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CRITERIA:

#1: **Location.** It's important for elevator riders to know what floor they are on when they enter the elevator, what elevator they need to get to the floor they want, and, while in the elevator, what floor they are aligned with. .(Derived from Designs #s 1, 3, 5, and 8, as all of these indicated location in some manner.)

- #2. **Time.** Equally important as location is time. Elevator riders need to know when to expect the arrival of the next elevator for them to enter and when to expect they will be exiting the elevator to the floor they've selected. Derived from Designs #s 1, 3, 5, and 8, as all of these indicated time in some manner.)
- #3. Experience. As the building that this elevator serves is massive (10,000 floors), it will take time to get to one floor to the next, including stops. Even excluding stops, the minimum time from the first floor to the 10,0000th (Executive) floor will take 30 minutes. Therefore, it is imperative that elevator riders can enjoy the experience, feel it was a good use of their time, and be able to control that experience. To that end, the following designs include a "Pod Panel" which allows for two USB ports, one for music to play their playlists and the other for a phone to conduct a phone conversation. (Based on Design #7, as this design introduced the concept of a "mini bus" elevator "room" arrayed with 50? 100? individual seating pods. There is no standing room at all.)



