



DeMo - Decarbonizing Mobility and transport through data-driven modal shift

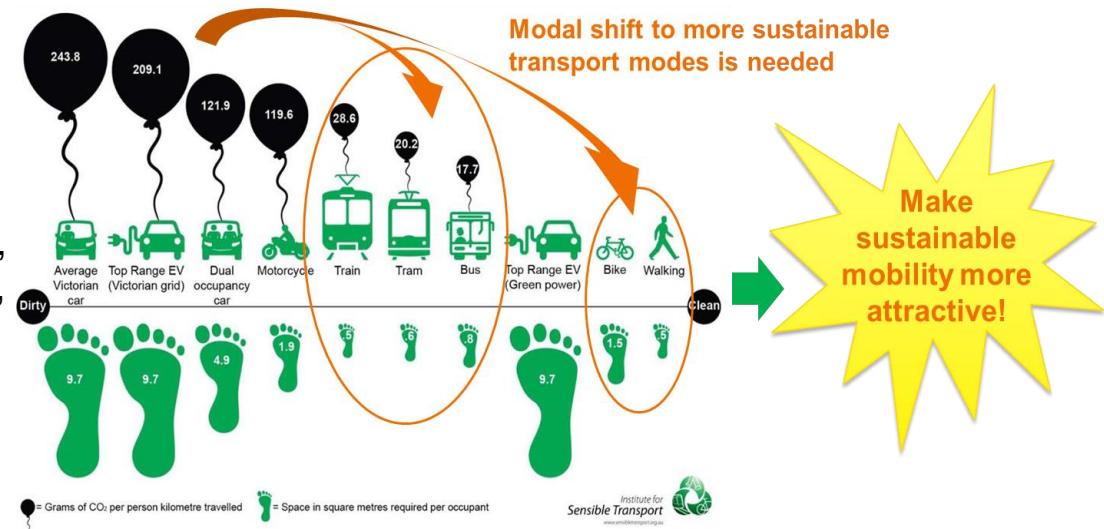
Toni Lusikka

20/12/2024 VTT – beyond the obvious

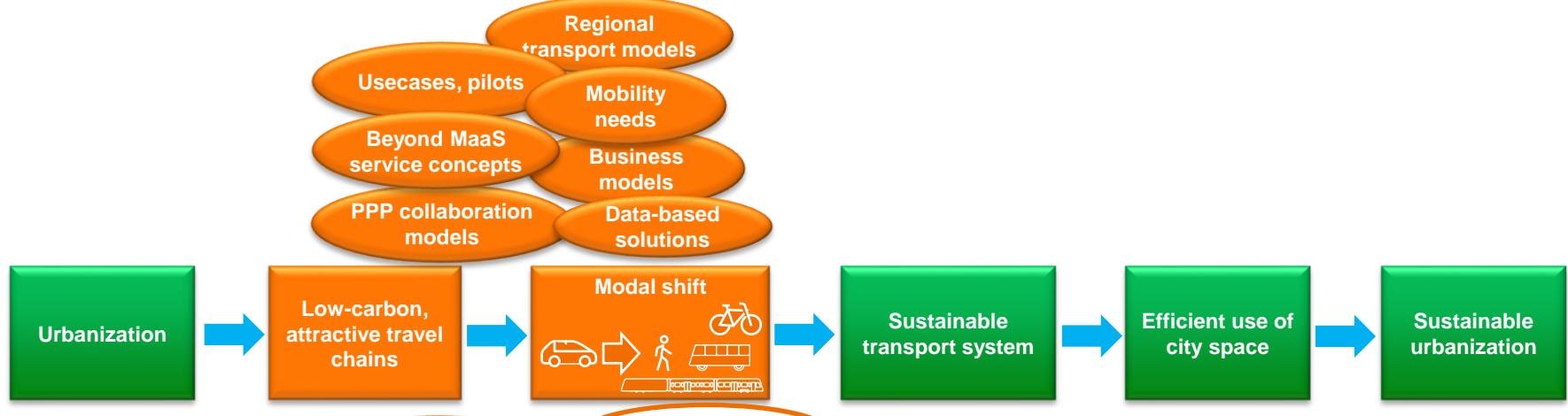
DeMo project

- Decarbonizing urban mobility through data-driven services:
 - How to achieve modal shift?
- Business Finland, Co-Research
 - Decarbonized cities programme
- Consortium:
 - VTT & Tampere University
 - Matkahuolto, PayIQ, Skoda Transtech, Solita, Tietoevry Create, UDT Technologies, Voi Technology, Waltti Solutions
 - Helsinki, Tampere
 - Transport and Communications agency Traficom, Ministry of the Environment
 - ITS Finland

Motivation for modal shift in people transport



With DeMo towards sustainable urban mobility: "Proven solutions for cities and companies to achieve true modal shift"



Results and tools

- Understanding and influencing the mobility needs, preferences and experiences of different user groups,
- Designing and validating new Beyond MaaS service concepts,
- Improving PPP cooperation models and practices,
- Solving data quality, compatibility, sharing and regulation issues, and
- Enhancing regional transport models.

Factors behind mode choice

- Complex topic, plethora of dispersed literature, lack of comprehensive synthesis
 - Categorization into three main types of motivations:
 - Utilitarian
 - Hedonic/experiential
 - Altruistic
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- Vary by context and individual
 - "Suppression" due to habituation

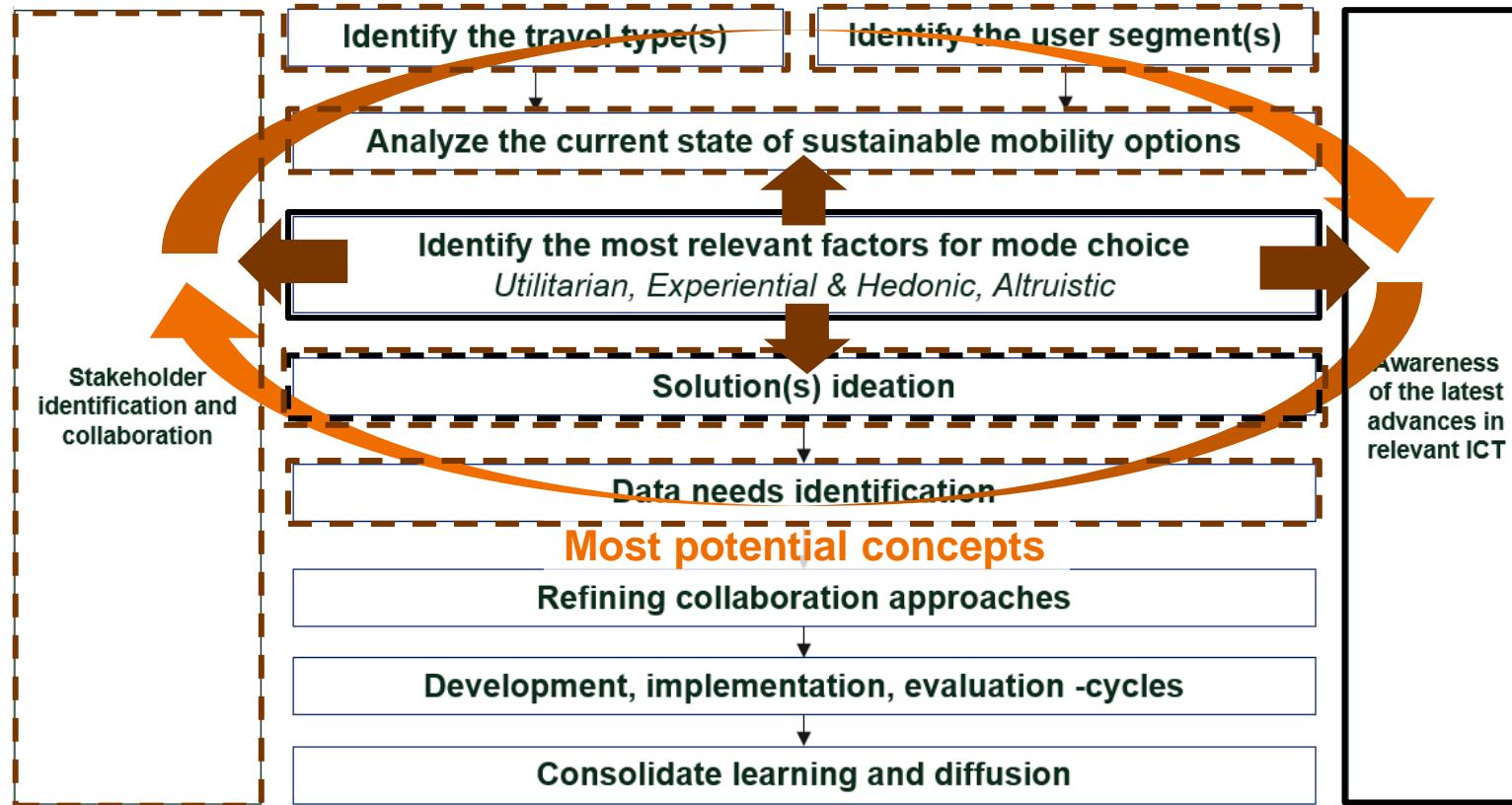
Factors affecting public transport use

Utilitarian	Hedonic/experiential	Altruistic
Availability and accessibility [19]	Possibility to relax [34], [38]	Environmental concerns [34], [38], [40]
Accessibility issues of stations and vehicles [31]	Aesthetics of waiting areas & vehicles [35]	Occupation of space concerns (in comparison to private cars) [36], [41]
Information [35]	Crowdedness of the vehicle, forced proximity of others [31], [34], [38], [39]	
Price [34]		
Ease of planning and travel [30], [35]	Perceived safety [34] Perceived security	
Dependency on routes and schedules [34]	Comfort (e.g., seat access, noise, driver handling, air conditioning, vehicle cleanliness) [35]	
Reliability [33], [34]		
Utilization of travel time [19], [34], [36]		

Factors encouraging private car use

Utilitarian	Hedonic/experiential	Altruistic
Accessibility [19], [34], [39]	Perceived control [39]	Environmental concerns in the case of e-cars
Flexibility [19], [34], [39]	Sense of autonomy and freedom [39], [44]	
Availability [19], [34], [39]	Cocoon-like environment [39]	
Security [46]	Sense of action and uninterrupted movement [39] Form of selective socializing [44] Personalization, sense of ownership [46], [48] Protection from undesired social events [46] Protection from weather [46]	

ICT-based approaches impacting mode choices



Additional data through user questionnaire

- User questionnaire for ~1000 people living in the Helsinki and Tampere Region **to understand their mobility behaviour and motivational factors** to complement the literature survey
- Aim to find **the most promising digital solutions** to nudge people in the selected target groups **towards sustainability in their mobility selections** in different contexts

The screenshot displays the Webropol software interface, which includes two main windows: 'Surveys and reports' and 'Survey: Deltion liikennemalli - auto + julkisiveliikenne'.

Surveys and reports: This window shows a list of surveys and their details, including the number of responses, status, creation date, and last modified date. One survey is highlighted: 'Deltion liikennemalli - auto + julkisiveliikenne' with 991 responses.

Survey: Deltion liikennemalli - auto + julkisiveliikenne: This window shows the survey configuration and results. It includes sections for 'Basic report' and 'Reporting'.

Reporting: This section displays various charts and tables. One chart shows the distribution of respondents by gender (29% female, 71% male). Another chart shows the distribution of respondents by age group (18-24, 25-34, 35-44, 45-54, 55-64, 65+).

Survey Questions: The survey includes several questions with multiple-choice answers. Examples include:

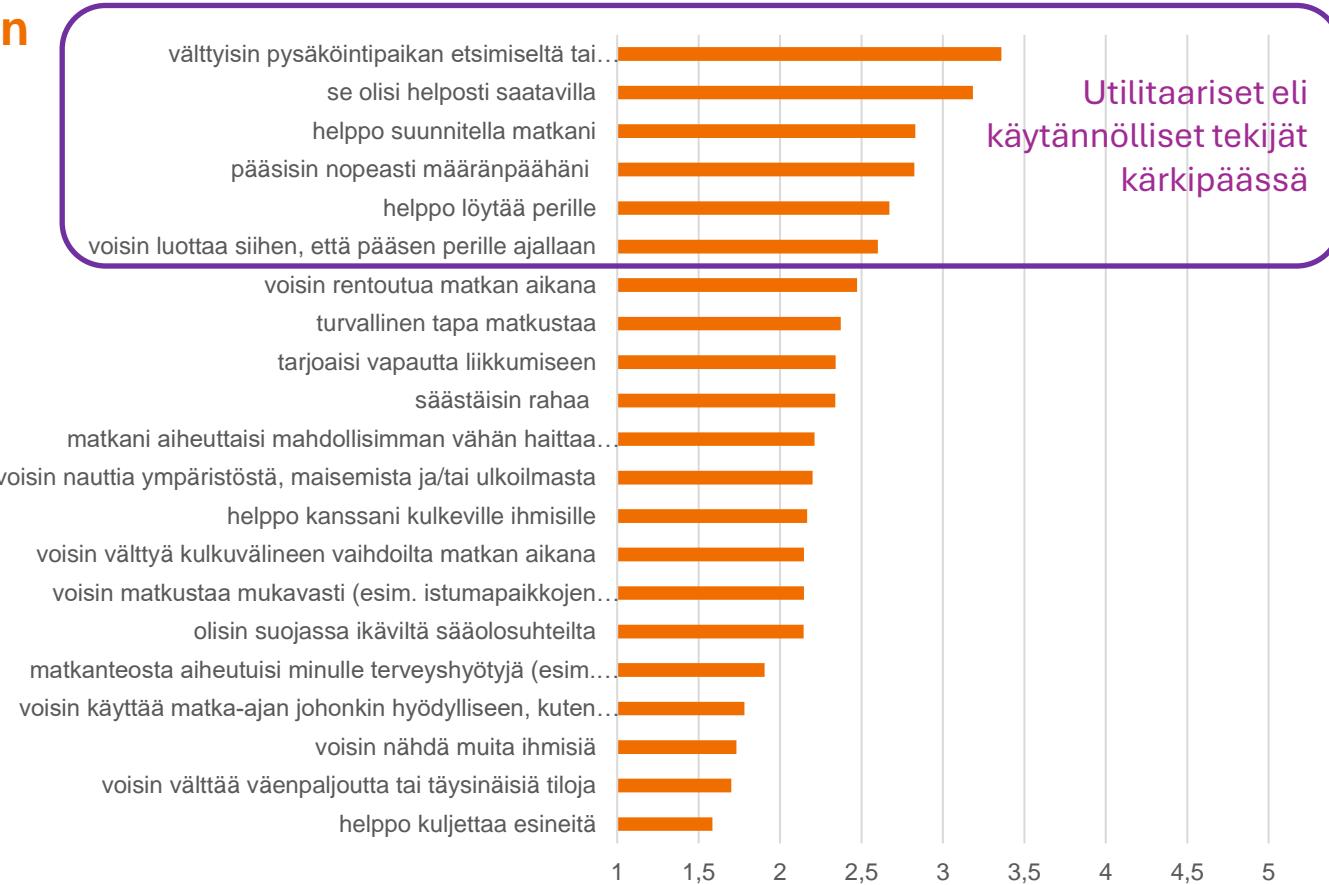
- 24. Ajatteles kuvanasi **matkakohteesta**, valitse kunkin viittämään kolholla valittuksesi, joka kuvasi parhaana tekijönäsi käytästä.
 - 1) Työ (työpaikka)
 - 2) Liikenne (liikennejärjestelmä)
 - 3) Uusi (uusi tulevaisuus)
 - 4) Ilotila (iloinen tila)
 - 5) Ympäristö (ympäristö)
- 25. Ajattelet sitä hetkejä, kun päättit lähtää kotona yksityisautolla. Valitse kunkin viittämään kolholla se valittuksesi, joka parhaana kuvaa seikän vaikuttusta pitkäksi aikaa.
 - 1) Työ (työpaikka)
 - 2) Liikenne (liikennejärjestelmä)
 - 3) Ympäristö (ympäristö)
 - 4) Ilotila (iloinen tila)
 - 5) Uusi (uusi tulevaisuus)

Basic information of respondents (driving + public transport)

- Average age: 50 years, range 19-87 years
- Gender distribution: 53% women and 46% men
- Living arrangements: 27% live with a spouse and children, 39% with a spouse only, 26% alone
- Travel purposes: Not asked directly. The purpose of the trip was asked as a multiple-choice question, with leisure being one option.
 - **Leisure travel:** 40% of trips made by both car and public transport were for leisure
 - Tampere region respondents: **36% by car, 39% by public transport**
 - Possible differences in motivational factors for different types of trips (leisure vs. work, errands) is an interesting research question

Sneak peek: Joukkoliikenteen valintaan vaikuttaneet tekijät vapaa- ajan matkoilla (n=325)

Vaihtelua paljon ja
tekijöitä tarkoitus
analysoida
syvällisemmin, myös
maantieteellisenä
tarkasteluna
postinumeroalueisiin
nähden



Data & ICT-based approaches impacting mode choices

Category of motivational factors	Thematic area	Examples of technologies and design approaches
Utilitarian	<i>Providing information for easy and accessible trips</i>	Desktop and mobile trip planners Augmented reality guidance
	<i>Easing the journey execution through integration</i>	MaaS & Beyond MaaS -based implementations
	<i>Enabling access and improving availability</i>	Shared mobility apps
	<i>Persuasion based on individual benefits</i>	Self-tracking and persuasive technology
	<i>Enabling the utilization of the travel time</i>	On-board virtual and mixed reality Smart transit stops
Hedonic-experiential	<i>Experiential route planning</i>	Route planners and recommenders Social networking and community apps
	<i>Turning mobility into a site of enjoyment and voluntary socializing</i>	Location-based games and gamification On-board gaming Geofenced chat apps
	<i>Overcoming the limitations of physical space</i>	On-board virtual and augmented reality
	<i>Enabling personalization and ownership</i>	Geo-tagged markings Augmented reality
Altruistic	<i>Nudging through altruistic motives</i>	Self-tracking and persuasive technology
	<i>Integrating collective benefits to journey planning</i>	Trip planners that incorporate environmental impacts
	<i>Enabling tangible acts of altruism through mobility</i>	Charity apps based on activity tracking Games and gamification

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Thank you!

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