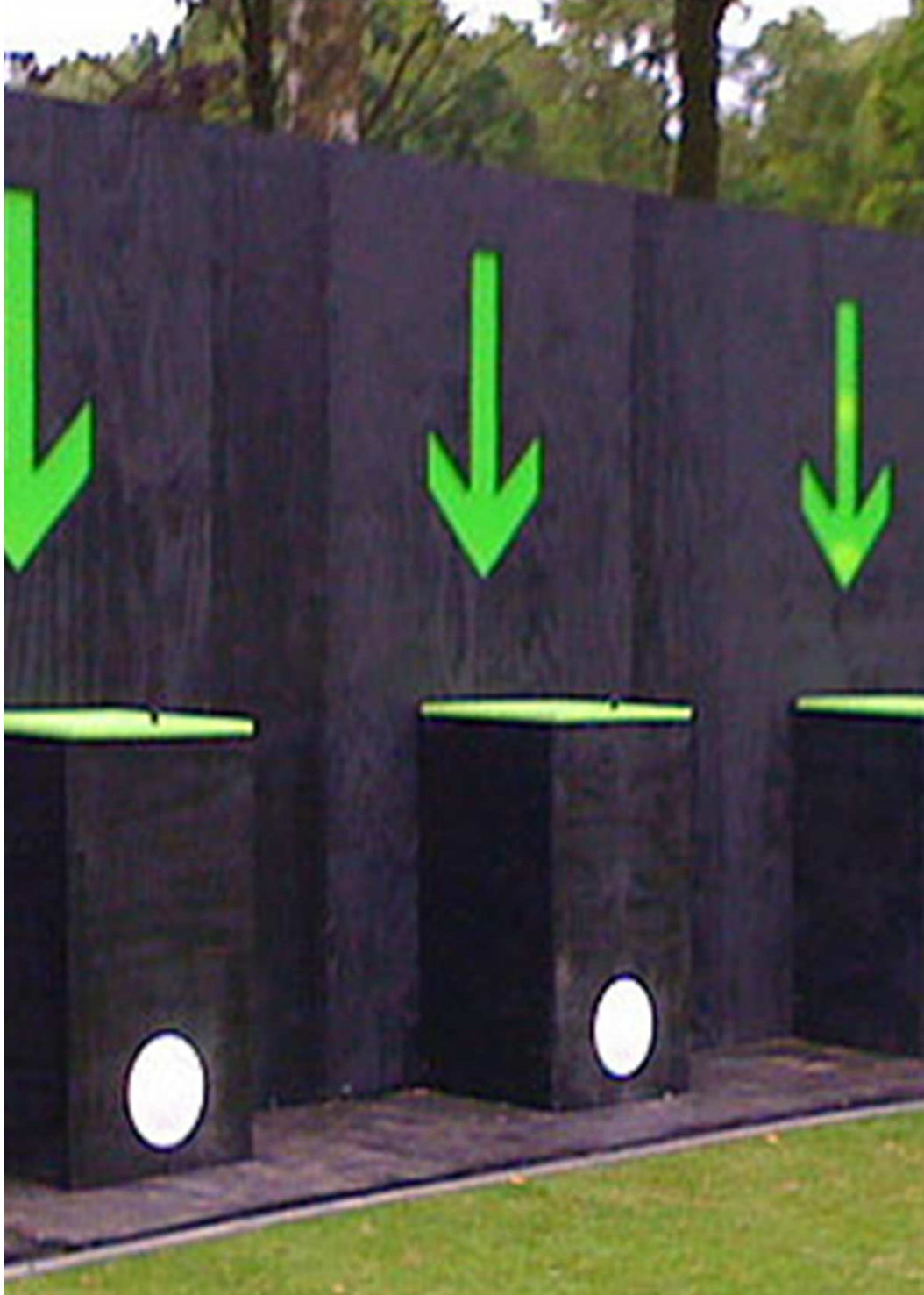
## Overall waste strategy

- What is your overall design approach for solving the waste problem?
- In which context?
- What else is needed for your design to work?

# Design concept

## Waste cycle focus area

- Choose within the waste cycle one or multiple moments that your design will solve.







# Design concept

## Determine target group

- For whom is the design meant: seniors, youths, children, adults, singles, couples, families, groups, professional areas?
- Where are the target groups: regularly distributed or specifically located?
- When are the target groups producing waste?



# Design concept

## Determine capacity

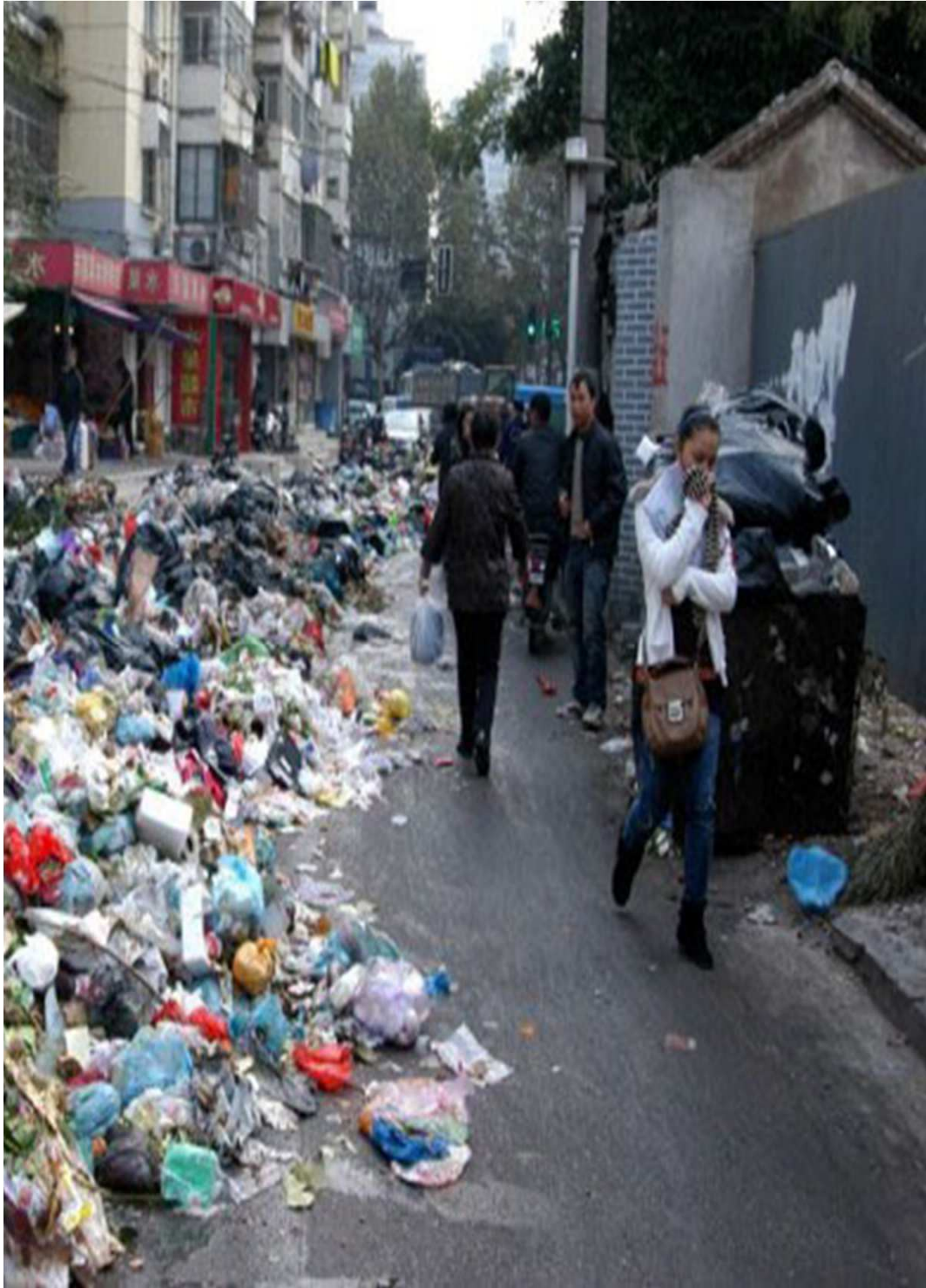
- How much waste does the target group in the waste cycle produce?
- How much waste needs to be collected?
- How much waste needs to be processed?



# Design concept

## Determine threats

- What factors prevent proper waste disposal behaviour?
- What characteristics of the target prevent proper waste disposal behaviour?



# Design concept

## Determine strengths

- What characteristics of the target group can be used to strengthen proper waste disposal behaviour?
- What characteristics of the target group are naturally inclined to proper waste disposal behaviour?





# Design concept

## **Formulate keywords and a slogan**

- Characterise the aims of your design in a few keywords.
- Capture the main spirit of your design in a catching slogan that may be used for example in an awareness raising campaign.

# Design concept

## Write a scenario

- How will the target group use the design?





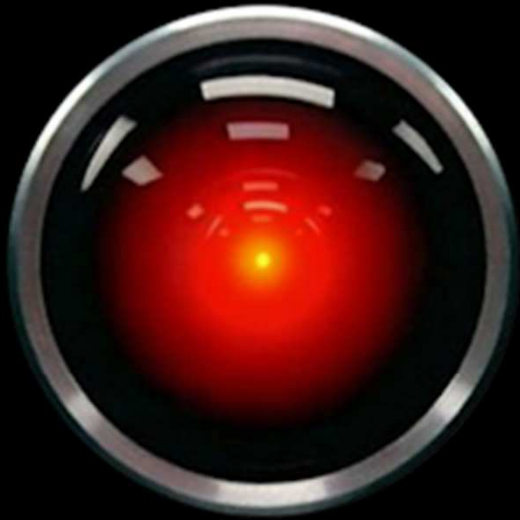


# Design concept

## Waste as a design component

- Is it possible to use waste as a material/component in the design?
- To which extent do you need new materials/components in the design?

# Design concept



Dave... I'm afraid I can't  
let you do that...

## Behavioural design

- How should the design interact with environment?
- How should the design interact with target group?
- Can the design change appearance/shape/size/material/components?
- Can the design change its behaviour?
- Has the design a static object/friend/advisor or other kind of personality?





# Design concept

## Resource design

- What resources does the design need in realisation/ location/operation?
- Does the design produce/ transform/return resources?
- To which degree can the design be self-sufficient on resources?