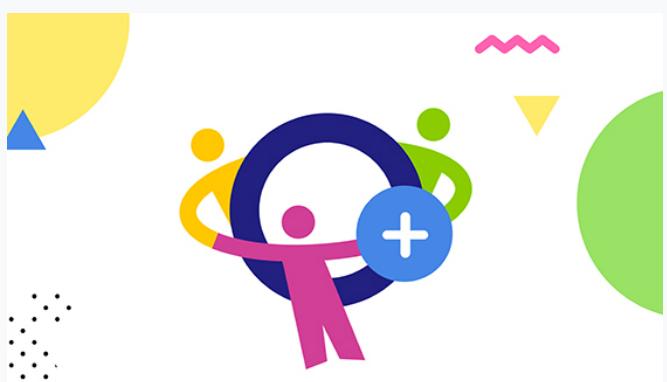


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Trash @ School

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Trash @ School

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Abstract

After the inauguration of a local park located next to Venda do Pinheiro school, students quickly began to encounter problems of misuse. Specifically, they complained about garbage scattered in a park that was still new: cigarette butts in the skate and sports areas, dog waste, and other situations. The aim of this project was to challenge students to find solutions to make park users aware of how to improve their behavior. After identifying this common problem, each group had to design a multimedia product to raise public awareness, either by creating a video campaign, or designing a piece of urban furniture using 3D modeling and printing.

Keywords

3D printing; addictive manufacturing; digital design; multimedia; Venda do Pinheiro Ecopark.





Conferência OSOS

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14 Fevereiro 2020

Trash @ School

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Resumo Abstract

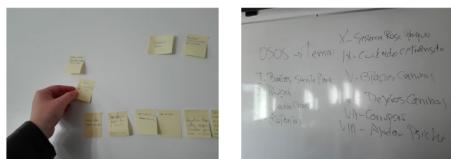
After the inauguration of a local park located next to the Venda do Pinheiro school, students quickly began to encounter problems of misuse. Specifically, they complained about garbage scattered in a park that was still new: cigarette butts in the skate and sports areas, dog waste, and other situations. The aim of this project was to challenge students to find solutions to make park users aware of how to improve their behavior. After identifying this common problem, each group had to design a multimedia product to raise public awareness, either by creating a video campaign, or designing a piece of urban furniture using 3D modeling and printing.

Keywords: Addictive Manufacturing, 3D Printing, Multimedia, Venda do Pinheiro Ecopark, 3D, digital design.



Sentir Feel

Brainstorming: What problems affect our community? The students were challenged to look at their local community, identifying problems. These were recorded on post-its, posted for exploration. The next step was to select what would be the big theme of the class, through a vote. The decision fell on bad behavior in the sports and ecological park. At the end of this phase, students were challenged to create solutions to make users aware of this space, being able to choose one of three technological approaches: creating videos; creating images; prototyping of urban furniture with 3D modeling and printing.



Criar Create

In the creation phase, the groups worked with 3D modeling or video editing in the projects they proposed.



Imaginar Imagine

Each group decided what type of solution would be most appropriate to make users aware of the care to be taken with the park. Some have proposed to redesign urban furniture, making it more appealing. Others, for creating multimedia products to attract users' attention.



Partilhar Share

The best projects designed by students were printed in 3D, and awareness videos were published.



Use your mobile phone QR code viewer to see video and 3D projects.