

PROTOTYPE OF DIGITAL APPLICATION FOR WASTE BANK-BASED WASTE MANAGEMENT

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ABSTRACT

The problem of increasing the amount of waste that occurs in the Special Region of Yogyakarta is a serious problem. This research focuses on solving the problem of waste management through the transformation of management in the form of the "Bank Sampahku" application. The process of developing the "Bank Sampahku" application is carried out through descriptive research methods supported by the ADDIE model RnD method and the prototype method. The ADDIE model RnD method supports the application in describing the problem and developing the application based on the shortcomings found. Not only that, the prototype method in this study helps researchers in describing the output of this study in the form of the "Bank Sampahku" application. The collected data using FGD (focus group discussion), interview, and observation techniques were then analyzed using Miles, Huberman and Saldana analysis techniques. The presence of "Bank Sampahku" is expected to be able to educate the public regarding waste management. The outcomes obtained in this study prove that there is a significant impact in the application of "Bank Sampahku".

Kata Kunci: *Digital app, waste bank, sustainable waste management*