

Frame Your Design Challenge

What is the problem you're trying to solve?

As the modern world becomes more and more industrialized, the domestic wastewater and industrial wastewater produced by human beings are particularly large. In terms of personal life, because humans use scrubs and other products such as skin care and cleaning products, they flow directly into the ocean along with the sewage system. These plastic particles cannot be metabolized. In industry, many factories directly discharge sewage into the ocean. Marine organisms cause mutations, and plastic waste is also filled into the ocean. This requires thousands or even tens of thousands of years of digestion by nature to be completely metabolized.

1. Take a stab at framing this challenge as a question:

How to reduce the use of plastic products?

2. Now state the key outcome you're trying to achieve:

Let mankind begin to reduce the use of plastic products, call on factories to use environmentally friendly materials, and will not directly discharge sewage into the ocean.

More details: Making interactive software can improve the recycling rate of human plastic products, such as water bottle exchange?

3. Write down important aspects of the context or constraints that you need to consider:

These could be shifts that we need to see in the ecosystem around the user, or factors that are technological, geographic or time-based.

I think the first point I need to consider is the lifestyle factor or time factor. Since human beings enjoy the convenience brought by industrial products for a long time, it is impossible to quit them all at once. The second important point is the technical factor. In modern technology, no more environmentally friendly materials have been found to replace plastics, and the factory sewage system is expensive to build.

4. What are some possible solutions to your design question?

Think broadly. It's fine to ... sentence is same as existing.

If there is a public service advertisement or interactive device with strong visual impact, can the audience be psychologically shocked and start to use resources correctly? If I design an interactive app or a service design, will it allow users to reduce the use of plastic products or improve the effect of the sewage system in the factory?

5. Does your original design question need a tweak? Try it again.

How to improve the frequency of plastic use and the effect of water pollution treatment?

