

# Games in transport planning – are you serious?

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# The challenge

How to capture and convey in an engaging way the introduction of a new approach to transport planning that allows for a critical consideration of its merits in a reasonable amount of time?



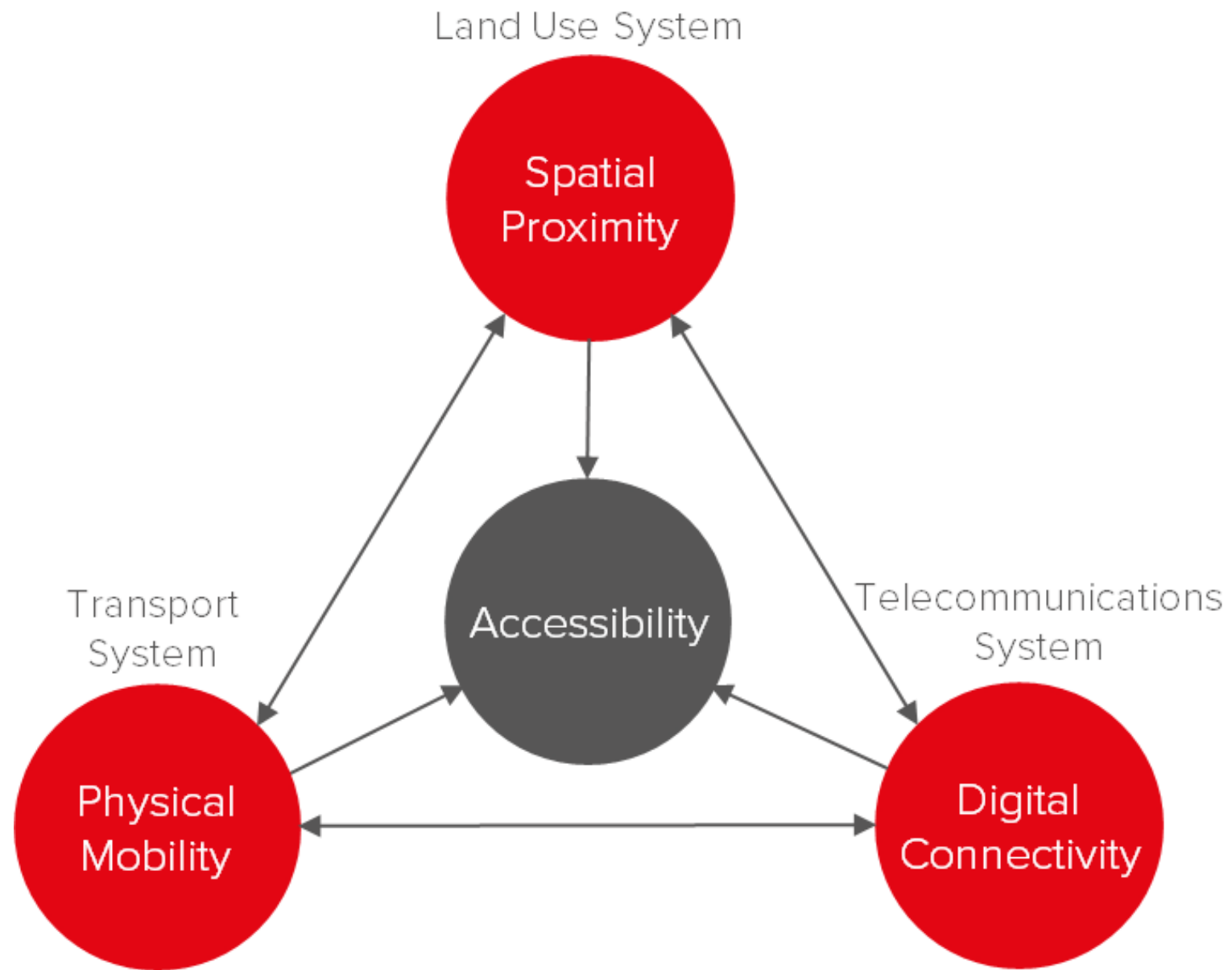
# Triple Access Planning for Uncertain Futures



**TAP-SWOT**  
in a BOX

*A game designed by*  
Glenn Lyons, Stephen Cragg, Daniela Paddeu and Alicia Wallis





# Transport planning paradigms – what's your planning future?

TAP embodies the 'Decide and provide' approach to transport planning

## Predict and provide

Forecast a most likely mobility future  
Demand-led supply  
Conceals uncertainty  
Reactive

## Decide and provide

Decide on a preferred accessibility future  
Supply-led demand  
Accommodates uncertainty  
Proactive



**Local Transport Plans**

**Last Chance Saloon**

# TAP-SWOT

in a BOX

## Better reflects the world we live in

People live their lives in a triple access system, not (only) a transport system

How people fulfil their access needs and desires is influenced by the supply of access opportunity across transport, land-use and telecommunications systems. A planning approach that recognises this is better able to understand and shape overall access and the place of mobility within this.

**S**

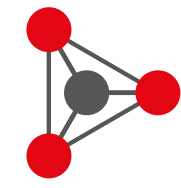
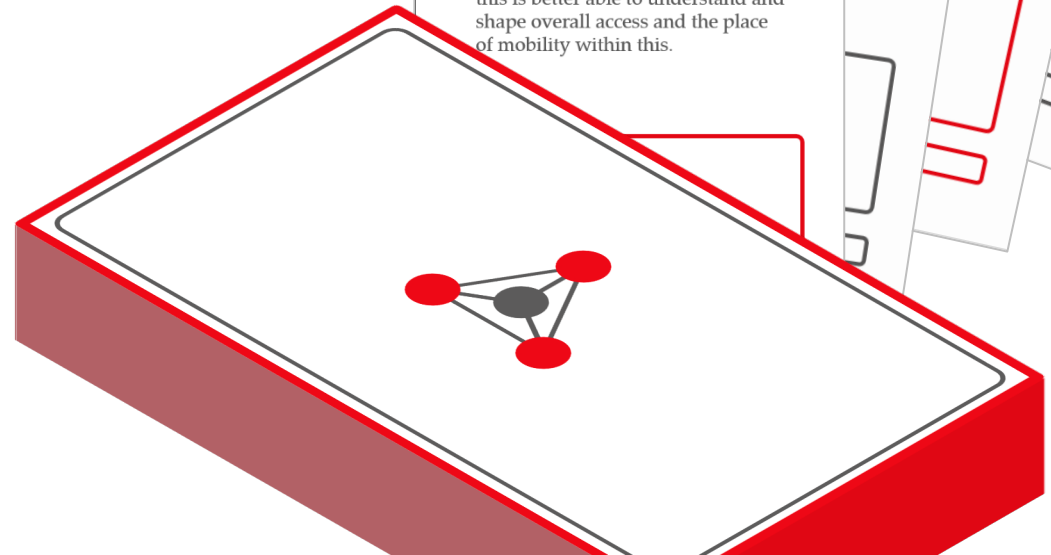
## COVID-19 Exposure

Hard to model

**W**

Hard to understand

**T**



Triple **A**ccess **P**lanning  
for **U**ncertain **F**utures

[www.tapforuncertainty.eu](http://www.tapforuncertainty.eu)



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SCORE:

- Attempt to reasonably emulate a deck of playing cards
- 10 each of S, W, O & T – pre-populated initial SWOT content
- Each card with three levels of detail
- Blank ‘joker’ cards for new additions

## Hard to model



Representing a more complex system is too resource and time hungry

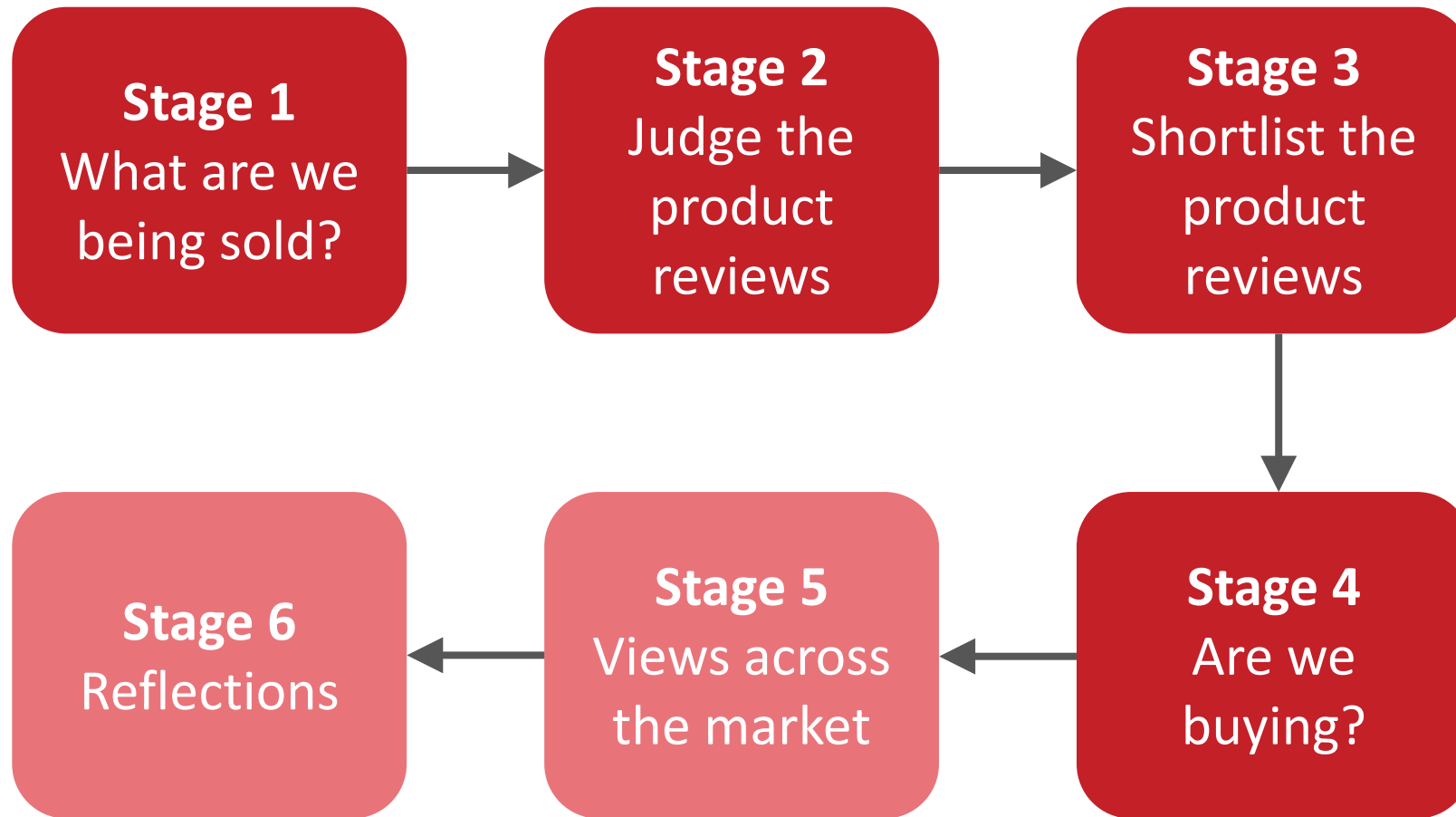
Representing supply and demand for physical mobility, spatial proximity and digital connectivity would need further model development, and data may not exist to support this. To then model multiple ‘what-if’ futures would need more resources and time that could slow the planning process.



SCORE:



# Game play



Those taking part:

- Salesperson
- Croupier
- Director of Transport Planning
- The players

# Roll-out of the game

- 2022 Transport Practitioners Meeting
- 2022 European Transport Conference
- National transport administration
- Three local transport authorities
- Transport consultancy
- Forthcoming CTS conference at UWE
- A digital online version soon to be available
- Public 'launch' of both versions of the game on 6 July 2023  
(go to <https://www.tapforuncertainty.eu/>)

# Benefits of the game

- Participants each learn from playing the game
- Participants learn from each
- We learn from participants
- It is flexible (thinking fast and slow)
- It is demanding but fun to play and allows participants to form their own views
- It can be made widely available
- Transferable to other topics where SWOT helpful

Behavioural scientist,  
academia

Brilliant,  
imaginative and  
exactly what  
conferences need

Lecturer,  
academia

I would like to try  
this with local  
authority planners

Senior Transport Planner,  
consultancy

Thanks, well presented,  
enjoyed the role play  
scenario played by the  
presenters

Transport Executive,  
council

Enjoyable  
experience and  
certainly thought  
provoking

Transport Officer,  
council

It would be interesting to involve  
those that are not transport  
professionals

Senior researcher,  
academia

I would like to  
consider using this in  
teaching

Principal Analyst,  
local government

Very engaging  
way to describe a  
difficult concept

Senior Transport Planner,  
national government

Great!

Graduate Transport Planner,  
consultancy

Nice time pressure  
for discussions  
within groups



# TAP-SWOT

in a BOX



Please consider  
having a play,  
seriously!

And please let us  
know what you  
think if you do.