'Cairns Iconic Bus Stop Design Competition'

Cairns Regional Council (CRC) invites you to leave your mark on the city with the Cairns Iconic Bus Stop Design Competition! This is your chance to showcase your creativity and reimagine what a bus stop can be.

We're looking for bold, innovative designs that celebrate the identity and spirit of Cairns—whether that means our stunning landscapes, rich cultural heritage, or vibrant community. Think about what Cairns means to you and bring that vision to life in a one-of-a-kind bus stop design!
But there's a twist—your design should be tailored to a specific type of traveller from our list of personas. Who are they? What do they need? How can your design enhance their journey? Consider their experience and make it meaningful and memorable.
To enter, submit a 3D image of your design—either hand-drawn or digitally created (AI-generated images are not allowed). This is more than a competition—it's a chance to shape the future of public transport in Cairns. So, dream big, design bold, and make your mark!
Are you up for the challenge?

Why are we doing this?
Public transport plays a vital role in the lives of young people in Cairns! According to our 2024 Cairns Youth Survey, 66% of students rely on family or carers for school, sports, and social outings. But what if public transport could be more than just a way to get from A to B?
This competition challenges you to reimagine the bus stop—not just as a functional space, but as a symbol of innovation, identity, and community pride. Through bold and thoughtful design, you can help elevate public transport, making it more visible, inviting, and exciting for everyone in Cairns.
Design has the power to shape experiences—so how will your vision transform the way we travel?

Competition Duration
- o   Workshops will be available from Monday, March 3rd
- o   Submissions open until April 22nd.
- o   All final designs will be displayed at the Cairns City Urban Regeneration Project Exhibition from June 5th-19th.

Submission Details
The competition and workshops are open to students enrolled in years 7 – 12.

All students will submit their final design output online at [Cairns Iconic Bus Stop Design Competition | Cairns City Precincts Urban Regeneration Project | Have Your Say Cairns](#)

Entries will be open from the 3rd of March to the 22nd of April.

The image can be hand drawn or created digitally <u>without</u> the use of AI generation. Any physical models of the bus stop shelter design can be photographed and submitted as a high-quality JPEG or delivered to Cairns Regional Council's Chambers 119-145 Spence Street, Cairns.

Final Exhibition
Entries of the Innovative Bus Stop Design Competition will have their work displayed at the exhibition located at ground floor tenancy along Lake St in the Cairns Museum Building (next to Roti Shack), details to follow. The exhibition will display the Cairns City Urban Precincts Project, CRC are encouraging a discussion about placemaking and what the wider public thinks is the most important consideration of Cairns. Ultimately, the exhibition will provide a forum for students work to be showcased and celebrated.

Judging Criteria
The design criteria outline the essential requirements for designing an effective and functional bus stop. It serves as a comprehensive guide to ensure that all minimum standards are met, while also encouraging <u>creativity</u> and <u>innovation</u> in the design process. By following this criteria, you can design a bus stop that is practical for your chosen user, but is also *creative, translates to city's identity, accessible, and comfortable for users*. Take this opportunity to think outside the box and incorporate unique elements that can enhance the overall waiting experience for passengers. Your bus stop design *should* include the following components:

The marking criteria indicates the design requirements to measure the quality, relevance, and impact of the Cairns Iconic Bus Stop Design. Students will be assessed on the following criteria:

Design Criteria	Score 1-5
Accessibility and Inclusion – Design for high pedestrian traffic that will respond to all users. *Accessibility ensures that spaces are usable and welcoming to everyone, regardless of their physical abilities, age, or other factors. An accessible design is inclusive, creating environments where people can participate equally, fostering a sense of belonging and equity.*	
Identity – does you design translate to Cairns' identity? *Design and its translation through identity reflects a community's identity helps strengthen people's connection to a place. It can also celebrate heritage and diversity, making spaces feel more personal, relevant, and inclusive.*	
Placemaking – does your bus stop design connect with its surrounding? *Placemaking is about creating spaces that foster a sense of community, engagement, and belonging. It's not just about designing a building or a space, it's about creating environments that invite people to connect with each other and their surroundings.*	
Sustainability – are the materials you chose to use in your design sustainable? *Sustainable design involves designing buildings and spaces that minimise environmental impact, conserve resources, and promote long-term ecological health.*	
Functionality – how functional is your design?	

Functionality refers to how well a design works in helping users achieve their goals and meet their needs. A highly functional design performs its intended task effectively and efficiently.	

Not all components in the checklist are included at all bus stops – a basic accessible bus stop may simply comprise of shelter, boarding point, signage and information. Generate, develop and evaluate ideas, design and produce!

Visual Representation

The finished bus stop design is to be a 3D image, either hand drawn and coloured in or represented digitally. The design should be clear and easy to understand, visually showing what your bus stop design could look in real life.

Students Years 7 and 8

Using a range of technologies including a variety of graphical representation techniques to communicate, students can generate and clarify ideas through sketching, modelling, perspective and orthogonal drawings. Students can submit an entry solo or work in collaboration with their peers and respond to feedback from others to evaluate the design processes used and designed solutions for their bus stop design output. They consider the ways characteristics and properties of technologies can be combined to design and produce sustainable designed solutions to problems for individuals and the community. The finished bus stop design is to be a 3D image, either hand drawn and coloured in, model making or represented digitally with rendering.

Students Years 9, 10, 11 and 12

Using a range of technologies including a variety of graphical representation techniques to communicate, students may generate and represent their final ideas and design outcome. Students should produce a rendered, illustrated view of their bus-stop design and if made available they can use graphic visualisation software to produce dynamic views of their design. Ultimately the finished bus stop design is to be a 3D image, either hand drawn and coloured in, model making or represented digitally with rendering.