## Transportation Engineering Roadmap (12 Weeks)

Week 1: Introduction to Transportation Engineering

- Overview and importance.
- Modes of transportation: road, rail, air, water.
- Transportation system components.

**Week 2: Traffic Engineering Basics** 

- Traffic characteristics: flow, speed, density.
- Traffic volume studies.
- Traffic control devices and signage.

📰 Week 3: Highway Engineering – Geometric Design

- Cross-section elements.
- Sight distance, super-elevation.
- Horizontal and vertical alignment design.

Week 4: Highway Materials and Construction

- Bituminous and cement concrete pavements.
- Material properties and testing.
- Pavement layers and construction techniques.

Week 5: Traffic Safety and Accident Analysis

- Causes of accidents.
- Road safety audits.
- Traffic calming measures.

III Week 6: Pavement Design and Maintenance

• Types of pavement design methods (AASHTO, IRC).

- Structural and functional pavement failures.
- Maintenance and rehabilitation techniques.

Week 7: Urban Transportation Planning

- Trip generation, distribution, and mode choice.
- Land use and transportation interaction.
- Demand forecasting methods.

Week 8: Public Transportation Systems

- Types: bus, metro, light rail.
- Design and operation considerations.
- Scheduling and fleet management.

Week 9: Traffic Signal Design and Control

- Signal timing and phasing.
- Coordinated traffic signal systems.
- Adaptive traffic control.

Week 10: Intelligent Transportation Systems (ITS)

- Components and applications of ITS.
- Vehicle-to-infrastructure (V2I) and vehicle-to-vehicle (V2V) communication.
- Smart traffic management.

Week 11: Environmental and Sustainable Transportation

- Impact of transportation on environment.
- Green transportation initiatives.
- Policies and regulations.

- Traffic study and report for a selected corridor.
- Pavement design project.
- Application of ITS in a city scenario.
- **%** Tools and Software:
  - VISSIM, SYNCHRO, AutoCAD Civil 3D
  - GIS software
  - MATLAB for traffic simulation