

SUCHI AHVANA

-Cleanliness invoking interactive dustbin

Project Brief :

- It aims to increase the efficiency of the dustbin and reduce the trash spread around it in an open/closed public area
- Implementation of the concept of "Interactive Dart Game" into the dustbin
- "Secondary System" which further traps the waste, prevents it from falling down and then helps in getting it back inside the dustbin



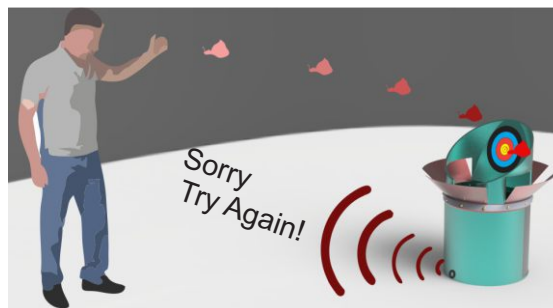
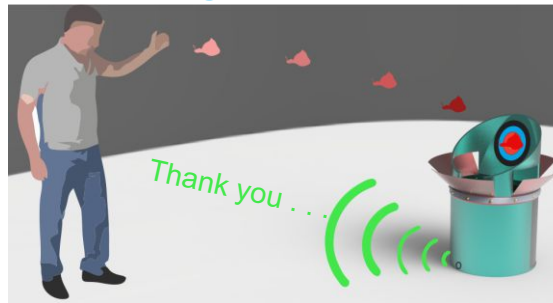
Need Statement :

Designing a dustbin that would persuade people for efficient garbage disposal and which aims to be helpful preferably at public places.

Design Solution:



Working:



Award Received:



@ Rashtrapati Bhawan,
New Delhi, India

Team Members:

Pratik Raj, **Kewal Chand Swami**, **Deepak Nagar**
(B.Tech. 2011) (B.Tech. 2011) (B.Tech. 2011)

Guided By:

Mr. K.K. Balakrishnan , Mr. Awadhesh Kumar Singh ,
Dr. Amarnath M.