

Abstract

Trash problem is something that almost every country in the world face right now, and Indonesia is one of those country. Piled up and unmanaged garbage problem is a combination of mismanagement from Indonesian government and peoples habit of throwing trash everywhere carelessly.

Although there are effort to recycle those trash, people behaviour of compiling trash without sorting it to certain category of trash make it difficult for the recycle effort. But, the method to reduce the amount of trash is not only Recycle, but there are also Reuse and Reduce that have the same imporatance as Recycle.

In this Design report, the writer wants to design a packaging that focus on the value of reusability and will use mixed data-mining method also User Centered Design method to achieve that. Not only this will make the packaging has an added functionality value to it but also hopefully can reduce the amount of trash produced by households. This report is also about finding out what is the best material to use for this packaging design.

Keyword: Trash, Packaging, Reusability, Unmanaged