

#### **Problem Statement**





Boring metro travel



Necessity of Socializing

### **Project Objective**







Have fun and get informed while traveling



## **Scope and Limitations**





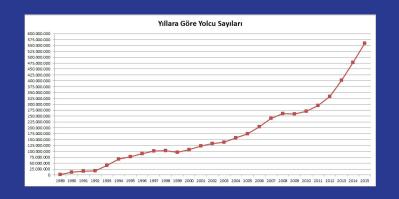
- Hardware implementation
- Mobile application
- Internet connection
- **P2P** connection

## Background



In Istanbul, metro was preferred 384 million 871 thousand 420 times in 2015



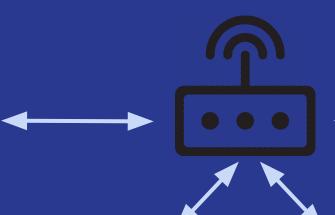


This number has increased 75 million compared to previous year

## Methods













### Services

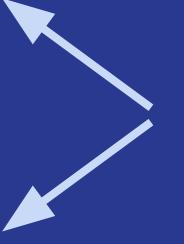




















**Station info** 

News

# Difference of the Project



	Sosyal Metro	Others			
Messaging	<b>✓</b>	✓			
Competitions	<b>✓</b>		<b>v</b>		
News	✓			<b>V</b>	
Station informations	<b>~</b>				~

#### **Revenue Model**



Advertisement income\*





**User statistics\*** 



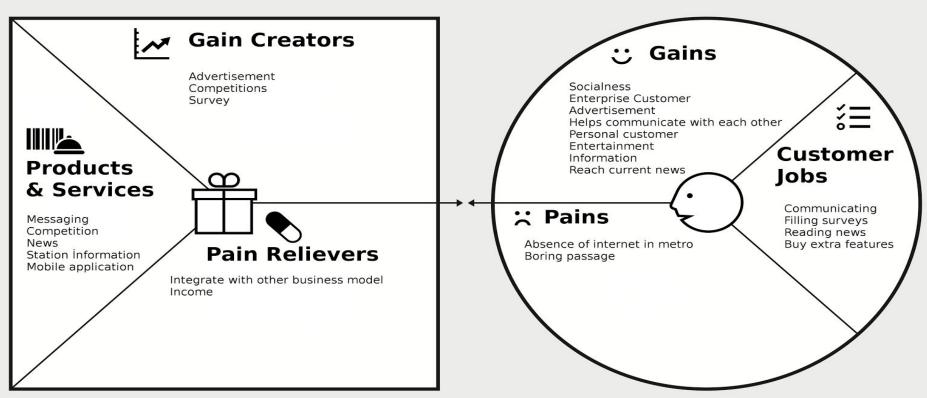
Surveys\*



\*Daily average number of passengers is 800 thousand

#### **Potential Contribution**





## **Success Criteria**





### **Estimated Cost**



	Number of wagon	Number of daily service	Calculated Costs**
M1	105	340	6300 \$
M2	124	549	7440 \$
M3	80	240	4800 \$
M4	144	384	8640 \$

<sup>\*</sup> Values are approximated

<sup>\*\*</sup> Assuming cost per hardware is \$60

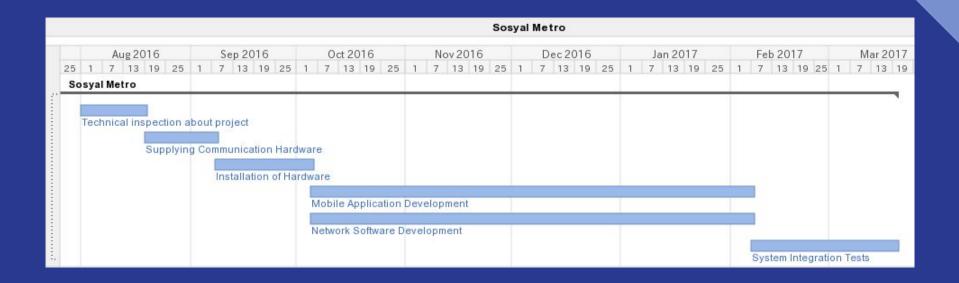
# **Funding Sources**



- TUBITAK 2238 Üniversite Girişimcilik ve Yenilikçilik Yarışması 2016/1
- İTÜ Çekirdek Girişimcilik Ekosistemi
- Angel investors

#### Schedule







### Thank you for listening