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Designing towards the leverage points in an open innovation project for digital urban transport interventions

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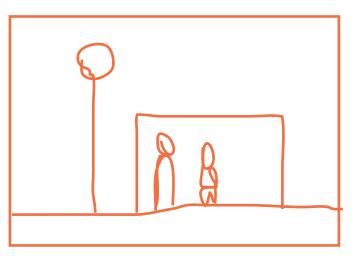
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RSD3 2014, AHO, OSLO BUILT ENVIRONMENT TRACK

Designing towards the leverage points in an open innovation project for digital urban transport interventions



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Responsive Transport Environments ENCIRCLE Australian Research Council Grant



Australian Government Australian Research Council



responsivetransport.org

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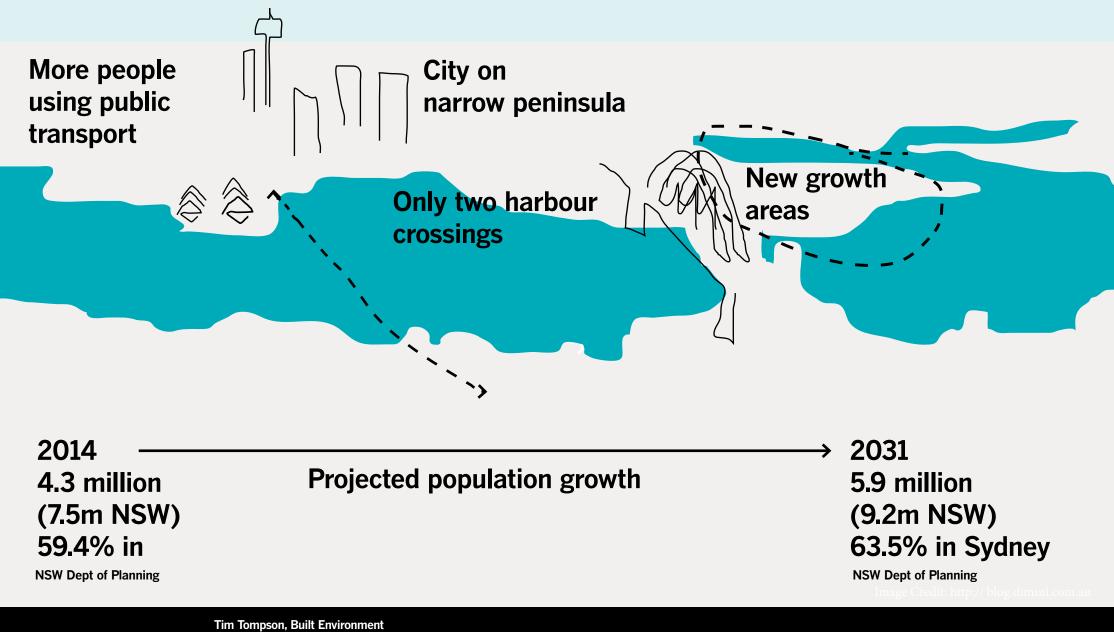
Project Summary:

Australian public transport environments are challenged to cope with growth in population. This research investigates a complementary approach to transport infrastructure expansion – and its associated costs, disruption, energy use, and implementation periods – through the use of responsive digital information to facilitate improved passenger flow and to offer a better customer experience.

The study objectives are:

- to investigate related research and projects in the area;
- to research user and other stakeholder requirements; to design, deploy and evaluate prototypes in real locations; and
- to develop spatial and architectural integration of digital technologies and their application in public transport environments.

Sydney's transport pressure

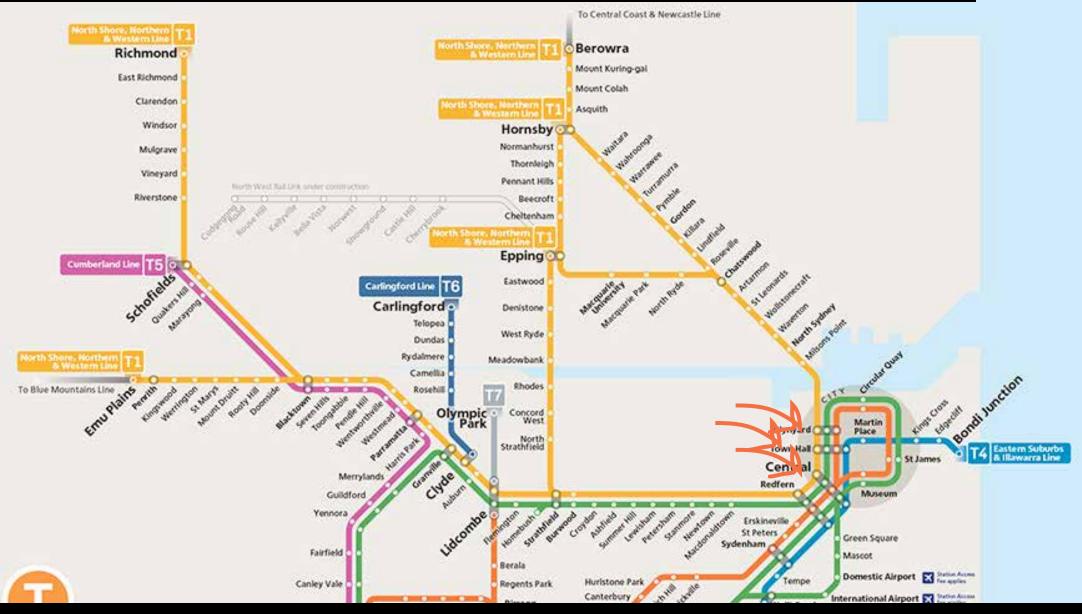


University of New South Wales

Sydney Trains Network



Three stations in the city were our planned locations for intervention



The variety in our stakeholder group made deciding on a path challenging





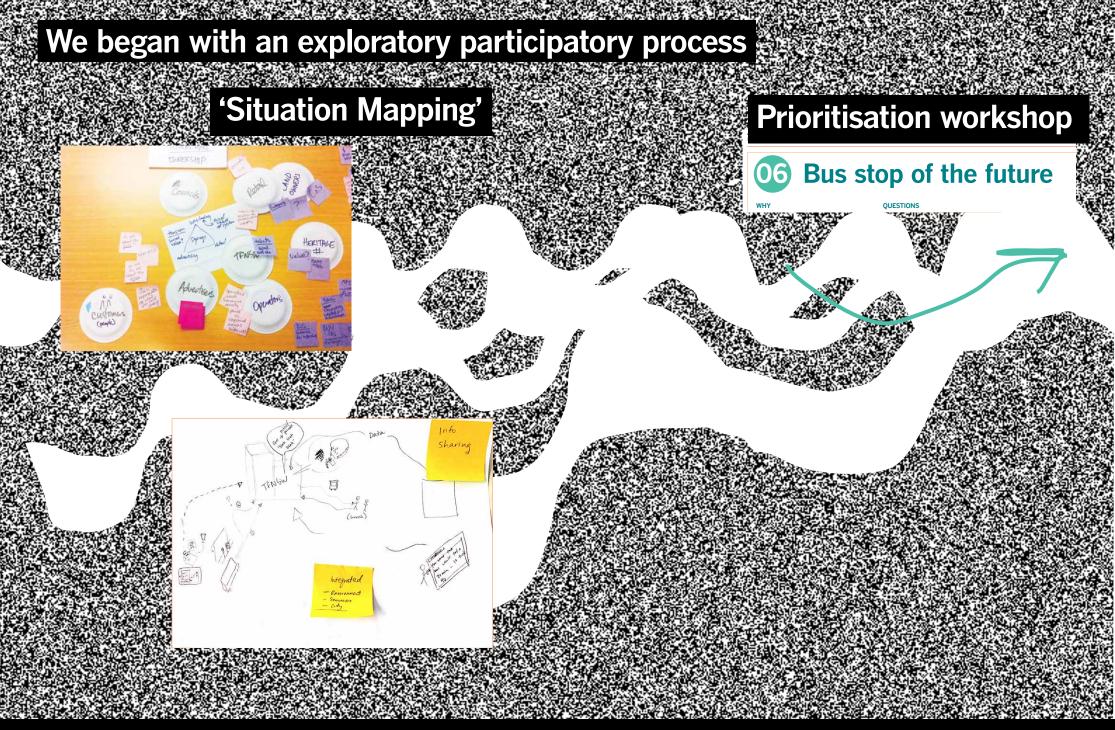








This was our understanding of what we should be doing







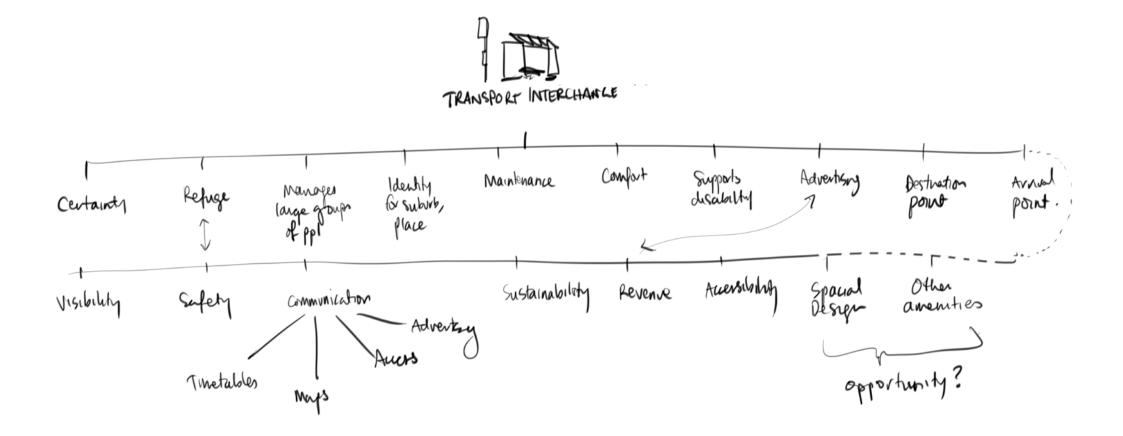
KASANE, BOTSWANA

OSLO, NORWAY

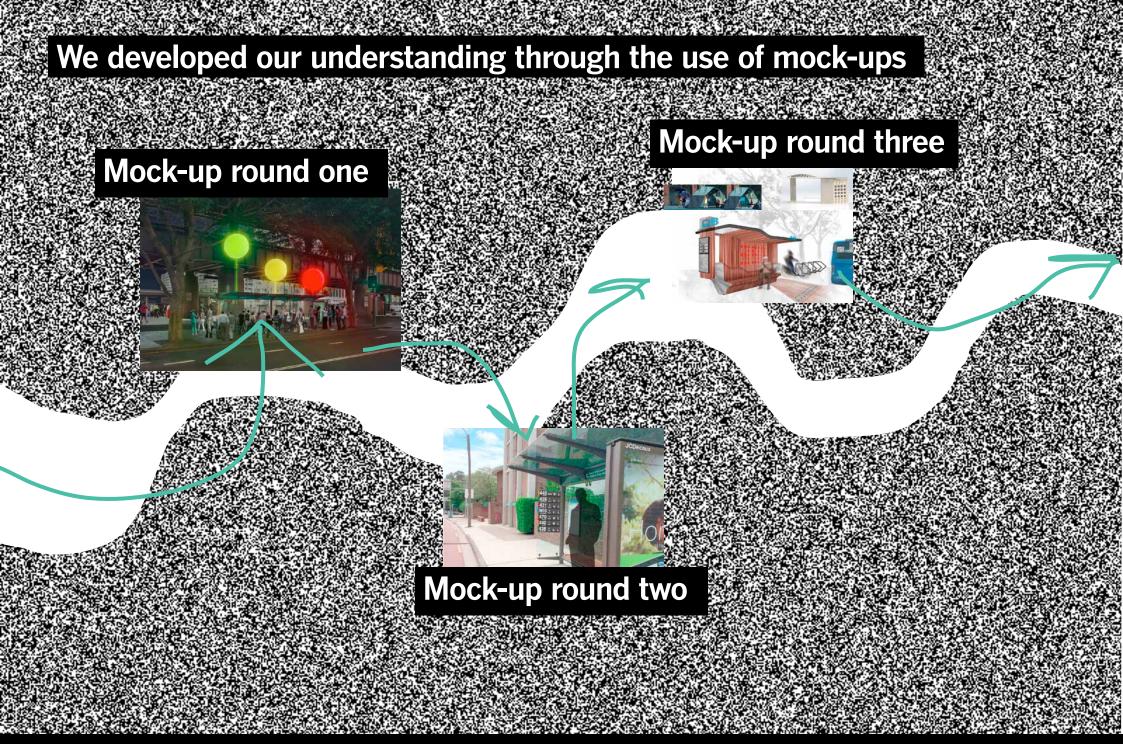


University of New South Wales

Functional Decomposition of a bus stop



Kitamura, Y. & Mizoguchi, R., 2003, 'Organizing knowledge about functional decomposition', Proc. of the 14th International Conference on Engineering Design (ICED 03), Stockholm, 19-21 August



Mock-up round one

Light Festival Display

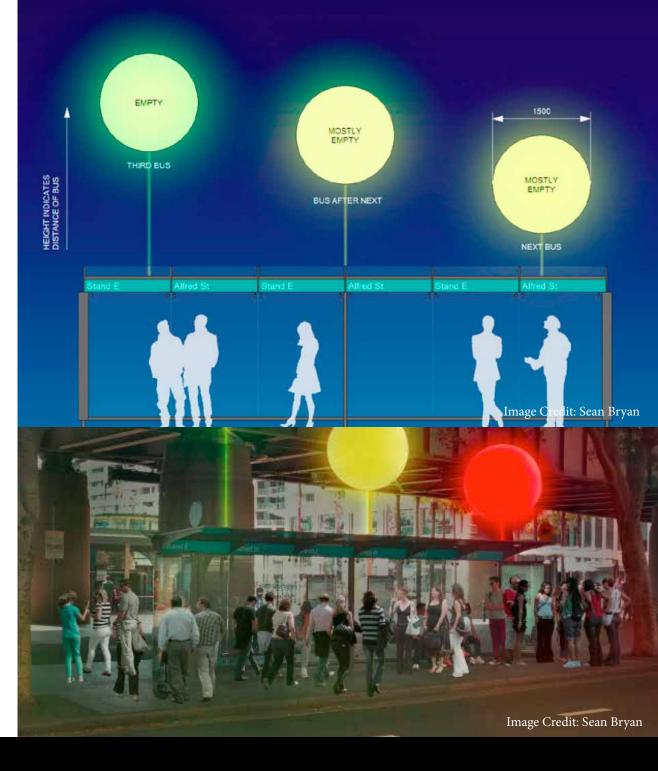
Image Credit: Sean Bryan

Mock-up round one

Light Festival Display

PROJECT LEARNING:

- May not be perceived to be improving customer experience
- Importance of advertising based business model managing stakeholders.



Mock-up round two

Digital display

Image Credit: Vinicius Falavigna

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Mock-up round two

Digital display

PROJECT LEARNING:

- Under advertising centric contracts the 'timetable information' could only take up the space allocated for the timetable.
- The information would block sight of the advertisement for passengers and drivers approaching from some directions
- Prefer to test 'offline' was seen as a more attractive alternative for most stakeholders



Mock-up round three

The bus stop of the future



Image Credit: Evan Fan, Mani Hunjan, Gene Jin

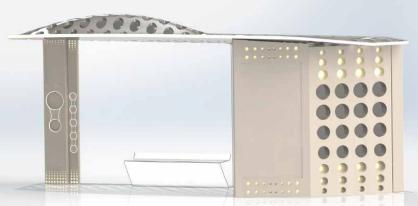


Image Credit: Estelle Rehayem, Xiaolu Li, Clement Yoong



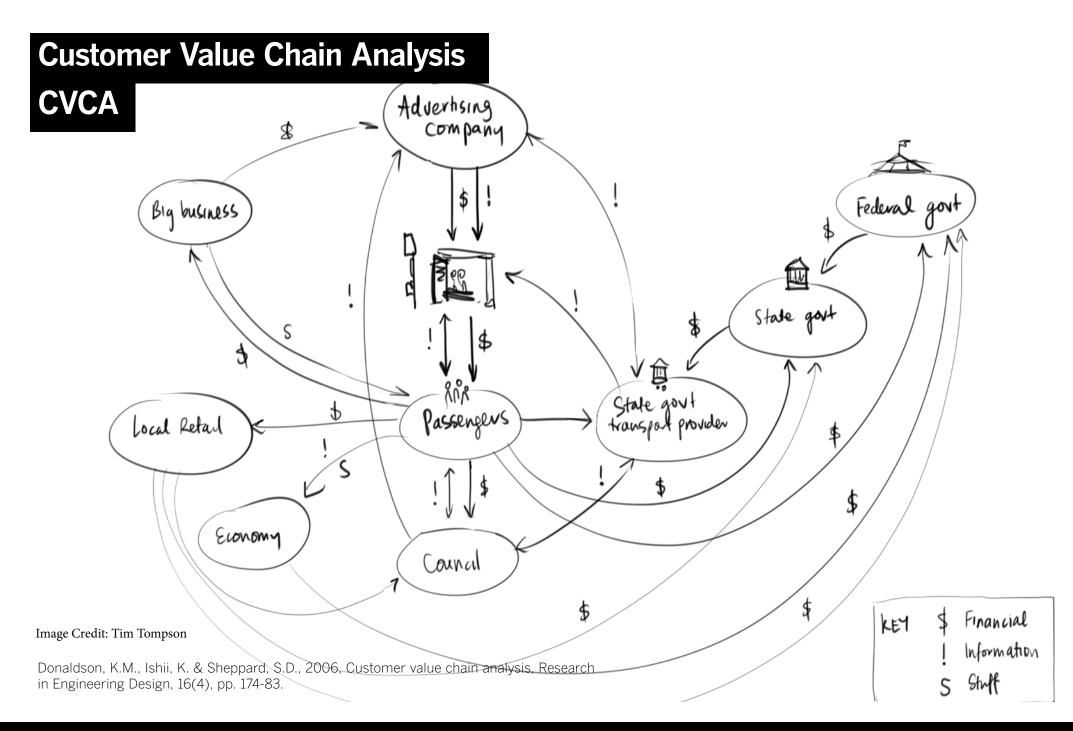
Mock-up round three

The bus stop of the future

PROJECT LEARNING:

- Stakeholders seem to like what looked more like existing bus stops as was likely to meet more 'real' criteria
- Stakeholders held onto small ideas eg.
 'water bubbler'
- Clear impressions of stakeholder organisational strategies 'eg. being seen to be sustainable - bicycle use'
- As discussion was to select a bus stop to build, more emphasis was put on safety/construction standards of rep. orgs, eg '70% transparent, Disability standards'



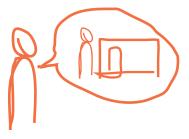


Project learning came directly from stakeholders & indirectly



EXAMPLES

- Alignment with existing strategies (eg. bicycle use, sustainability agendas)
- Accessibility principles
- Not conflicting with existing projects (eg wayfinding)
- Risk averson linked to previous experiences of the organisations



secondary stakeholder perspectives

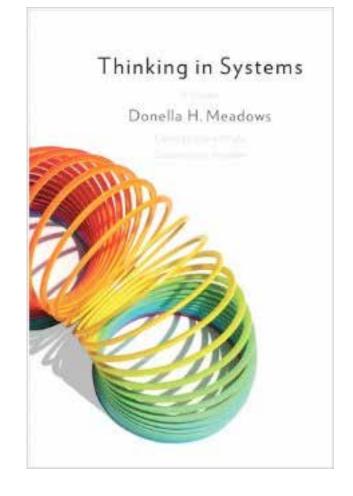
EXAMPLES

- DDA (Disability Discrimination Act) Standards
- Construction standards
- Road regulations about screens in driver line of sight
- Advertiser perspective
- Customers perspectives
- Department of Premiers Office
- Potential media representation



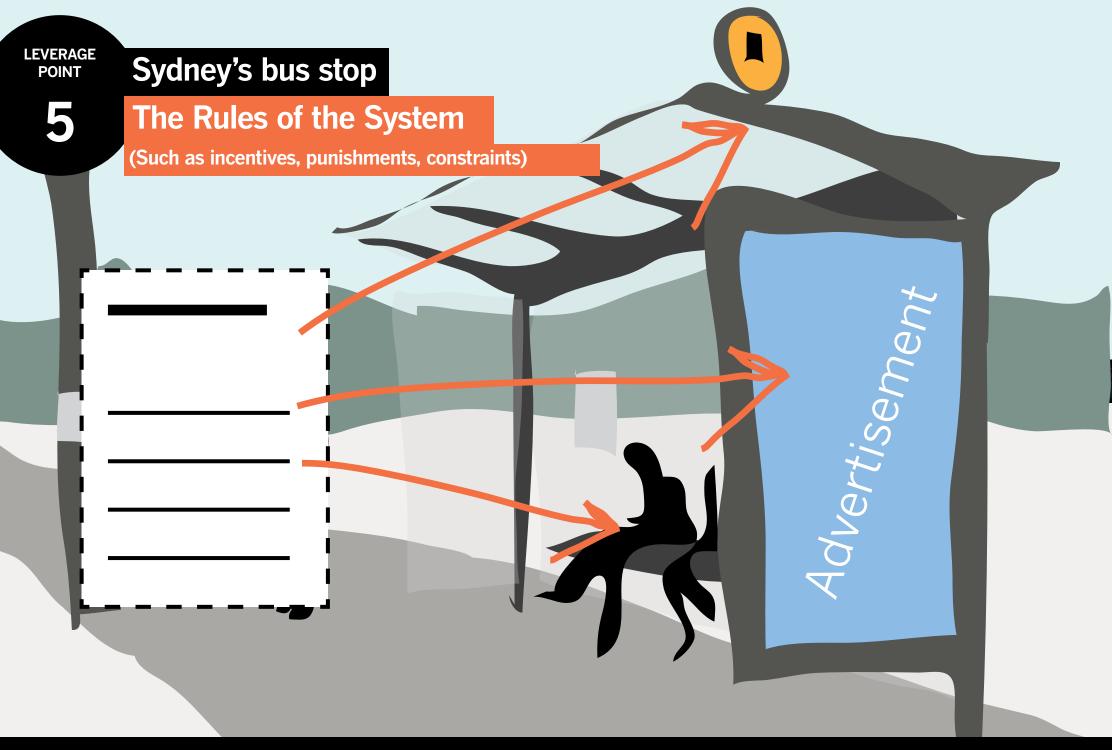
Leverage Points to Intervene in a System

- 12. Constants, parameters, numbers (such as subsidies, taxes, standards)
- 11. The size of buffers and other stabilizing stocks, relative to their flows
- 10. Structure of material stocks and flows (such as transport network, population age structures)
- 9. Length of delays, relative to the rate of system changes
- 8. Strength of negative feedback loops, relative to the effect they are trying to correct against
- 7. Gain around driving positive feedback loops
- 6. Structure of information flow (who does and does not have access to what kinds of information)
- 5. Rules of the system (such as incentives, punishment, constraints)
- 4. Power to add, change, evolve, or self-organize system structure
- 3. Goal of the system
- 2. Mindset or paradigm that the system its goals, structure, rules, delays, parameters arises from
- 1. Power to transcend paradigms



or

Meadows, D., 1999, Leverage points, Places to Intervene in a System.. Hartland, Vermont, USA: The Sustainability Institute



LEVERAGE POINT 5	Sydney's bus stop The Rules of the System (Such as incentives, punishments, constraints)		
		Advertise	er POSSIBLE DESIGN INTERVENTIONS
Local	I Councils		Demonstrate value of change to contract creating bodies to modify existing or future contracts
	Planning anisations	Safety Regulators	Demonstrate safety of screens near roads etc.

LEVERAGE POINT

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Power to add, change, evolve, or self-organize system structure

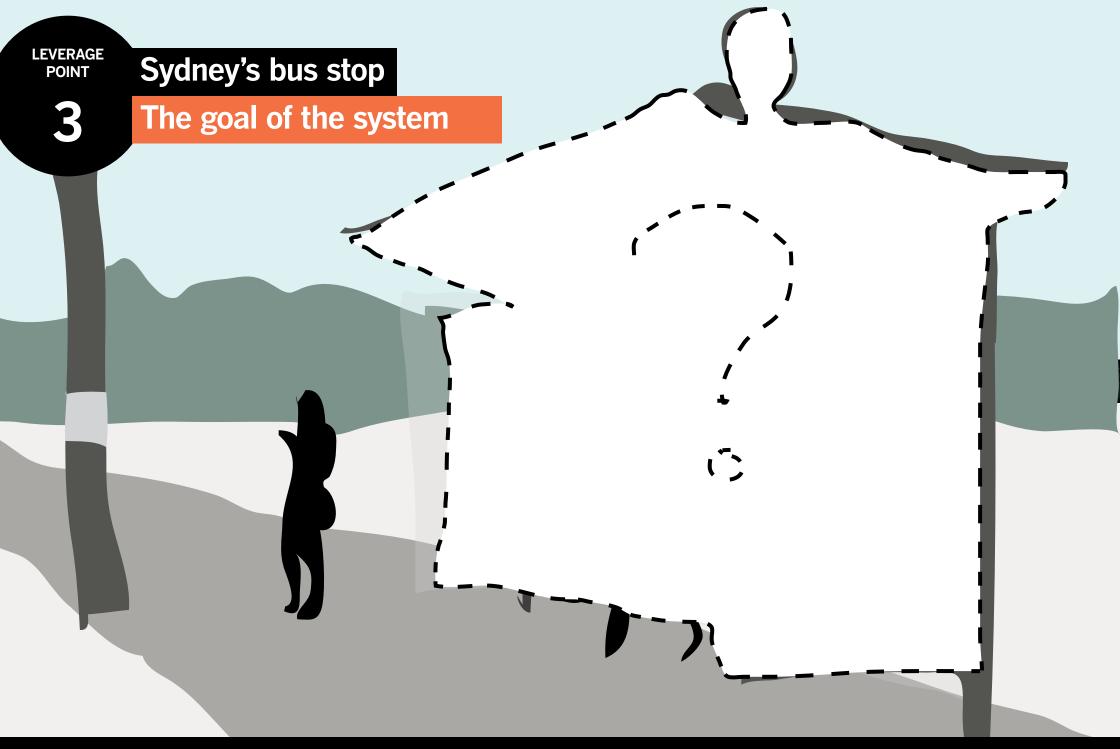
LEVERAGE POINT

Sydney's bus stop

Power to add, change, evolve, or self-organize system structure

POSSIBLE DESIGN INTERVENTIONS

- Work with Advertisers
- Apply more pressure through our prototyping for them to change/or propose changes themselves
- Work with potential future contract holders





The goal of the system



POSSIBLE DESIGN INTERVENTIONS

- Demonstrate that alternative business models are possible
- Challenge assumptions about advertising model.
- Student challenges find \$X per day/per stop new revenue ideas
- Having frequent conversations about the priority of transport information



The paradigm out of which the system arises

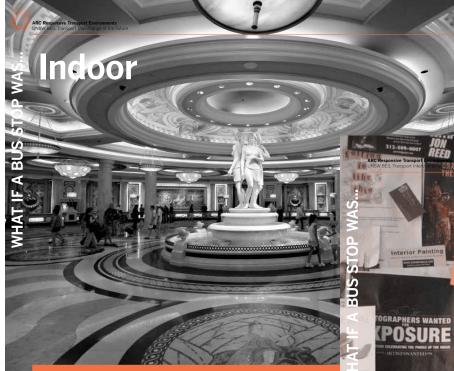
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LEVERAGE

POINT

The paradigm out of which the system arises

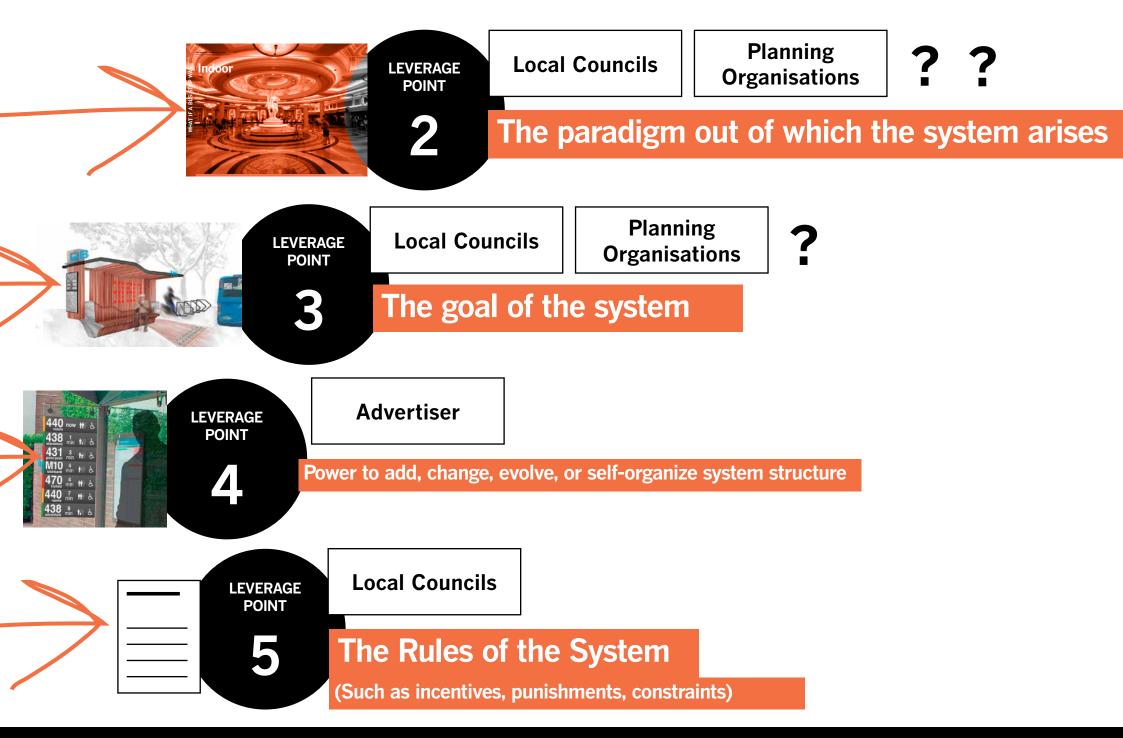


POSSIBLE DESIGN INTERVENTIONS

• Challenge assumptions of stakeholders on which the advertising model lies.



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Key Lessons

- Areas of pedestrian movement/waiting areas are heavily contested - stakeholders vie for foot traffic, attention and dollars.
- The space is necessarily regulated these can be changed over time by proving a case.
- the built environment intersects many systems
- political, social, economic, service, i nformation
- participatory approach did aid progress in a very ill defined project
- Failures did lead to important system learning.
- Understand your agency at each leverage point find where can you be most affective.
- Be strategic about what you are designing/creating arguments for and why.



How would this apply in the station environment?



THANKS

ENCIRCLE

Responsive Transport Environments



responsivetransport.org





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MORE INFORMATION

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Tompson, Tim; Zeibots, Michelle, Participatory Design to Engage, Build capacity and Innovate in public transport, Proceedings of Participatory Innovation Conference 2013, 3rd International Conference. 18-20th June, Lahti, Finland