

[BIKE] SWARM

Innovative technology to incentivize and promote the use of sustainable transit while increasing the safety and joy of riders.

A system for bikes and scooters to synchronize light across riders



Watch our demo video: http://swarms.city

[*] for bikes, scooters, skateboards, consumer bike lights and helmets, and any other lightweight personal vehicles or accessories

Cities need sustainable alternative transit

Cities need to provide and promote sustainable transit and reduce reliance on cars, while at the same time efficiently using resources. They also need flexible transit options that can help them resiliently adapt to crises such as the COVID19 pandemic.





Cities need to promote bikes and scooters

Personal micromobility, such as bikes and scooters can be key to helping cities address these problems. Many cities have bike and scooter share programs, and they need to increase their usage as well as use of personal bikes and scooters. They also need to increase the safety of riders.

SOLUTION LANDSCAPE

Subsidized bike-share and scooter-share programs

Bike lanes and bike infrastructure



Bike lights and safety accessories

UNIQUE [BIKE] SWARM SOLUTION

Our technology provides digital infrastructure that adds value to existing solutions.



more.

WOLDWIDE MARKET*

bike-share



scooter-share

Estimated market size **\$10 billion** by 2025

Estimated market size

\$300 billion

by 2025

Estimated vehicles **35.8 million** in 2024

Estimated vehicles **4.6 million** in 2024

PRODUCT

There is a crowded market of bike and scooter share providers.

We work with cities and private bike share and scooter share providers to embed our low-cost technology into their vehicles.

Revenue sources are vehicle integrations and add-on services such as analytics.

value to bike and scooter companies:

- Increase use to improve margins
- Increase safety to better appeal to cities
- Differentiate product

at a low marginal cost



Ideal for bike-share and scooter-share systems

Designed to be built into frames of bikes and scooters to synchronize across a shared network



OR

Integrated into personal accessories to synchronize with the swarm network

Wearable

A front light for your bike, a side light, a light for your helmet

GROWTH PLAN



2022 and beyond

expand to global scooter market, bike-share programs, more vehicles + consumer accessories



https://www.gminsights.com/industry-analysis/bike-sharing-market https://www.psmarketresearch.com/market-analysis/scooter-sharing-market https://cities-today.com/scooter-sharing-expected-to-bounce-back-from-covid-19-crisis/ Ò

PROGRESS & ROADMAP

2020 Beyond prototype

Incubate MIT DesignX accelerator, strategy and business development, discussions with potential partners

> Development Mini module for integration with any bike or scooter



Pilot events and marketing Deploy at events to test & circulate concept

Built prototype and successfully tested 2019







Boston, MA

Hamburg, Germany



Austin, TX

2021 Expansion

Pilot Implement 2 small pilots

Expand Expand pilots, implement larger deployments and develop add-on services

We tested our prototypes over a series of nights with our local bikeshare in Boston, MA, and in Austin TX, and Hamburg, Germany.

Along the way gained traction with academic, maker, and sustainable transit communities.

TEAM

Alex and Thomas met as researchers in the MIT Media Lab's City Science group. They connected over their share fascination for the intersection of art and technology as well as their passion to make cities more sustainable and equitable.

Their collaboration started with [bike] swarm as a research project and has extended into a mission to transform how we move on city streets.





Alex Berke

Alex has degrees in math and computer science from Brown University and is a PhD candidate in the City Science group at the MIT Media Lab. Before the Media Lab she worked as a software engineer

Thomas Sanchez

Thomas holds a Master in Science from MIT Media Lab and he currently is a researcher at MIT. He has worked in different creative industries as a technologist, creative coder and as a researcher.









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