THE SILENT BUS

The silent bus is designed to ensure that the users' travel experience proceeds in a quiet process, without creating noise. On this bus, users should avoid any activity that may generate loud noise; talking on the phone, listening to loud music, chatting with the user next to them, etc. Throughout the journey, the bus monitors the user's sound waves to see how well they maintain silence. Rhythmic sounds above 25 decibels created by the user inside the bus are detected by the bus and cause sound stimulation interactions to be activated. Thus, users will get rid of the noise without having to look for individual solutions to drown it out, because the silent bus takes on this task with the stimuli it activates for them.

'See Me' Projection

Interactive projection device follows the user and displays the voice from the user and provides information. The projection shows the user the appearance of the sound waves it detects, reflects by rotating. The appearance of the sound wave grows and shrinks according to the vocal rhythm of the user. If the user is not quiet, this pattern expands to encircle nearby users, and users who enter this ring are also affected by other stimuli. When the sound from the user stops, the appearance shrinks and disappears and the stimuli are withdrawn from the users.

'Show me' Light

Interactive windows and lights respond to sound from the user, allowing all users on the bus to information. The rate at which these stimuli darken varies according to the user's volume level. Blackened glass and Lights that go out return to normal when the sound from the user stops. All windows on the bus The dimming and lights going out informs other users on the bus that someone is creating a sound alert.
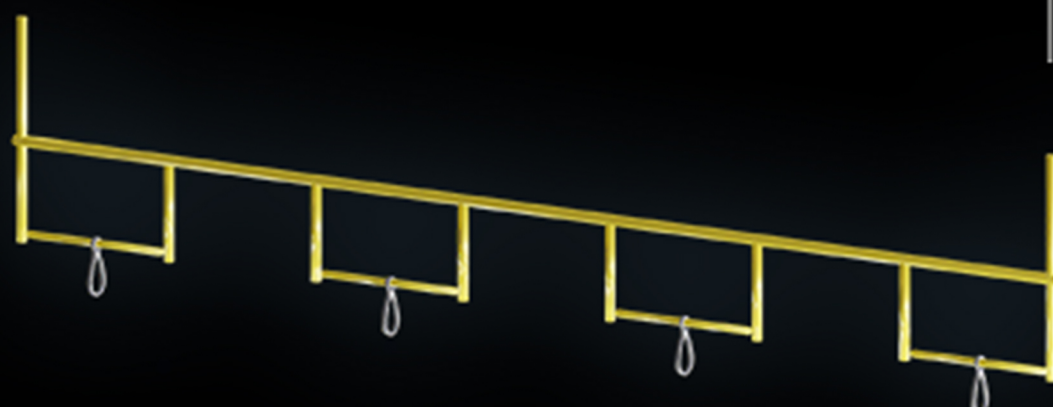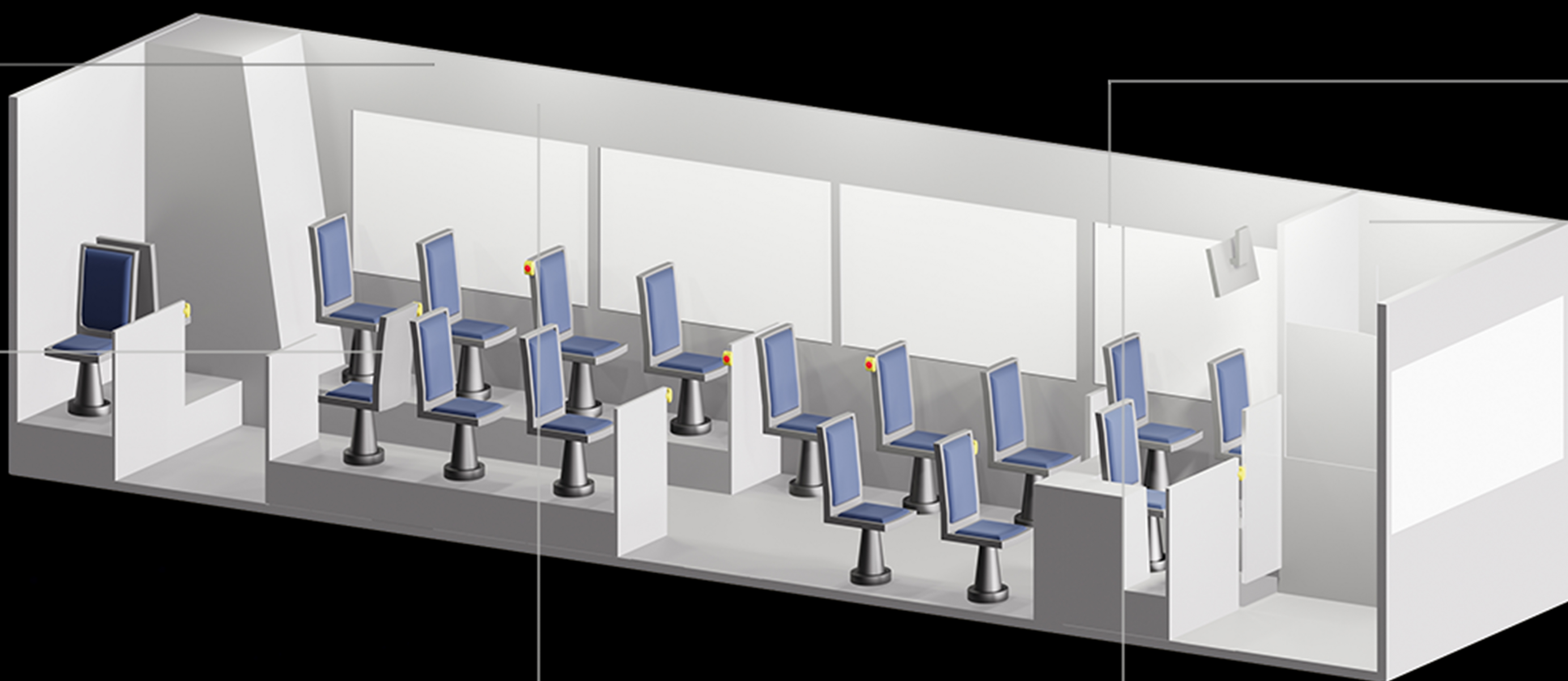
'More Yell' Handle

Interactive handle recognizes the user, rises in response to the user's voice to alert gives. The handle and its iron mechanism are unique to the user. Sound from the user The handle starts to rise against the sound and continues to rise until the sound stops. Handle changes the rate of rise according to the user's voice level.

'Lower Your Voice' Chair

The interactive chair recognizes the user sitting on the chair, follows the voice of the user and gives a warning by descending. The seat starts to descend against the sound coming from the user until the sound stops continues to descend. The chair changes its descent speed according to the user's voice level.
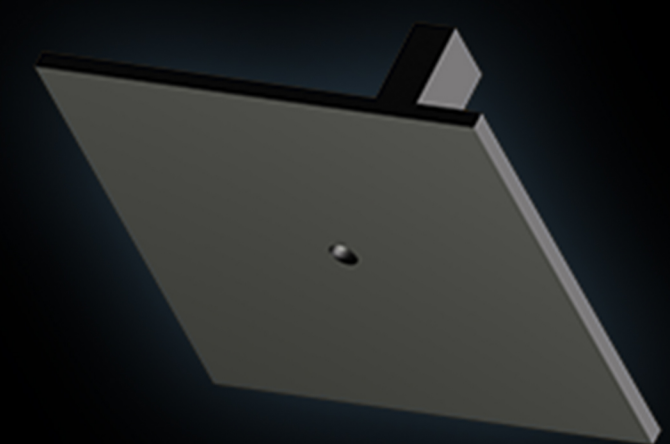
'Listen to Me' Sound System

Interactive spot sound system alerts to the sound coming from the user. User-specific This sound system follows the sound coming from the user. Sound system rotating towards the user sends an audio signal to the user. The level of the sound signal varies according to the sound level coming from the user. When the sound coming from the user stops, the signal sound also stops.