# ABSTRACT

Bank Sampah Kencana in Pati City is an institution engaged in waste management. However, the waste collection process between customers and the waste bank is still conducted manually, such as by visiting the location directly. This results in a lack of efficiency and limitations in the waste collection service. To address this issue, the author proposes a final project titled *Android-Based Waste Collection Application (Case Study of Bank Sampah Kencana Pati)* to resolve the problems faced by customers and staff of Bank Sampah Kencana. The software development process in this study adopts the Waterfall method, which includes the stages of requirements analysis, design, coding and testing, implementation, and maintenance. Data collection techniques involve distributing questionnaires to respondents who are customers of the waste bank. The author hopes that this application can assist both customers and Bank Sampah Kencana in carrying out waste collection more effectively, thereby improving waste management in Pati City and increasing community participation in sorting and selling their waste to Bank Sampah Kencana.

*Keywords*: *Bank Sampah Kencana, Waste Collection, Waste Management, Android, Waterfall, Waste.*