Incorporated in the design are places to rest and eat. These spaces vary from small intimate spaces to large open areas for people watching. Snacks and novelties are worked into the design to allow for convenience, while bars and restaurants create meeting places to make trips more efficient.
This site was chosen because of its location and convenience to a cultural entertainment and tourist center in Duluth. First, it has local to the BNSF right-of-way, which is important for a high speed rail line. Along with that, it is near the Historic Depot. It was important and appropriate to be able to link to the skywalk which ends in the DECC.

Landmarks and tourist attractions adjacent to the site are: Bayfront Park, Great Lakes Aquarium, The Depot, William Irvin Ship, the Aerial Lift Bridge, Canal Park, Grandma’s Saloon and grill, and Enger Tower to name a few.
The design helps minimize the commotion of an extra leg of a trip. Transfers are made seamlessly by providing opportunities. Park and ride systems can easily be set up in close proximity to transit systems.
A central hall is important to multimodal transportation. It helps with way finding so that users do not get lost. Proper signage also helps in informing people where to go.
This project looks at the relationship between transit and architecture, particularly at the nodes of a transit line. The focus is on the influence they have on our cities and towns. Studying this at the node is important because it is the first impression of the city or town.

This project is working to reconnect the waterfront to downtown Duluth. It had been severed by industrial factories and the interstate. Other parts of the city have been successful at bridging a park over the interstate, which is a major part of this reconnection. It is also critical to connect different types of transit to foster opportunities.

I see a transportation terminal as a doorknob. Just as the doorknob is the handshake to a home, a terminal is a handshake to a city.