



## Using a gamified approach for cocreating inclusive public transport in 10 European cities

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#### **UPPER** in a nutshell

UPPER aims to spearhead a public transport revolution that will strengthen its role as the cornerstone of sustainable mobility and innovation in cities, ultimately leading the transition towards a future of zero-emission mobility.

- 41 project partners; coordinated by UITP
- January 2023 December 2026
- 80 measures to prioritise public transport in cities



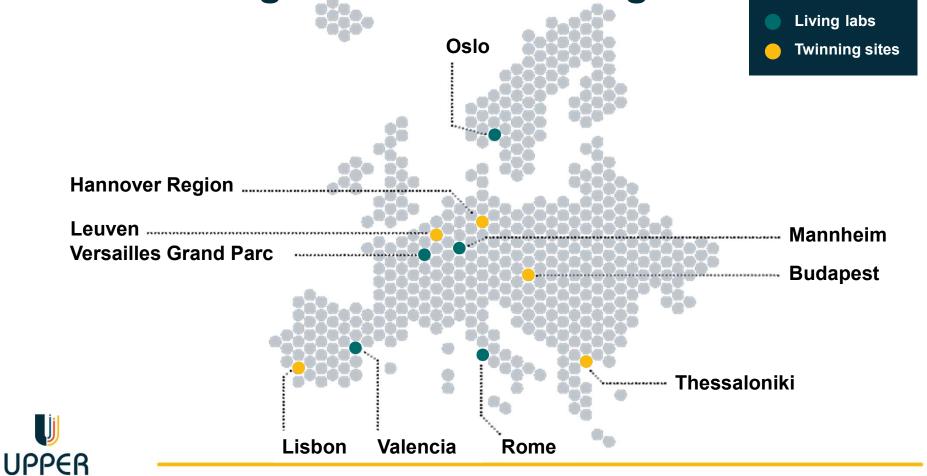


## **UPPER: Project partners**





**UPPER: Living Labs and Twinning Sites** 



#### **UPPER: Measures and U-TOOLS**

• 80 innovative measures pushing people out of cars & pulling them towards public transport.







Urban mobility planning



Mobility services ecosystem



Road network management



Democratic governance

- Toolkit of 7 IT Tools to:
  - benefit from the experiences of others;
  - implement measures;
  - · better understand and plan mobility services;
  - · transfer good practice.



UPPER

https://www.upperprojecteu.eu/

#### Let's co-create!

#### Participation within UPPER



#### **UPPER**

- Democratic, multistakeholder governance, inclusivity and participation are key elements of the general approach of the project.
- An inclusive, continuous and data driven community engagement platform is being developed.
- Tailor-made participatory approaches for all kinds of measures



## A challenge





## Representation of certain groups

 How to engage vulnerable groups who are very dependent on public transport but may be less likely to participate in more typical public outreach forums?

# **Serious Games**



















## Methodology and Benefits of Serious Games



Format of public participation, similar to a focus group



Players move around on the game board and are presented with challenges they need to address.



The turn-based game format, along with a small number of participants, ensures that each player has a chance to provide their opinion, by having their own turn and receiving their own challenge cards to respond to.



Maps and visuals stimulate collaborative story-telling and support participant discussion



#### Some topics











There are construction works on the road. The bus takes a different route, one that you don't know. You start to panic!

An aggressive person is waiting at the platform, and there are no security guards.

You stand in front of the bike tower with a special bike. You notice that it doesn't fit in the tower.

You your trip request 10 minutes ago but the service provider assigns you to a route that is going to start 1 hour later than what you wanted.

It is raining. The platform is slippery. You are afraid that you will fall when you get out of the bus.



### Some outcomes

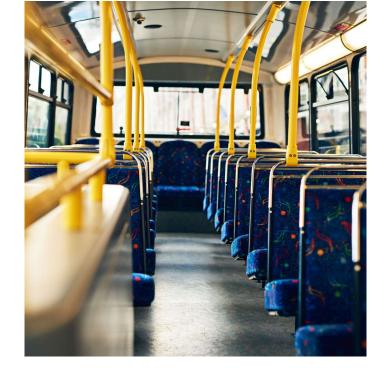
Digital Literacy is an important enabler of multimodal transportation

Digital solutions can be a key to inclusivity, but the Digital Divide is real

Multiple channels of information are needed

Information needs to be consistent en complete for all, including those with disabilities

Informed and helpful staff is crucial







## Thank you!

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