

In the face of uncertainty, fast changing society, and fast moving technology:

Design thinking and co-creation in harnessing local wisdom and green technologies in building a sustainable transport and mobility system

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BMIMI Endowed Professorship in Digitalisation and Automation in Transport and Mobility System



Outline, through 3 different stories:

1. Changes and complexity in the transport systems
2. Why and how design thinking can help to develop a better system
3. How we can harness local wisdom through co-creation and design thinking

Story 1: Opening of a new LRT extension

- October 2013: an extension of Stockholm PT transverse line, connecting multiple major interchanges and activity centres
- 4 waves of data collections (2 weeks diary each, N= 400-600)

Stockholm Rail Network Map

Metro

- 10 11 Blå linjen Blue line
- 13 14 Röda linjen Red line
- 17 18 19 Gröna linjen Green line

Commuter rail

- 40 41 42 43 44 Pendeltåg Commuter rail
- 45 48

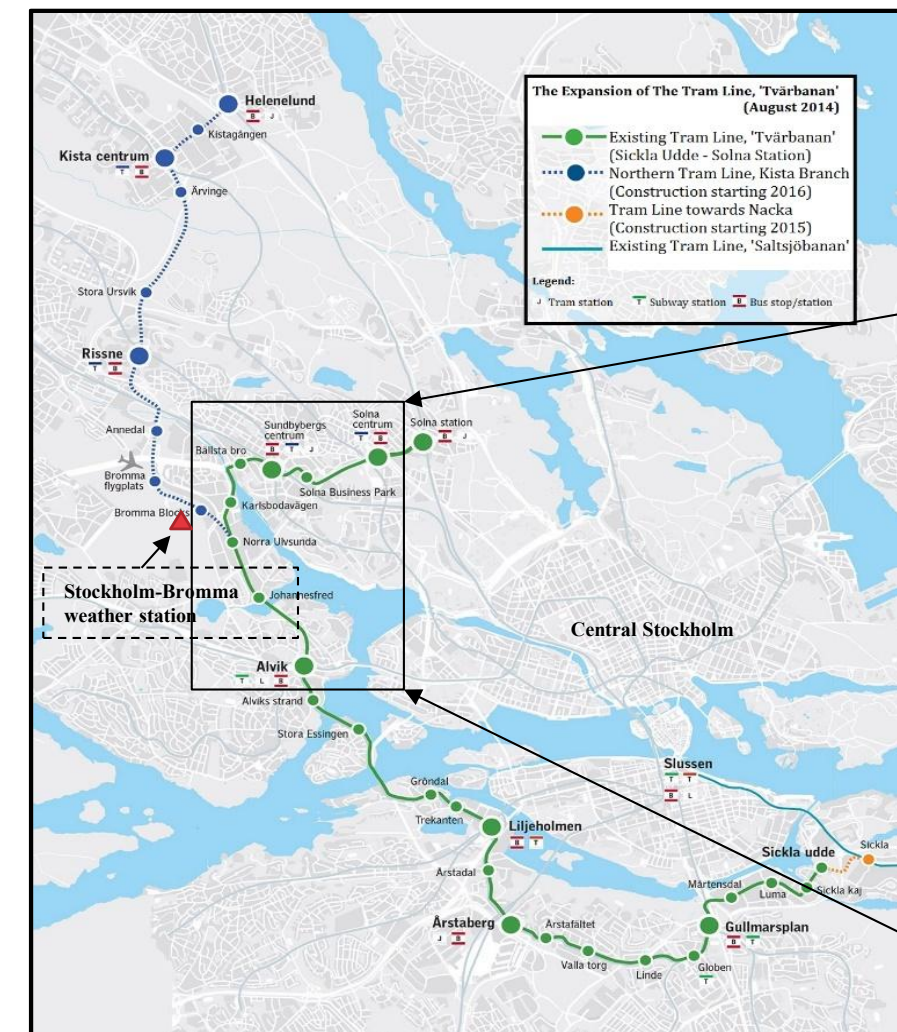
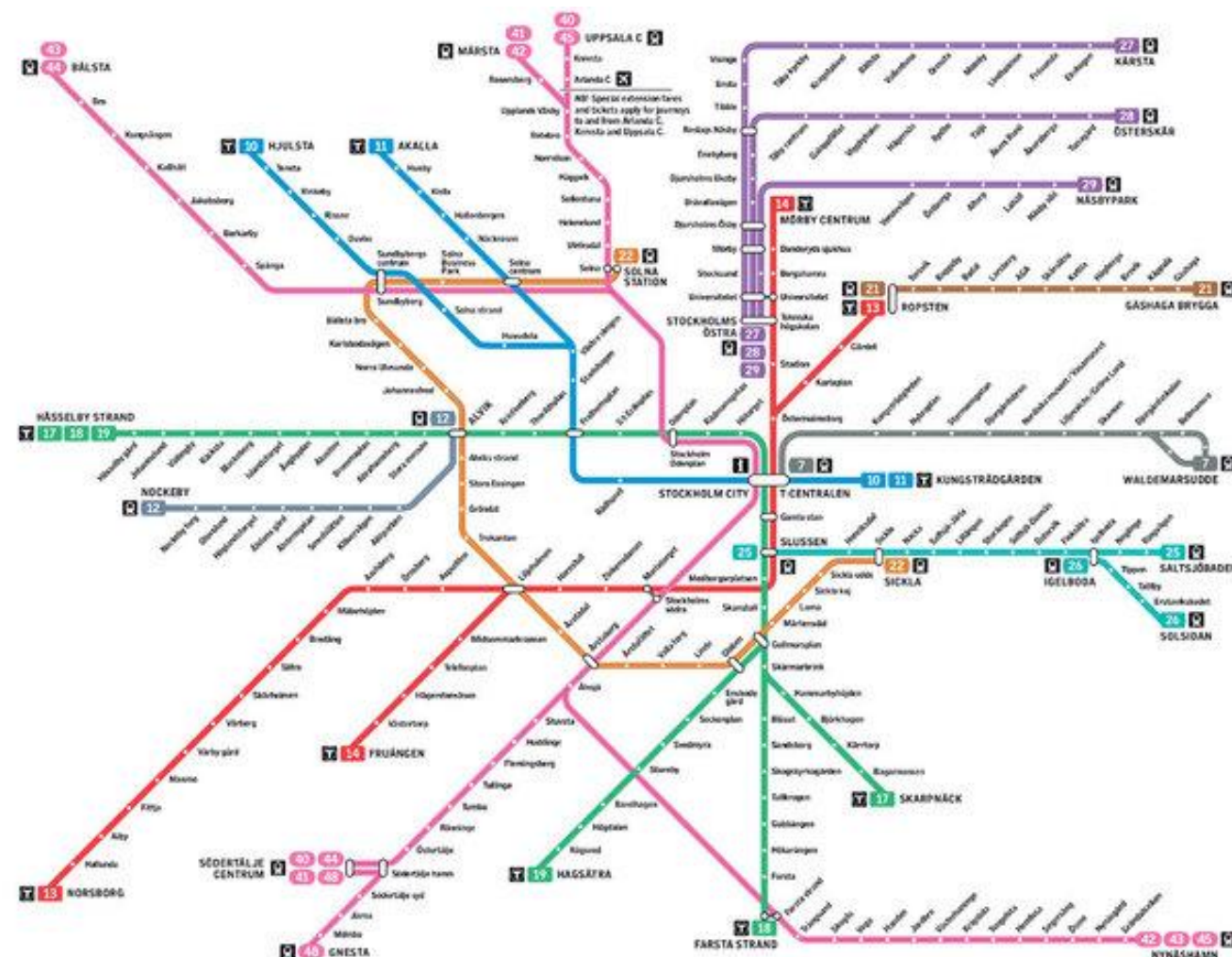
Tram/Light rail

- 7 Spårväg City Tram
- 12 Nockebybanan Tram
- 21 Lidingöbanan Tram
- 22 Tvärbanan Tram
- 25 26 Saltsjöbanan Light rail
- 27 28 29 Roslagsbanan Light rail

SL Customer Services **Airport**

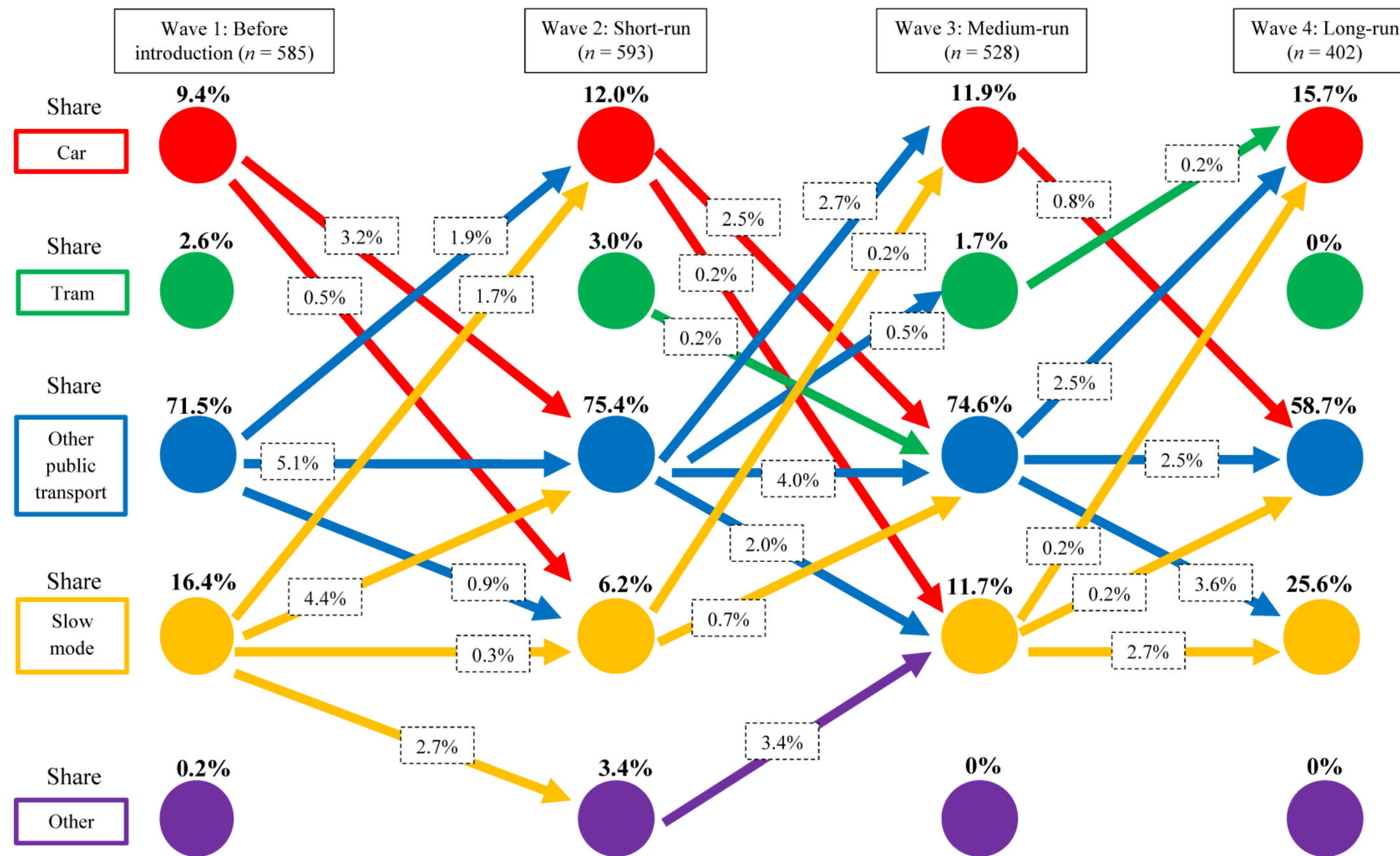
Traffic information
For information about the SL rail network system, please visit sl.se/en or call 08-600 10 00.

Fares
For information about tickets and sales outlets, please see SL notices, visit sl.se/en or the SL app, or contact the staff. Special extension fares and tickets apply for journeys to and from Arlanda C, Knivsta and Uppsala C.



Source: sl.se

Story 1: Opening of a new LRT extension



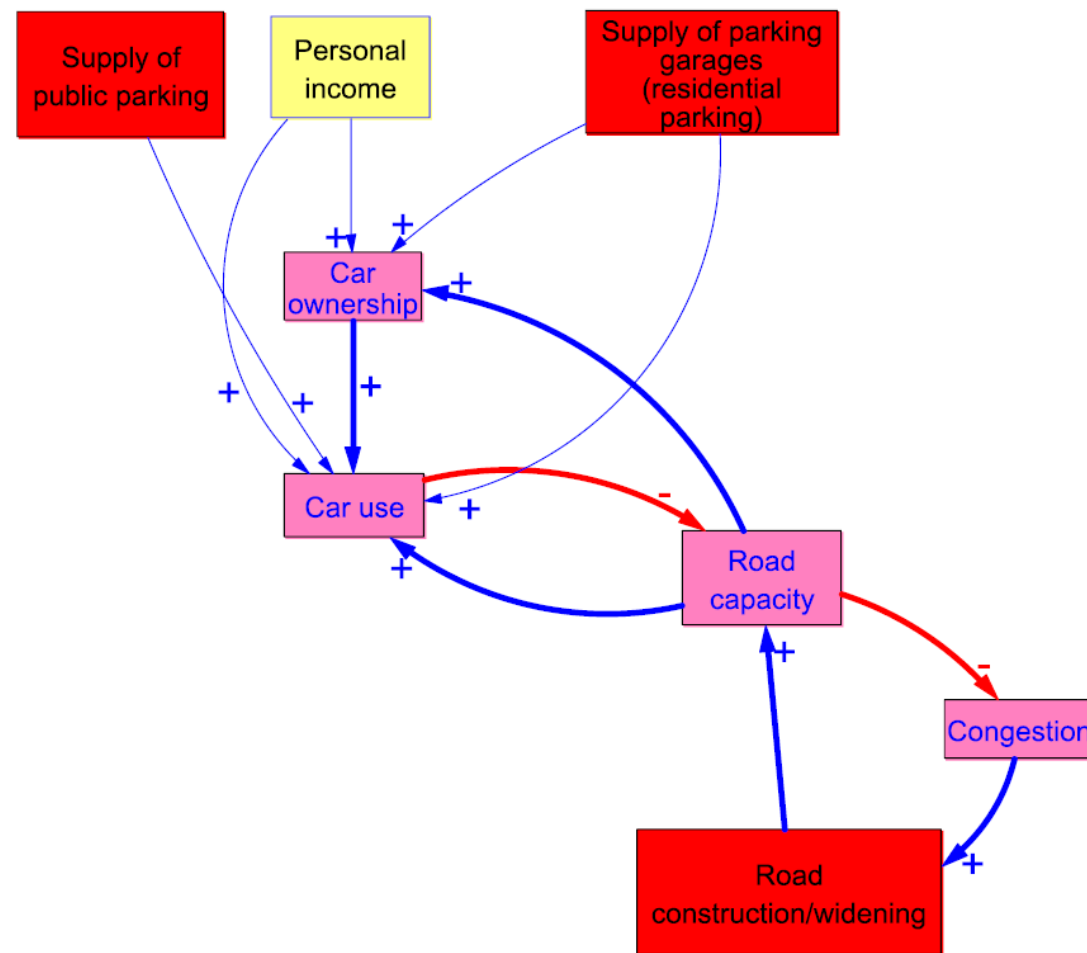
- Car drivers who suffered daily congestion made early behavioural change – they jumped to the service pretty soon, but then jumped back not long after – and since they became one of the most unlikely groups to use the service in the future.

People behaviour is not a light switch

- **Socio-Economic** Development
Population: Size, Age + Gender Structure, Household Structure
Economy: Income, Employment, Gross Domestic Product, Sector
Development --- *proxies of measuring the roles and impacts of local wisdoms*
- **Spatial** Development
Accessibility, Choice of Living and Employment Locations
- Development of **Preferences and Production Structures**
Behaviour Patterns, Social Values and Norms
- **Technological Development**
Vehicle Technologies, Infrastructure, Controlling and Signalling
- Changes in the **State of the Environment**
as Living Space, Production Resources, Consumption Goods
- Development of **Public Governance**
Regulations, Finances, Taxation, Institutions



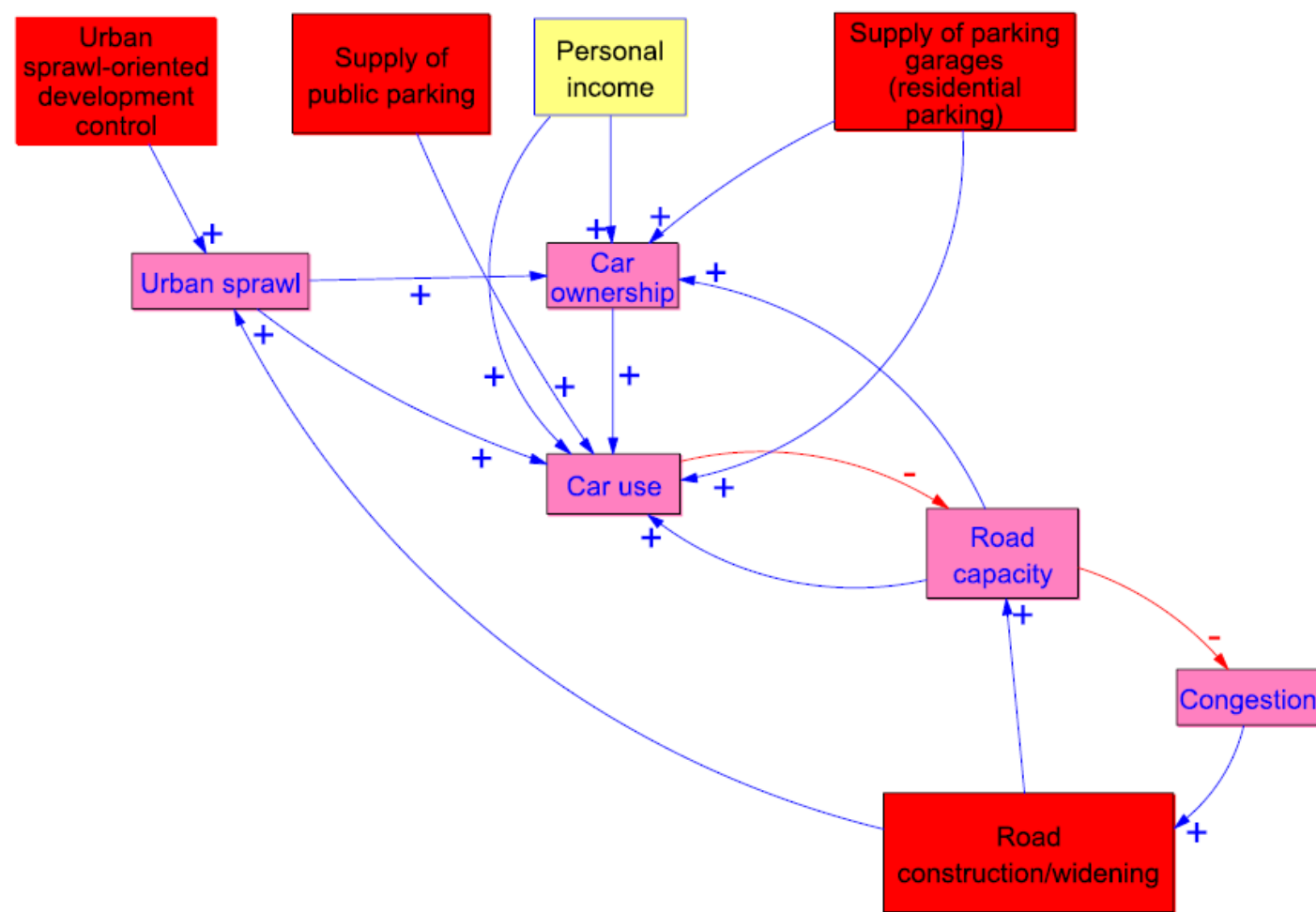
Transport is a wicked problem



Source: R. Pokharel et al., 2023

Notation: Positive relationship, Negative relationship, Starting variable, Endogenous variables, Auto-oriented policy variables, Bold links represent parts of the cycles

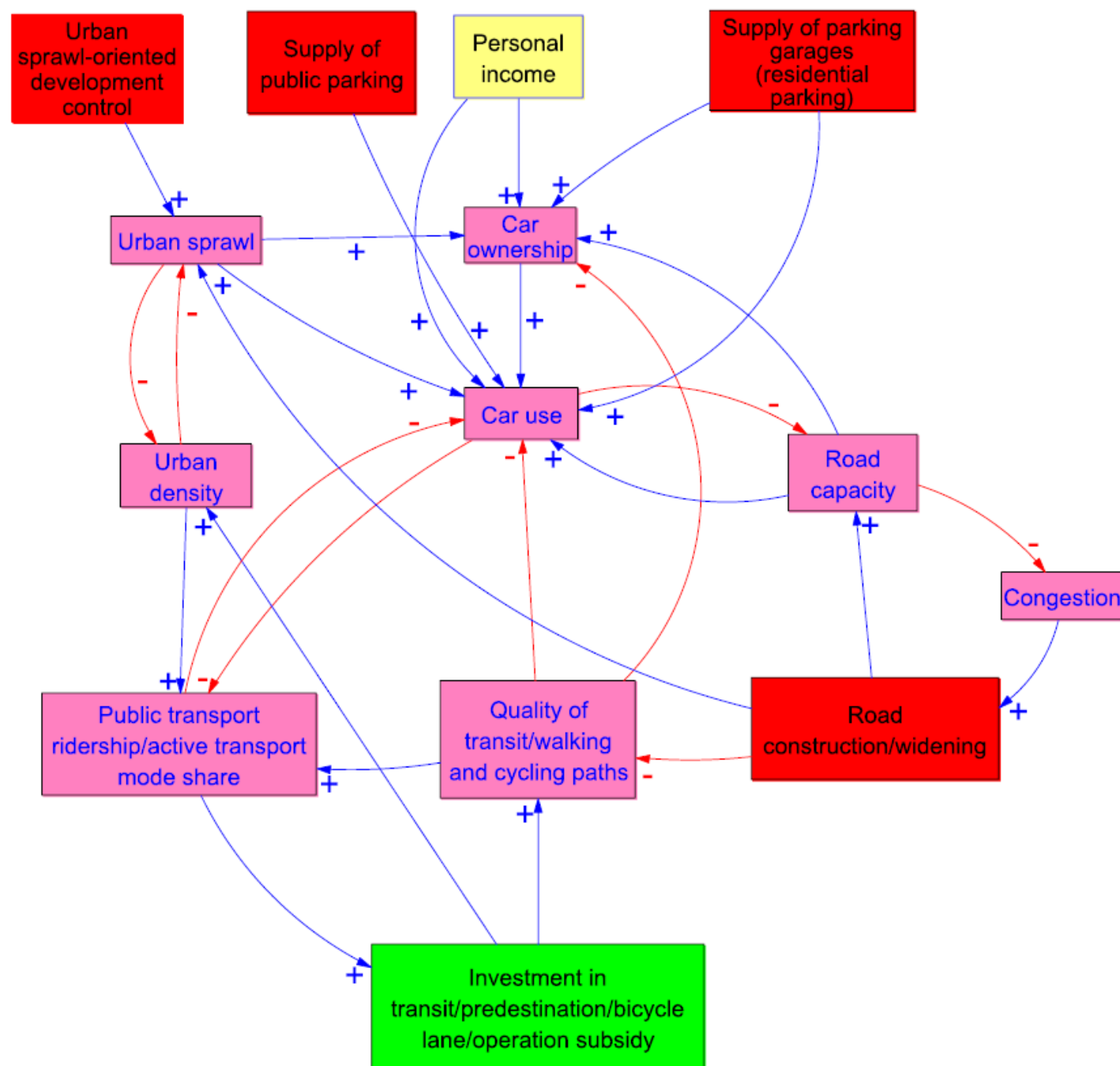
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Transport is a wicked problem

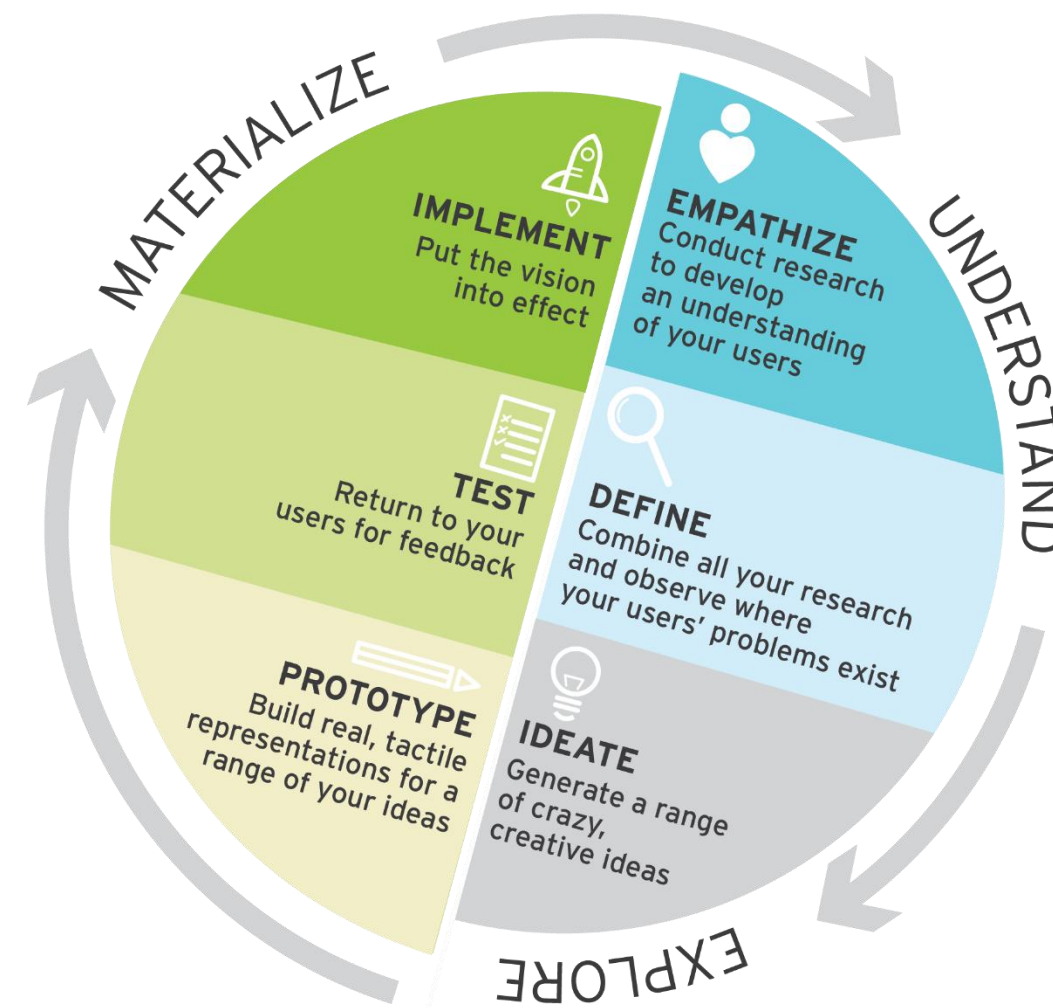
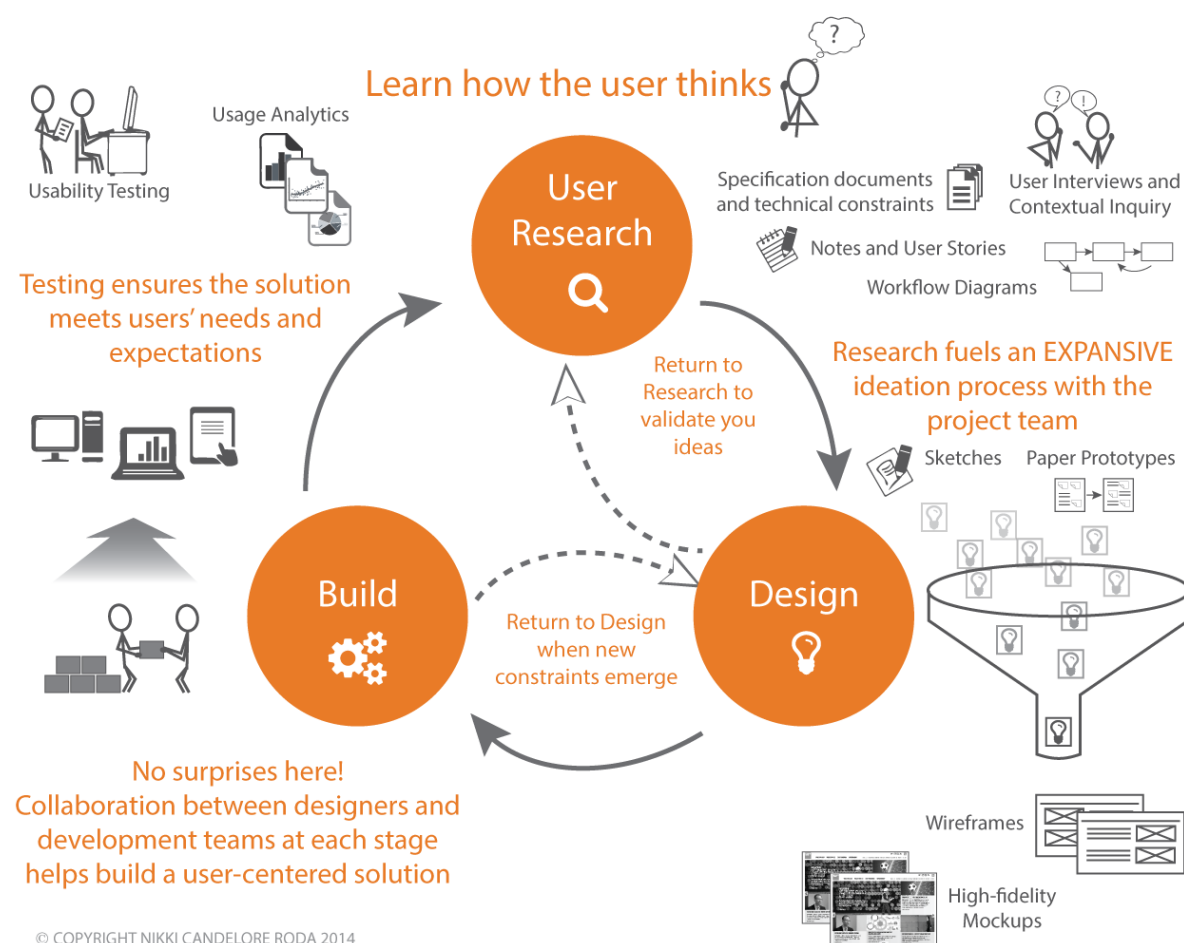


Based upon Rittel and Webber (1973)

Design thinking

- What is design thinking?

“... a methodology that we use to solve complex problems (wicked problems), and it’s a way of using systemic reasoning and intuition to explore ideal future states”



Statistical accuracy vs structural accuracy?

- Two main aspects relate to ‘model fidelity’:
 - **Structural accuracy** refers to having the correct set of variables in the model, and the correct set of causal relationships linking those variables.
 - **Statistical accuracy** refers to the exact numerical parameters and functional forms used in defining the model relationships.
- Generally, the emphasis in travel demand modeling has been on statistical accuracy. Such an emphasis may be appropriate for shorter term forecasts, where many variables and relationships can be assumed to remain constant or to be exogenous and one-directional.
- The farther that one expands the time horizon the more important structural accuracy becomes relative to statistical accuracy.

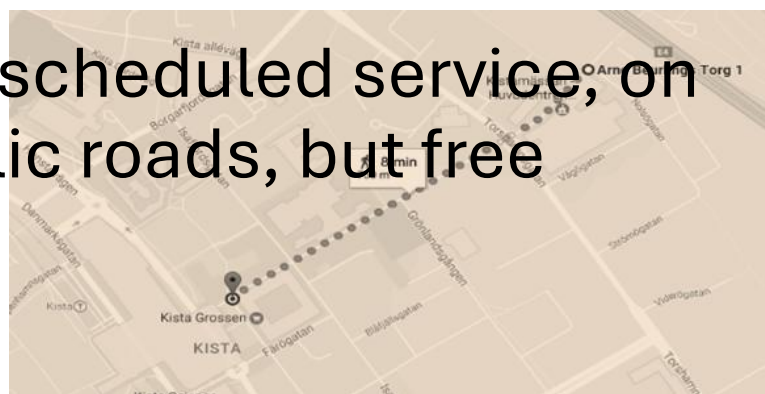
Time and Place:

Stockholm (SE), 2017-2024 & Salzburg (AT), 2020-2021

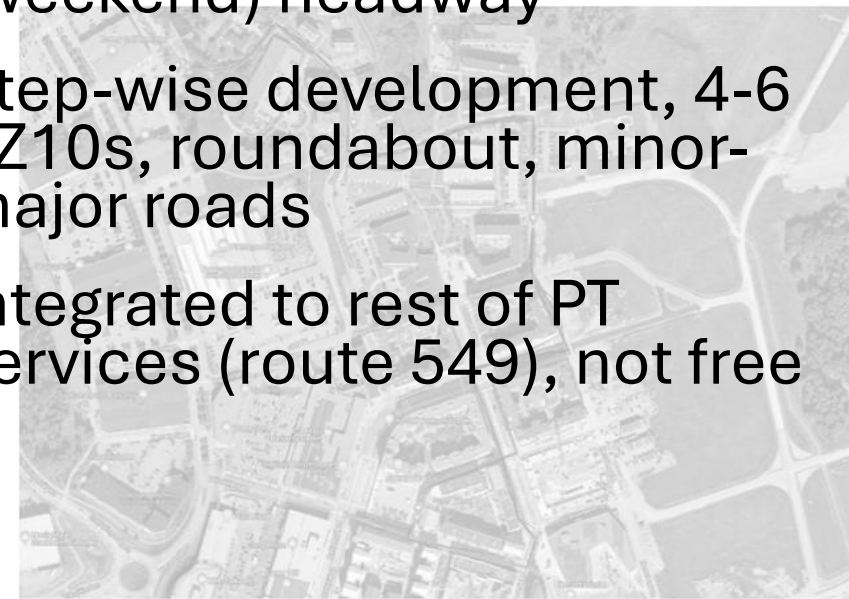
Story 2: Iterative learning process is important



- SARA1 (Drive Sweden), Kista, Stockholm, Jan-Jul 2018
- Urban setting, 0.75 - 1 km, 10-15' headway, simple route
- 2 EZ10, "Connecting" metro station to regional train station
- Full scheduled service, on public roads, but free



- MMiB (Drive Sweden), Barkarby, Stockholm County, October 2018 – 2024
- Urban residential setting, 2.5 km, 10' (weekday), 15' (weekend) headway
- Step-wise development, 4-6 EZ10s, roundabout, minor-major roads
- Integrated to rest of PT services (route 549), not free




- Digibus Austria (FFG/BMK) Koppl, Salzburg, autumn 2020
- Rural setting, approx. 1.3 km route, hilly terrains
- Few months operations, with a few scheduled services
- Free service, supported by on-demand shuttle service




Story 2: Iterative learning process is important

Technically, the progress of the technology has been visible, but analyzing demand has become a very complex process because the mechanism far from straight forward:




Personal Mobility Device Users
They perceive:

- Good frequency of the AB service
- More time saving in comparison to taking public bus for same route and distance




Pensioners
They perceive:

- Travel fare by AB to be more affordable than metro travel fare
- Travel fare by AB to be more affordable than train travel fare




Tech-savvy People
They perceive:

- Good ride comfort by AB
- Good frequency of the AB service
- AB is able to interact safely with other vehicles on the road
- More time saving in comparison to taking public bus for same route and distance




Use Public Bus for Last-mile
They perceive:

- Bad ride comfort by AB
- Bad frequency of the AB service
- AB is not able to interact safely with other vehicles on the road



Walk for Daily Commute
They perceive:

- Bad ride comfort by AB



Business Owners

Tipping point and higher expectation

| | | Adopters | | | Potential-adopters | | |
|-------------------------------|----------------------------|-------------|----------------|------------|--------------------|----------------|------------|
| Variable | | Value | Standard Error | Sig. | Value | Standard Error | Sig. |
| Attitudinal Variable | | | | | | | |
| Reliability | | | | | | | |
| Reliability | | .04 | .22 | .84 | .09 | .20 | .65 |
| Speed | | .44 | .33 | .18 | .18 | .30 | .54 |
| Frequency | | .10 | .23 | .64 | .17 | .19 | .38 |
| Travel time than bus service | | .13 | .30 | .65 | .34 | .26 | .19 |
| Travel time than car | | -.01 | .29 | .98 | .02 | .26 | .94 |
| Safety | | | | | | | |
| Safety with No operator | | .39 | .23 | .09 | .30 | .21 | .15 |
| Safety with operator | | .46 | .21 | .03 | .33 | .19 | .08 |
| Hacked | | -.15 | .21 | .47 | -.30 | .19 | .11 |
| Informative | | .41 | .28 | .15 | -.16 | .25 | .53 |
| Ride comfort | | | | | | | |
| Pleasant ride | | .23 | .30 | .44 | .32 | .27 | .24 |
| Expectation of comfortability | | -.68 | .29 | .02 | -.25 | .26 | .33 |
| Social demographic | | | | | | | |
| Gender | Male 1; Female -1 | .18 | .42 | .67 | .30 | .37 | .43 |
| Age | Young 1; Old -1 | -.21 | .43 | .62 | .27 | .38 | .48 |
| Income | Low 1; High-1 | .26 | .42 | .54 | .31 | .37 | .41 |
| Car ownership | Own cars 1; Have no car -1 | -.93 | .57 | .10 | -.84 | .53 | .10 |
| Constant | | -2.88 | 1.64 | .08 | -.86 | 1.48 | .56 |
| Pseudo R-Square | | .16 | | | | | |

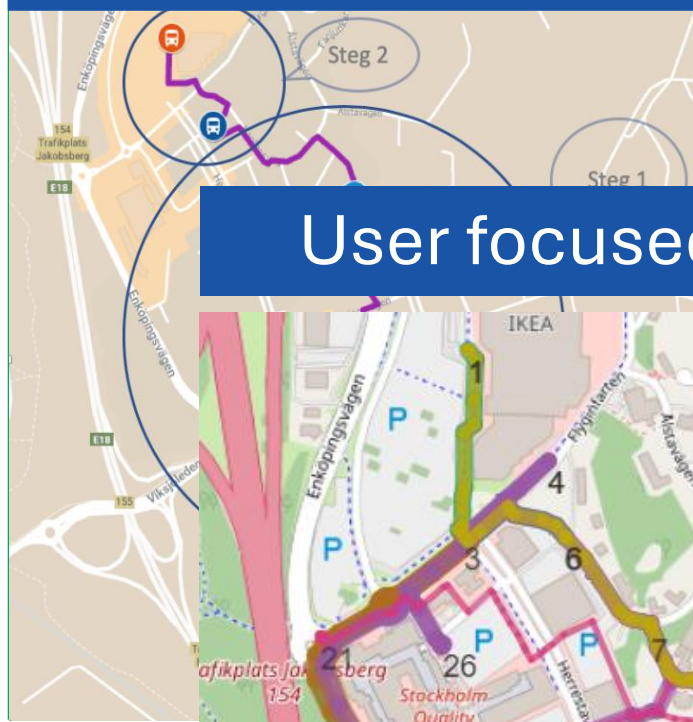
Tipping point:

- Safety perception, car ownership, and ability to cope with (or avoiding) disappointment (towards own expectations of what technology could do)

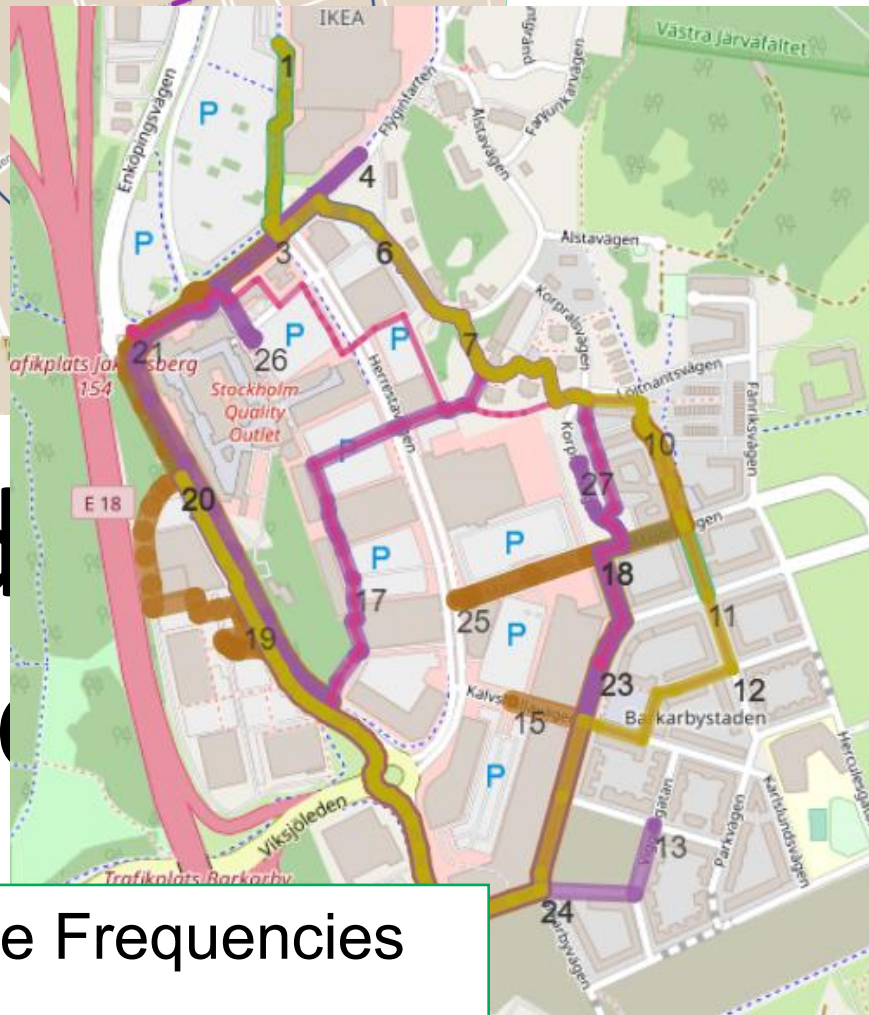
Automated vs Regular Bus:

- Automated bus passengers are more sensitive to the drop of LOS, in particular towards frequency and walking distance.

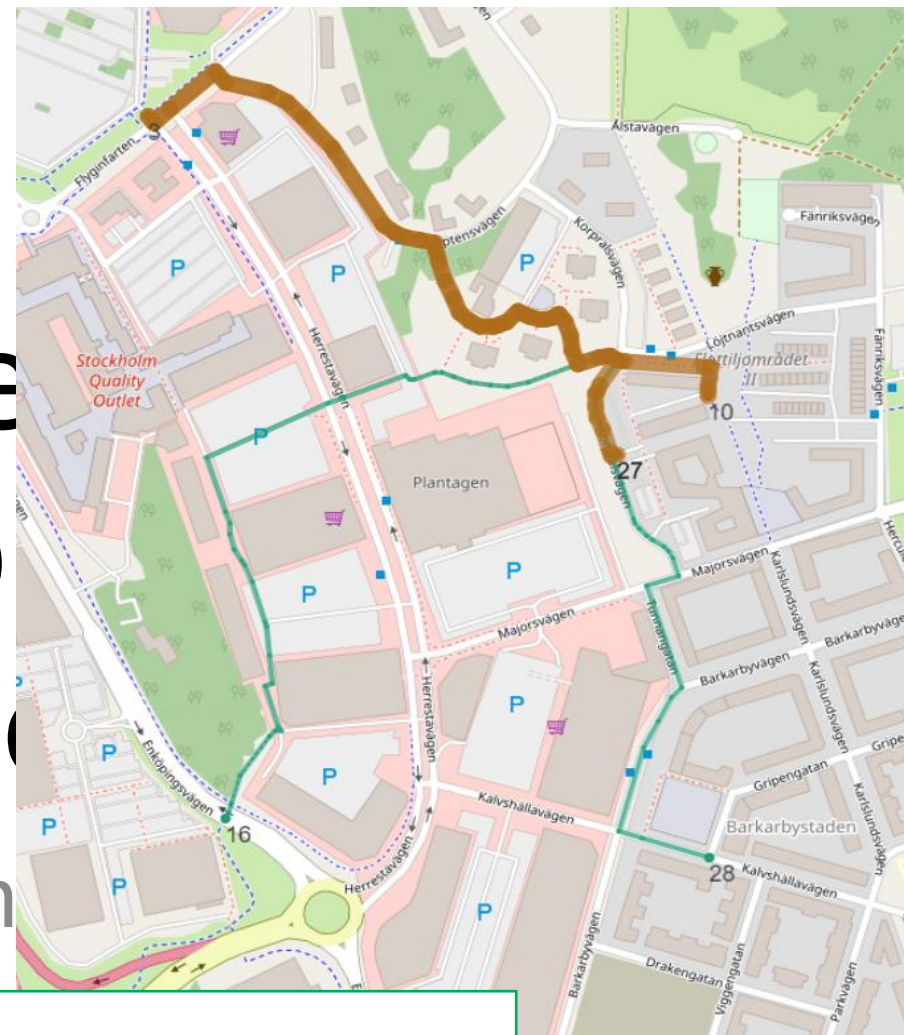
Suggested solution by operator



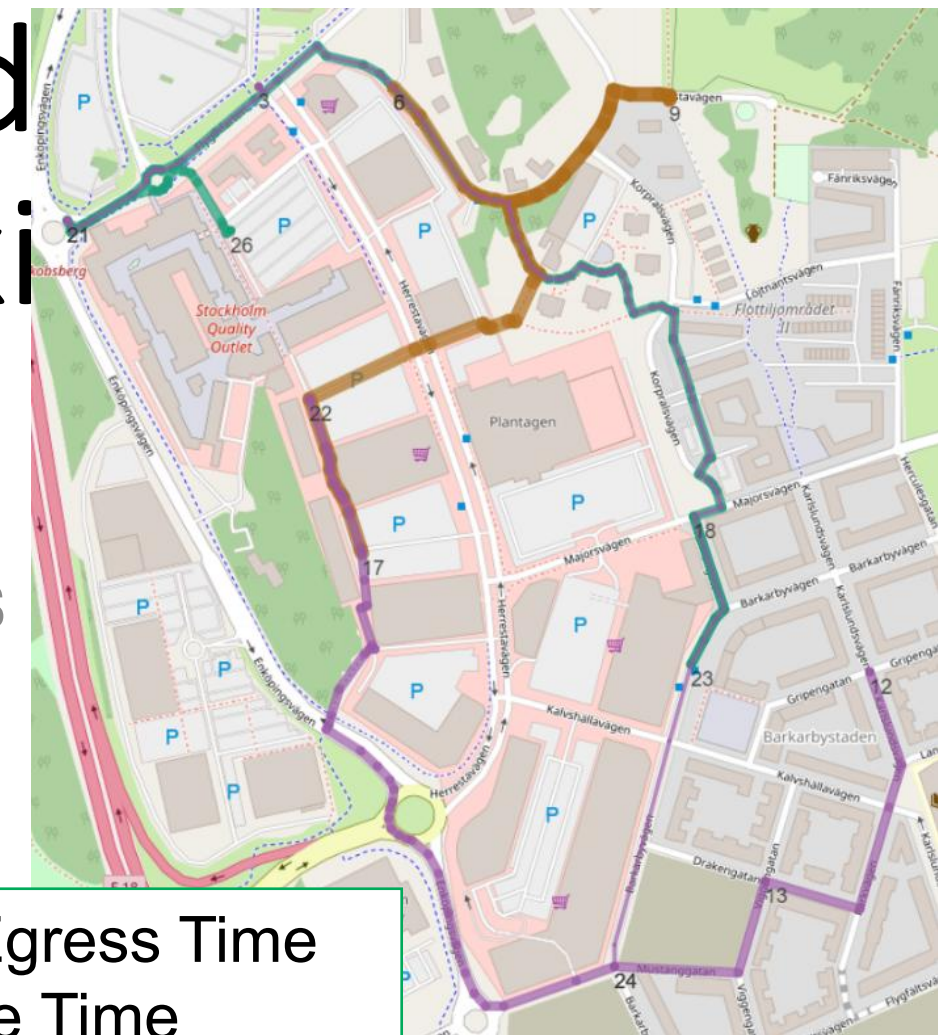
User focused Design



Operator focused Design



Compromise Design



To do this, we had a more than 100 studies decided on price thinking

- High Service Frequencies
- Many lines
- No unsatisfied Demand
- High Infrastructure Cost

- Few lines
- High unsatisfied Demand
- Low Infrastructure Cost

- Low Access/Egress Time
- Low In-Vehicle Time

To avoid expensive mistakes, a co-creation process – harnessing the local wisdom - can be a help that we need

In the face of uncertainty, fast changing society, and fast moving technology, we can embrace infinite possibilities through co-creating with locals

Story 3: Creating mobility hubs that make difference



What is a Mobility Hubs, and from where it came from?

- An integrated, multi-modal, land-based MaaS which functions as small, more modern, cheaper, agile and multi-purposes TOD, with more local and personalized basis design.



Components of mobility hubs

Mobility hubs can be seen as an interface between the transport network and spatial structure of an area. Mobility hubs include a range of different components, This diagram illustrates some of the most commonly used components:

- A1: Mobility components: Public Transport**
- A2: Mobility components: Non - public transport**
- B: Mobility related components**
- C: Non-mobility & Urban realm improvement**

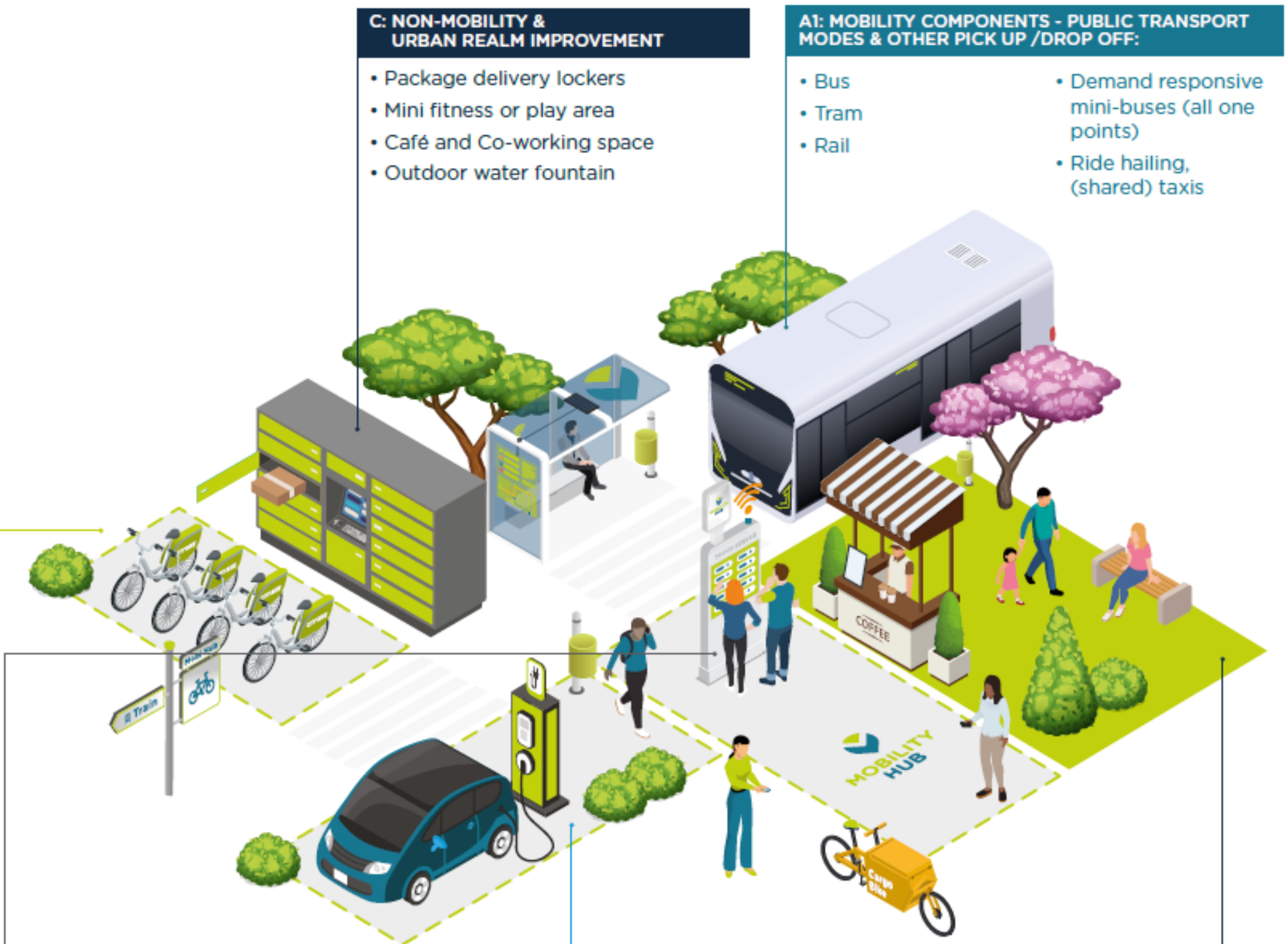
A2: MOBILITY COMPONENT: SHARED MOBILITY

- Car share: back to base, one way, electric.
- Bike share: back to base, one way, electric.
- Cargo bike share, cargo bike logistics store
- Other future micro-mobility options e.g. e-scooters, moped share
- Ride sharing

Branded pillar

Mobility hubs require a prominent sign or pillar with a common brand to make them visible to the public. The inclusion of a digital elements in a pillar can provide:

- Access to a local transport website for information on services
- A way finding option for local walking and cycling trips
- Registration and ticketing
- Customer services.
- A journey planning service for multi-modal trips



C: NON-MOBILITY & URBAN REALM IMPROVEMENT

- Package delivery lockers
- Mini fitness or play area
- Café and Co-working space
- Outdoor water fountain

A1: MOBILITY COMPONENTS - PUBLIC TRANSPORT MODES & OTHER PICK UP /DROP OFF:

- Bus
- Tram
- Rail
- Demand responsive mini-buses (all one points)
- Ride hailing, (shared) taxis

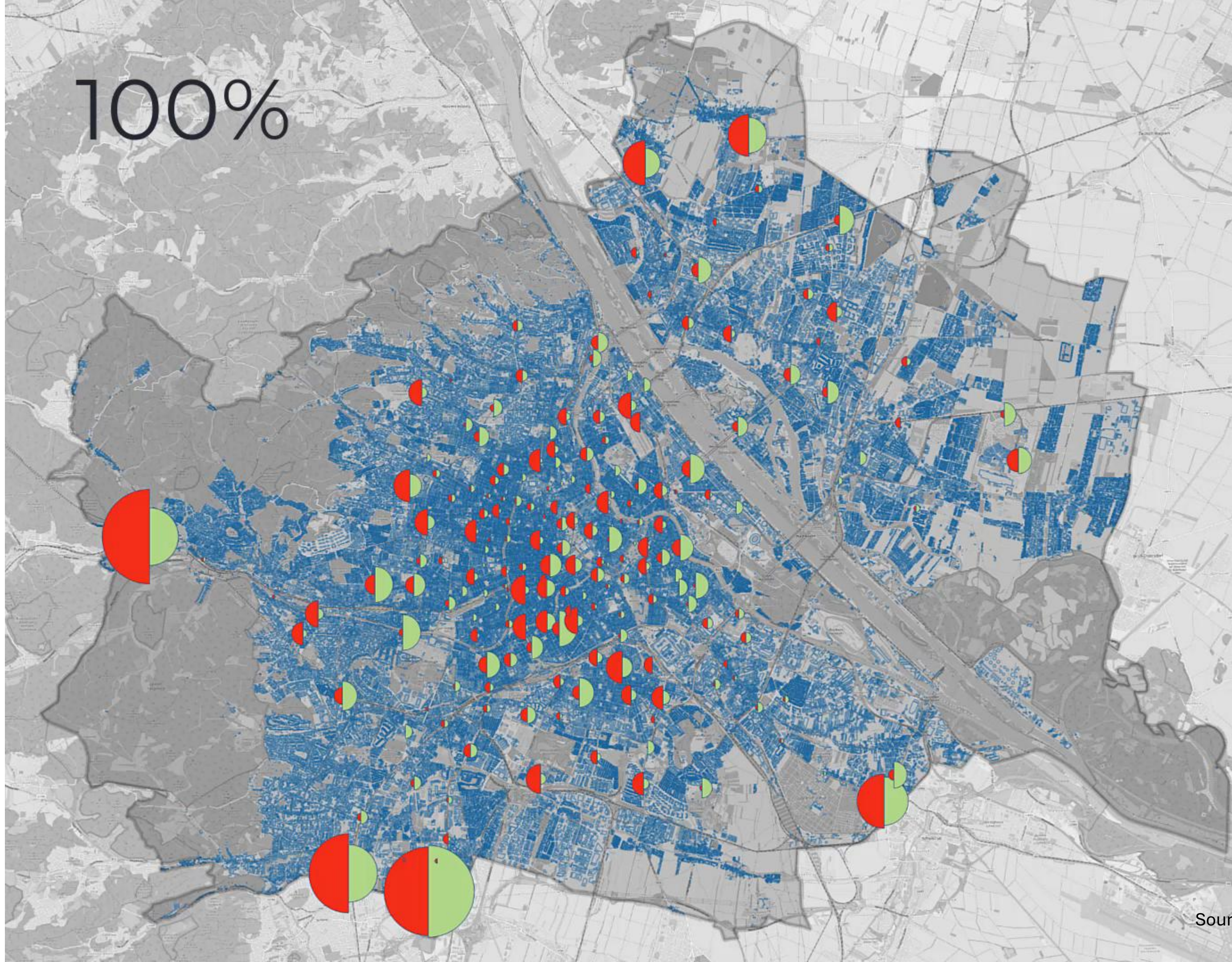
B: MOBILITY RELATED COMPONENTS

- EV car charging
- Bike parking, (Standard, covered, restricted access, EV charging)
- Bike repair, pumps
- Digital pillar, (transport info, ticketing, way finding, walk distances, local services)
- Child car seats, bike seats & trailers
- Community concierge parcel last mile delivery

C: NON-MOBILITY & URBAN REALM IMPROVEMENT

- Improved public realm, safer crossings, step free access, road repairs, adjustments for disabilities.
- Waiting area space, covered, seating, planting, artwork, kiosks for coffee etc.
- Wi-Fi, phone charging

Agent based simulation (MATSim,
based on VISUM OD matrix, with
10% population)



Source: Chrisnawati et al., 2023

Mobility startup MaaS Global files for bankruptcy

The creator of the travel app Whim raised more than €160m in investment and employed 120 people at its peak

Tim Smith 1 min read

MaaS Global, a Finnish mobility startup founded in 2015, has filed for bankruptcy today, according to Helsinki District Court records.

The company raised more than \$162m from investors including NordicNinja, BP Ventures, Toyota and Mitsubishi.

Its city travel app Whim enabled customers to see all the available travel options in a city in one place.

electrek

Exclusives Autos Alt. Transport Autonomy Energy Tesla Shop Store

EBIKES

Banned! Why 2023 saw more e-bike and e-scooter bans than ever before

Micah Toll | Dec 26 2023 - 1:11 pm PT | 42 Comments



Scooter sharing company Bird files for bankruptcy

By Peter Valdes-Dapena, CNN 2 minute read · Published 4:00 PM EST, Wed December 20, 2023

f X e



1. Know the targets to aim:

What are the keys of the success of a Mobility Hubs?

User centric design (means: treats the users as ourselves) - 3 integrations
ladder

Physical integration

- Locations of mobility hub (residential density, proximity to other activities and services)
- Placement of different modes of transport in the vicinity of each other.
- Design of mobility hubs that are accessible for all (e.g. barrier free)
- Design of mobility hubs that are clearly visible with information and common logos
- Design of mobility hubs as a placemaker

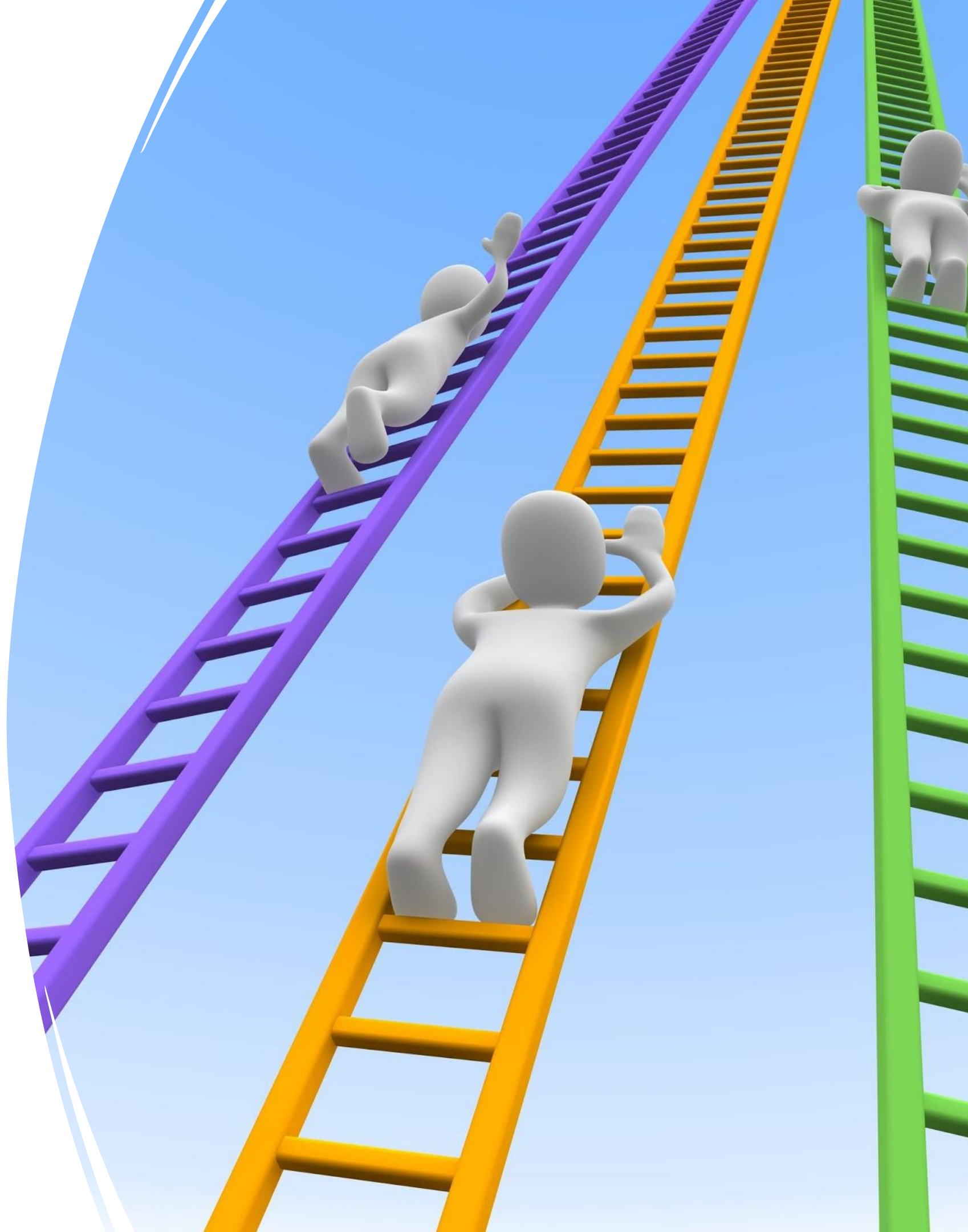


| | | |
|----------------------|---------------------|--------------------|
| Physical integration | Digital integration | Social Integration |
|----------------------|---------------------|--------------------|

| | | | | |
|--------------------------|------------------|---|--|---|
| Smart Mobility Hub | ↑ 4 3 2 | Conflict free and place making | Integration of societal goals and policies, and consideration of universal design principles | Social learning |
| | | Visibility and branding | Integration of service offers and consideration of universal design principles | Integration of different knowledge |
| | | Wayfinding and consideration of universal design principles | Integration of booking and payment and consideration of universal design principles | Deliberative engagement of stakeholders, including (vulnerable) user groups |
| | | <hr/> | | |
| Mobility hub | 1 | Walking distance to shared and public transport, minimum inclusive design standards | Digital integration of information | Appropriate representation of stakeholder interests, no or limited attention for vulnerable user groups |
| Single mobility services | 0 | No physical integration | No digital integration | No stakeholder involvement and consideration of (vulnerable) user needs |

2. Knowing where we are

- The higher up the ladder, the “smarter” the mobility hub, and the higher the expected impact on user behaviour and societal impacts
- Where are we now on the ladder?
- How can we climb the ladder?
- What are the potential impacts?



Welcome to the SmartHubs project's Open Data Platform!

The SmartHubs project examines mobility hubs, dedicated on-street locations where citizens can choose from different shared and sustainable mobility options. [learn more...](#)

On this platform you are able to view, edit and compare mobility hub learning examples. **Integration levels**, developed by the SmartHubs project team, allow standardized benchmarking and the planning of development goals for hubs. For more information on the integration levels see here: [Overview on integration levels](#)

Have a look on all hubs in table view or see which hubs are organized in an hub network on the seperate sub-pages: [Hubs](#), [Networks](#). For research and innovation projects with dedicated case study hubs have a look on [this sub-page](#).

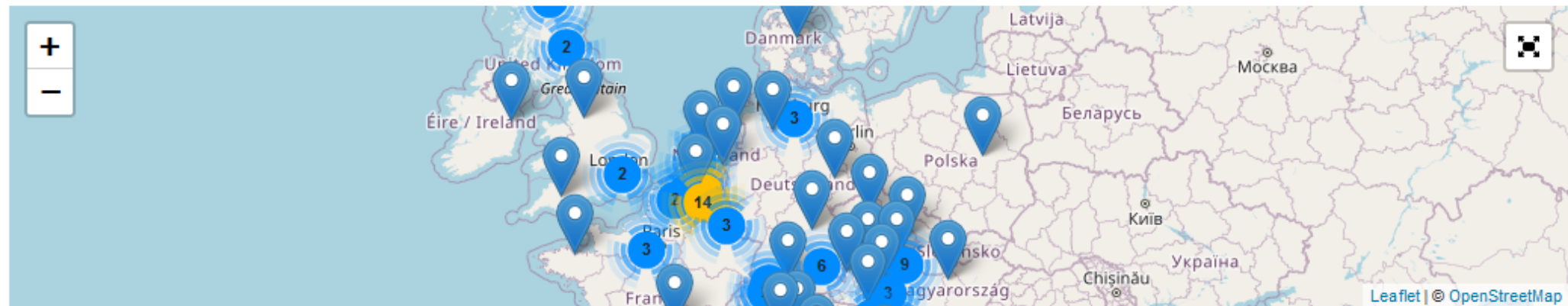
Submit a Hub

in the database: 154 Hubs (9 of which are Case Studies in the SmartHubs Project), 26 Mobility Hub Networks



Mobility Hubs

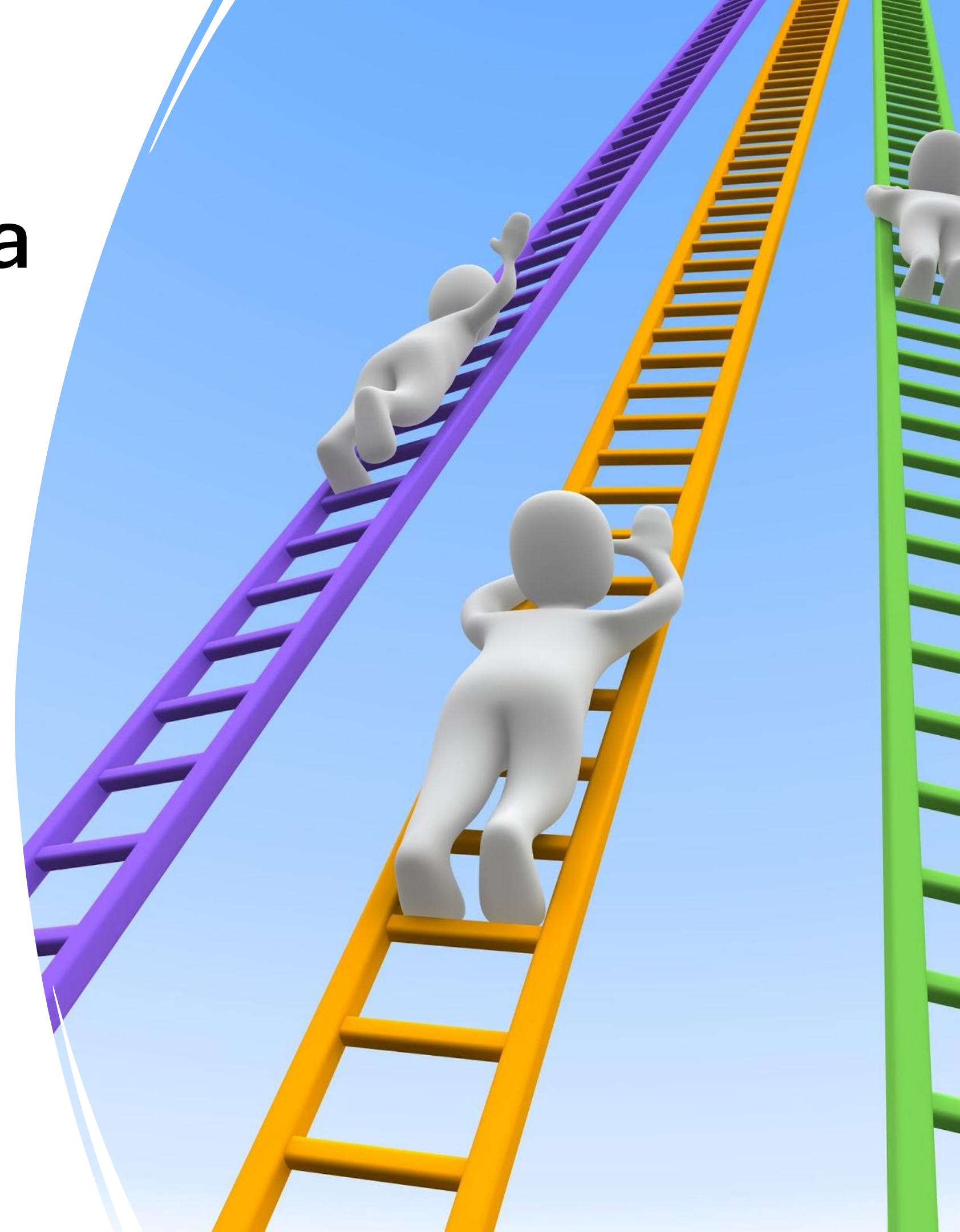
FILTER
Typology: central-urban · national · rural · urban-fringe · urban-large · urban-small
Smartness: Mobility Hub · Single Mobility Services
Physical Integration Level: 0 · 1 · 2
Digital Integration Level: 0 · 1 · 2
Democratic Integration Level: 0 · 1 · 2



data.smartmobilityhubs.eu

3. Based on local wisdom, how to make our solution a real gamechanger?

1. Experiments with physical, digital and social integration
2. Impact analysis: tools and survey

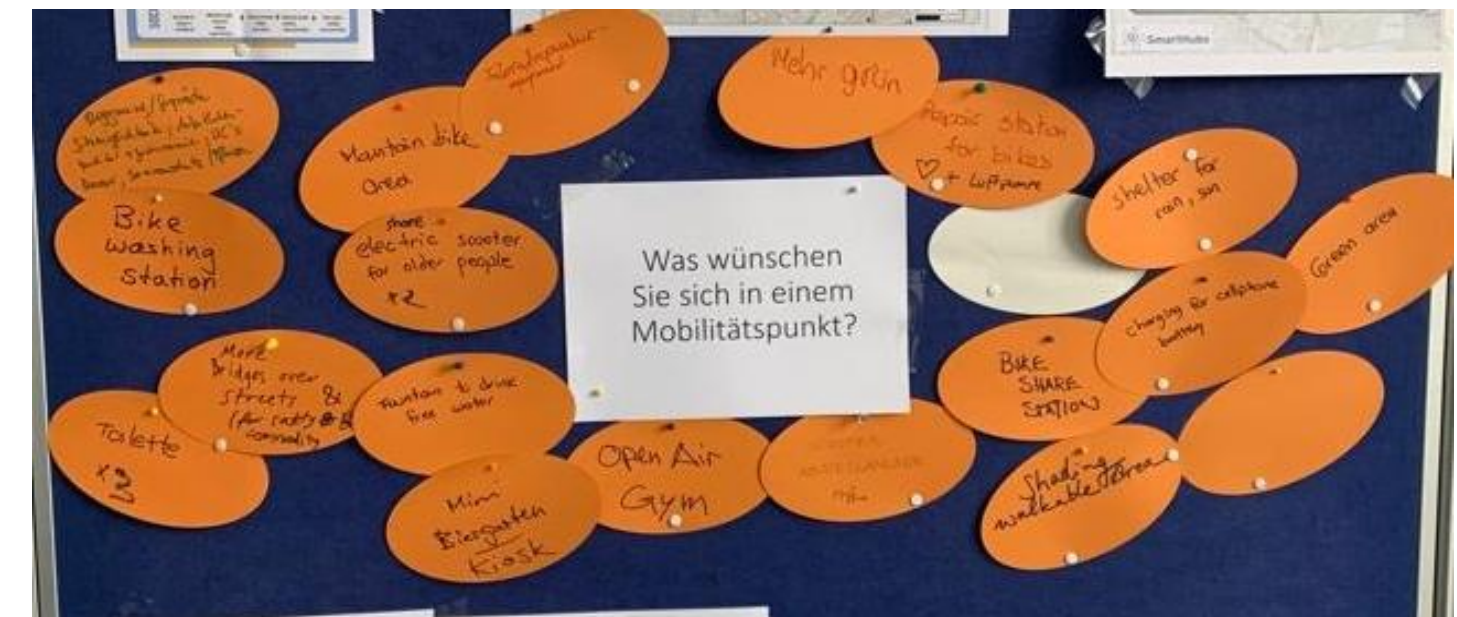


Physical integration: Learning together with local community

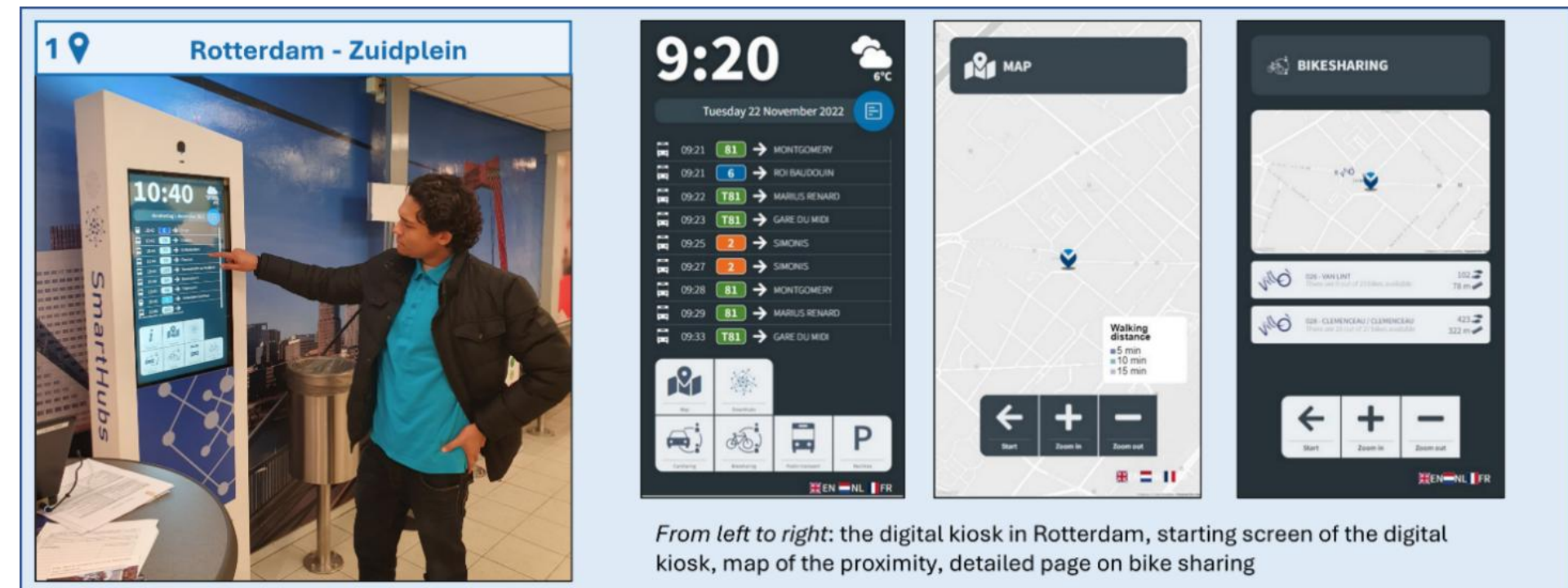
Before:



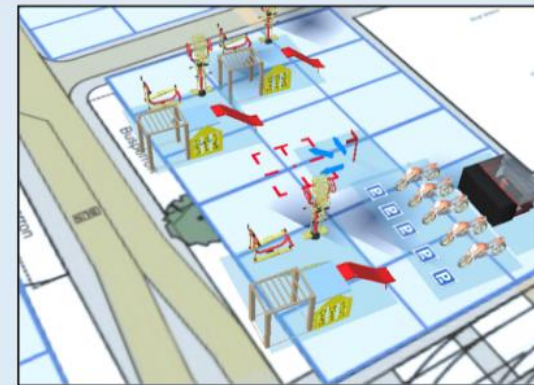
After:



Digital integration: Working together with the industries - the role of a digital kiosk (Anderlecht, Rotterdam)



Social integration: Bring people on-board via co-design games, participation events

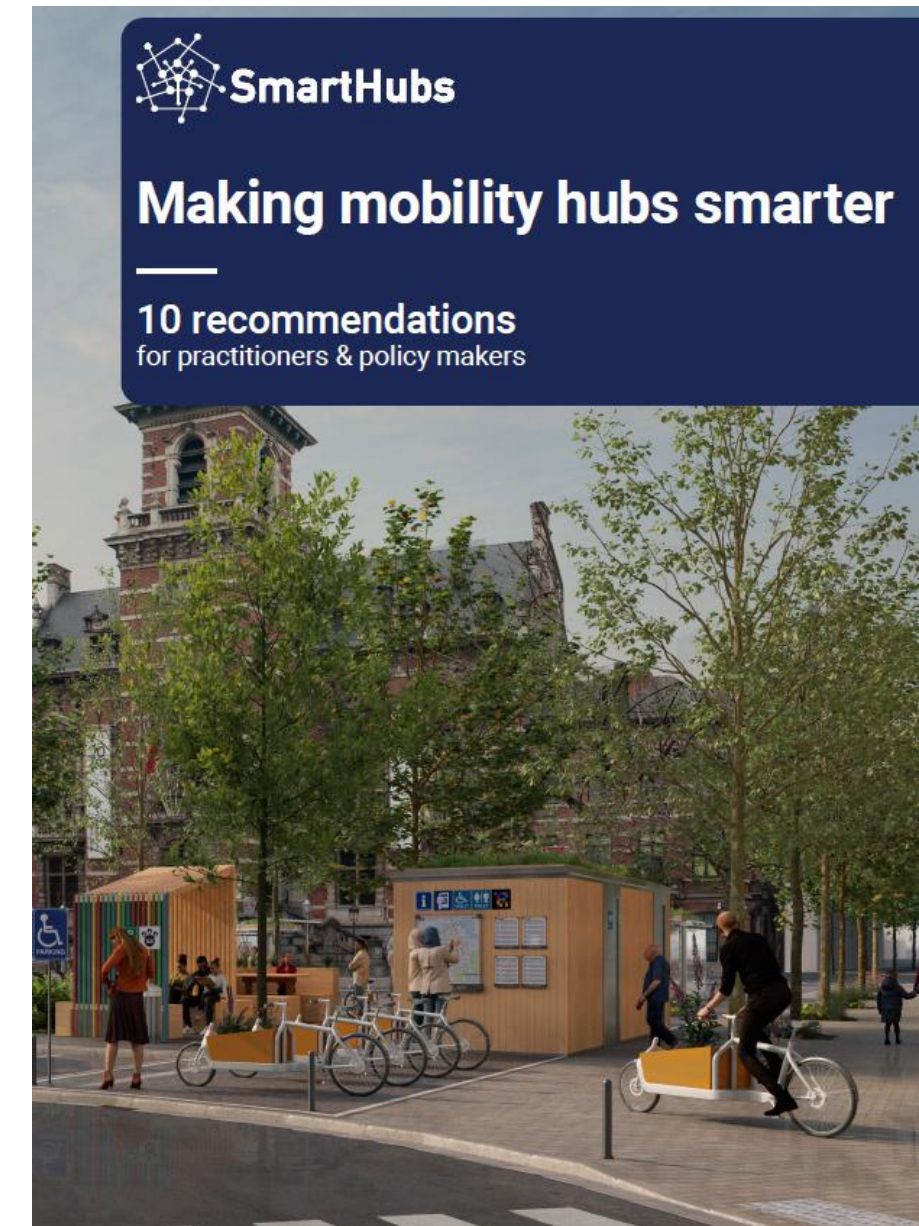


Left: Playing the board version of the game in The Hague
Middle: Screenshot of the AR game view of a player
Right: Example visualization of the AR game



Create simple guide to enabling the local stakeholders

1. The integration ladder can be used as a framework to create smarter mobility hubs.
2. The implementation of mobility hubs should be integrated in the local SUMP
3. Selection of the appropriate location for mobility hubs is crucial
4. Carefully consider placemaking as part of hub design
5. Consider the specific needs of vulnerable to exclusion groups
6. A good participation process has a clear goal
7. Use participatory assessment methods to increase the quality of decision-making processes
8. Co-design enables the design of inclusive, context-sensitive mobility hubs
9. Provide training and assistance for citizens with limited digital mobility skills
10. User-friendly interfaces contribute to inclusivity and usage of mobility hubs



Summary

What is the take home message?

- By end of the day, both ‘commercial product development’ should not be that different than ‘creating a sustainable transport and mobility system’
- Both of them are involving a complex, users oriented, process and we are there for our customers – and with the rising on-demand services, the urgency to move towards this paradigm will become much more stronger in the future
- It is important to integrate design thinking and co-creation in building a successful sustainable and inclusive transport and mobility system

Acknowledgement

- The mentioned works were produced as a part of various projects' activities, including:
 - SARA1 and MMiB (Modern Mobilitet i Barkarbystaden) projects, which parts of Drive Sweden project, funded by Vinnova, a collaboration led by Nobina AB, with SLL, Järfälla municipality, and KTH ITRL.
 - Research program Sustainable Accessibility and Mobility Services – Mistra SAMS, funded by the Swedish Foundation for Strategic Environmental Research
 - JPI Urban Europe and Driving Urban Transformation programme: SmartHubs
 - FFG/BMK DAVeMoS Endowed Professorship programme
- ... and collaboration with multiple researchers and colleagues at KTH Royal Institute of Technology and Institute of Transport Studies at the University of Natural Resources and Life Sciences

Q&As

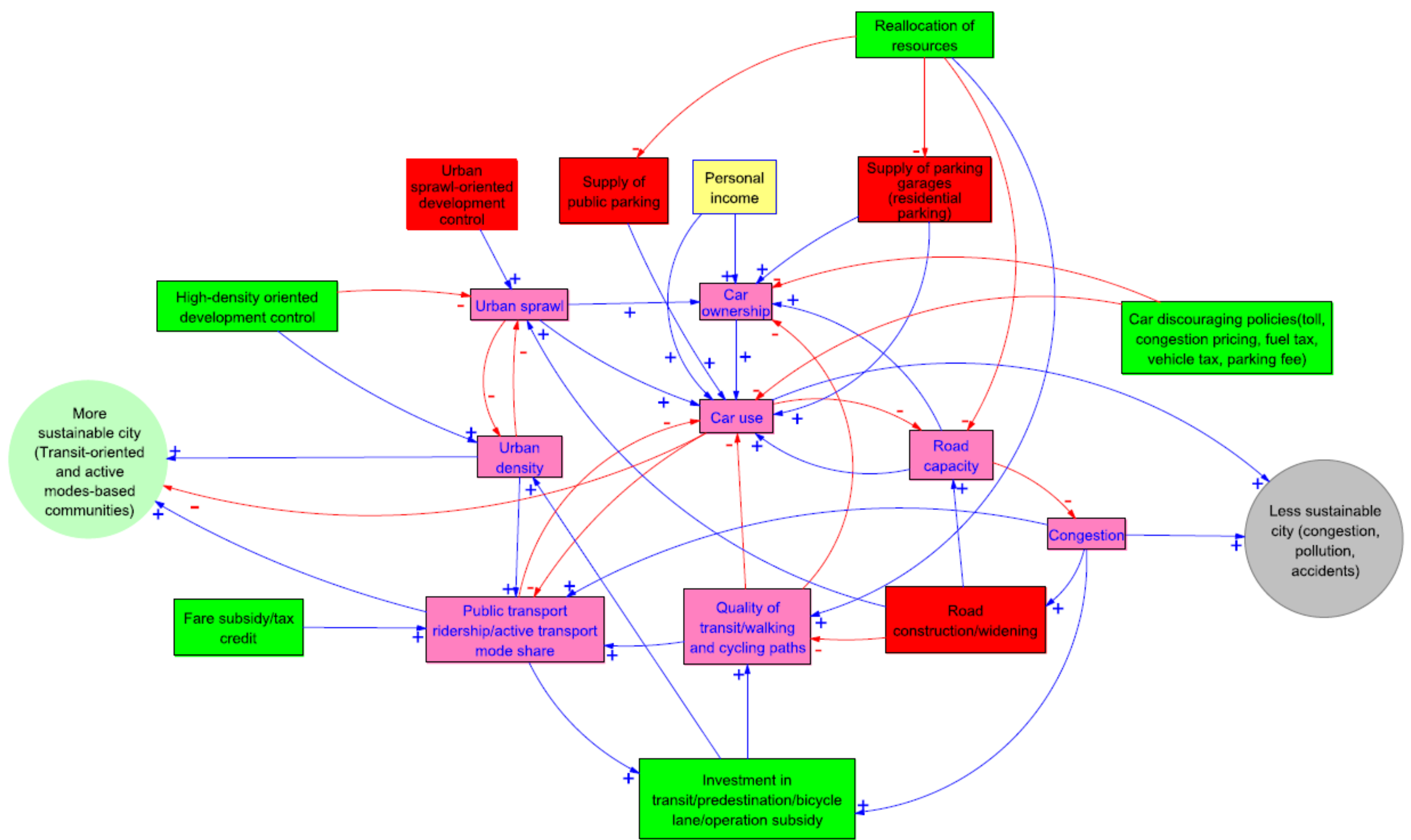
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davemos.online

boku.ac.at

[Merci BOKU]



Notation: Positive relationship, Negative relationship, Starting variable, Endogenous variables, Auto-oriented policy variables, Sustainable policy variables.



“If Karenin had been a person instead of a dog, he would surely have long since said to Tereza, ‘Look, I’m sick and tired of carrying that roll in my mouth everyday. Can’t you come up with something different?’ And therein lies the whole of man’s plight” (Kundera, 1984; cit. from Huff and Hanson, 1990).

If there is anything that is certain, it is CHANGES - not only the way we behave but also WHY we behave

Even the “local wisdom”—also referred to as indigenous, traditional, or ancestral knowledge—is a product of continuous learning process of the given indigenous society over a very long period THUS, local wisdom should not be a hindrance of change, but a proof that changes can lead to a better condition

Huff and Hanson (1990) noted, “... happiness is the longing for repetition as well as for variety and change”

All good ideas can lead to ‘wrong’ (unexpected) behaviours

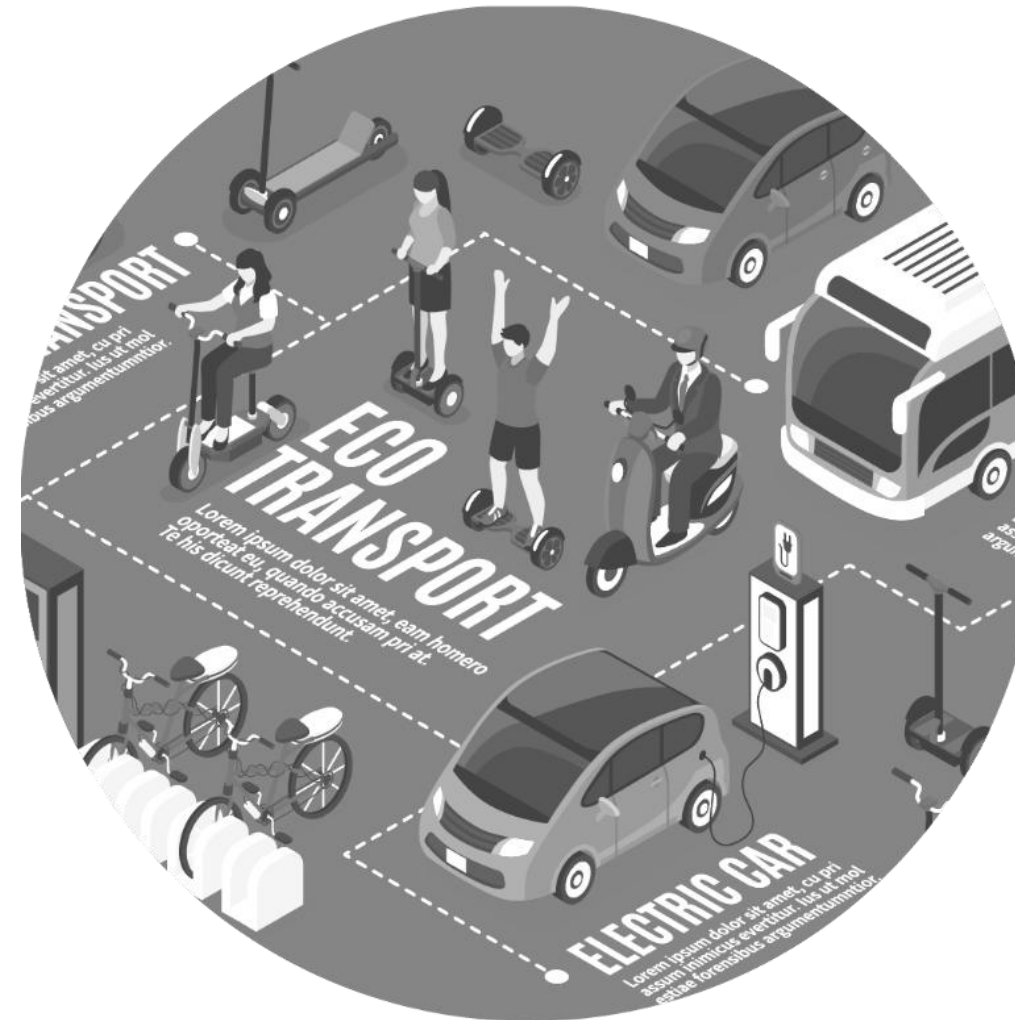
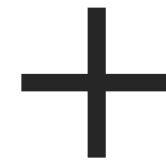
... and this is why design thinking in transport and mobility planning is very important

Story 3: When innovation produces opposite effects ...

- Working with the local authorities and major national companies, can this solution promote ASI (Avoid-Shift-Improve) for a better societal impacts?



Neighbourhood Telecommuting
Centres (NTC)



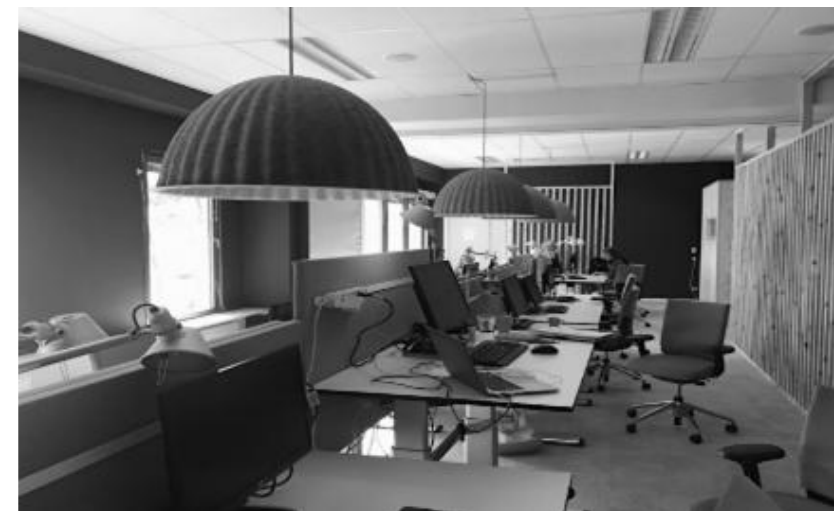
New mobility services



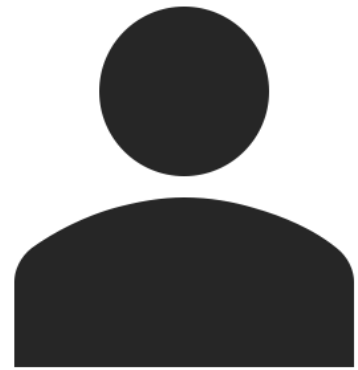
optimal work and
travel arrangement
tailor-made to cater
to an individual's
specific travel needs
while **promoting**
better quality of life.

Case study location: Tullinge, Stockholm

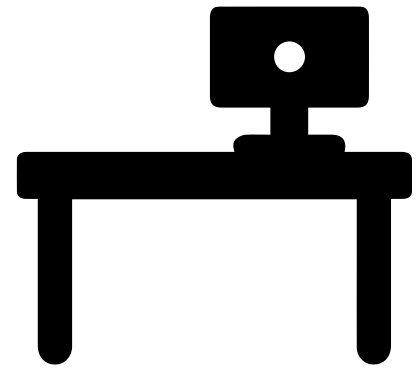
- 70% population is commuting
- 345 cars/1,000 inhabitants (70% hh own a car)
- 75% have a functioning bicycle(s)
- 4 lines of buses (15-30 minutes headway)
- The place is provided by the municipality
- 2 waves of recruitments:
 - 20 recruited via facebook among locals
 - 40-50 recruited via company partner (Ericsson, KTH, and the City)



Case study location: Tullinge, Stockholm



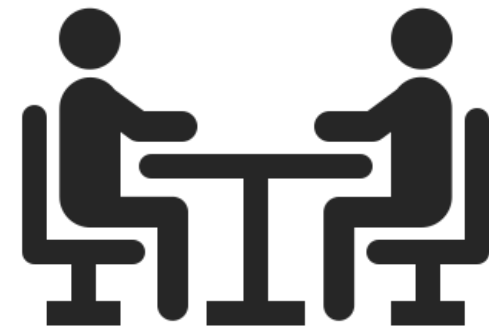
52 (67)
active
participants



14
workplaces



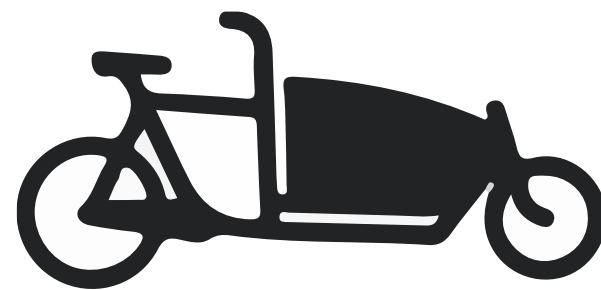
3
soundproofed
rooms



1
meeting
room



2
electric
bikes

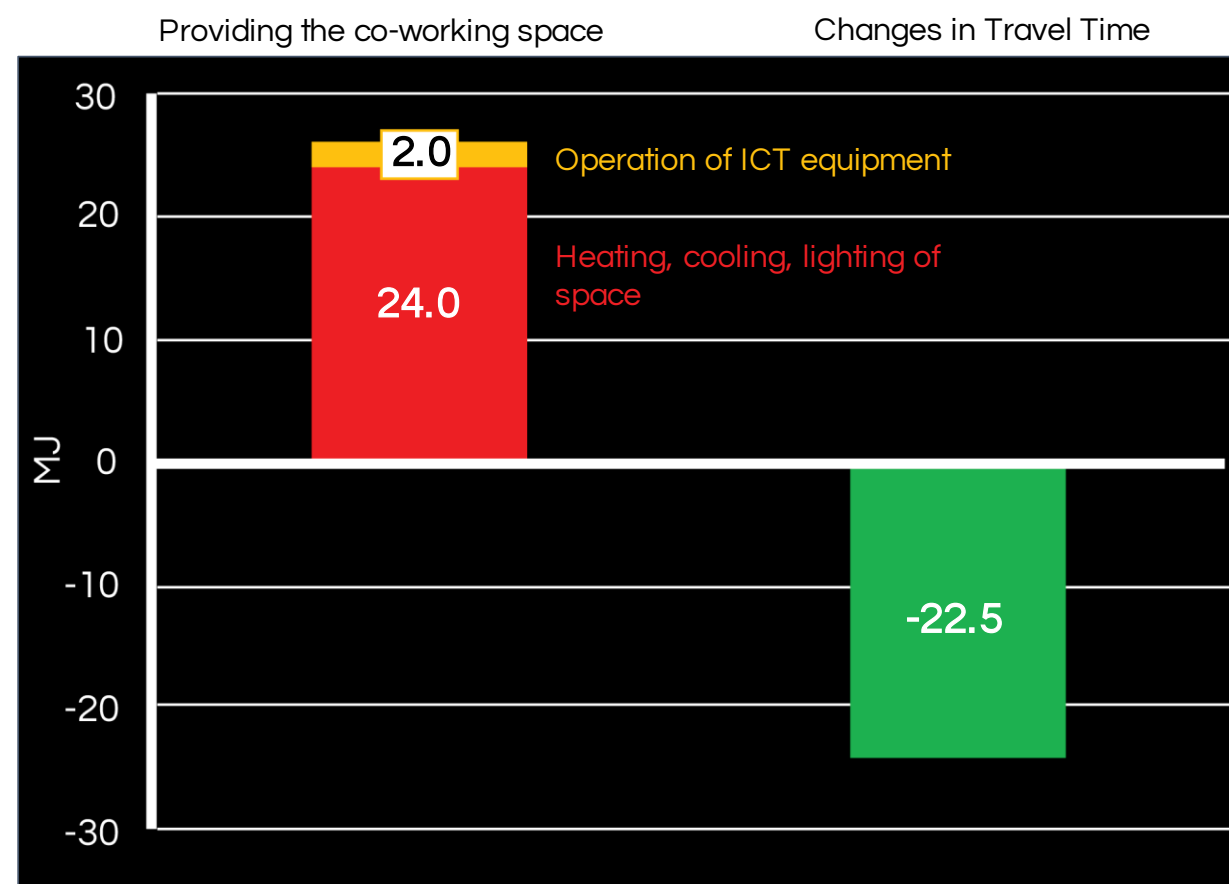


1
electric
cargo bikes

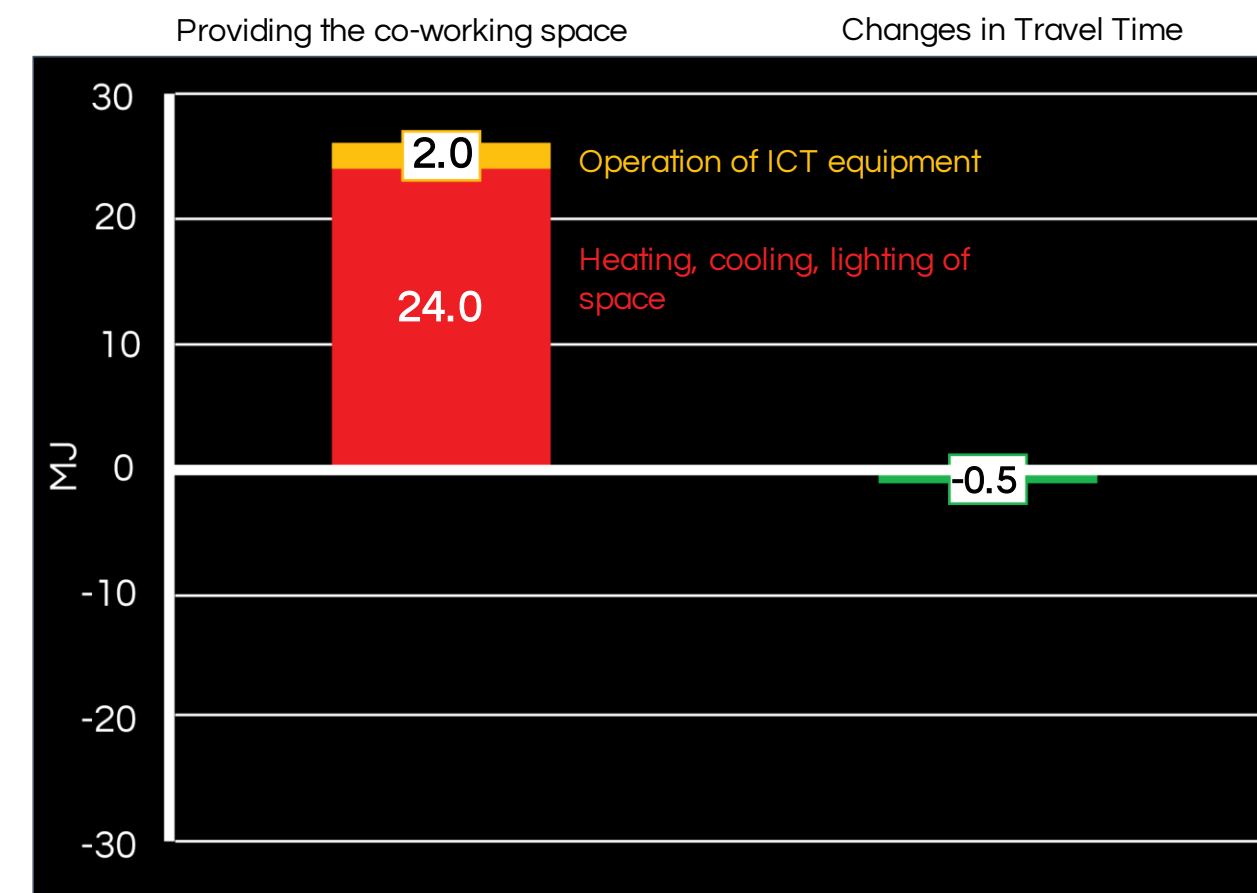


What we found ...

- The use of the NTC did not lead to avoiding travel or shifting to more sustainable travel modes
- It triggered significant lifestyle changes – more time with family, but also new trip chaining ... which many done with car
- That is said, this project made the attitudes towards remote work seem to have changed dramatically.



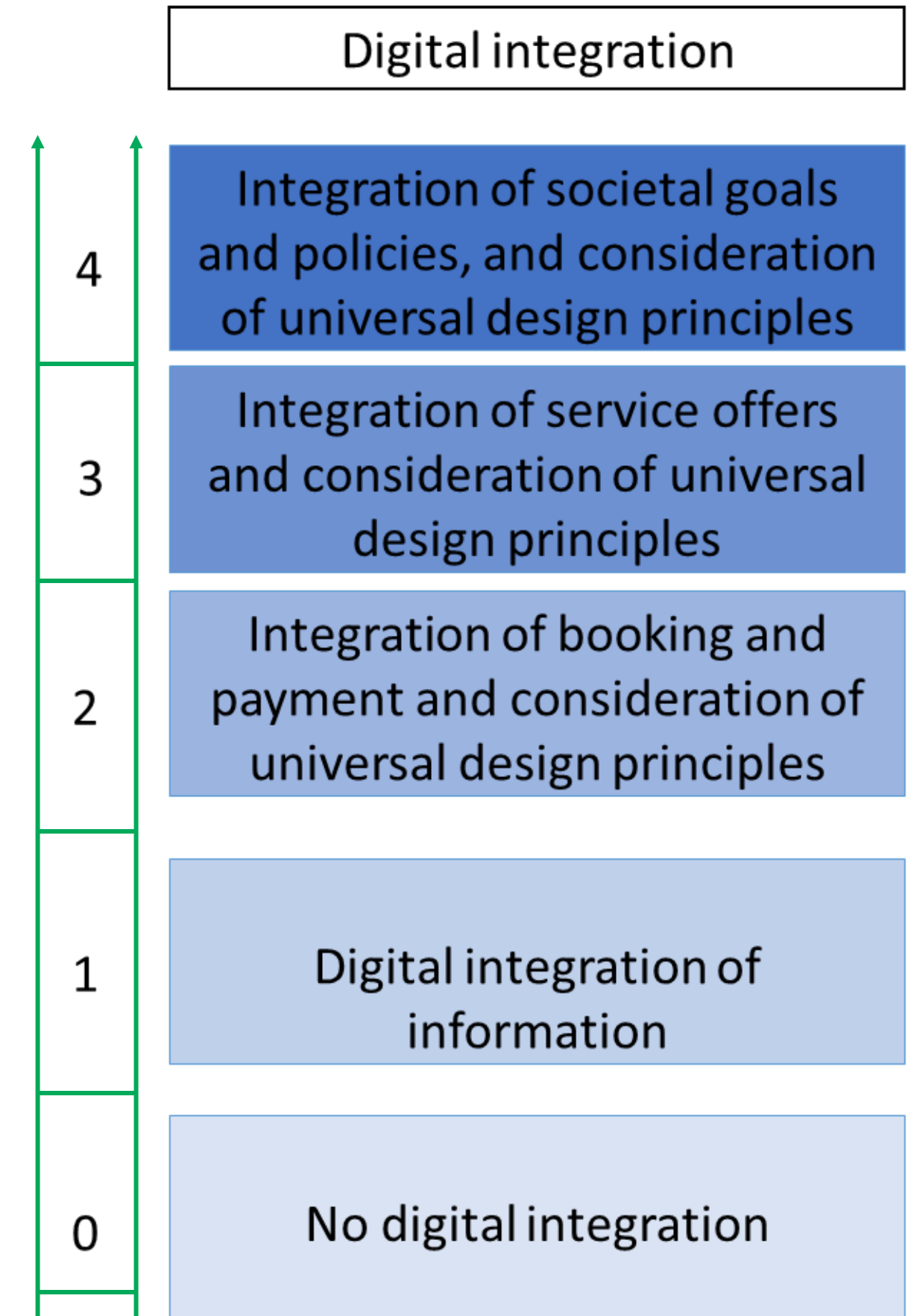
Compared to a workday at the employers' office



Compared to a workday at the home office

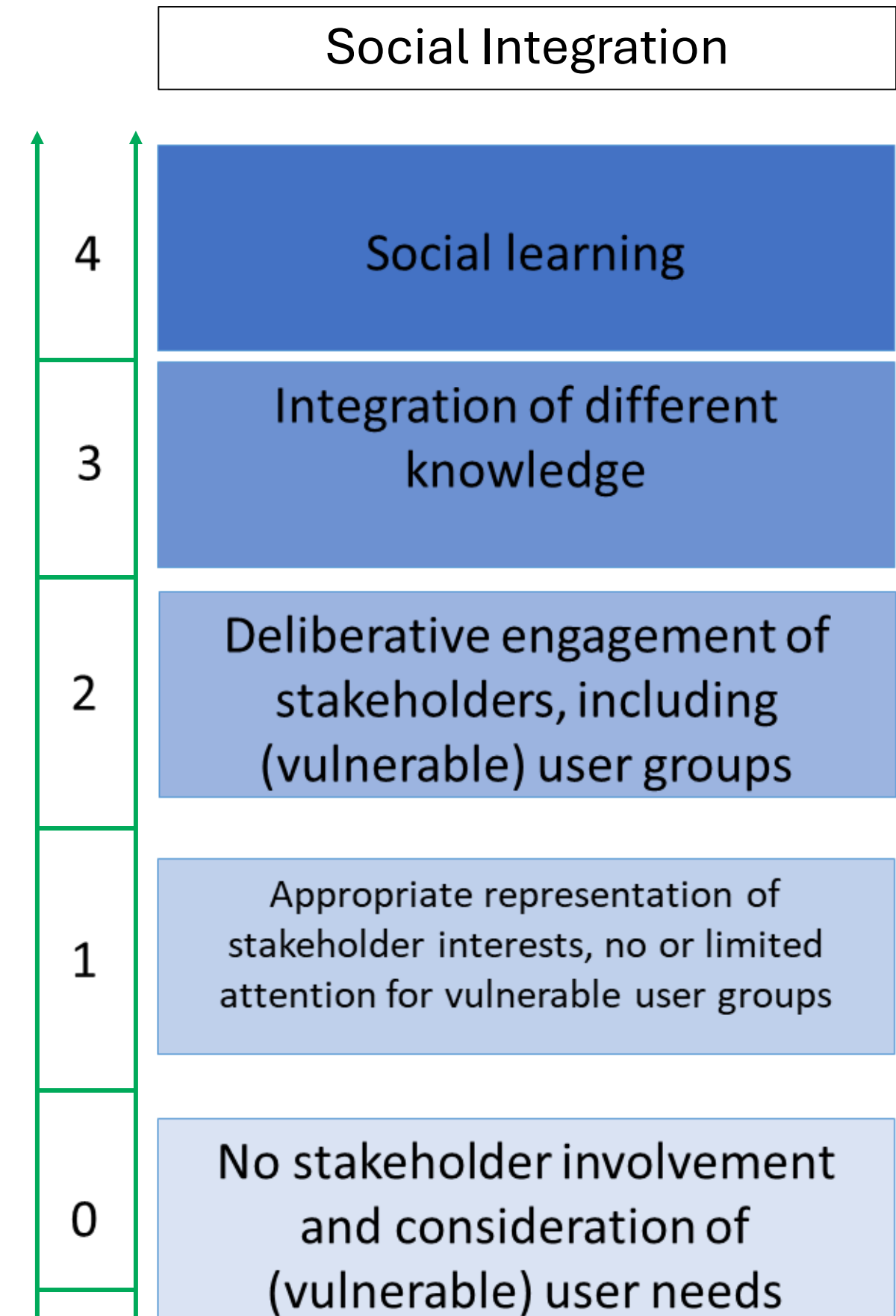
Digital integration

- The Mobility as a Service (MaaS) promise is to deliver digital integration of mobility options - planning, booking and payment using a single app or platform.
- Low levels of digital engagement may create a new layer of transport disadvantage on top of existing ones (Durand et al. 2021)
- Services for non-digitally skilled - analogue booking options, training, assistance, helpdesks etc.



Social (democratic) integration

- Have residents, users and other stakeholders been consulted in the development of hubs?
- Have their inputs had influence on the decision making process / design of on hubs?
- Have vulnerable user groups been reached?
- Is there any roles for the local wisdom?



1. As we step to the unknown it is important to **implement design thinking and co-creation in implementing different solutions** in creating a sustainable transport and mobility system
 - Most people don't make much of an effort to explore the problem space before exploring the solution space

2. Importance of **longer term structural changes** :
 - Behavioural change, adaptation and adoption processes is not one way, there is no clear before-after, but back-and-forth process, which **determinants and mechanisms are keep evolving overtime**
 - Instead of model accuracy, there is real importance of looking closer to **structural change of people behaviours over a longer term period**

3. With the fast change of the society and technology, it is important to be humble and provides the service that matters