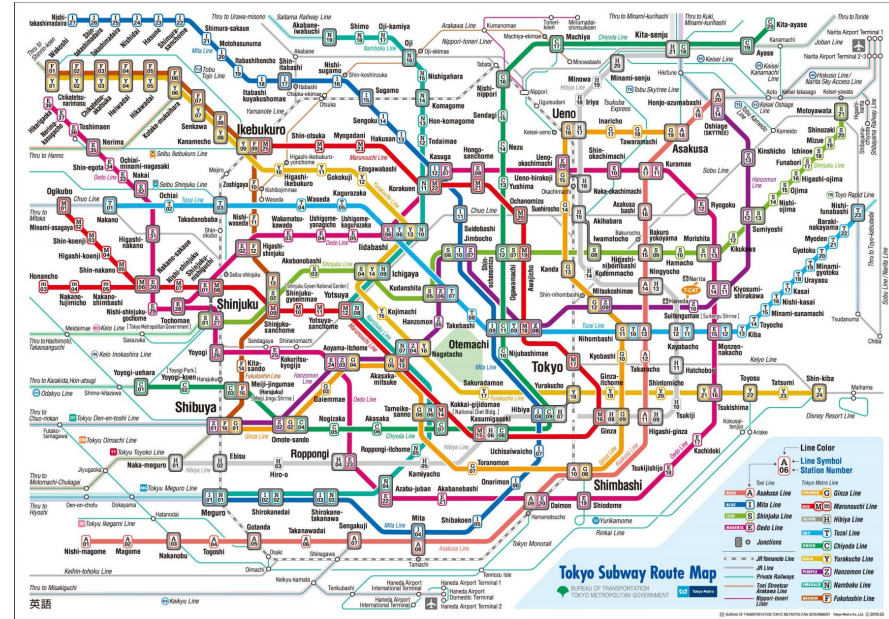


# Content

I am re-visualizing the Tokyo Subway System Map in order to:

- Remove the overwhelming **fear** of the system that sweeps the new user/visitor
- **Ground** and center the system
- **Breakdown** and tame the system
- Make it an **approachable** experience through **design**, at first glance



# Form - Print

The map will focus on the Yamanote Line, the central line of the city, and how other lines connect to and through it.

The main line will be truer to its actual form, more so than it is portrayed in maps.

Each refresh will highlight a different train line that connects to the Yamanote Line, while the other train lines remain subtly visible in the background.

Generative highlights offer the opportunity for users to choose random destination adventures.

Possible idea to highlight main attractions or bigger destination areas to guide users to an easier and fearless experience.

# Why Code?

There are 15 + train lines running through Tokyo.

Code is best used for this in order to quickly and randomly break down this system, giving the user the chance to learn at their own pace, choose what train lines to understand, and see how the puzzle fits together in a simple visually representation.

Code = quick+easy+adventure

Fundomization = fun +randomization

