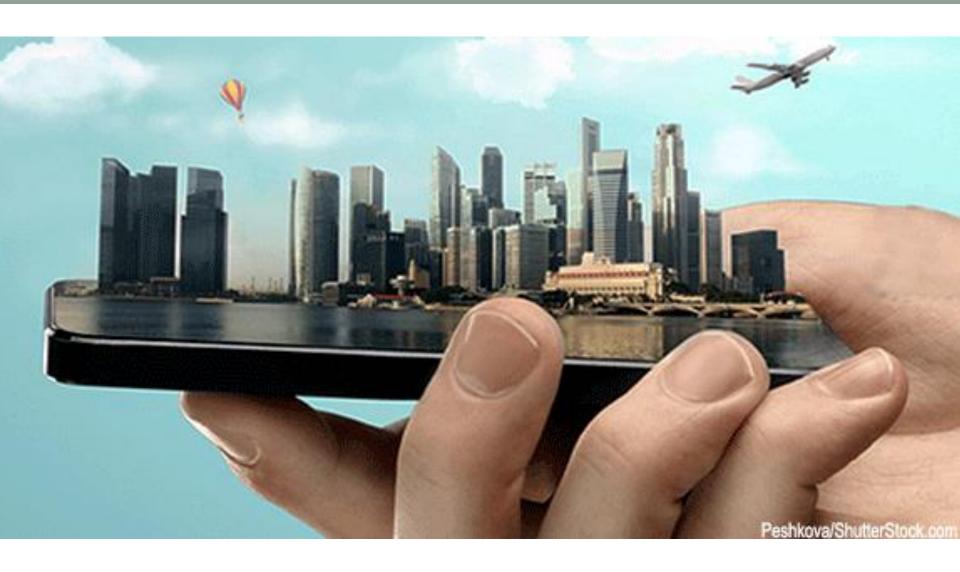


<u>Christopher Zegras</u>, Anson Stewart, Phil Tinn, Jeffrey Rosenblum mobil.TUM 2016 "Transforming Urban Mobility", June 1st & 2nd, 2016







## MBTA is staring down a financial paradox

Transit authority may not be able to afford its relatively average expenditures

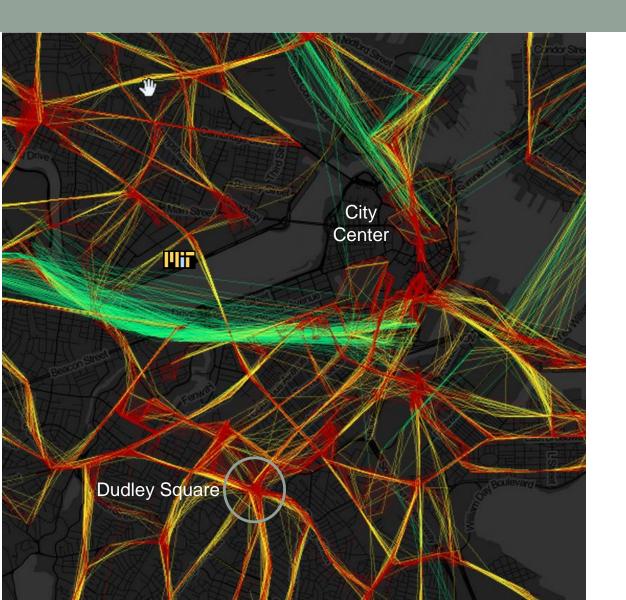


The Boston Globe

DINA RUDICK/GLOBE STAFF

The MBTA's outlays are in line with those of other large public transit systems around the country.

By David Scharfenberg | GLOBE STAFF MARCH 09, 2015



### Bus delay

**RED**: < 10 mph

YELLOW: 10-25 mph

**GREEN**: > 25 mph



http://bostonography.com/bus/













#### **PROBLEM**

Steve Poftak is sad.

### Local community suspicious & critical







### Hypothesis

Tangible, interactive planning tools in public engagement workshops enhance learning (single and *double loop* learning)



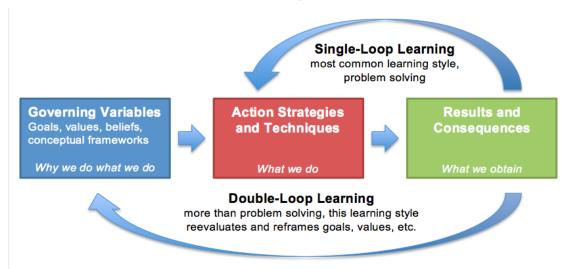
Better planning outcomes

### Hypothesis

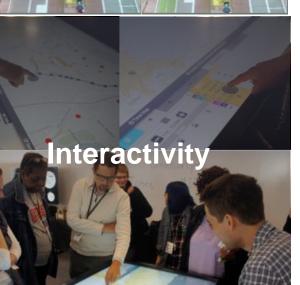
Tangible, interactive planning tools in public engagement workshops enhance learning (single and *double loop* learning)



#### Better planning outcomes







### Mechanisms

- think more rapidly
- revisit ideas more frequently



- better grasp spatial relations
- make new discoveries & more reinterpretations
- "imagination" (changed perception)
- "alignment" (other perspectives)

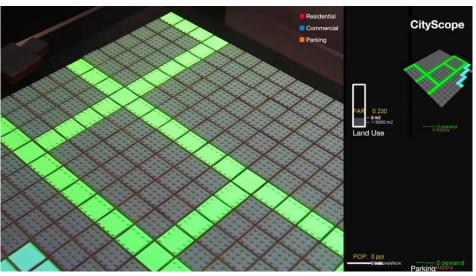


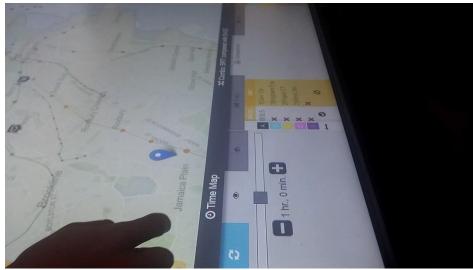
- "engagement" (shared views, others listened)
- attitude- and behavior-changing potential

(Maher & Kim, 2005; Goodspeed, 2013)

#### **PROCESS**

#### Combine two tools







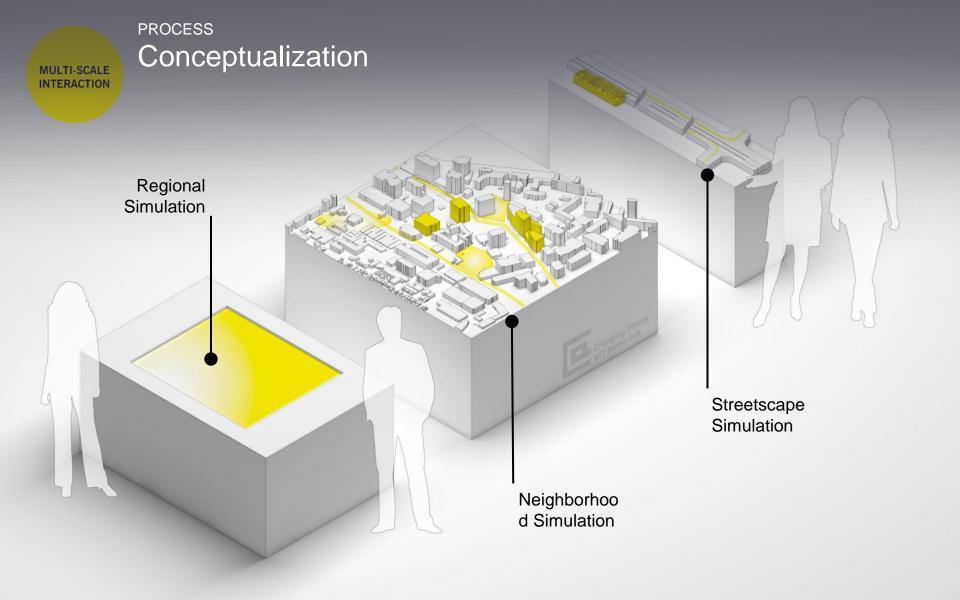
# Tangible User Interface: CityScope

- LEGO Bricks
- Processing
- Webcam



# Accessibility Mapping: CoAXs

- GTFS + Open Street Planner
- Open Transport Analyst (Conveyal)
- Open Data (e.g. jobs)



**PROCESS** Design & Development TAG SESSION BY - SESSION TAG AVATAR/INITIAGS POINT-OF INTEREST DOMAIN Knowledge Prior knowledge











### Neighborhood Scale







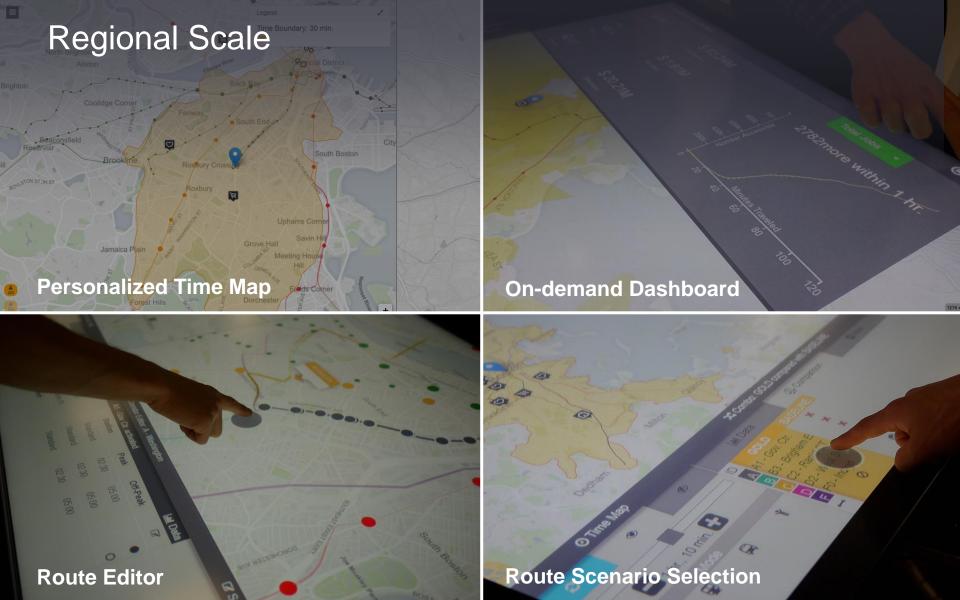






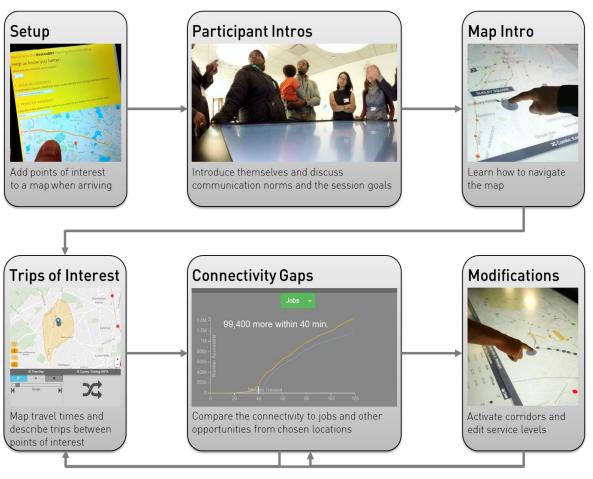








### Facilitated Workshop Overview



Compare Different Locations

**Create and Test Scenarios** 

### Methods

#### **Better Transit?**

PRE-WORKSHOP SURVEY

Username: \_\_\_\_

je					
cupation					
ease list any comm	unity organiza	tion(s) vou are a	ffiliated with:		
,	, 9	, ,			
er the past year,	how many pu	blic planning n	neetings have y	ou attended?	
(circle one o	ption) 0	1-2		3-5	6+
At how many	did you mak	e a formal pres	sentation?		
At how many	did you spea	k and share yo	ur opinion?		
At how many	did you learr	n new things ab	oout planned pi	rojects?	
the last week, ho	w many times	s did you travel	by:		
Car?	Subw	ay/Train?		Bus?	_
e you familiar wit	h the concept	of bus rapid to	ransit (BRT)?	,	Yes   No
If yes, try to l	ist four impo	rtant elements	of BRT:		
ow familiar are vo	u with digital	graphical repr	esentation of in	nformation and	d data?
ow familiar are yo	ű				
ow familiar are yo Not familiar	ű	graphical repr			d data? 5 Very Familiar
•	1	2	3		
Not familiar	1 ou agree with	2 the statement	3	4	5 Very Familiar
Not familiar	1 ou agree with	2 the statement	3 s of the commun	4 :	5 Very Familiar
Not familiar what extent do yo "I can play an Disagree	1 ou agree with n active role i	2 the statement in the planning	3 ss of the commun	4 :ity where I liv	5 Very Familiar e" 5 Agree
Not familiar what extent do yo "I can play an Disagree	1 ou agree with n active role i	2 the statement in the planning	3 s of the commun	4 :ity where I liv	5 Very Familiar e" 5 Agree

#### POST-WORKSHOP OVERALL SURVEY

#### **Better Transit?**

I learned a great deal in the workshop

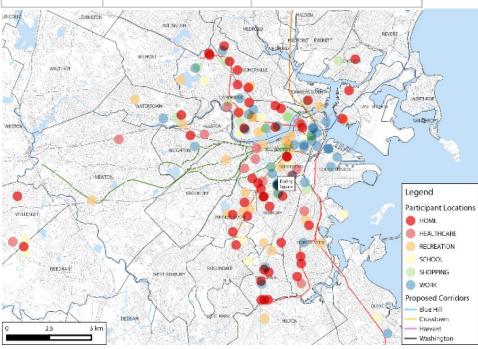
Thanks for coming. Please fill out both sides of this survey before you leave.

	ername	Пo

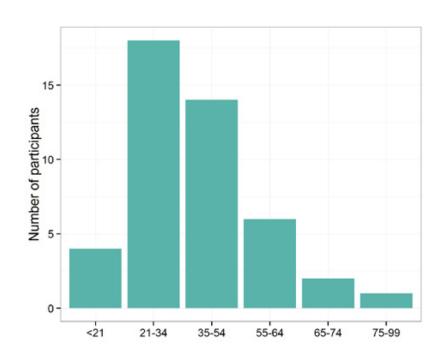
(Agree)

I learr	and the second about a set become					
	ned through observing oth	ers using the	tools			
		1	2	3	4	5
I learr	ned through listening and	conversing w	ith others			
		1	2	3	4	5
I helpe	ed others learn					
		1	2	3	4	5
I was	able to get answers to the	e questions I a	isked			
		1	2	3	4	5
Works	shop participants discuss	ed issues in a	n open way			
		1	2	3	4	5
Partic	ipants were open to differ	rences in opin	ion.			
		1	2	3	4	5
I woul	d support recommendati	ons created by	y the participan	ts of the works	пор	
		1	2	3	4	5
I feel t	hat I can play an active ro	ole in the plan	ning of the com	nmunity where I	live	
		1	2	3	4	5
I feel t	hat public participation u	sing the tools	in this worksho	op would advan	ce the interests	of my community
		1	2	3	4	5
	idors like we discussed to	oday are imple	emented, do vo	u imagine vour	elf changing th	e way you travel?
11 50, 1	now many times per week		avel by:	,	3 3	, ,
11 50, 1	now many times per week		avel by:	,	3 3	, ,
		_ Subway	avel by:		3 3	-
Try to	Car?	_ Subway	avel by:		Bus?	-
Try to	Car?list four important eleme	_ Subway	avel by:  //Train?  -  discussed toda	ay might impact	Bus?your travel?	-

Workshop	Number of participants	Number of valid re- sponses (completed pre- and post-survey)
1	7	6
2	10	9
3	12	12
4	5	3
5	10	10
6	7	5
	TOTAL = 51	TOTAL = 45

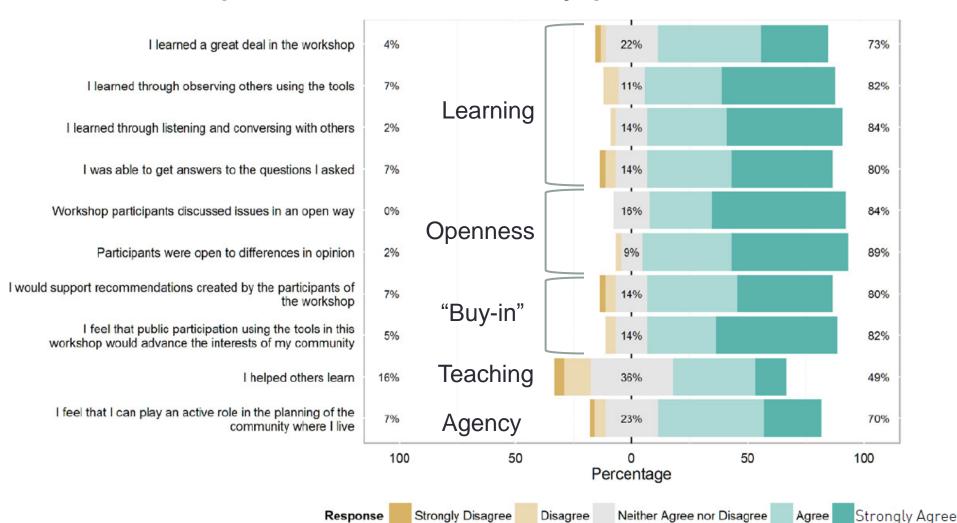


### **Participants**

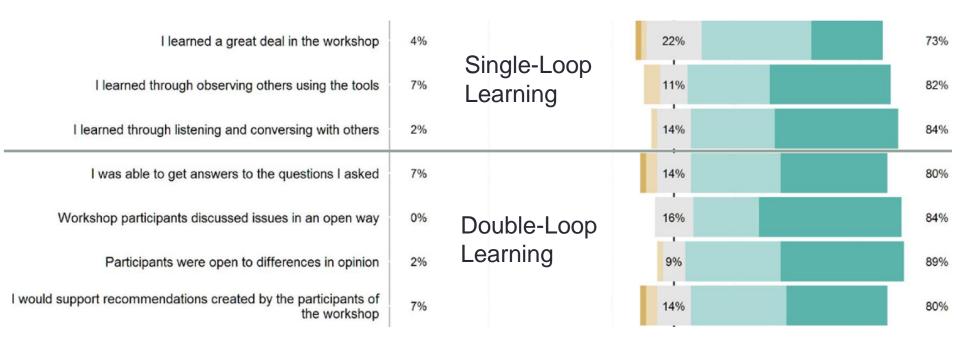


Age distribution of participants (N=45)

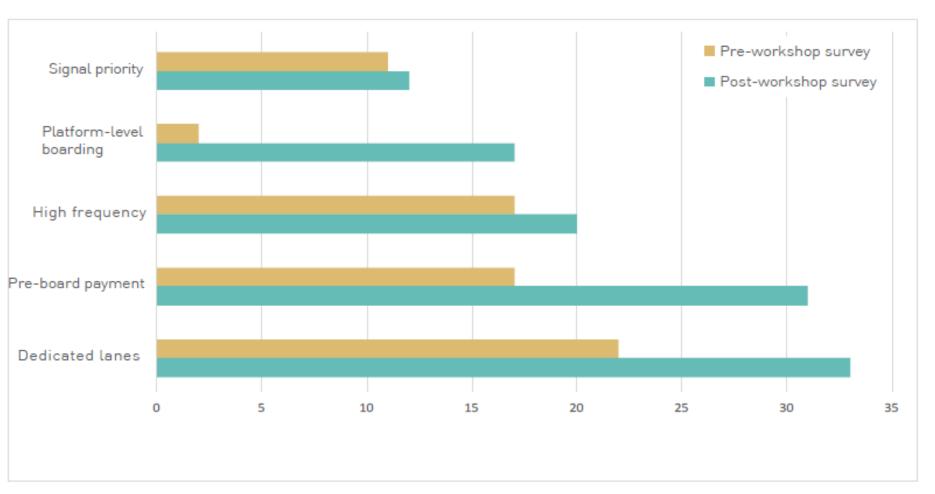
## Overall responses: Reasonably positive



## Single and Double-Loop Learning

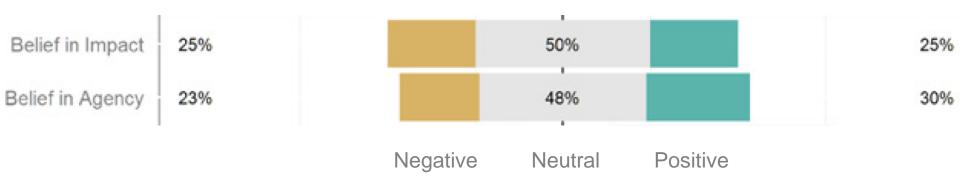


## Subject Learning....about BRT (Pre/Post)



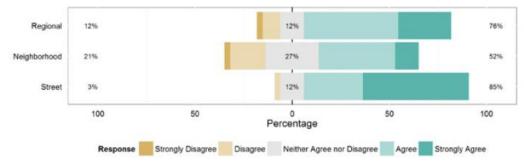
## Learning Effects: Pre/Post

- Agency: "I can play an active role in the planning of the community where I live."
- Impact: "Public participation in planning advances the interests of my community."



# Comparing the Tools

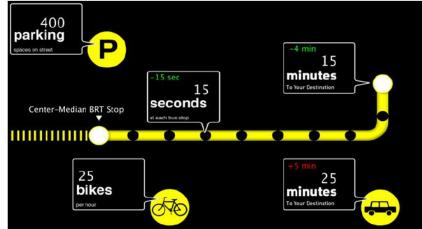
# Usability



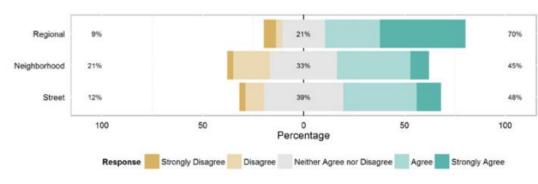
"The tool was easy to understand". [Usability]



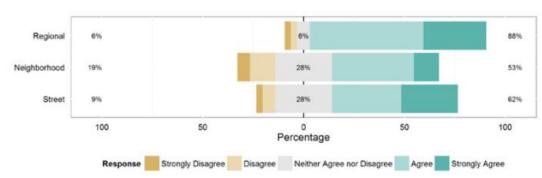
CityScope LEGO model of a street segment and intersection



# Relevance & Credibility



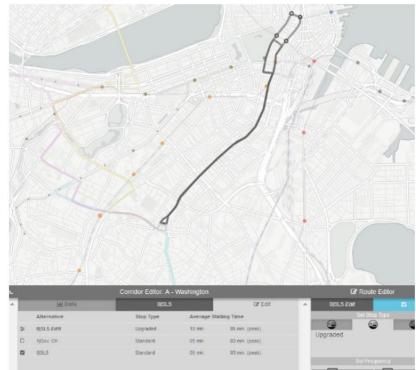
#### "The tool reflected my unique issues and concerns." [Relevance]



"The tool used data and simulations that seemed credible." [Credibility]



CoAXs interactive touchscreen



# Design Lessons

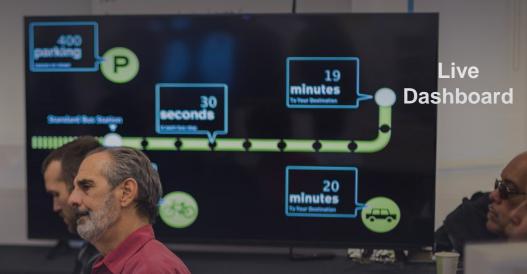




"can see changes as you go" "It won't work on my street,"

"what made up the numbers?"

## Street Scale



## Neighborhood Scale











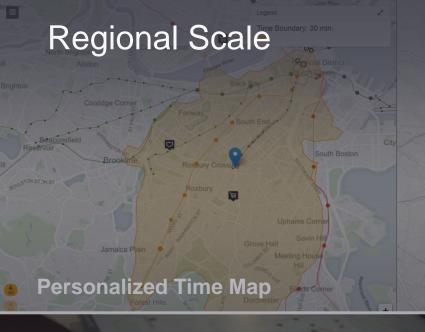
0 M\$

"tradeoffs are hard to see"

"too many numbers to figure out which ones to trust"

Live route &traffic update

Landmarks



**On-demand Dashboard** 

"people can see everything, where you are going"

"see transit desert"

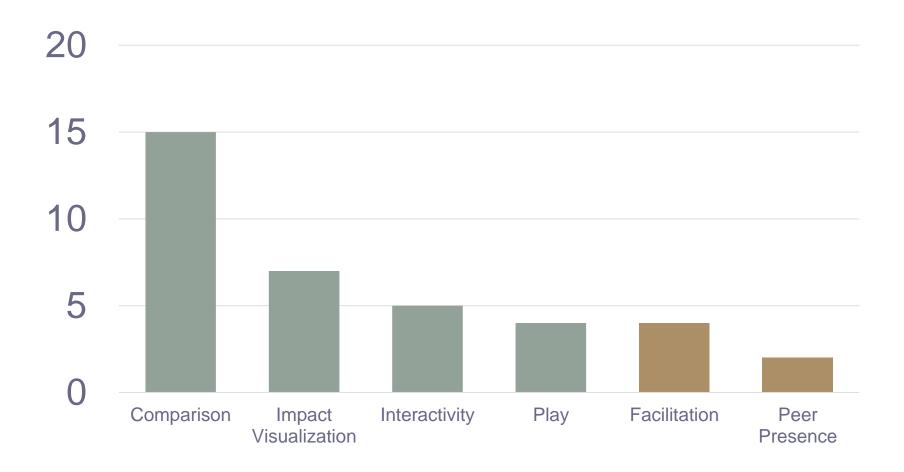
"can try limitless variations; street model has only 9 variations"

"People can match their personal experience"

Route Scenario Selection

**Route Editor** 

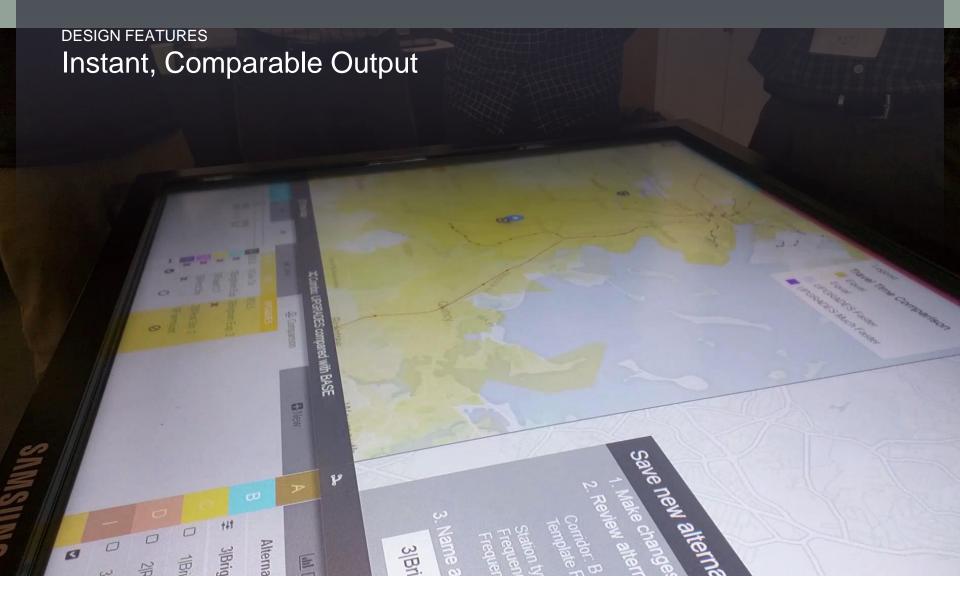
## Data comparison & visualization most compelling











#### Limitations

- Representativeness of participants and sample size....
- Cross-workshop variation...
- No control group
- Technical glitches
- Limited "interactivity", block-box-"ness" remains
- Not enough time: 2-hour workshop windows (30 mins per tool)



#### **Conclusions**

- Some evidence of learning: individual and double-loop
- Learning mechanisms:
  - interaction with the tools
  - conversing with others and relating to their points of view
  - questioning of the tools and their assumptions, and
- Street-scale tool: easiest to use
- Regional-scale tool: most relevant and credible
- Findings indicative....

#### Partners:











#### Sponsor:



#### Thanks to:

- Ryan Chin (co-PI), Ariel Noyman, Ira Winder, Kuan Butts,
   Allentza Michel, Deborah Perrotta, Marcos Paulo Schlickmann
- Conveyal: Matt Conway, Trevor Gerhardt, and Kevin Webb

# CoAXs Inputs and Analysis Modules

