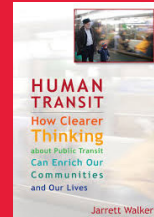


TRANSIT NETWORK DESIGN

An Interactive Short Course

with Jarrett Walker,
author of *Human Transit*



THE COURSE

Most people don't understand public transport very well, and may have confused and contradictory expectations of it. This fun interactive course takes you back to the basics of public transport: the geometric facts about how networks work, what they cost, and how they interact with the layout of communities.

Over the course of a day, Jarrett Walker will take you through two interactive exercises that allow you to experience these issues for yourself, as you design public transport networks for a fictional city. This course will help identify new ways to frame common public transit questions, and clarify issues for public and elected discussion.

The course will cover:

- The elements of network design: routing, frequency, connections.
- How operating cost works, and how it drives network form.
- How demand-responsive services work, and what they cost.
- Different ways to evaluate public transport outcomes, including ridership prediction and pure "freedom" metrics.
- How to recognise development patterns that are friendly or hostile to public transport's success.
- How to plan in the context of uncertain futures, especially future technologies.
- How to sort through competing expectations of public transport.
- Some ways to think about technology choice (bus vs rail).

Outcomes for attendees of this workshop include: better communication of key public transit questions and principles; an understanding of the reality transit deals with; and, an understanding of how conflicting values lead to different network choices. You will remember these course outcomes because you will have discovered them for yourself, and formed your own insights about them.

AUDIENCE

Who is this course for? Everyone! But we especially target the course at people who interact with transit planning in their work but don't necessarily do it themselves — including land use planners, urban designers, developers, traffic engineers, sustainability advocates, transit employees of all kinds, and people who work on transport or urban policy generally. Transit advocates who want to be more realistic and effective will also find the course valuable, especially as a companion to Jarrett Walker's book *Human Transit*.

This course fills a critical gap in many people's training. It offers a fun, hands-on way of learning what makes an effective transit network, and what those insights mean for all the related professions. Sadly, few graduate programs teach this material in a compelling interactive format.

Past offerings of the course — across the US, Canada, Australia, and New Zealand — have included everyone from transit operations staff to elected officials, as well as planners and advocates from the wide range of concerns broadly known as "urbanism" or "sustainability." All these perspectives have found the course both fun and valuable.



TRANSIT NETWORK DESIGN

An Interactive Short Course

LEVEL OF DETAIL

The level of detail is carefully designed for someone who needs to understand its basic nature and tradeoffs. Insights are continuously related to larger areas of urban transport and land use policy. Through fun interactive exercises, students discover for themselves the basic math and concepts of public transport, and the trade-off that public transport requires us to think about. We do not go into levels of detail needed only by transit planning or scheduling professionals.

TECHNIQUE

The course features exercises or 'games' done in groups of 6 or less at each table. In these, participants design a transit network for a fictional city using a limited budget. The instructor moves among the tables answering questions and participating in their discussions. Each game is followed by a discussion exploring what can be learned from the contrast between different groups' solutions to the problem.



Jarrett Walker is an international consultant in public transit network design and policy, with 25 years of experience planning public transit in North America, Europe, Russia, Australia, and New Zealand. His firm Jarrett Walker and Associates, based in Portland, Oregon, provides transit planning and executive advice to clients worldwide.

He has worked in about 100 cities, including successful network redesign projects in Houston, Anchorage, Canberra, and Auckland. His firm is currently undertaking network design studies in Philadelphia and Dublin, among many others.

He is a frequent keynote speaker, both at conferences and at events building a city's interest and understanding of the public transit challenge. He is a well-known innovator in describing transit issues to the public, in building values-based policies and standards, and in running interactive design processes for transit plans.

He is the author of the popular public transit blog HumanTransit.org, and the book *Human Transit: How Clearer Thinking about Public Transit Can Enrich Our Communities and Our Lives* (Island Press, 2011).

NEW ZEALAND CLASS 2018

A full-day interactive short course where you will learn the key concepts of public transport through a series of hands-on exercises.

Regular price: \$450 + GST (until 19 November)

Late registration price: \$500 + GST

Please register your interest as soon as possible by email to Coby Joseph at cjoseph@mrcagney.com

LOCATION:

Karstens

Level 4, 205 Queen Street, Auckland, 1010

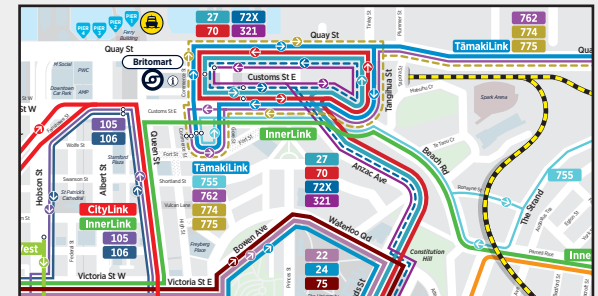
DATE: Tuesday, 27 November, 2018

TIME: Registration: 9:00 am

Course: 9:15 am - 5:00 pm

Lunch, snacks, and coffee provided

For more information about the course please visit:
www.jarrettwalker.com/courses



“One of the most useful and practical transit planning courses I’ve come across, and thoroughly enjoyable too.” – Stuart Johns, Associate Director, Sydney Region Planning

“The actual design of the games was fascinating and would be a very useful exercise for any transit system to employ in a variety of situations. — Christopher MacKechnie, publictransport.about.com

