

The MoTiV project: Redefining the value of travel time for all modes and users

James Armstrong, Policy Assistant European Cyclists Federation Dublin, June 2019



About MoTiV: project figures

• European-wide exploration of "Mobility and Time Value" How value of travel time is perceived and experienced across transport modes, generations, genders and cultures



Overall funding: ~2M EUR

• Small consortium: 7 partners

- 3 academic institutions/research organisations (UNIZA, SK; Eurecat, ES; INESC-ID, PT)
- 2 business partners (routeRANK, CH; CoReorient, FI)
- 1 mobility consultancy organization (TIS.pt, PT)
- 1 European-wide association (ECF, BE) and additional Linked Third Parties affiliated with ECF



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Shift of focus ... from quantity to quality



"We need to rethink most or all of our key travel demand models. The present models – understandably enough – focus on the objectively measurable constraints of travel time and monetary cost, to the virtual exclusion of other relevant variables" (Mokhtarian, Patricia L. 2018).

Valuing Mobility: the bigger picture



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"Productive time" vs "Worthwhile time"?

- Quality of living is not only about "effective" and "productive" use of time
- Extend "time and cost savings" objective with other relevant dimensions and indicators of value



- What about the quality of travel?
- Shouldn't travel modes that serve other goals, such as physical and/or mental fitness also be valued?
- Why don't we value the enjoyment of travel in our models?

Motivation

Value of Travel Time (VTT): shift focus from "what is currently measured" to "what is currently not (sufficiently) measured"

- Are VTT models socially inclusive / fair?
 - Shall VTT models acknowledge what value of mobility means for children (e.g. safety, comfort factors)?
 - Gender, age, other demographics

MoTiV hopes to gather data on these questions, setting the ground for further research



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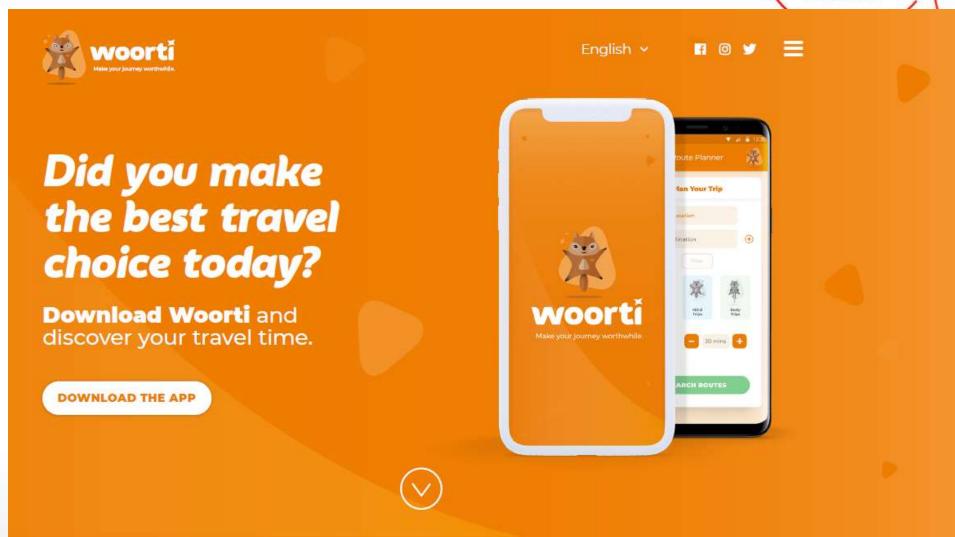


Valuing Mobility: individual viewpoint



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Approach: smartphone-based data collection of travel experiences



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- Focus on the individual Travel Experience
 - identifying "satisfiers/dissatisfiers" of worthwhile travel time
- Smartphone-based data collection via the Woorti app
- Continuous collection of mobility choices/journeys
 - smartphone-based sensing of mobility behaviour
 - traveler's input on activities while travelling, travel time appreciation and underlying reasons
- We ask you if your journey was worthwhile
 - Along several metrics:





Make your journey worthwhile:

Productivity

Taking travel time to get things done, not only for work or study, but also personal things like managing home or family stuff...





Make your journey worthwhile:

Mind & Pleasure

Relaxing or having fun, taking travel time to do things like listening to music, resting or meditating, engaging in social media, observing...





Make your journey worthwhile:

Body & Health

When you walk, cycle or maybe even run on your travels, you're contributing to your health and good look.



Key contextual data to collect for the research



Mobility Data: Mode and Trip Detection and Validation

Trip Purpose(s)

Travel Experience (for trip leg, including transfer/waiting locations)

1. Assessment of Worthwhile Travel Time

2. (Valuable) Activities carried out on the move

3. Factors contributing (+/-) to Worthwhile Travel Time Assessment

MoTiV Data Collection Campaigns (DCC)



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- Target: Minimum 5.000 valid samples (active app use for minimum 2 weeks) from as many users from at least 10 EU countries
- Obtain a balanced sample in terms of:
 - Age: young adults (16-24 yr), adults group 1 (25-49 yr), adults group 2 (50-64 yr), older population (65+).
 - Sex (M/F) and Gender Identity
 - Transport modes: walking, cycling, public transport, car use, shared mobility, long-distance train, plane.
 - Residence: urban/sub-urban, rural.
 - Socio-economic and other demographic indicators



Release of Open Dataset at the end of the project





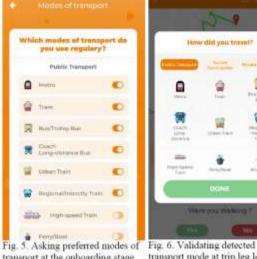
Fig. 2. Introducing the three
Woorti flying squirrels for each
component of worthwhile time at
onboarding: productivity,
enjoyment and fitness.



Fig. 3. The Woorti "My Trips" view displaying daily detected trips



Fig. 4. Validating trips, trip legs and automatically-detected transport modes.



transport at the onboarding stage, consisting of a long list organized by transport mode category.

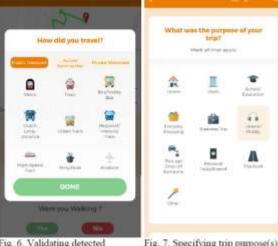
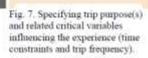
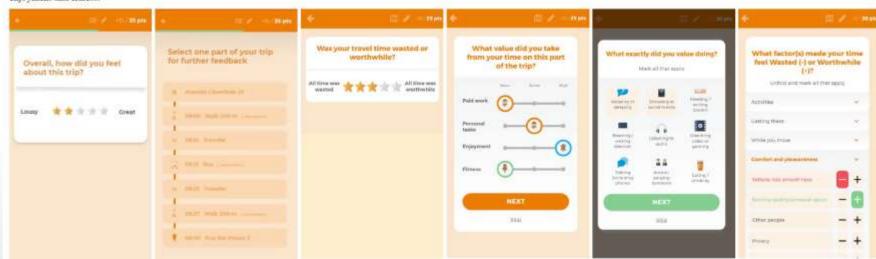


Fig. 6. Validating detected transport mode at trip leg level, modes organized under tabbed categories.





Reference:

Cornet. Y, Barradale, M. J., Bernardino, J. & Lugano G. (2019) Worthwhile Travel Time: Design Challenges of Capturing the User Experience by Smartphone. SCSP 2019.



Need to Balance:

Technical considerations/limitations

- Users have different hardware and software
- Internet connection cannot be guaranteed
- Battery consumption

Vs





Need to Balance:

User friendliness

- User Interface optimisation
- Easy trip validation
- User incentives
- Translation into 11 languages





Need to Balance:

Research priorities

- Collect enough & useful data
- Gather data over a (relatively) long period of time
- Ensure demographic representativeness
- Ensure data accuracy



Conclusions: exploring new approaches



MoTiV expected contribution and limitations

- Holistic conceptual model of VTT
- EU-wide data collection -> open dataset
- Policy and business recommendations
- Exploratory research, without aim of statistical significance



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