

5th European Conference on Sustainable Urban Mobility Plans

14-15 MAY 2018 | NICOSIA, CYPRUS



CityMobilNet: Tools to get work on your SUMP done on the ground

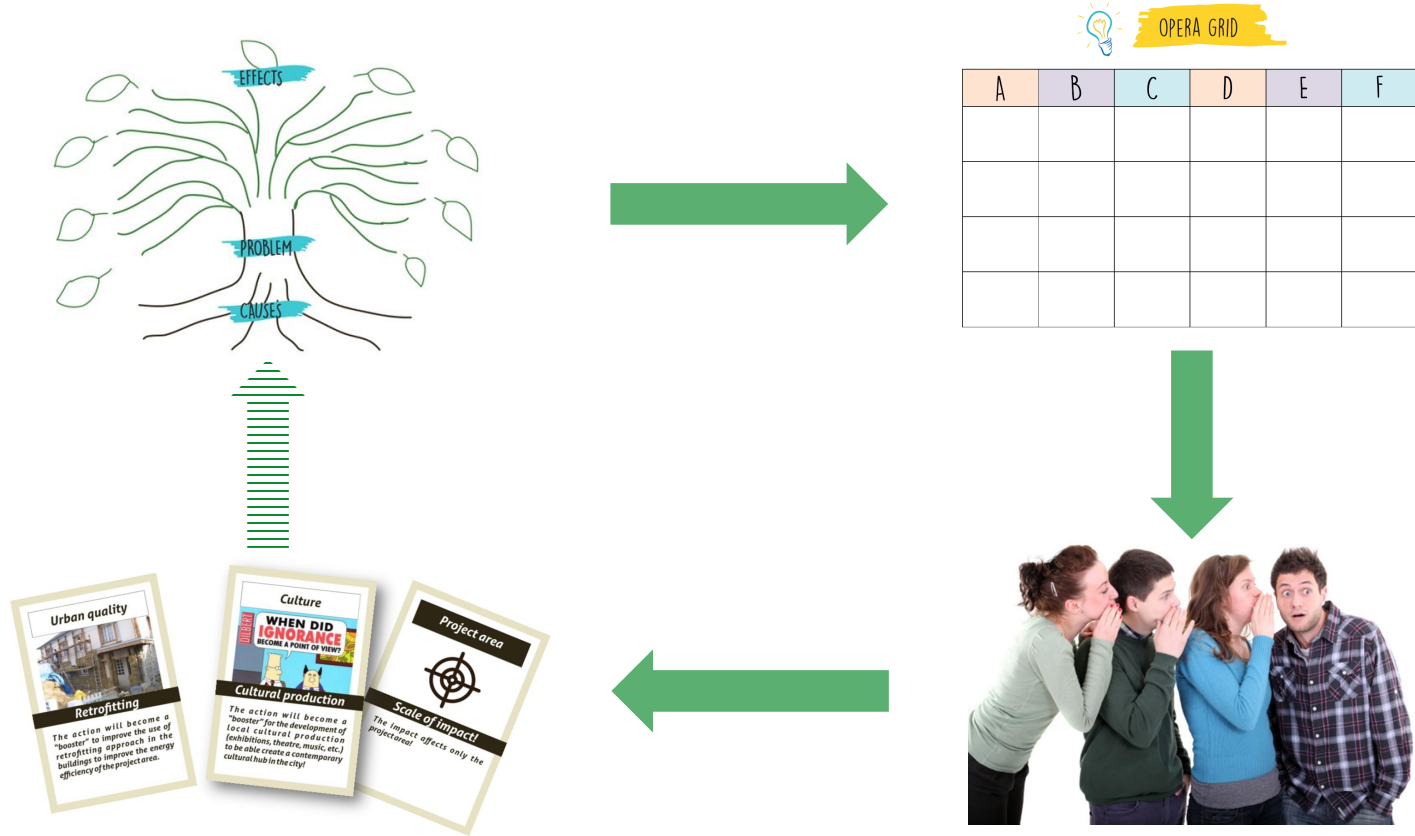
Introducing the tools and workshops

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Its time to prepare for work!

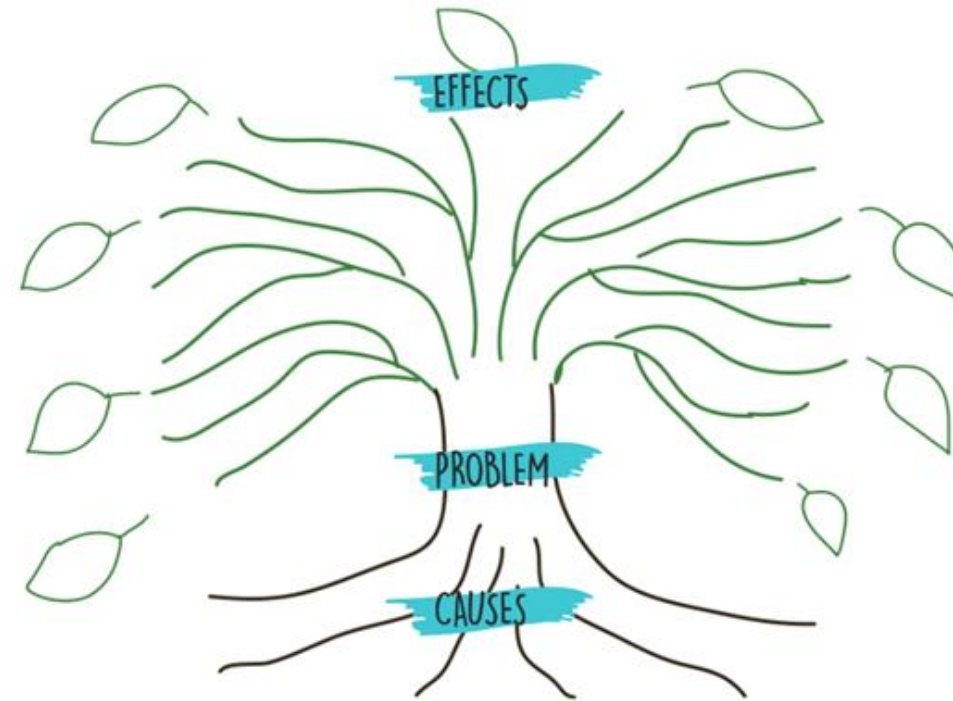
- We will introduce 4 tools we used in the SUMP process connecting to different steps of a SUMP development cycle.
- The focus is on how they work and on what to do in the work sessions coming in 15 min.
- Let's get it on!

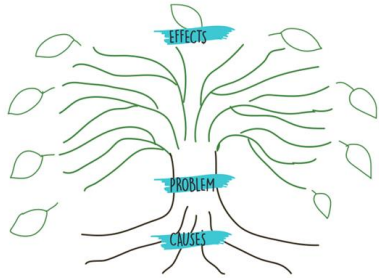




OPERA GRID

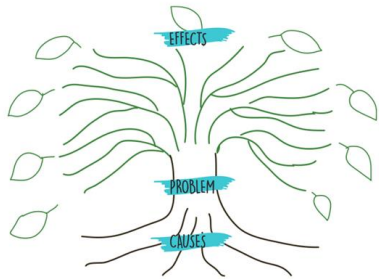
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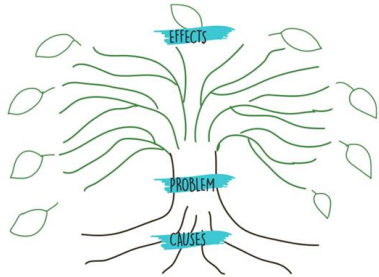
The Problem Tree

- A problem analysis is needed to make sure that the right problem is tackled – best discussed and agreed with all stakeholders
- One well established technique for working with problems in a group setting is to make a problem tree
- This is a simple graphical representation of the problems, their causes and effects



How does it work?

1. List all problems that come to your mind related to the main theme
2. Identify a '**core problem**' – and note it to the trunk of the tree
3. Determine which problems are '**Causes**' (to write them on the roots) and which are '**Effects**' (to write them on the branches)
4. *Arrange in hierarchy Causes and Effects – e.g. how do causes relate to each other, which leads to the other*



What will we do?

- Two parallel work groups on the topic
- Both deal with the example of NEWTOWN, a city which wants to catch up in terms of cycling share with peers being much better off in terms of cycling
- The task is:

“What might be the problem in Newtown that causes the city lagging behind that much in comparison to the peers it looks at?”

Make use of the Problem Tree to approach the task!



OPERA GRID



A	B	C	D	E	F

	F





A	B	C	D	E	F

OPERA

Very well scalable co-creation method to

- collect and gather knowledge and ideas
- discuss these in small groups and present them to all
- facilitate decision making on setting priorities or hierarchies
- safeguard fair contribution from all
- work with almost any kind of issue or problem at hand



A	B	C	D	E	F

How does it work?

1. Own suggestions: each person thinks on possible actions for herself / himself
2. Pair suggestions: pairs present and discuss their ideas and come up with 2 proposals on 1 post-it for each proposal
3. Explanation: Each pair presents its proposal briefly to all pinned then on a joint board
4. Ranking: Each pair gives votes to the presented ideas
5. Arranging: the ranked ideas are arranged following similarity / relationship





A	B	C	D	E	F

What will we do?

- The topic is proposing small scale actions of any kind for fostering cycling
- The 5-step scheme is:
 1. Work on own suggestions: 4 min – take your own notes!
 2. Pair suggestions: 10 min – prepare 2 ideas on a post-it each
 3. Explanation: Each pair presents its two ideas in 1 min each
 4. Ranking: Each pair has 5 votes (free distribution – but ESC mode) to select the ideas they like – 5 min
 5. Arranging: Entire group looks for similar ideas and connections to come to a final setting



OPERA GRID



	F





Silent Whispers

- Its an adaptation of the popular child-game – no actual whispers though
- Works for gathering many ideas, experiences and good practises and is time efficient due to little time invested
- Needs a rather homogeneous group coming from a broader but joint field of expertise
- Very intense work confronting each person with many aspects in a short time
- Participants get inspiration at points or topics they actually did not search for



How does it work?

- Participants take place around a table or in a circle with the option to write comfortably
- Each notes down the measure, idea or challenge one would like to receive input for on a blank sheet of paper in a few lines or bullet points
- All pass on their paper to the person to the right now having the task to add own knowledge on the issues of the others
- This is repeated until the own paper is returned back – now filled with ideas and experiences of all other participants



What do we do?

- Each person takes an empty sheet of paper and notes down the measure or idea they want to learn more about on it in 4 min
- The paper is passed to the right – all give their feedback to the idea of the other within 4 min
- Repeat this step until the own paper is back – max 7 further iterations
- Review the comments received and liase with person who gave a specific input you want to learn more about after the workshop.





EFFECTS

OPERA GRID

A	B	C	D	E	F

Urban quality

Retrofitting

The action will become a "booster" to improve the use of retrofitting approach in the buildings to improve the energy efficiency of the project area.

Culture

Cultural production

The action will become a "booster" for the development of local cultural production (exhibitions, theatre, music, etc.) to be able create a contemporary cultural hub in the city!

Project area

Scale of impact!

The impact affects only the project area!

The action will become a "booster" to improve the use of retrofitting approach in the buildings to improve the energy efficiency of the project area.

The action will become a "booster" for the development of local cultural production (exhibitions, theatre, music, etc.) to be able create a contemporary cultural hub in the city!

The impact affects only the project area!





The Card Game

- It is a gamification exercise on connecting an action with impacts and indicators
- Visualises impacts an action can have and enables participants to easily connect actions to impacts and indicators offering the group's view on all three.
- First created by the URBACT Maps! Project for former military areas reuse projects
- Adapted by CityMobilNet for the purpose of sustainable urban mobility
- Now subject to CIVITAS Prosperity Innovation Tools for fine-tuning to the sustainable urban mobility planning perspective



How does it work?

- Starting point is an 'Action Card' presenting the action at stake in terms of persons, resources, context, key activities and expected results
- The action is connected by the work group to impacts using a set of play cards describing possible impacts in a first step
- Impacts can be from the 'families' of e.g. urban mobility, health, economics, urban quality, but as well the geographical scope concerning the action's impact.
- Missing impact cards can be added at any time!
- Actions and impacts are connected to suitable indicators in a second step





What do we do?

- We play the game in two workshops of a different action each on the part of action to impact – in a simplified mode
- First, the work group gets some time to familiarise with the Impacts Cards at hand
- A CityMobilNet team member as the action owner briefly introduces the action followed by a short round of questions as needed
- The work group jointly identifies and discusses impacts the action would have in terms of the impact families as well as geographical scope with any missing impact cards are created directly
- The action owner receives at the end a set of impacts connected to the action to continue with identifying indicators for monitoring and evaluation





Notes for the work sessions

- Each table will work with one tool (some with the same)
- The tools per table are already allocated –see the material in the middle of the table
- Each table has a table host from the CityMobilNet team to facilitate or help with the work tasks
- You can ask questions of understanding at the start of course



Notes for the work sessions

- Please decide on a rapporteur at the beginning for feedback to plenary
- For the report to the plenary, comments if the tool is useful, applicable to your work life or where it needs improvement would be very much appreciated...
- ... as would any other feedback of course, too.
- Last 15 min are for plenary discussion and comments



Let's start with the work sessions!

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Thank you!

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