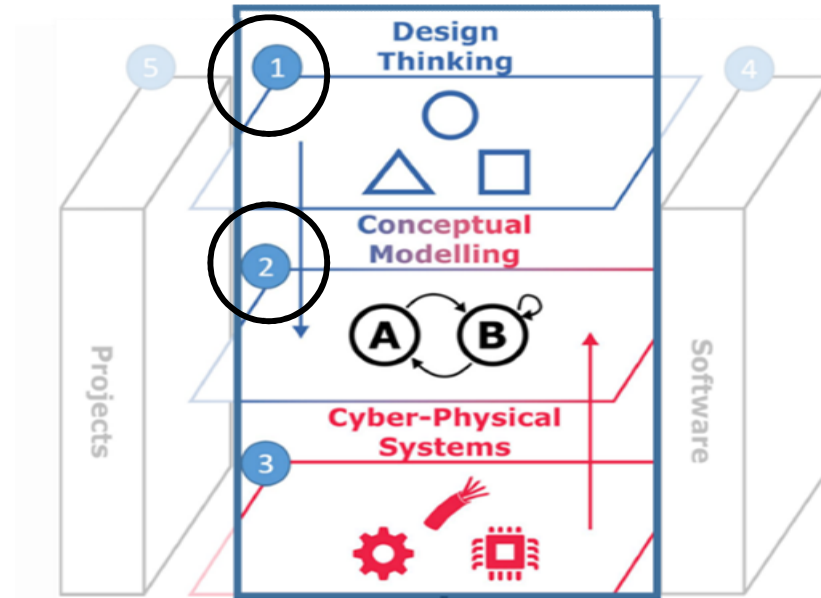


Autonomous vehicle fleet management

Arkadiusz Jurczuk, Bialystok University of Technology

Zbigniew Misiak, BOC Group, Poland





Autonomous vehicle fleet management

Part I. Use of storytelling and „scene to model”
techniques for business designing

Part II. Process modelling and simulation with ADOxx

Storytelling in innovation and process designing

<https://pixabay.com/pl/>



- Illustrates an idea
- Describes a context
- Describes the impact of a new design

- Team effort
- Creates a shared understanding
- Sparks new ideas



<https://pixabay.com/pl/>

Create a scene/story

Guidelines 4W

Define a set of items:

- People - WHO;
- Places - WHERE;
- Activities - WHAT;
- Motivations - WHY.



The story description:
A man in a place needs activity because of ... motivation.

Case study (1)

Story and scene



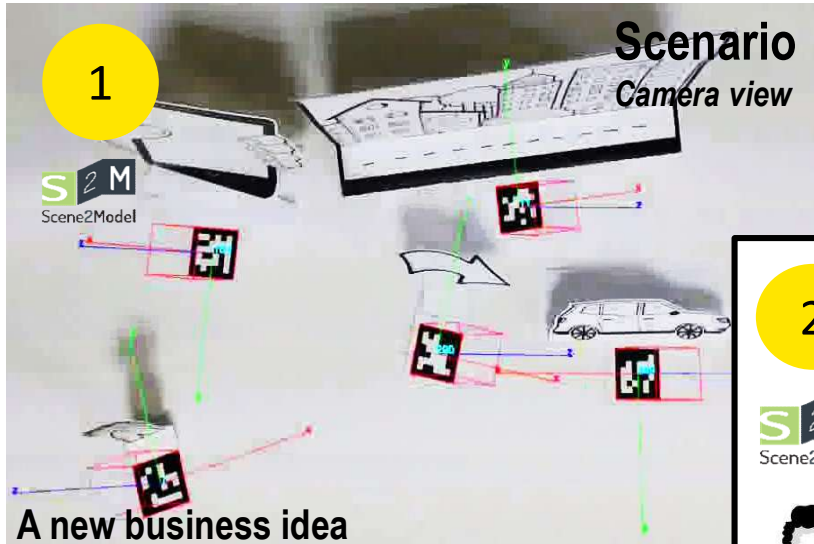
Scenario

As the **owner of a fleet** of dozens of autonomous cars, I want to offer a service to **white-collar workers** from the downtown - driving them to work in the morning and then picking them up from work. The service could also include an additional stop at a supermarket on the way back home.

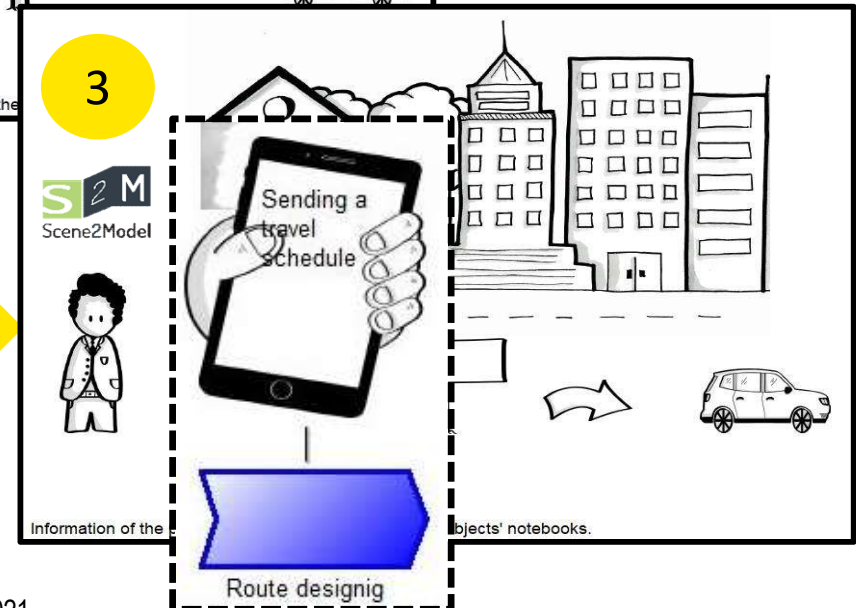
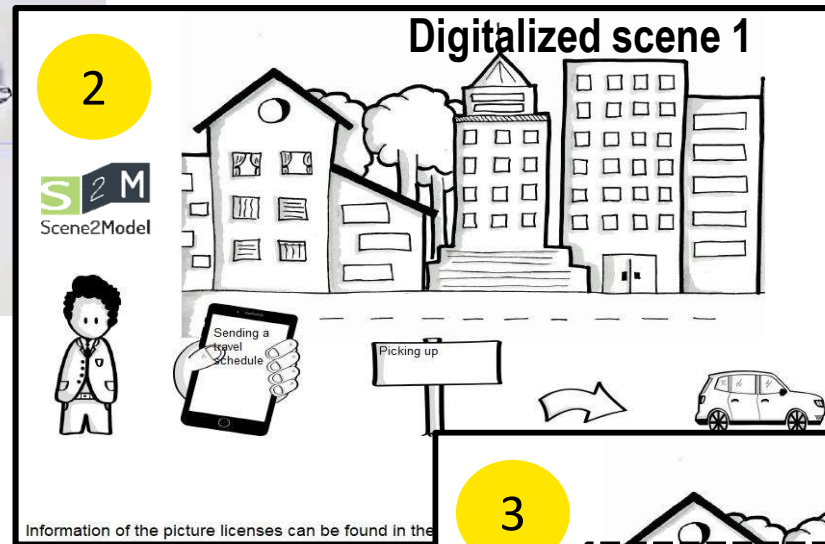
In view of the growing **parking problems** and the possibility of a **convenient travel** to work **without owning a car**, I expect a high interest in such a service.

Case study (2)

The scene - Scene2model



See: DIGIFoF Webinar no. 6



Analytical problem:

Is it possible to serve 100 customers per week with 30 vehicles?



Autonomous vehicle fleet management

Part II. Process modelling and simulation

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