

ABSTRACT

The waste bank is a place for depositing waste with the condition of the waste has been sorted before by the customer. The waste bank is a system created by the government to reduce the amount and adverse effects caused by the large amount of waste in Indonesia. The garbage bank is managed with a system that is almost the same as banking conducted by volunteer officers. There are several parties / people who take part and play a role in the process and system of waste banks that are running in Indonesia. Parties that play a role in this system are the customer as the person who deposits the waste then the waste bank as a place to deposit the waste by the customer. Usually the customer is a person who lives around the location of the waste bank and gets a passbook like a customer at the bank. There are still many obstacles encountered by the waste bank, such as constraints in getting customers and other processes which certainly become obstacles to the performance and income of the waste bank itself. From there, Gonigoni took the initiative to develop a system and application that could support the process of picking up waste for the benefit of the community currently constrained by garbage and only wants their garbage to be picked up by officers. This study aims to create a pickup and scheduling application that is able to improve the performance and system of a waste bank and is able to attract the attention of many customers. The main purpose of this application is to provide pickup facilities and improve the performance of existing waste banks in Indonesia so that the system created by the government can be fully implemented and succeeded in increasing the volume of waste in Indonesia. As well as having an impact on the habit of sorting waste and more concerned with waste management.

Keywords: Gonigoni, waste banks, deposits, pickup, scheduling