Made Of

Modern society depends to a large extent on extracted minerals; however, most people generally have no idea how these minerals impact their daily lives, so we believe that it is necessary to change the thinking that mining has small benefits for people in general, that it harms the environment and that it contributes very little to communities close to the mines, to the thought that mining is essential for daily life.

We are currently in the digital age, in which the majority of people have access to a smartphone, so we think that making use of technology is a way to reach many more people. For this reason, we thought about developing the *"Made Of"* application, in which we want to show the importance of mining in the lives of people through the minerals that compose some of the objects they use daily. The main idea is to bring mining closer to most people, so when they think about mining, think about positive things.

That is why, with *"Made Of"* application we seek to awaken their curiosity, so that anyone with a smart device using this application can recognize any object and know what it is *"Made Of"*. Once the application is developed, *"Made Of"* will have the function of identifying common objects, such as cell phones, computers, watches, among others, and showing the minerals that make them up; this app will have a simple interface, in which you will have the option to take a photo to recognize the object of interest, once the application processes the image, the most relevant minerals that make up a generic object of the same will be displayed in bubbles form around the object, that is, the application will recognize the most common minerals of particular objects. In addition to this, each mineral reported will have a brief summary explaining curious data of its extraction or mineralogical data thereof; this in order to provide the user with more detailed information about the origin of the scanned object.

"Made Of" will have a support group in which the user can add objects that are not in the database, make comments and report failures, this in order to keep the application updated and improve the user experience.

With the application, we want to reach as many people as possible. It will be used as didactic tool for children, taking advantage of their desire to understand the world and awaken their interest in minerals and rocks. At the same time, we want it to reach young people and adults to teach them that everything that surrounds us contains minerals.

As students of mining engineering, we have the responsibility to improve the negative image of mining in Colombia, and we believe that *"Made Of"* is a unique opportunity to improve the perspective of both children and adults in our country and, subsequently, in the rest of the world. For that, we must start now.