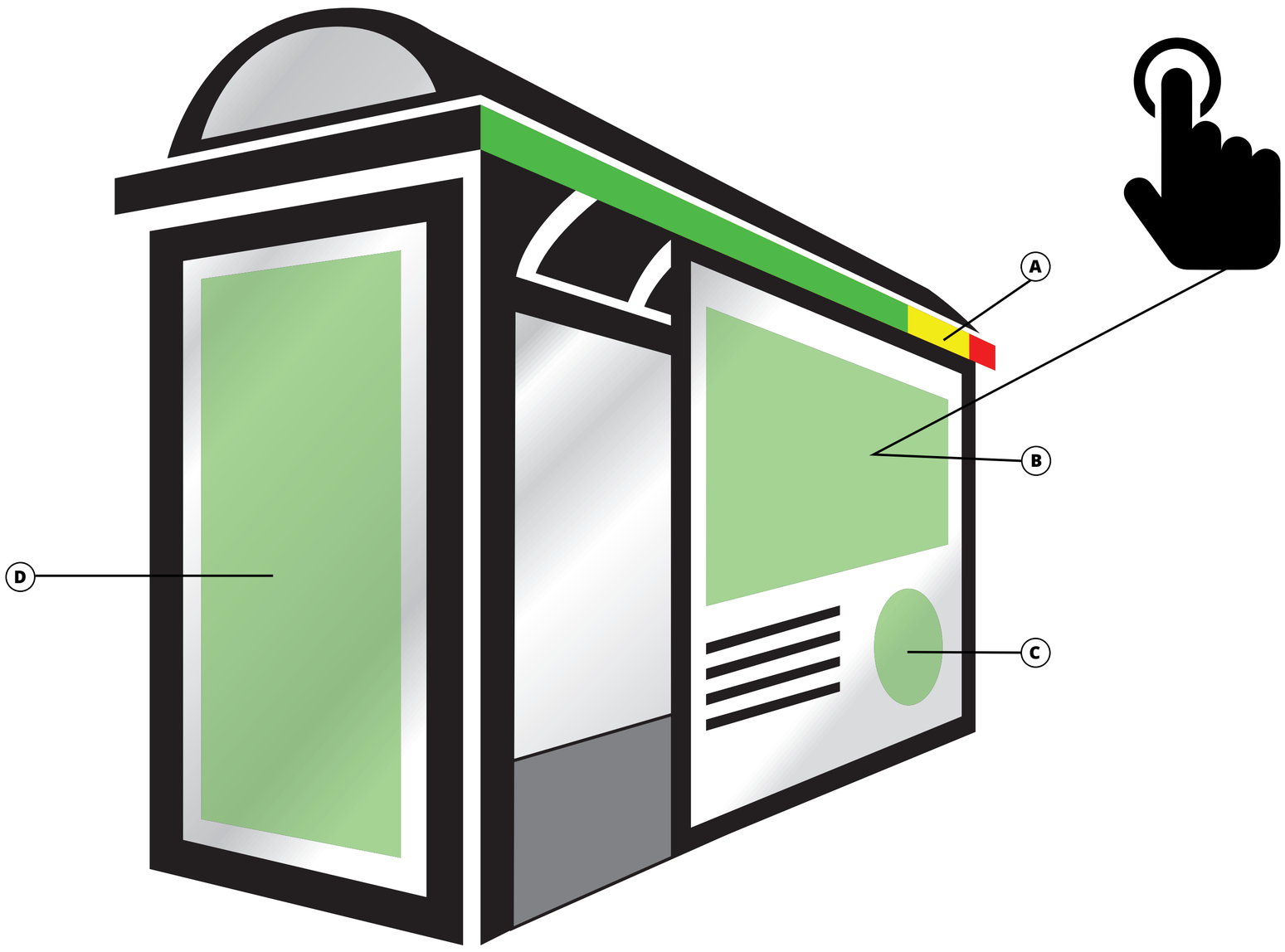
The Smart Bus Stop

Don’t wait, learn instead!

L’Arrêt de Bus Intelligent

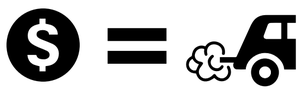
En attendant informez vous!



Ⓐ A colour system could be incorporated to illustrate when the bus will arrive with red, yellow and green coordination for long medium and short waiting time. This would also be displayed on the interactive screen every 2-3 minutes to alert passengers.

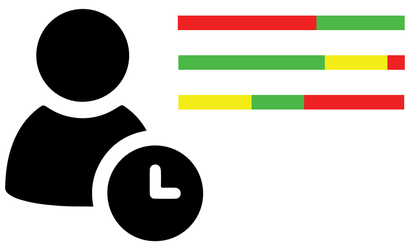
Ⓑ While waiting for the bus, users can play question games revolving around public transportation around the world. This database would be collected to educate people about how people are functioning elsewhere and why they are efficient. All used through an interactive touch screen.

Ⓒ This would be a children’s game area: 2D games concerning climate change. This would be done in order to educate children in a fun way about climate change from CO2 emissions brought down by use of personal vehicules.



Ⓓ Interactive screen on the side displaying the amount of money and CO2 emissions saved from taking public transport. It would also include a smart city calculator so people can insert their Km in a commute and see how impactful it is.

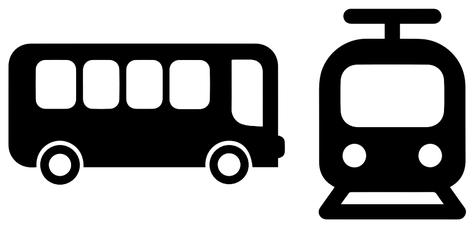
There would also be data of total percentage of people who take the bus, their cars, or walk to work.



Average waiting time for public transport is **14 minutes.**

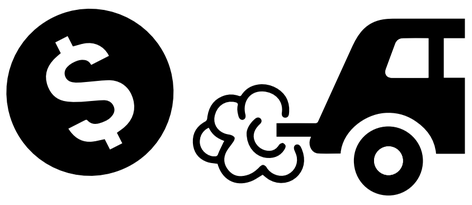
17% of people usually wait a long time at a transport station.

71% of people transfer lines at least once during a single journey.



Berlin, London, New York, Madrid, Singapore are some of the most efficient and highly used public tranport systems in the world.

Communities with strong public transportation can reduce up to **37 million metric tons** in carbon emissions yearly.



One person may save **10 000$** every year from taking the bus.

By not taking a car, one person can avoid **1 pound of carbon dioxide** emissions for every mile traveled with public transportation.

69 405 (8%)

295 855 (35%)

453 925 (53%)

What is it?

Making people aware of their daily carbon emissions from taking the car and how they can escape such emissions by taking the bus. Also comparing vehicles in a financial way to allow the audience to see how taking the bus can save them insurmountable dollars.

Why is it needed?

The bus system is not used to its advantage as people are dissatisfied with the conditions and the stress of the wait when their car is so convenient. We are not realising how much carbon we emmit by taking our cars everywhere and how much noise pollution and cluster we cause to the city. Having shocking information visible to people at the redesigned bus shelter would change their routines.

How it works?

Application of projecting interactive media in the STM bus shelters to transform the experience of waiting for the bus. It is about making bus stops more appealing in order to encourage people to take the bus instead of using gas-emitting cars as a means of transportation around the city. Also using interactive screens for people to visualise how much they can help the planet and their pockets. We will have interactive games that people can learn and play through visualizing this data as well as a childrens section and a color coded light system to make the citizens aware of the wait time for the next bus.

Outcomes and next Steps:

Incorporating these new aspects to bus stops would invite more people to take the bus while using their waiting time to learn about benefits of using public transportation through interactive media projected on the glass windows. It would make people engaged and excited about using the public transit system while learning significant facts about reducing their carbon footprint.

Manuel Souris, Claire Duby Riou, Max Thomas
(Dr. Carmela Cucuzzella, Montreal City Studio, City of Montreal)