MODULAR MOBILITY FOR FUTURE

MACRO TRENDS 2030



SUSTAINABILITY

URBANIZATION

WORKPLACE FLEXIBILTY

HEALTH-CARE

OFF-ROAD ADVENTURES

PERSONIFICATION

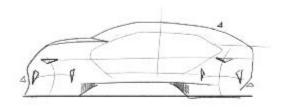
HMI

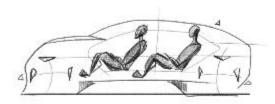
MULTI TASKING

TECHNOLOGY TRENDS 2030

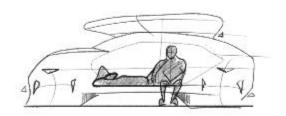


OUTDOOR CITY SPORT WORK EXTREME CALM MANUAL AUTONOMOUS





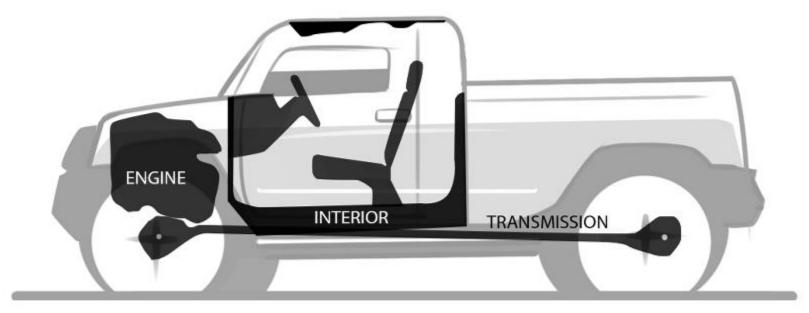




Flexible interior space will be crucial point of the year 2030

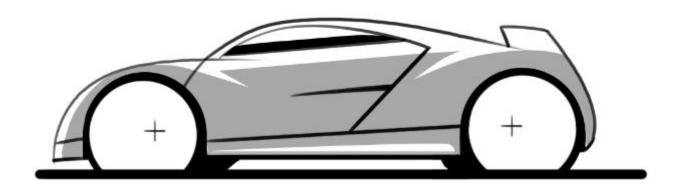
Homogeneous Vehicle Attributes

(1) Seamless interaction within sub-systems



Effortless interaction between Powertrain and controls

(2) Great experience



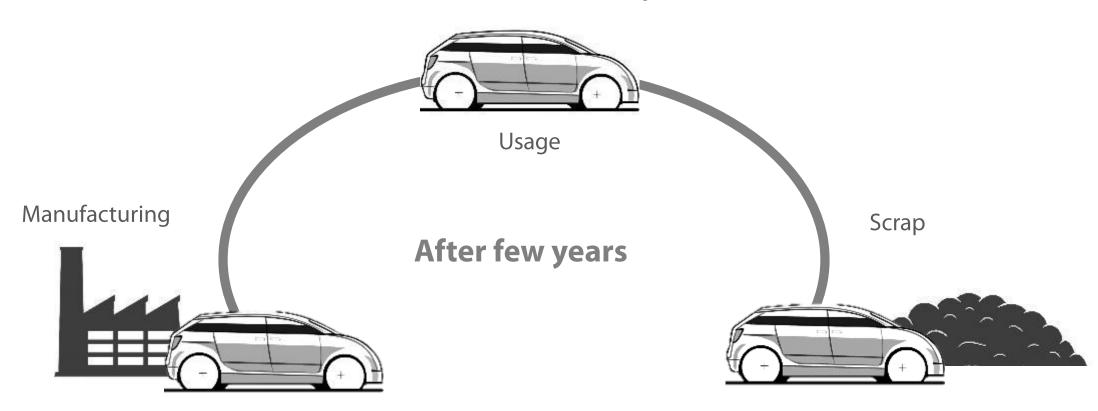
Great experience because all components are tailor made for specific vehicle

(3) Limited customization options



- Graphics and decals are the economical option to customize or personalize one's vehicle.
- Heavy customization is not at all economical.

(4) Limited life-span



- Vehicles have limited life span after that it's efficiency get reduced
- Entire vehicle need to be scrapped just because of homogeneous system

(5) Costly to repair

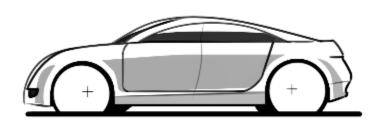


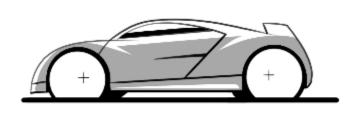


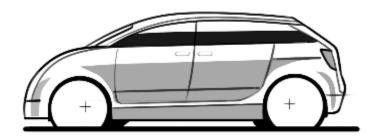


• Repairing a damaged vehicle is costlier than buying new one

(6) Compromised choice



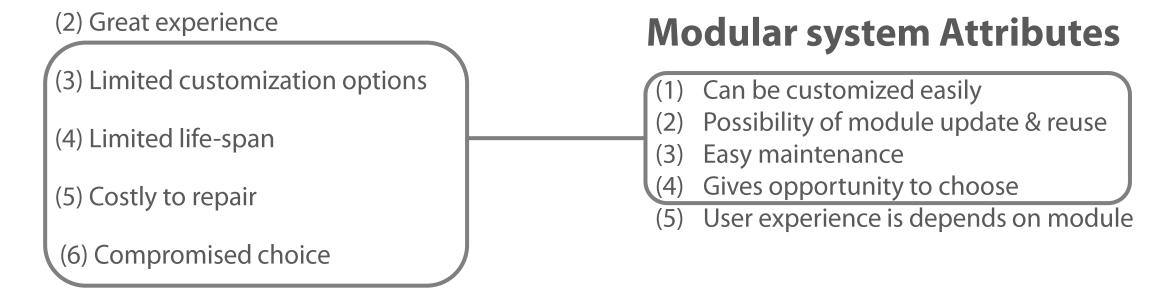




• Repairing a damaged vehicle is costlier than buying new one

Homogeneous Vehicle Attributes

(1) Seamless interaction within sub-systems



Modular system has more positive than negative

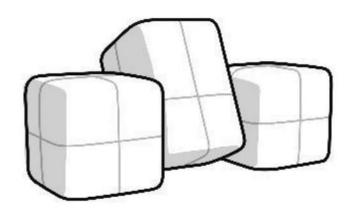
Case Example: piaggio ape



Modularity is not new concept to automobiles Toyota introduced shared platform vehicle in 1997.

UNDERSTANDING MODULARITY

- What is modularity?
- Levels of modularity
- Implementation in automobile

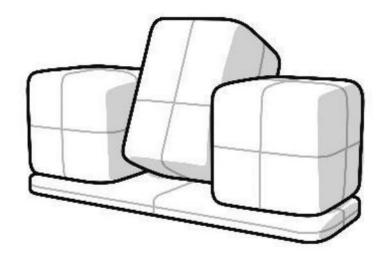


MODULE

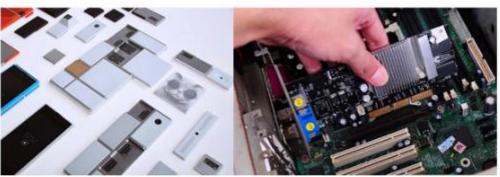
A separable component, frequently one that is interchangeable with others, for assembly into units of differing size, complexity, or function.

MODULARITY

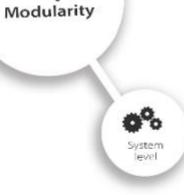
Employing or involving a module or modules as the basis of design or construction.







LEVELS OF MODULARITY







COMPUTER CASE STUDY

Aim-To understand modularity through personal computer cabinet - To understand how variations achieved in personal computer.

Method- Study of personal computer cabinet

- Study of various accessories used in personal computer





Full size PC cabinet



Basic Structure



Basic components



Add-ons

Open Platform

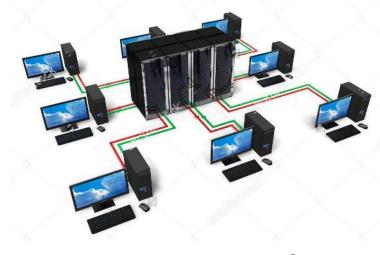


PCI Express

16X slot can accommodate all other cards.
performance will depend based on card not by the
motherboard slots



Product Level



System Level



LEGO BLOCK STUDY

- Aim-To understand modularity through lego block game
 - To understand possibilities challenges and opportunities if Lego model implemented in vehicle
- Method- Visit the lego shop to understand lego block structure and interlocking by having some hands-on experience with legos.
 - Exploration of possibilities and opportunities

OBSERVATION







Special purpose Blocks

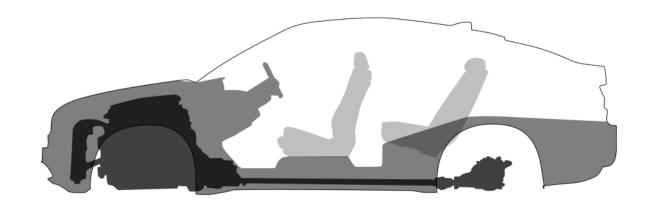
Implementation in automobile

Modular platform- provides platform to accommodate various modules E.g.. Vehicle platform

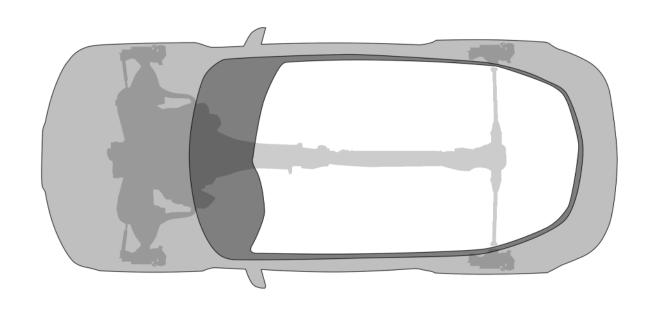
Essential module- Prime mover components to provide basic mobility to vehicle E.g. Powertrain, controls, Interior

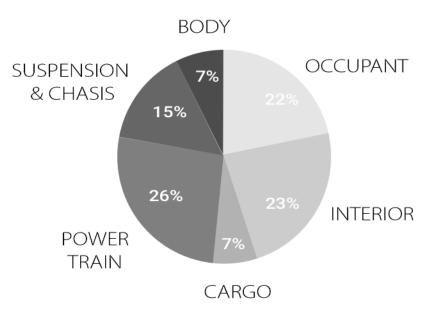
Accessory module- Enhance usability of vehicle E.g. Music system, sensors etc.

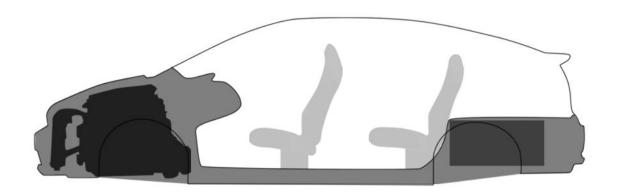
VEHICLE VOLUME STUDY



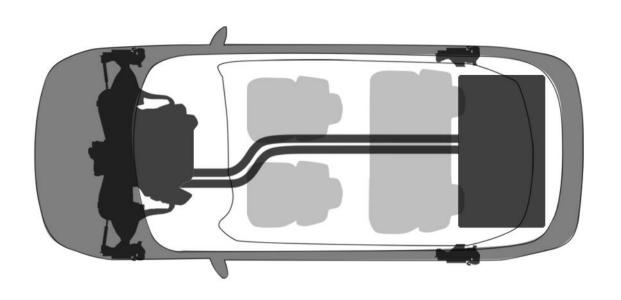
BMW X6

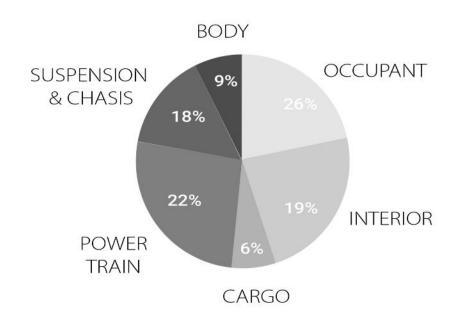


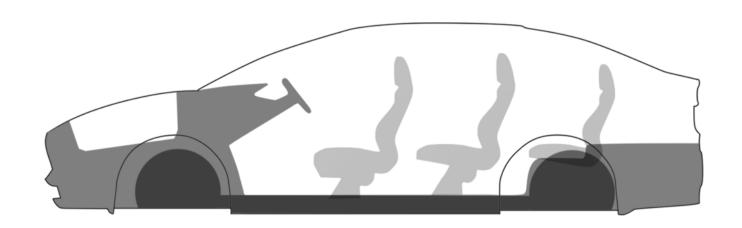




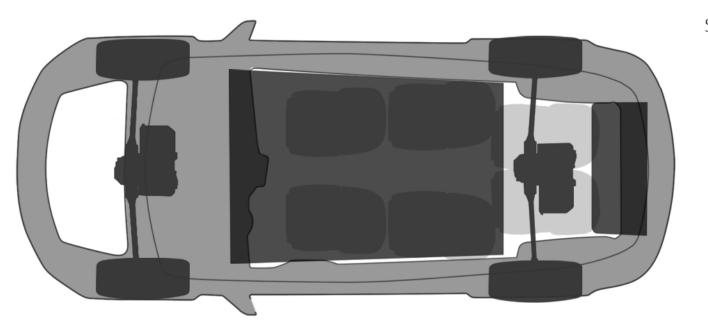
TOYOTA PRIUS

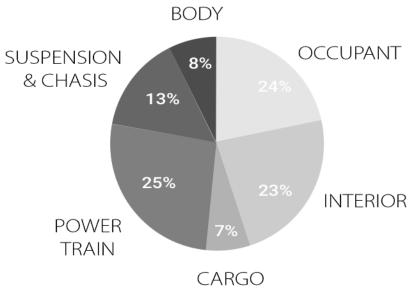






TESLA MODEL X





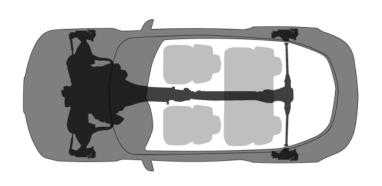
BMW X6

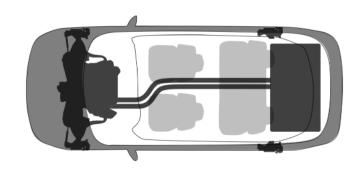
TOYOTA PRIUS

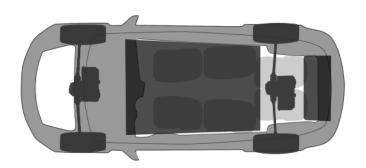


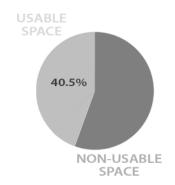
TESLA MODEL X

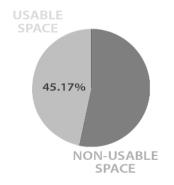


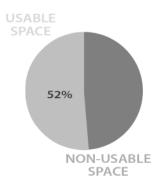


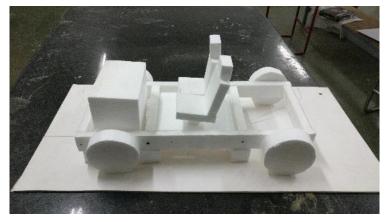


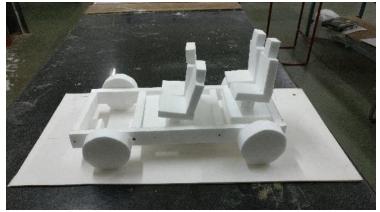


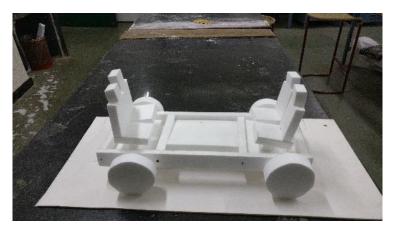


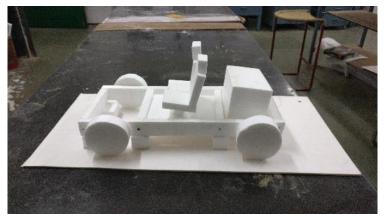


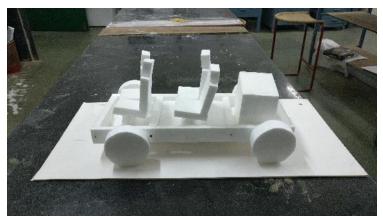




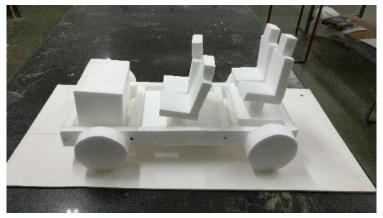




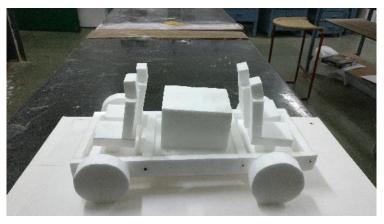


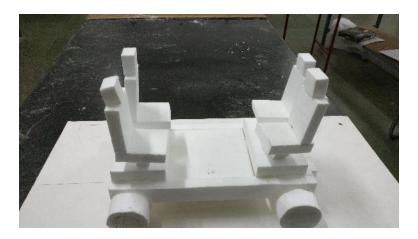


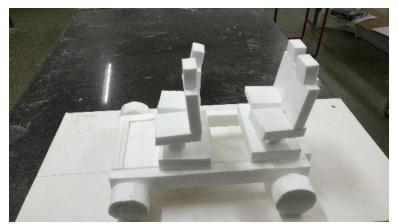
VEHICLE CONFIGURATION

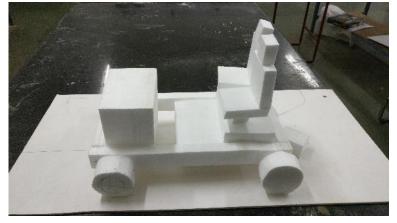




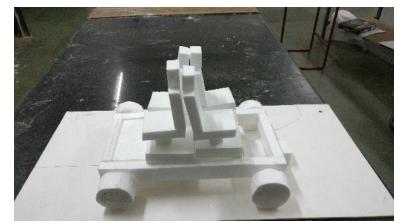


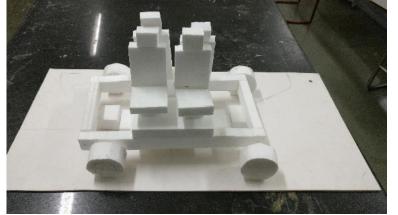


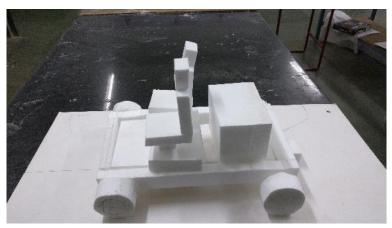












DESIGN BRIEF

To conceptualize Modular mobility for year 2030

Vehicle should able to evolve or adapt with user need

- Any user should able to upgrade own vehicle with utmost ease

Vehicle should function as an Urban commutor

- Minimum seating capacity of 2 people.
- Having all basic features required in year 2030.



CONSUMER PROFILE

GEN Y 1981-1995 Gen Y will be significant market force in 2030 **Conventional -** make decisions based on value for money

Age 35-49 years old **Life-stages** - Family formation, Family maturation

Characteristics

Tech-savvy Innovative Creative Confident Sociable Flexible

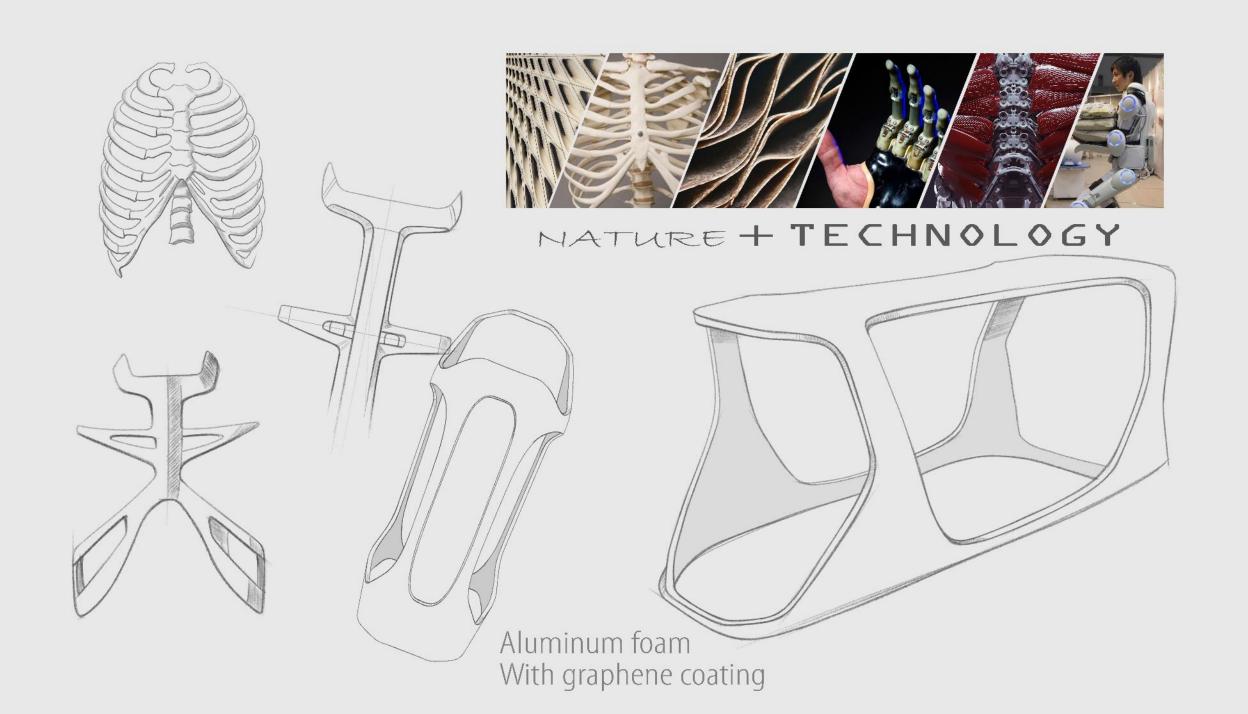
CONCEPT 1

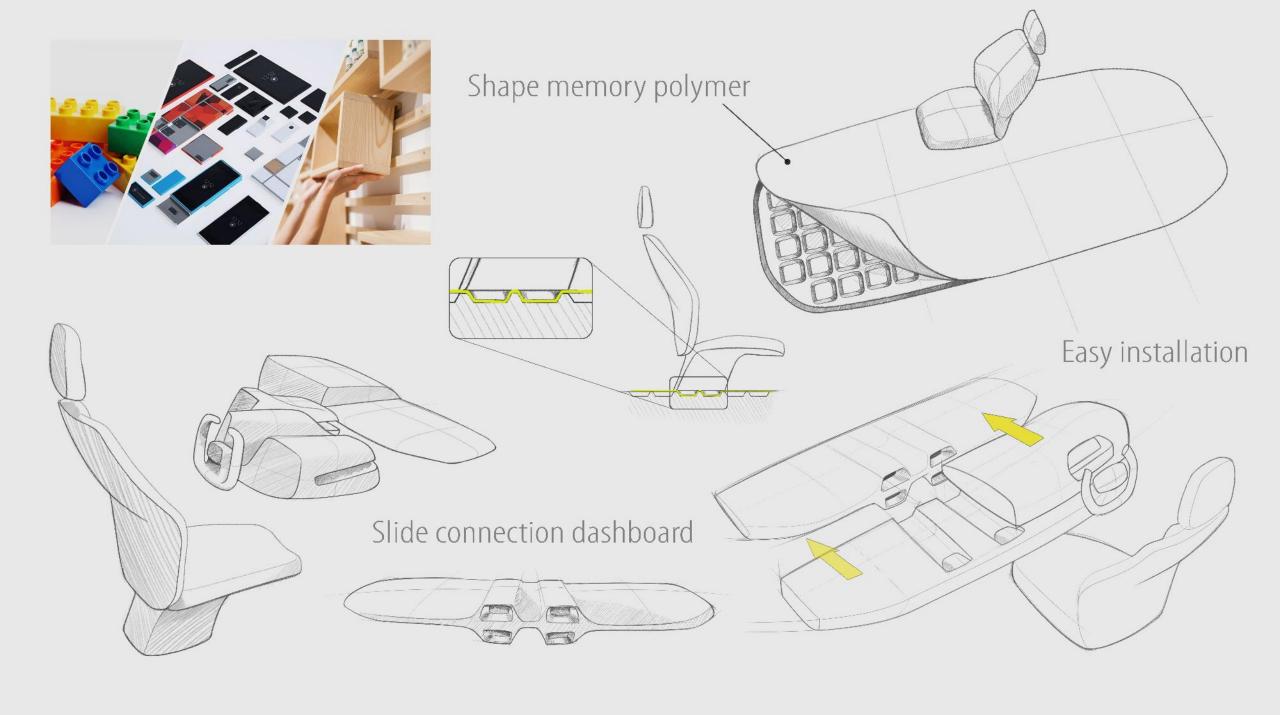


CONCEPT 2

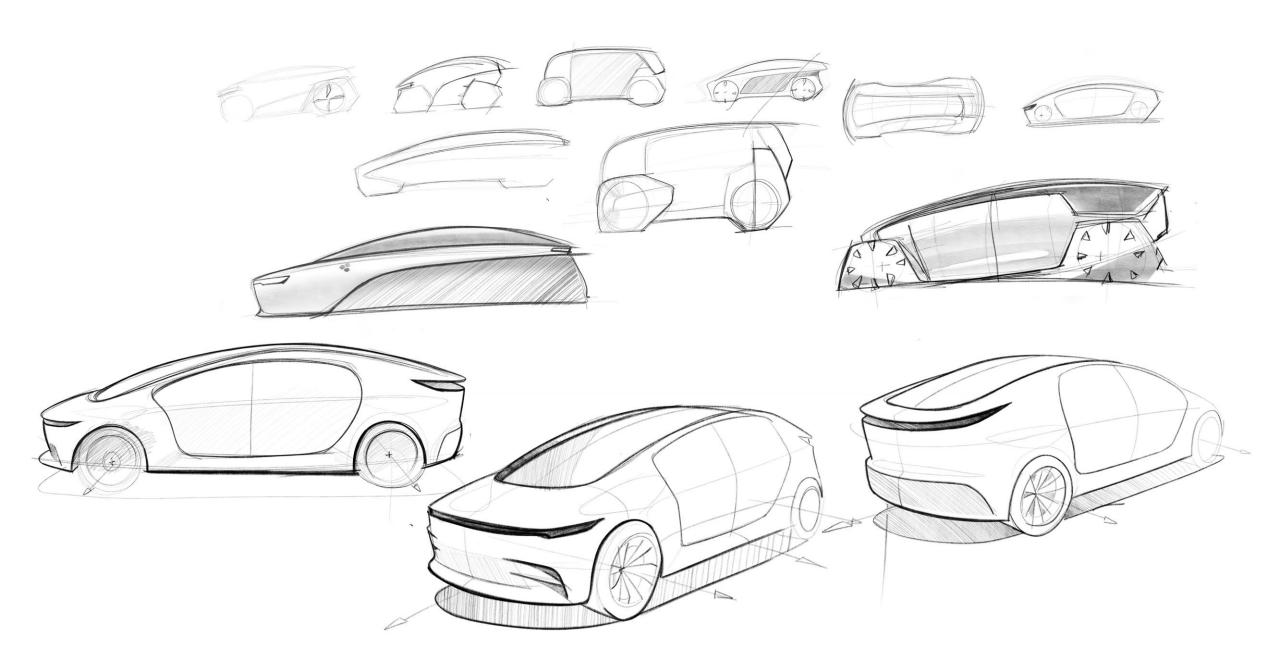


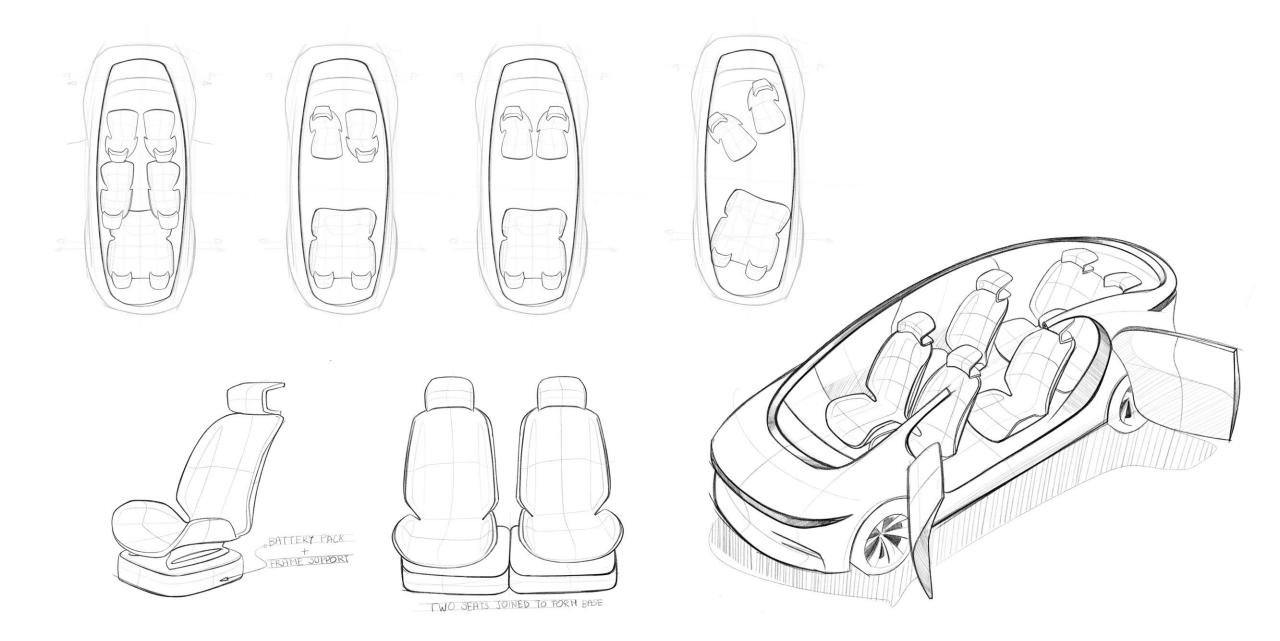


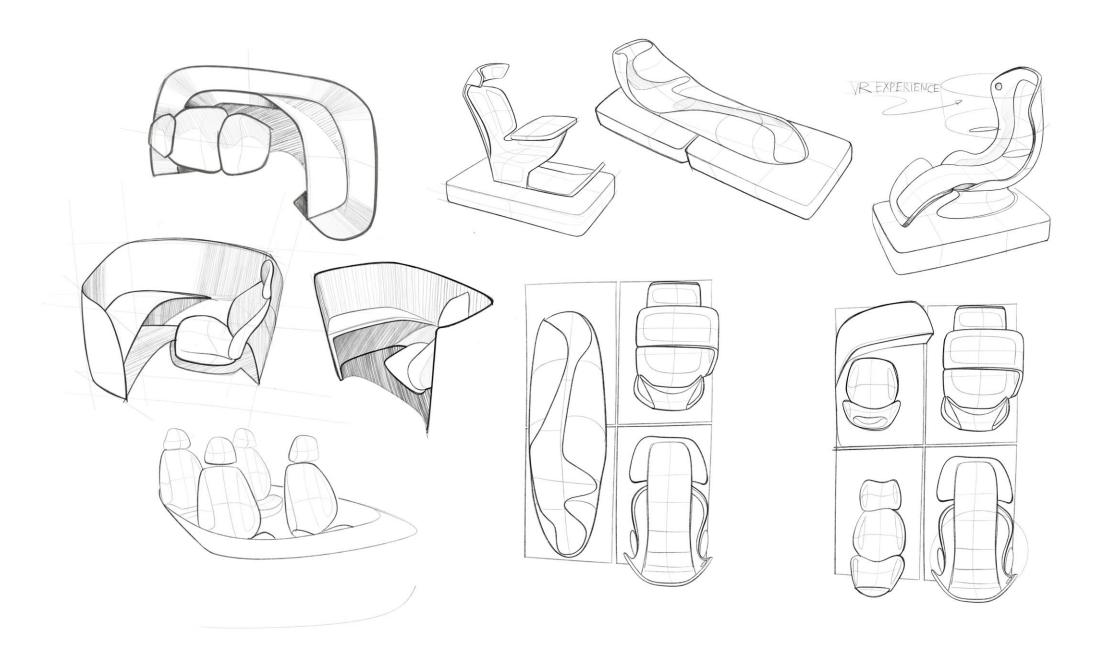


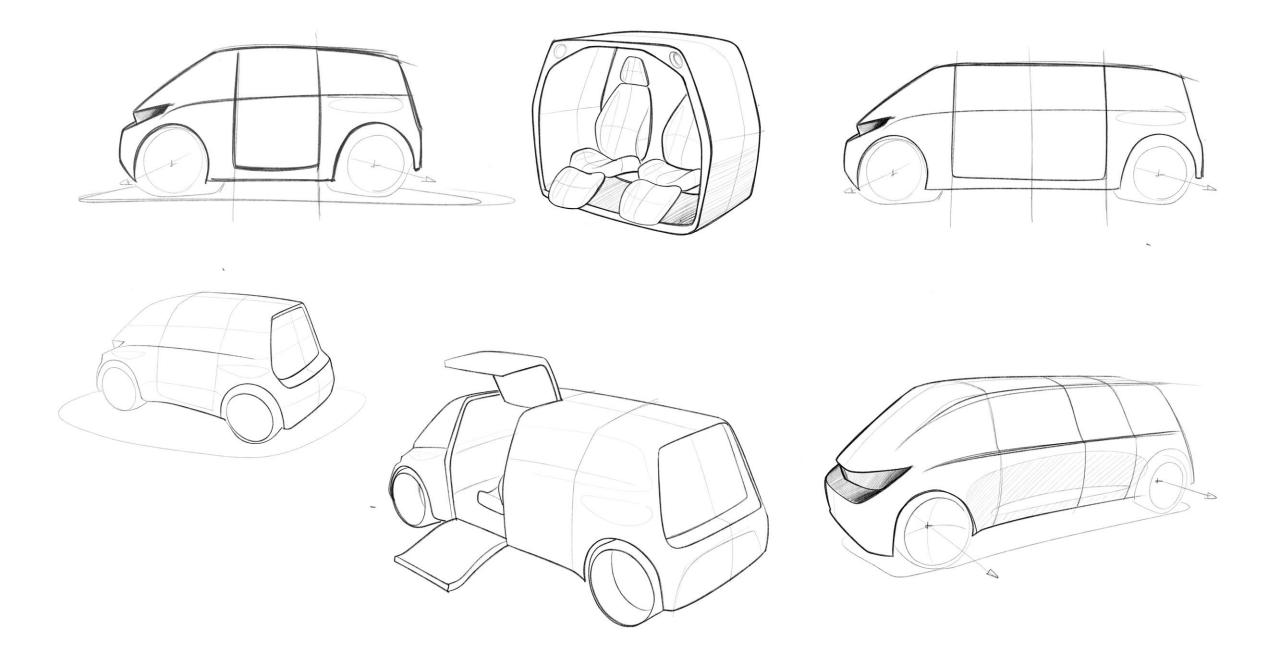












CONCEPT REFINEMENT

