



# ₹UBBISH! / KAASU KASA

A game to address some of the challenges faced by Dry Waste Collection Centres (DWCCs) and help strengthen the infrastructure for waste management in the city

## INTRODUCTION

Recently, Bangalore adopted a decentralized approach to address its waste crisis with Dry Waste Collection Centers (DWCCs) being setup in every ward. How can we address some of the challenges faced by DWCCs and help strengthen the infrastructure for waste management in the city? It is this question we explored in Kubbish!, a cross-cultural design collaboration between Bangalore and Amsterdam.

*Intended Audience*  
Residential Welfare Associations, Bulk generators of waste, Policymakers, Students.

*Keywords*  
Solid Waste Management

*Type*  
Bi-lingual board game

*Duration*  
1.5-2 hours

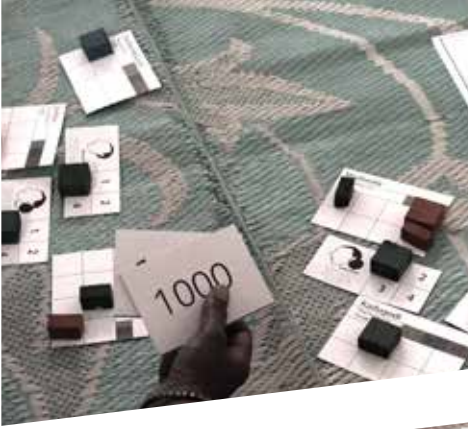
*No. of people*  
Minimum of 4,  
maximum of 6 people



## OBJECTIVE

Some of the challenges faced by DWCCs include apathy of citizens toward dealing with waste and a lack of knowledge about the new decentralised system for waste management. Our objective was to address knowledge gaps and questions of attitude and behavior to promote understanding of the waste management system at both the micro and macro levels.





## APPROACH

A combination of the methodology followed at Fields of View and mediaLAB Amsterdam, involving framing the problem in consultation with stakeholders, field visits, discussions and interviews with experts, game design, and user tests.



## OUTPUT

A bi-lingual board game for 4-6 players.

### *Acknowledgements*

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### *Collaborations*

*The project was a collaboration between mediaLAB Amsterdam, IIIT-B, and Fields of View.*

