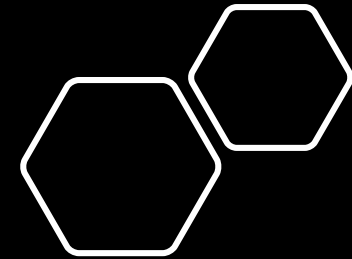




**Design Team
Expression of Interest Form
Stage 1.**



Smarter Hobart Challenge
*Bus Shelter and Integrated Digital
Interface Design Commission 2020*

Design Team Name:

MAC Studio



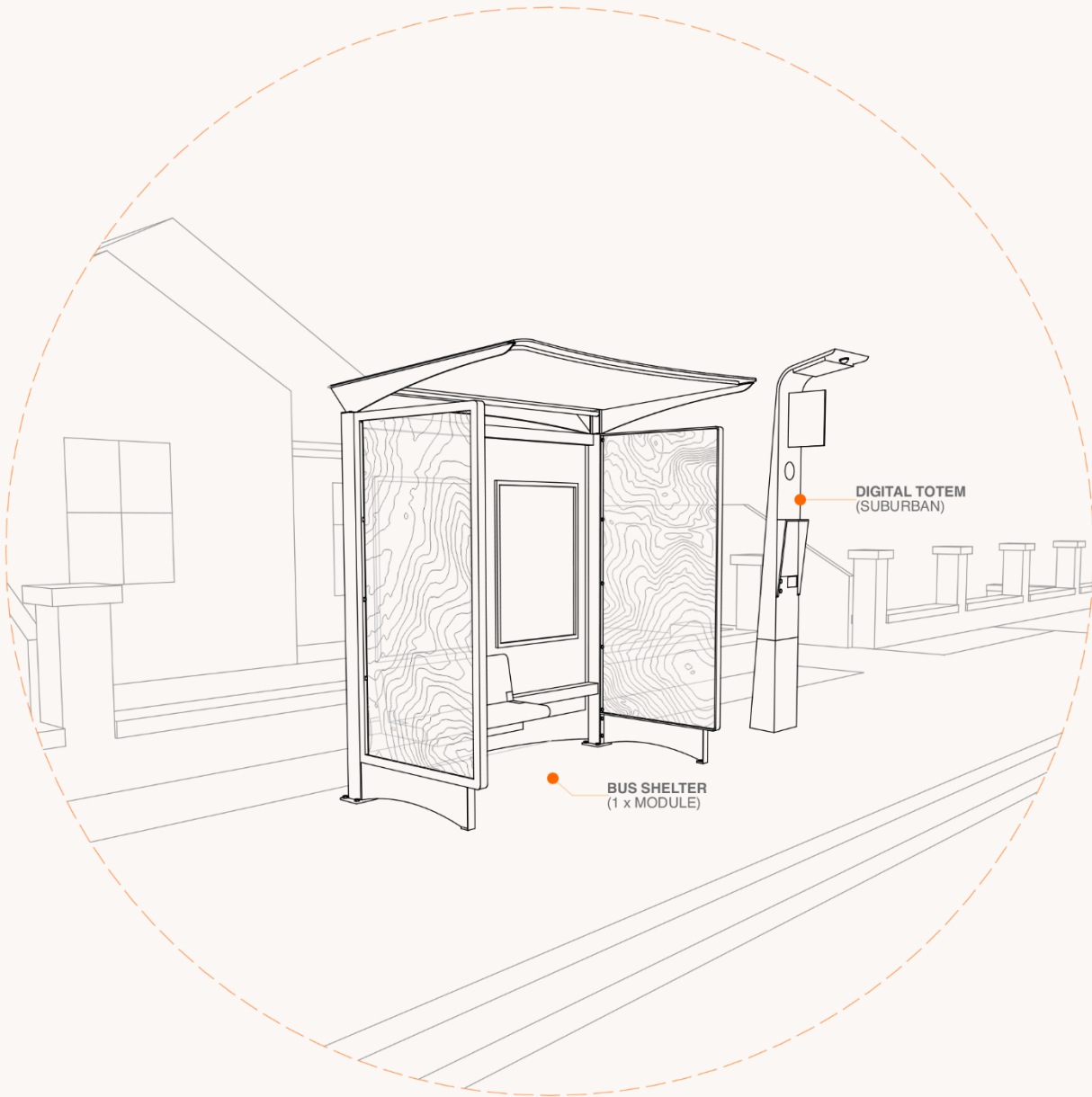
SELECTION CRITERIA

1. DESIGN STATEMENT

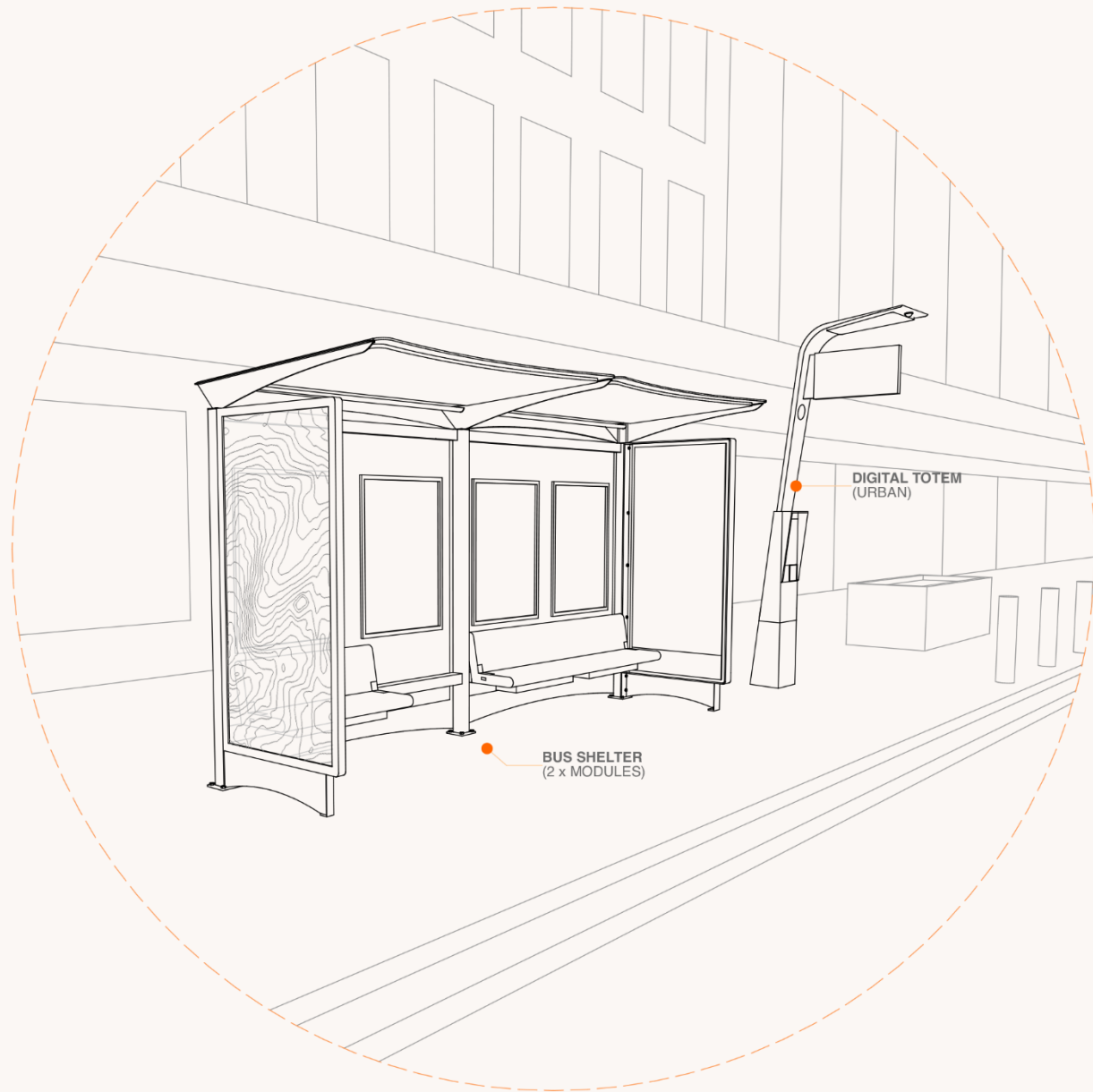
The proposed design consists of two separate elements; a scalable bus shelter, and a digital 'totem' interface.

The bus shelter is constructed from a steel portal frame, with polycarbonate side panels and an aluminium roof. All parts are designed as modular components that allow for flexible configurations of size and technology integration, and include adjustable footings that are able to be surface-mounted on uneven ground conditions. Solar panels can be fitted to the roof and linked to batteries stored in the bench seats – powering LED lighting, integrated USB/wireless phone charging, and an optional LED media display.

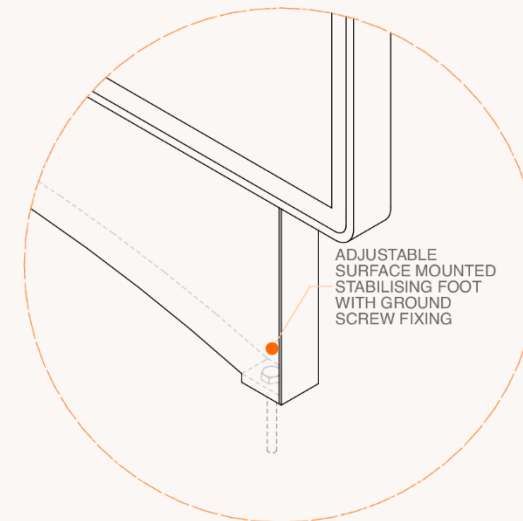
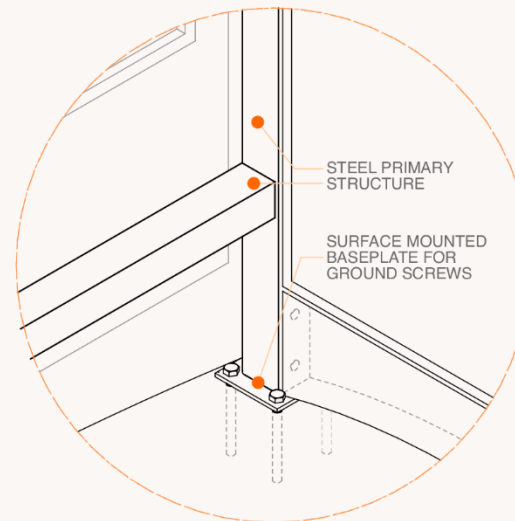
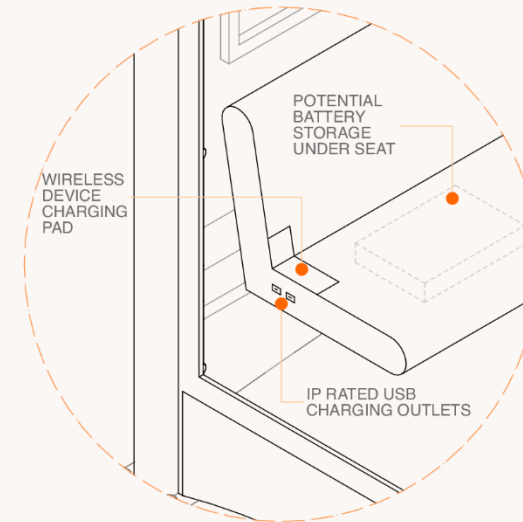
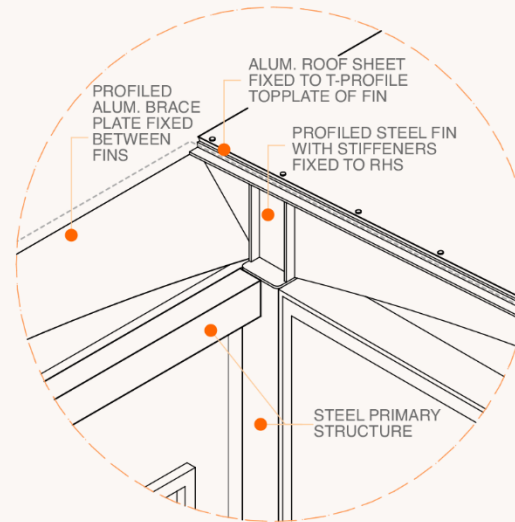
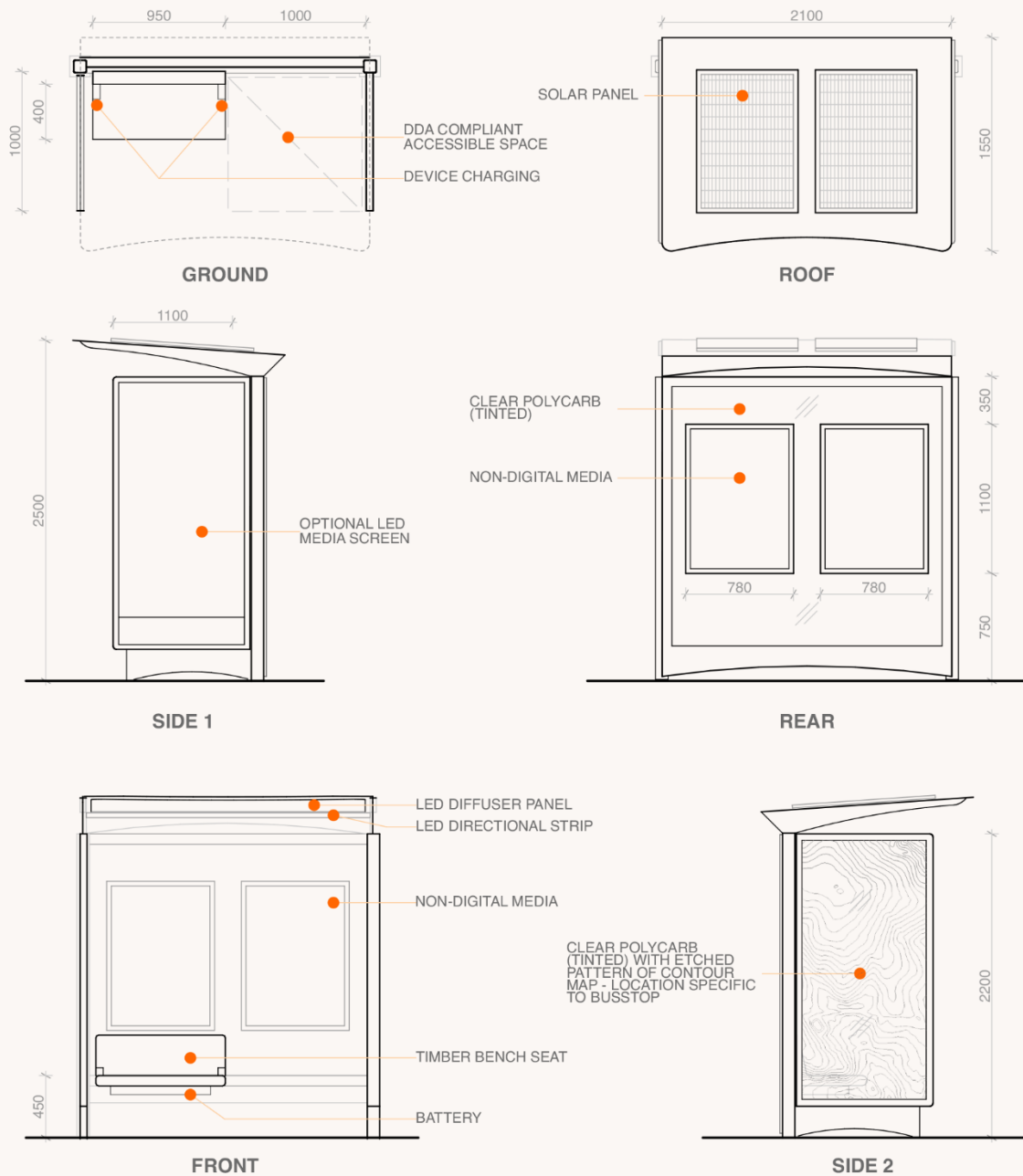
Located adjacent to each bus stop is a contemporary totem pole - a sculptural street-lamp device that incorporates real-time bus arrival/departure info on a 2.8 or 3.3m high digital display. The digital totem can also accommodate an e-paper display for current route and timetable information; push buttons for audio and customer service; Greencard balance display and top-up facilities; free WiFi; and real-time digital data visualisations potentially showing weather, local place information, environmental data, bus route peak times, and potential app connectivity for customer feedback, complaints, surveys etc.



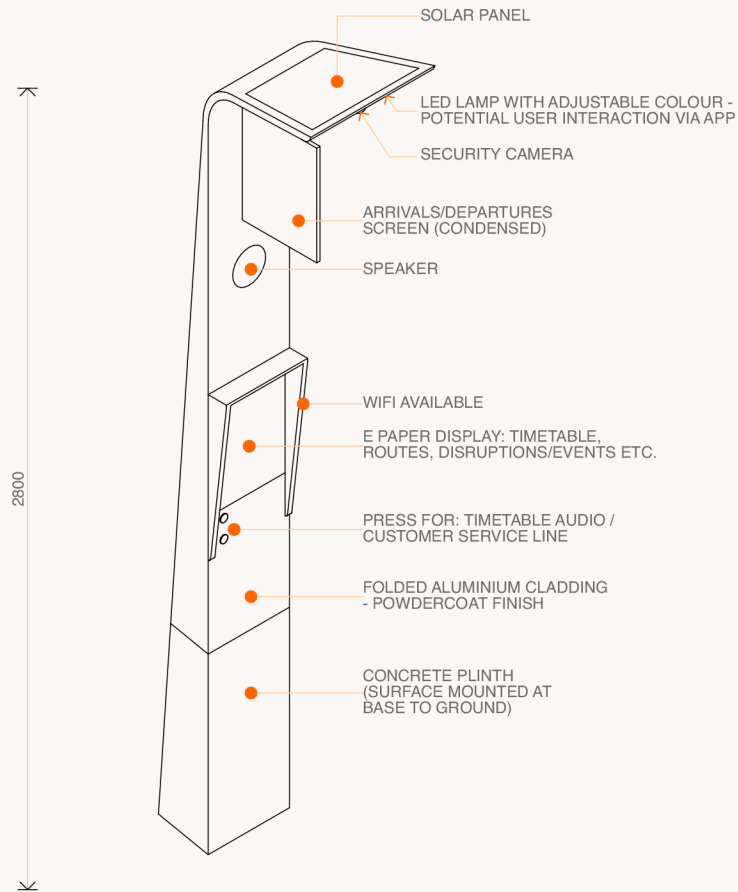
CONFIGURATION A (SUBURBAN)



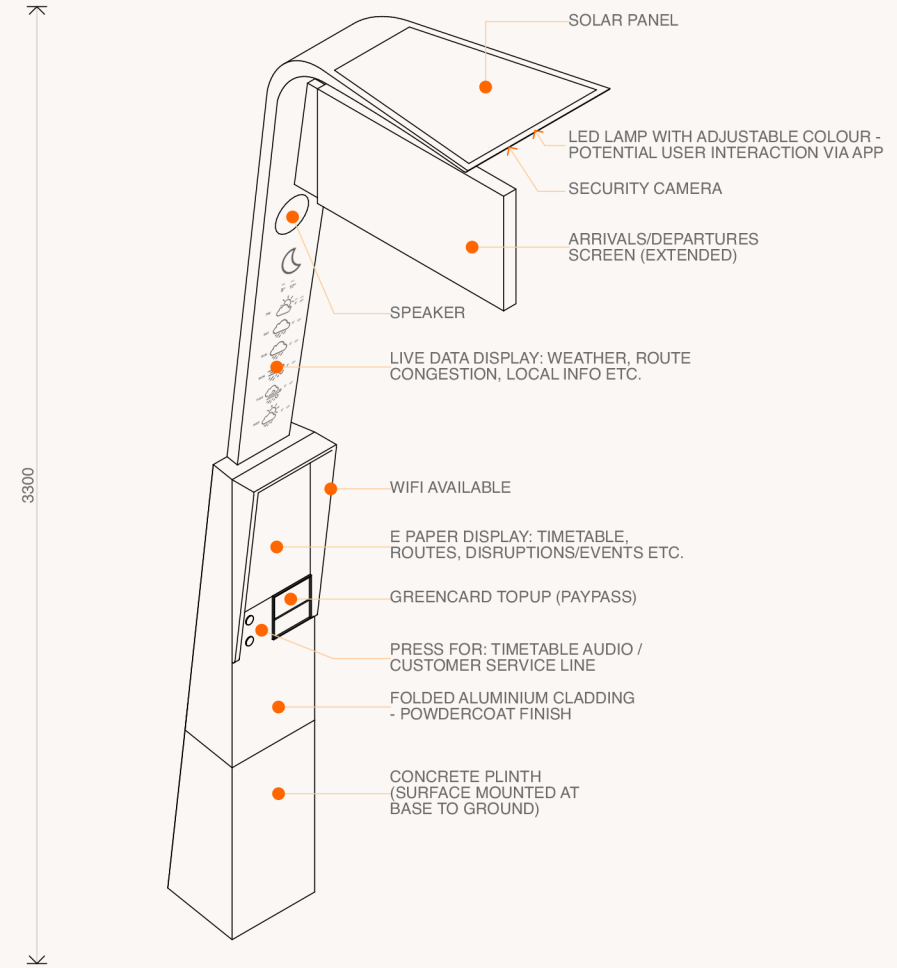
CONFIGURATION B (URBAN)



BUS SHELTER DETAILS



DIGITAL TOTEM
(SUBURBAN)



DIGITAL TOTEM
(URBAN)

DIGITAL TOTEM DETAILS



CONFIGURATION A.



CONFIGURATION B.

3. DESIGN TEAM BIOGRAPHIES

Max Cooke graduated from Utas with a Master of Architecture degree in 2016, and has since worked in Melbourne on residential and commercial projects. Currently employed at Matt Gibson Architecture & Design, he is involved in project documentation, consultant coordination, interior design, planning/permit applications, and detail design. Max is interested in the role of design and technology within public infrastructure, and how this contributes to better urban environments.

Blake Pinnington works in landscape construction, and has been employed for the past four years by Johnathan Hearn Landscape Design & Construction. He has worked on several significant projects including Parliament Square Hobart, Port Arthur Historic Site Penitentiary, MONA, and The Utas Hedberg. Blake's experience in delivering high-end public projects in Hobart has given him insight into how signage, information and wayfinding are integrated into urban design.