Unwaste

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Barriers to responsible e-waste disposal behavior

At the time of e-waste disposal, there are two choices: *to dispose in a landfill* or *to retain*.

The reasons for retaining include:

- Repair
- Repurpose
- Reuse

Ease of Access

- Tools
- Scheduling time
- Repair Stores
- Finding someone

Knowledge Needs

- Finding someone
- Getting info
 Lack of awareness

Barriers to Responsible E-waste Management

Value

- Equipment/ Gear
- Paying someone else to repair your thing

Socio-Cultural

 Pain of throwing away what you love

Introducing Unwaste



UNWASTE, dedicated to fostering sustainable behaviors among children, crafts purposeful missions and educational curriculum. These missions empower kids to extend the lifespan of electronics through activities such as maintenance, repair, responsible disposal, and the collection and donation of electronics, effectively diverting e-waste from landfills.

UNWASTE provides guidance and scaffolding to empower them to **take the lead** in engaging with their communities. The organization streamlines processes for volunteering time, encouraging the formation of collectives, and fostering participation in various sustainable activities. UNWASTE is a catalyst for a community-driven approach towards a greener, more responsible future!

Research Learnings

While parents and kids share enthusiasm for repairing electronics, they lack the necessary skills or knowledge to do so.

"They love to watch. They love to ask questions."

-Repair Cafe, Interview Participant

"When I was preparing that base to fix the music box, I showed the little girl- here's how we're gonna fix it up and she was just looking into it. Just was ecstatic. So I think that also gets that excitement that you know how it works, what is hidden behind."

-Repair Cafe, Interview Participant





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Selecting a mission

Before a chapter meeting, chapter leaders select missions for each member depending on:

- Member skills and interests
- Available items and equipment
- Ecological impact

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Gathering mission electronics

Before the chapter meeting, chapter leaders and high-level, older chapter members gather the required repairable items for the mission.



Accomplishing the mission

During the chapter meeting, chapter members work together in small teams to complete their mission to repair or maintain or repurpose a piece of electronics.



Share out and mission report

Every mission is followed by a share out and mission report.

During **share-out**, each chapter member shares their mission accomplishments with the rest of the group. This encourages group learning and fosters camraderie.

Mission report is an online form that chapter members complete with data about what they repaired. This is a key source of data for the service's smooth operation.



Electronics return or delivery

Chapter members deliver their handiwork, whether its the original owner or a new recipient. This experience is key to instilling a love of service in chapter members.



Leveling up

As chapter members complete missions, gain skills, and practice service, they level up to unlock new ways to learn, lead, and serve.

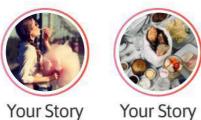




Un-waste

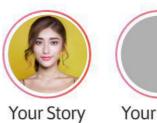
Chicago

Your Story



Instagram





•••

Turn Screen Time into Skill Time!

Unwaste

helps your kids work together to learn about electronics and help save the planet!

Join the Repair Revolution!

Sign Up Now

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Discovering Unwaste

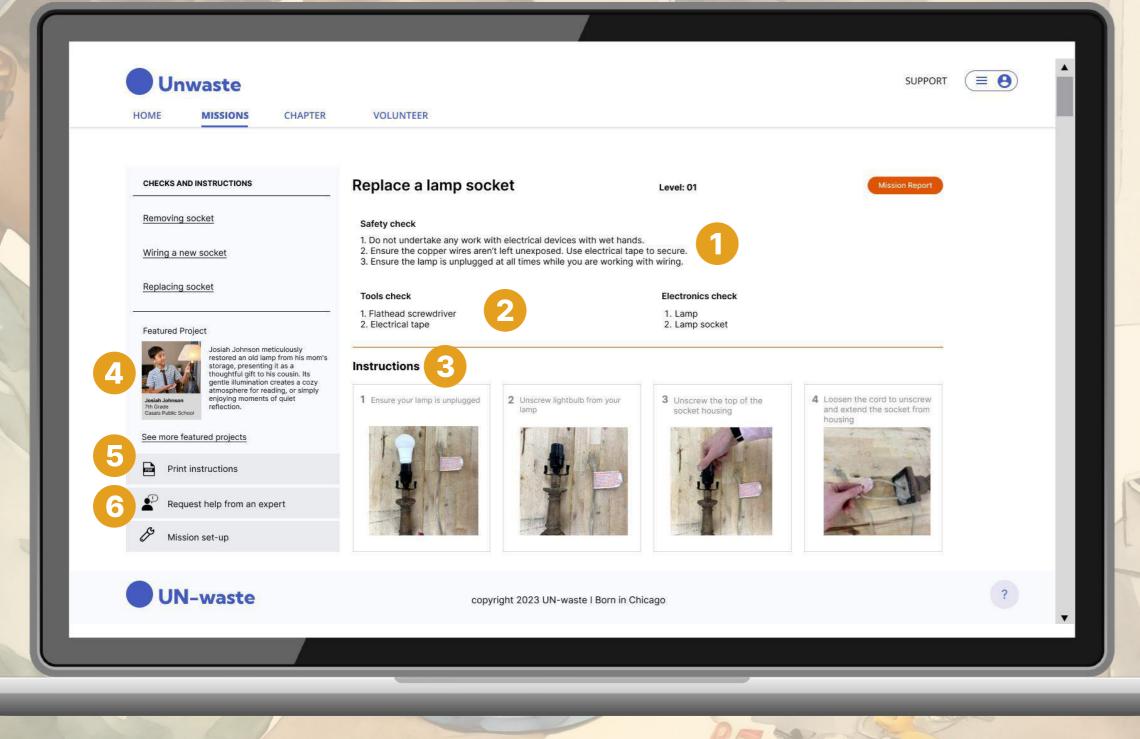
*Source: Waring ME, Blackman Carr LT, Heersping GE. Social Media Use Among Parents and Women of Childbearing Age in the US. Prev Chronic Dis 2023;20:220194. DOI: <u>http://dx.doi.org/10.5888/pcd20.220194</u>

	Unwaste	APTER VOLUNTEER		
	Make a New Chapter			Q Find a Chapter
	Chapter Information	Chapter Leaders	Chapter Members	
	Chapter Name*	Chapter Leader Name*	Member name	
	Zip Code*	Email *	Member/Parent email	
3	Meeting Address	Adult member Name*	Member name	
0	First Planned Meeting Date	E-mail*	Member/Parent email	
	Affiliated Organization	+ Add adult members	Member name	
		+ Add adult members	Member/Parent email	
			+ Add a chapter member	
	*Mandatory Information			5 Pay Here

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Registering a chapter

- Chapters may have many adult members, but only one chapter leader.
- 2 Chapters must have at least one chapter member (children) to be registered.
- 3 Optional information on first meetings is used to provide follow-up services to ensure smooth early meetings.
- Affiliated organizations like schools or churches, while not required, are highly recommended for the support they provide chapters.
- 5 Chapter registration fees are necessary to keep the service running, but are set as low as possible.



Missions always start with a safety check.

- 2 Necessary equipment and items come at the top so chapter members are set up for success from the beginning.
- 3 Missions explain repair and maintenance activities step-by-step with photos for maximum clarity.
- 4 Examples of members from other chapters serve as inspiration and create connections between chapters.
- 5 Instructions are also available in print.
- 6 If chapter members run into challenges that chapter leaders can't address, they can contact an expert volunteer for assistance.

Unwaste Collection Form

Brand/Model	Approx usage time	2
Issues with item		
For return For donation		
If for return, please enter contact info below		
Name		
Email	Phone	
1 March	(Total	

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Acalas

 Collection form outlines type of item donated and what is wrong/malfunctioning about it.

- 2 Usage time metrics are collected to better understand how long electronics stay in circulation and develop e-waste data.
- 3 User marks whether they expect this item to be returned, or if it is a donation.
- 4 If marked for return, contact information is collected in order to arrange delivery.

DME	MISSIONS CHAPTER	VOLUNTEER			
Your chapter'	s reports <u>View all</u>	Mission Report: Replace a Lamp Socket	Level: 02		
	Sebastian Ferry Grade 8 Level 03	Kevin Vasilios	Grade 7		
-	Report: Replace a Lamp Socket	Chapter			
	Anne Souze	Electronic Device	Brand/Model	8 years	
	Grade 7 Level 03	Type of repair	Time spent		
	Report: Replace PC RAM	Problems faced	Suggestions		_2
	Mike McMurry Grade 9 Level 02	At first I wasn't able to pull out the cord from the bottom. But then, I widened the hole with a knife and forced it	3		
(TO	Report: Make E-waste Art	Upload progress photos	0		
Humbolt Park S	tatistics				
E-waste saved 10 Lamps 52 Chargers 9 Fans	from landfill	<u>.</u>			

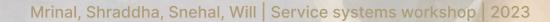
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Mission report captures information about the brand, model of electronics, and type of failure repaired, which can then be used to improve missions and published for use by manufacturers and regulatory entities.

- 2 Mission report also records the amount of time spent on missions, as they may be counted toward service hours for school.
- Mission report logs any problems faced by the chapter member. These problems can then be addressed in new mission versions.



НО	ME MI	SSIONS	CHAPTER	VOLUNTEER						
				Q Search missions						
	ASSIGNMENT D	DETAILS		ASSIGN YOUR MEM	BERS TH	EIR NEXT MISS	IONS!	2	Filter:	
	Name	Level		Repair lamp socket	Level: 01	C	Recommended for	your chapter	What is this for?	
	Tina Thomps Jayda Stamm			This experiment guides you in fi Learn to diagnose, use essentia illuminating your space.	king a faulty l tools, and su	amp by replacing the mal uccessfully complete the	Ifunctioning sock repair, ultimately	et.		
V	Connor Sims	on 2		Tool Requireme Screw driver Electric tape A pair of scissor		Electronics Needed Lamp Lamp socket	Impact Reduces waste, conserves resour mitigates environ footprints.			
	Mary Jonesy	2		a m	3	View	full Assi	gn mission		
	Dannet Darne	er 3								
				Cleaning gaming console fan	Level: 01	Tool Requirements:	High Impa	ct: Medium		
				Repairing laptop charger	Level: 02	Tool Requirements:	Low Impa	ct: High		
				Fixing a cord connection	Level: 02	Tool Requirements:	High Impa	ct: Medium		
				Replace lamp wire	Level: 01	Tool Requirements:	Low Impa	ct: Medium		
	UN-w									?





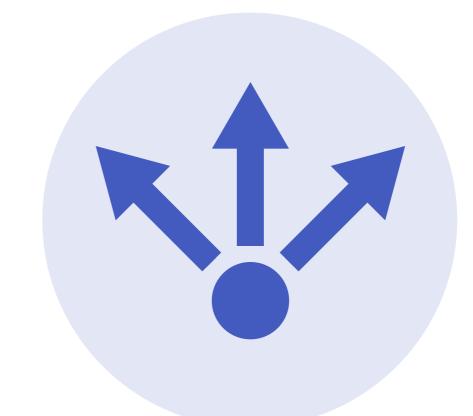
Missions are assigned to groups of chapter members based on level and interests.

- 2 Recommended missions are based on data available about the availability of items and needs of the chapter's locality.
- 3 Mission descriptions include required items and tools as well as impact to aid chapter leaders in their choice.



Return

Items marked for return will be used for a repair or maintenance oriented mission and then hand-returned to the owner using contact information on the collection form.



Donation

Items marked for donation can be used for repair, maintenance, or creative missions. These items are delivered or distributed at a donation fair to new owners in the chapter community.





Level 1

Recommended Ages 7 and up

Customization and connection Decorating and accessorizing your own electronics.

EC

Easy fixes & maintenance Fraying wires, etc.

E

Responsible disposal basics

Recognizing when and how to dispose of electronics properly.

Level 2

Recommended Ages 12 and up

B

C

Basic electronics fixes

Lamps, fans, toasters, etc. What can be fixed, and what needs to be disposed of

Beginning to repair and make things for other people

Understand the responsibility and duty inherent in repairing things for others.

Level 3

Recommended Ages 12 and up

Complex electrical devices and machines

Microwave ovens, basic radios, speakers, etc.

B

Basic circuit repair

Circuit boards, electrical components, and what to do when they fail.

E

Teaching younger and less experienced members.

Sharing your experience to help other members.



Curricula:

Electronics

Civic/leadership

Level 4

Recommended Ages 14 and up

Basic computer maintenance, repair, and customization

Cleaning fans, diagnosing simple hardware faults, upgrading personal computers.

E

Introductory leadership roles

Co-organizing and publicizing chapter events like donation fairs, helping with missions item collection, etc.

C

Level 5

Recommended Ages 16 and up

Advanced computers

Laptops, highly specialized electronics like digital cameras.

E

Addressing software-related computer issues

Diagnosing and resolving software issues like viruses.

E

Executive Leadership Roles

Organize chapter meetings with minimal oversight, select missions for young members, nearly a chapter leader.



The Impact of Unwaste

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Impact: Unwaste and the 5R's

Reduce

Through maintenance and repair, Unwaste reduces the need to purchase new electronics and keeps old electronics out of the trash.

Reuse

Through donation options, Unwaste allows repaired and maintained electronics to be reused by individuals who need them instead of making their way into trash.

Repurpose

Creative missions repurpose Responsible disposal-i.e. components of donated, recycling-of electronics is a often irreparable items into core piece of Unwaste new, useful items, such as curriculum throughout the art of various types. member levels.

Example

Example

Example





Unwaste mission: replace a lamp socket

Unwaste electronics donation fair

Unwaste mission: create e-waste art



Recycle

Reclaim

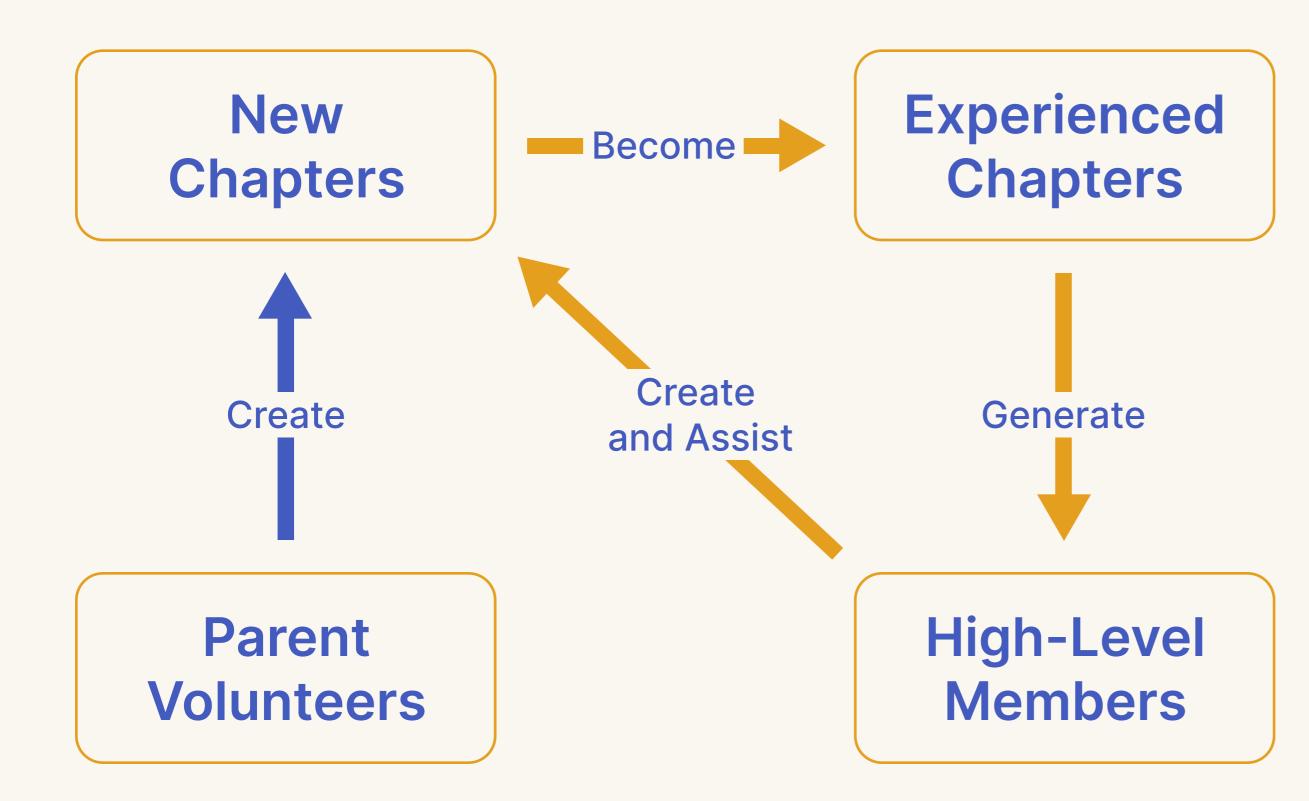
Reclamation, due to toxicity and equipment restrictions, is out of scope of Unwaste.

Example



Unwaste mission: bring irreparable e-waste to your local waste station

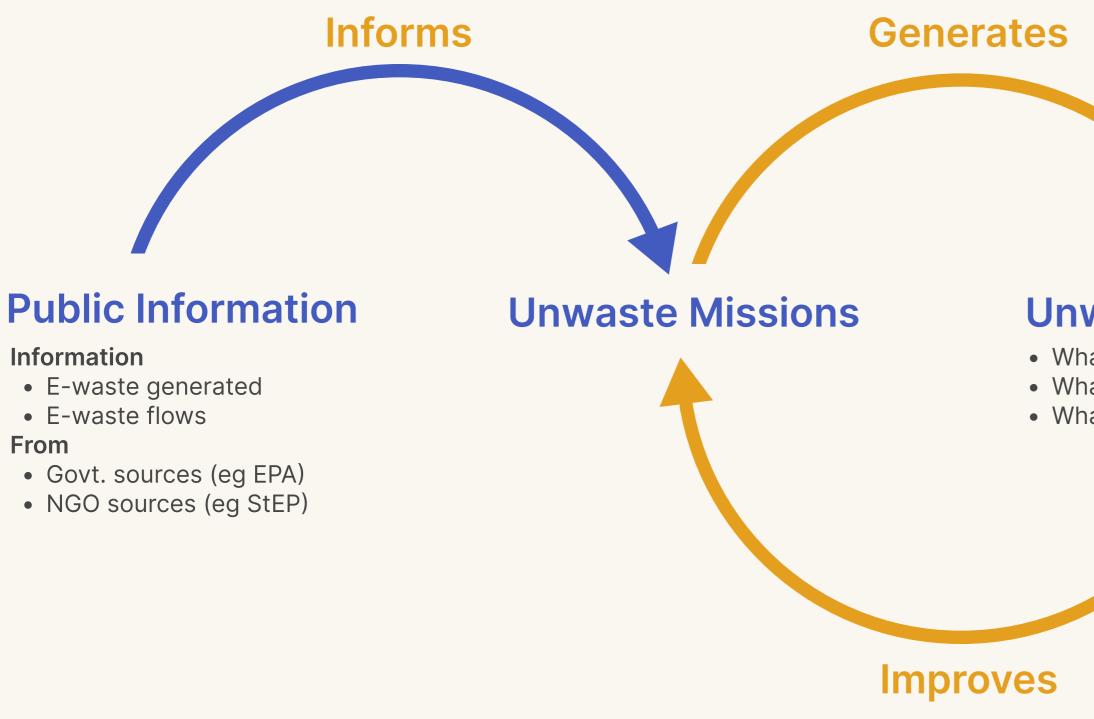
Impact: Unwaste at scale



As Unwaste grows:

- More e-waste is diverted from landfill in more parts of the world.
- Registration fees reduce as the service takes advantage of economies of scale
- Data generated by Unwaste missions increases, thereby becoming more valuable.

Impact: Unwaste with data



Unwaste Data

What is breaking and how?What are the necessary repairs?What is difficult to repair? Why?

Open Data

- Government and NGO projects
- "Right-to-Repair" Activism
- Corporations

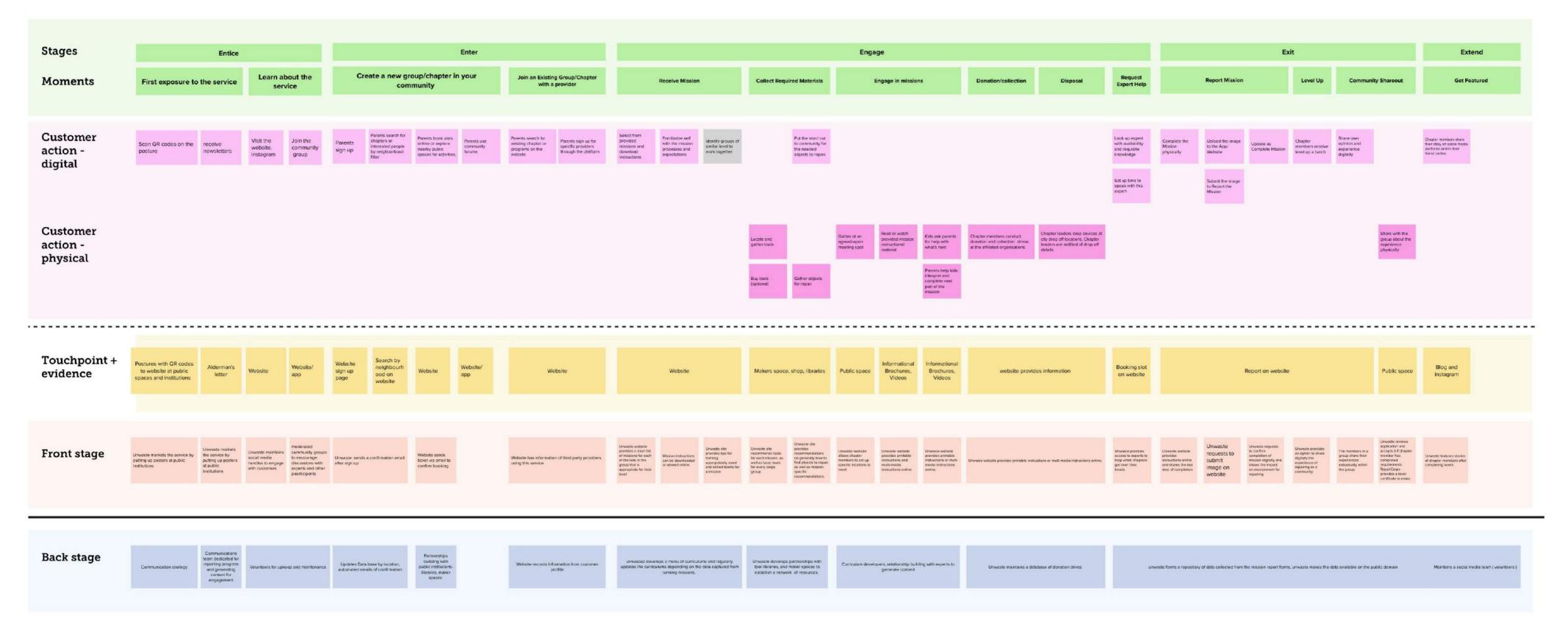


Unwaste: let's fix e-waste, together.

Questions & thoughts

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Appendix A: Service blueprint





Appendix B: Most Common Types of E-Waste

Item	Million kilograms	Million pieces
Personal care equipment, e.g. toothbrushes, hairdryers, razors	391	711
Small IT equipment, e.g. routers, keyboards, external drives	763	1891
Small consumer electronics, e.g. headphones, remote controls	347	910
Speakers	620	280
Small lighting equipment, e.g. LED lamps	365	4118
Household tools, e.g. drills, saws, lawn mowers	1047	421
Toys, e.g. car racing sets, electric trains, drones, musical toys	3234	7294
Household medical equipment	3	14
Household monitoring, e.g. heat and smoke alarms	1336	5476
Cables	950	n/a
Total Invisible E-waste	9055	

Source: https://www.newsweek.com/toys-top-common-electronic-waste-recycling-1833565

Appendix C: Image Sources

Mission Instructions Mockup:

• Featured Project: Adobe Firefly

Mission Report Mockup:

- CD Art Photo: https://www.instructables.com/CD-Art/
- PC Photo: https://www.crucial.com/articles/about-memory/howto-upgrade-desktop-memory

Any images in this presentation not cited above were either taken by the authors or created by AI through Adobe's Firefly tool

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