# Porsche Disposal App

### Context

With its "Go to zero" strategy, Porsche wants to achieve emission-free production by 2030. In order to meet this target, in addition to the electrification of the vehicle fleet, something must also change in waste management, which is the framework of our research project.

### Team

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## Implementation/Tools

Clickable Prototype with Figma, Miro, Adobe Creative Cloud, Trello, After Effects











## Solution Slide



#### 1. Setting Up an algorithm

In order to counteract the problem of incorrect disposal and the resulting damage to people and the environment, we have considered developing an object recognition algorithm that provides reliable information about where waste has to be disposed of in production at Porsche.



### 2. Collecting Data

In the first phase of creating an object recognition algorithm, we first need to collect as much tagged data as possible. We therefore developed our app to collect this data in form of images.



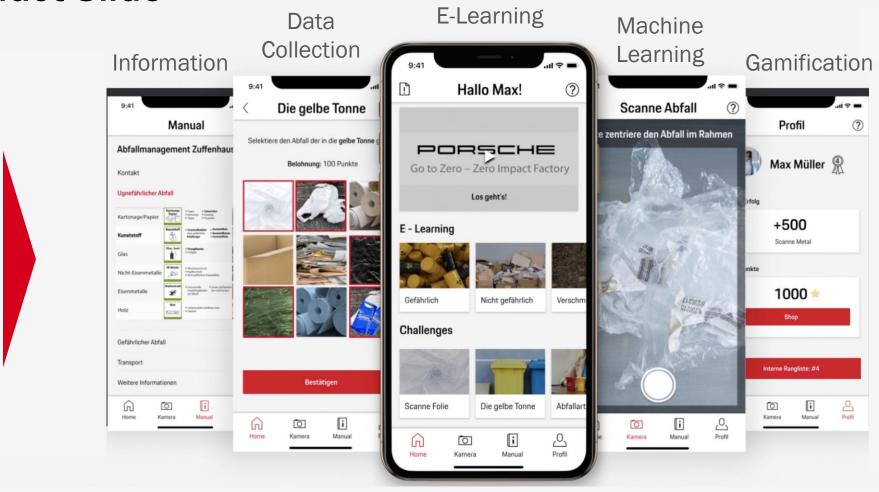
### 3. Porsche Disposal App

Our app guides Porsche AG production employees through various challenges and tasks in a playful and intuitive way. By using the app, employees train and verify data for an artificial intelligence that will eventually be able to tell them where to dispose of each type of waste.



## **Product Slide**

**Product** 



We have built a clickable prototype with the help of Figma. The App is divided into the sectors **e-Learning** and **Challenges**. The e-learning is only about bridging the non-existing digital information source.

The challenges, with their gamification background, are designed to guide employees through processes in a playful and intuitive way in order to collect data for our Al.

