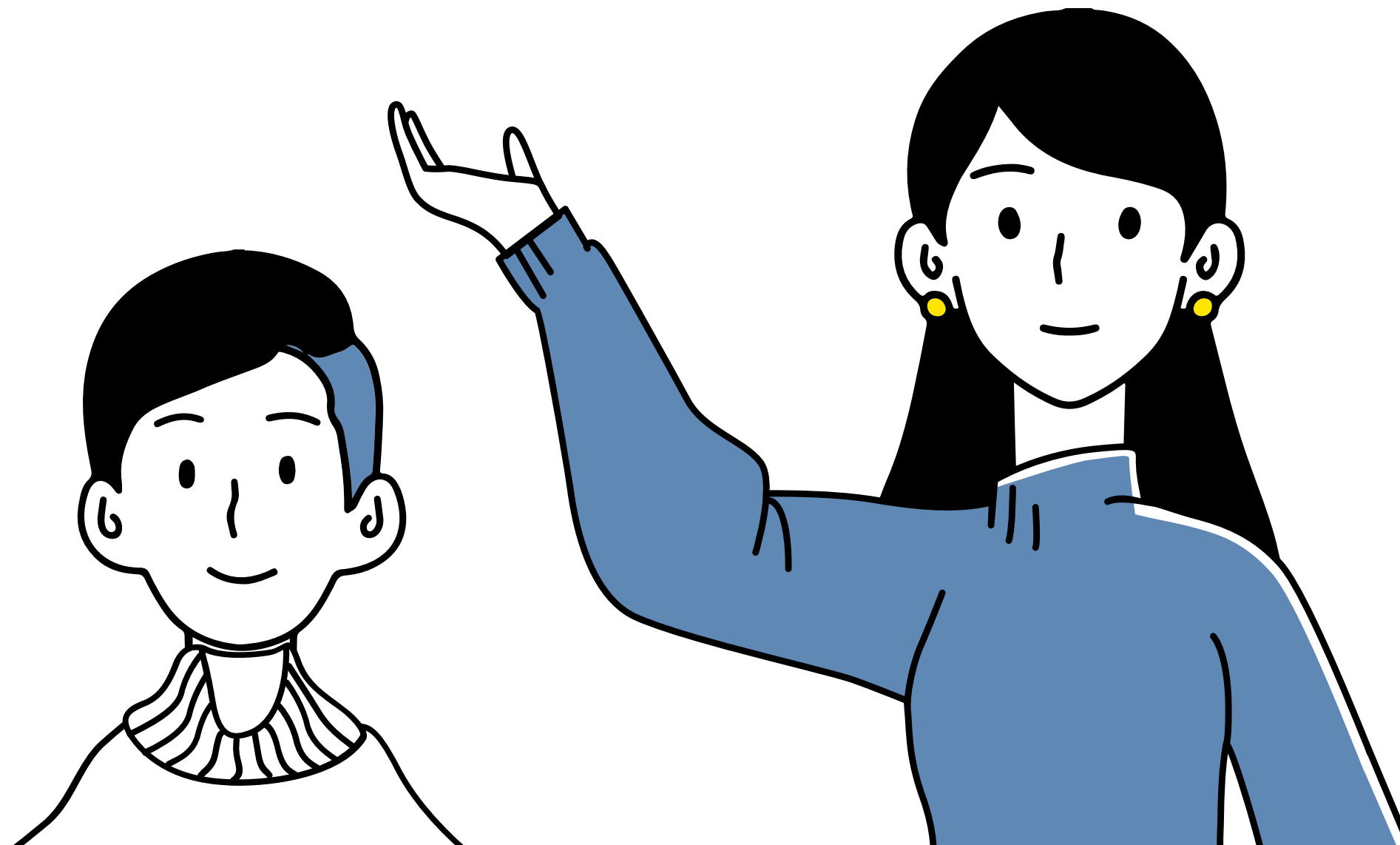
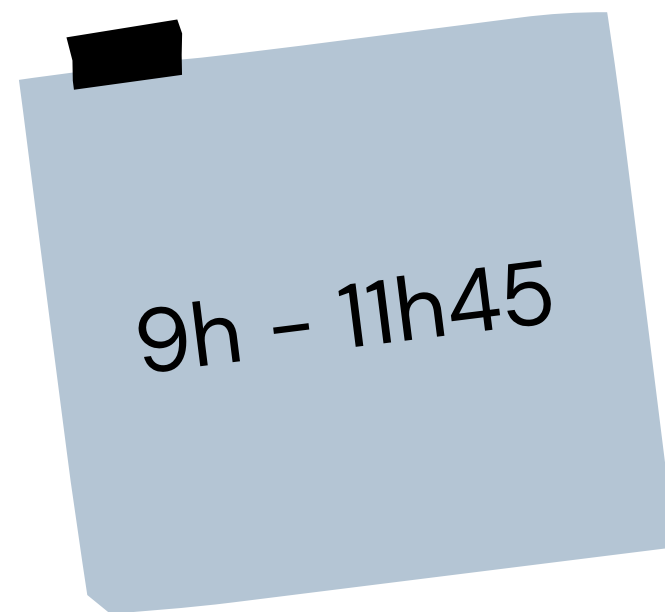


# URBAN MOBILITY DAYS 2023

## Workshop: Engaging with the Public and End Users on Sustainable Urban Mobility Solutions



# Workshop: Engaging with the Public and End Users on Sustainable Urban Mobility Solutions



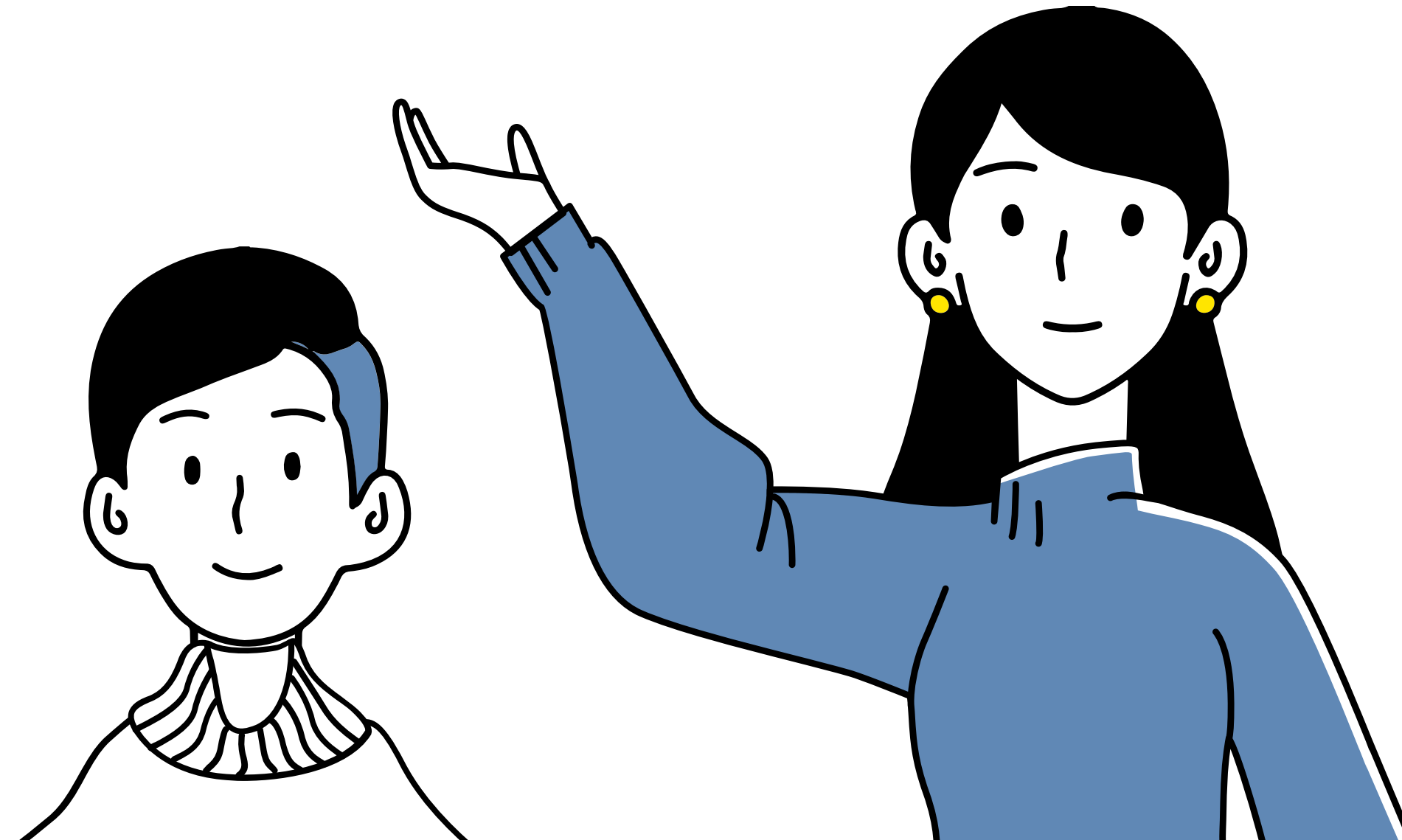
URBAN MOBILITY DAYS

04.10.2023

# Welcome!

**WiFi Network:** URBANMOBILITY2023

**Password:** UMDSEVILLE





# Introduction

**Carolina & Manon will be your hosts!**

- Let's make the most of this opportunity to discuss and share
- All levels of experience are valued
- All backgrounds and perspectives are important
- Help us ensure everyone gets a chance to speak



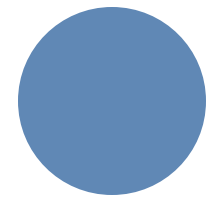
Carolina  
EIT UM



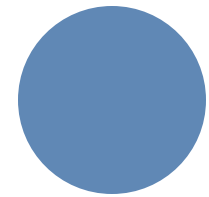
Manon  
POLIS



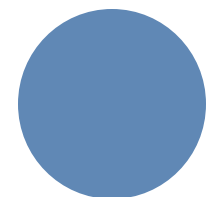
# Objectives



Explore strategies and tools for citizen engagement



Active engagement and sharing among participants



Foster a broad and inclusive approach to citizen engagement

# Agenda & Housekeeping

9:00 – 9:25	Welcome & Warm-up
9:25 – 9:45	<b>Presentation: Inclusive citizen engagement – trends and lessons learned</b>
9:45 – 10:10	Activity: Challenges in citizen engagement
10:10 – 10:30	<b>Presentation: Citizen engagement methods</b>
10:30 – 11:30	Activity: Case study
11:30 – 11:45	Sharing solutions and wrap-up

# Let's go!

**WiFi Network:** URBANMOBILITY2023

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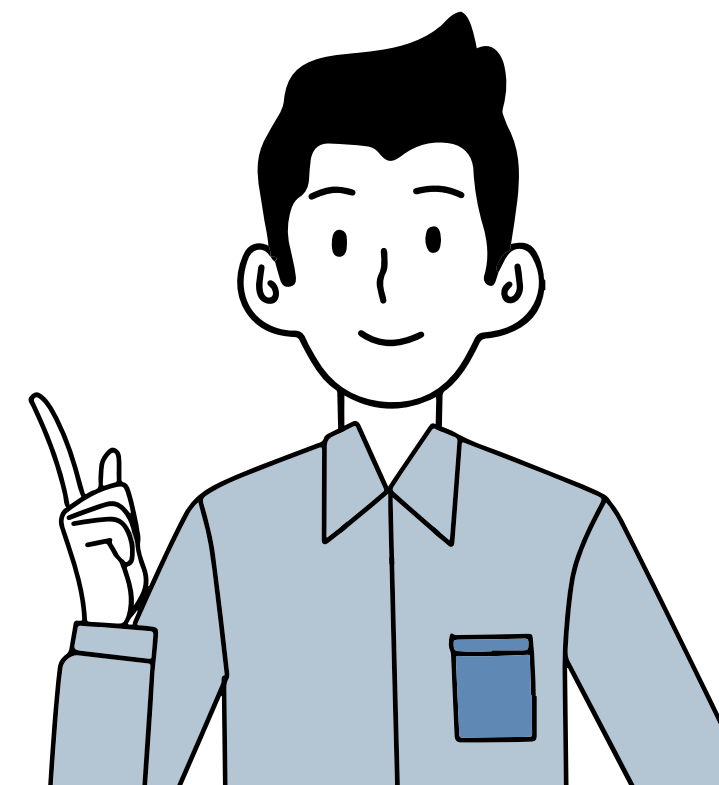
Go to **slido.com**  
and type  
**#UMD2023**

WiFi Network: URBANMOBILITY2023

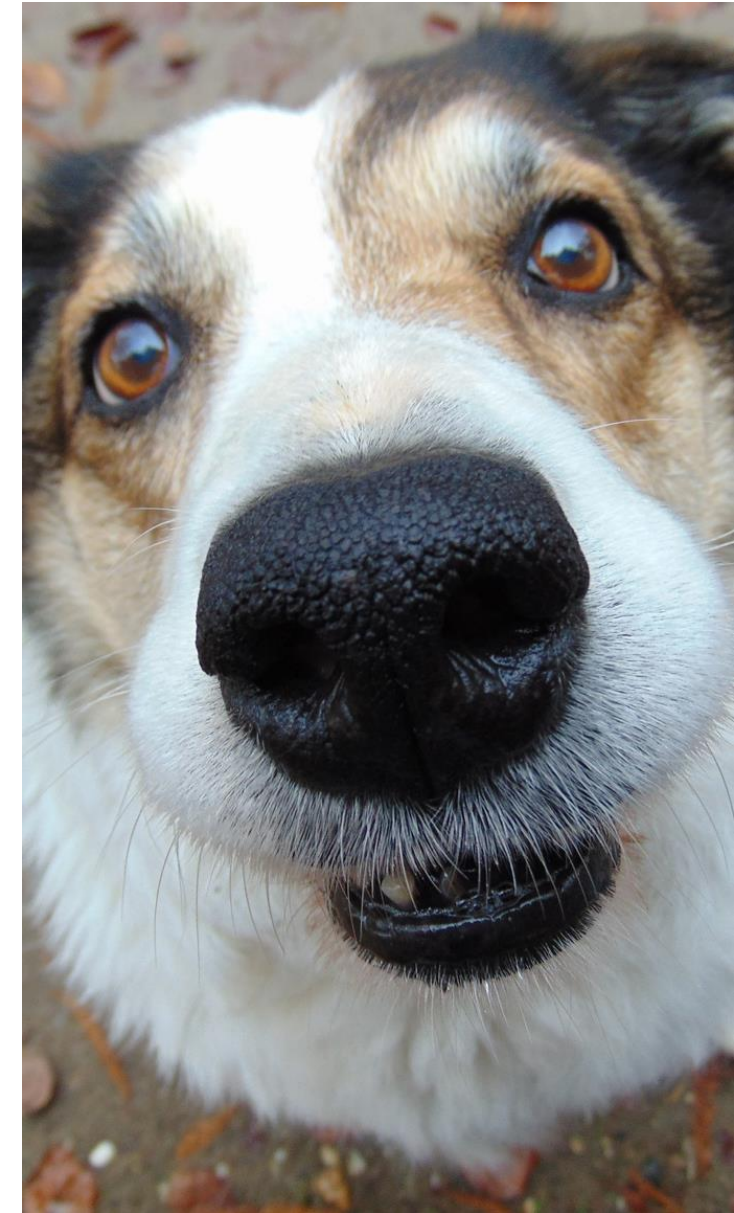
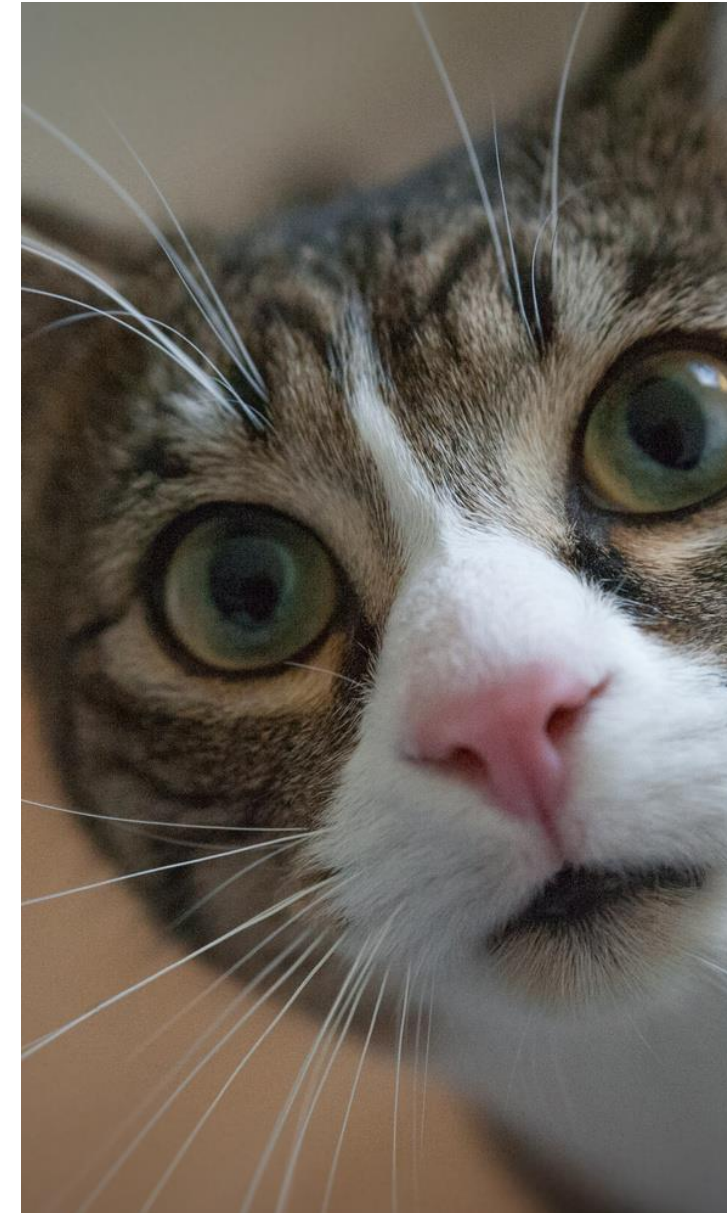
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Flash me! :)



# Cats or Dogs?





# How many coffees have you had today?





# What is your main mode of transport in your daily life?





# What word comes to your mind when you think about citizen engagement ?



# Inclusive citizen engagement: trends and lessons learned



**Julienne Chen**

Head of City Partnership



# Trends and lessons learned about inclusive citizen engagement

Julienne Chen



Co-funded by the  
European Union





# We focus on innovations that Most efficiently support cities on their way to net zero



Future mobility



Active mobility



Public realm



Sustainable city logistics

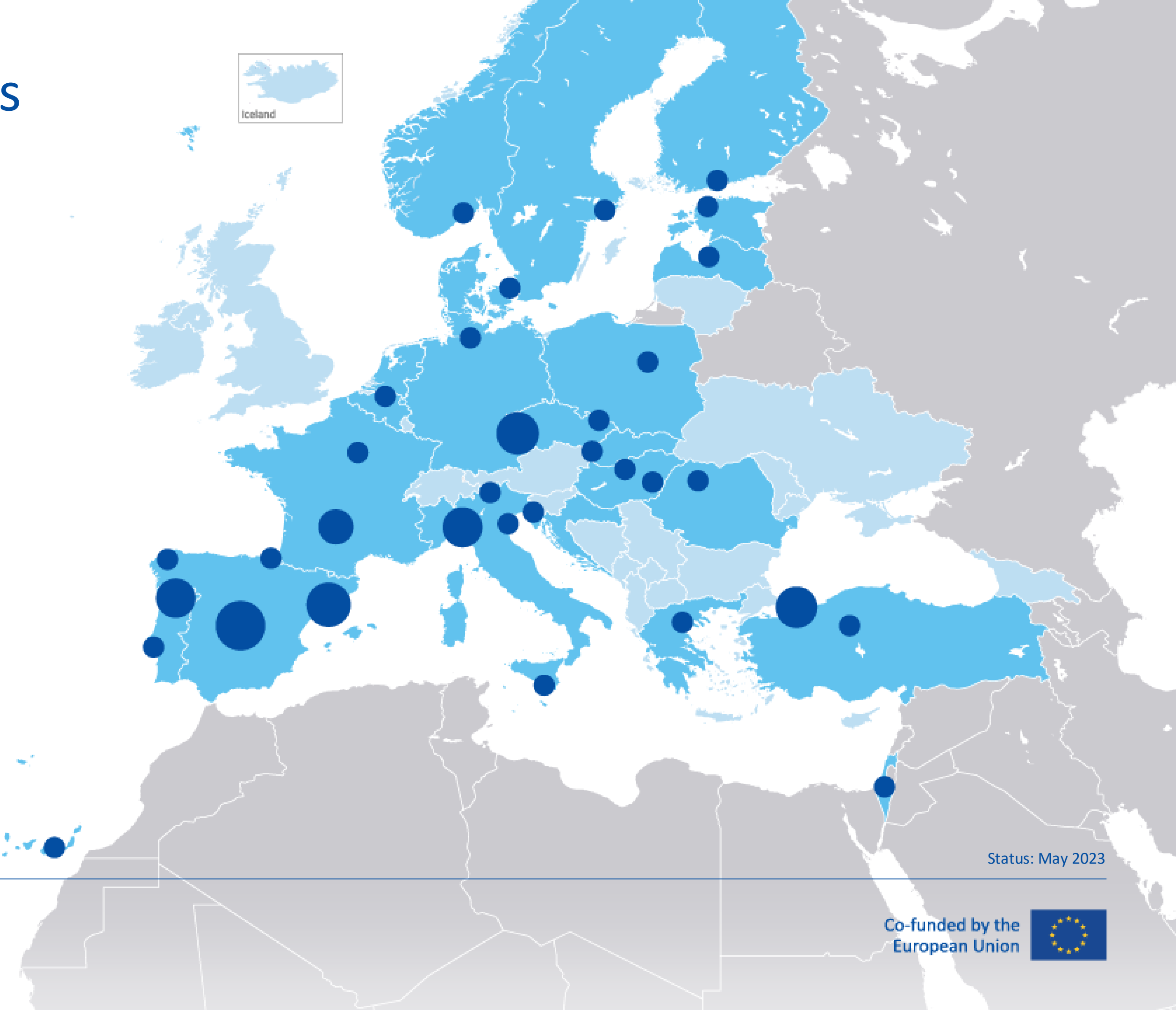


Mobility and energy



# Creating impact in cities across Europe

150+ pilots  
in  
60+ cities



Status: May 2023



People will find a way to use what is useful for them





# In many cases, we forget about those who we can't see

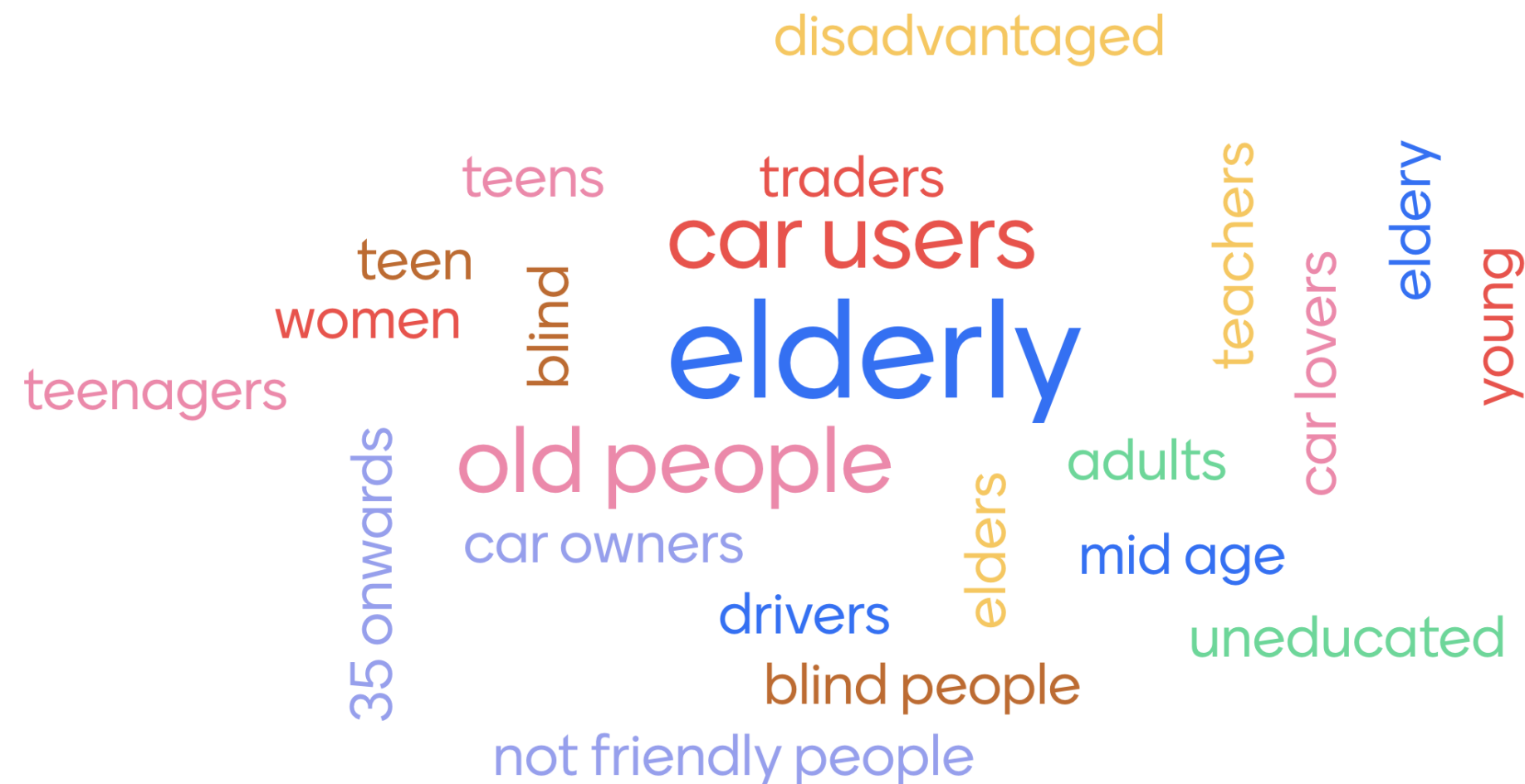


Photo credit: Angie Schmitt @schmangee



# What groups have you had the most difficulty in engaging?

29 responses



From the Citizens on the Move training programme, September 2023

# Traditional modes of engagement won't reach most people





# Building competences and a community of knowledge





# Trends and lessons learned



## Six (rapid fire) points

1. Experiential-based learning and empathy building
2. Field work
3. Engaging formats with tangible outcomes
4. Visual tools that are easy to use
5. Work through existing organisations
6. Build civic capacities





# 1/6 Experiential-based learning and empathy building



Guide from **Global Designing Cities Initiative** ([globaldesigningcities.org](http://globaldesigningcities.org))



# 1/6 Experiential-based learning and empathy building

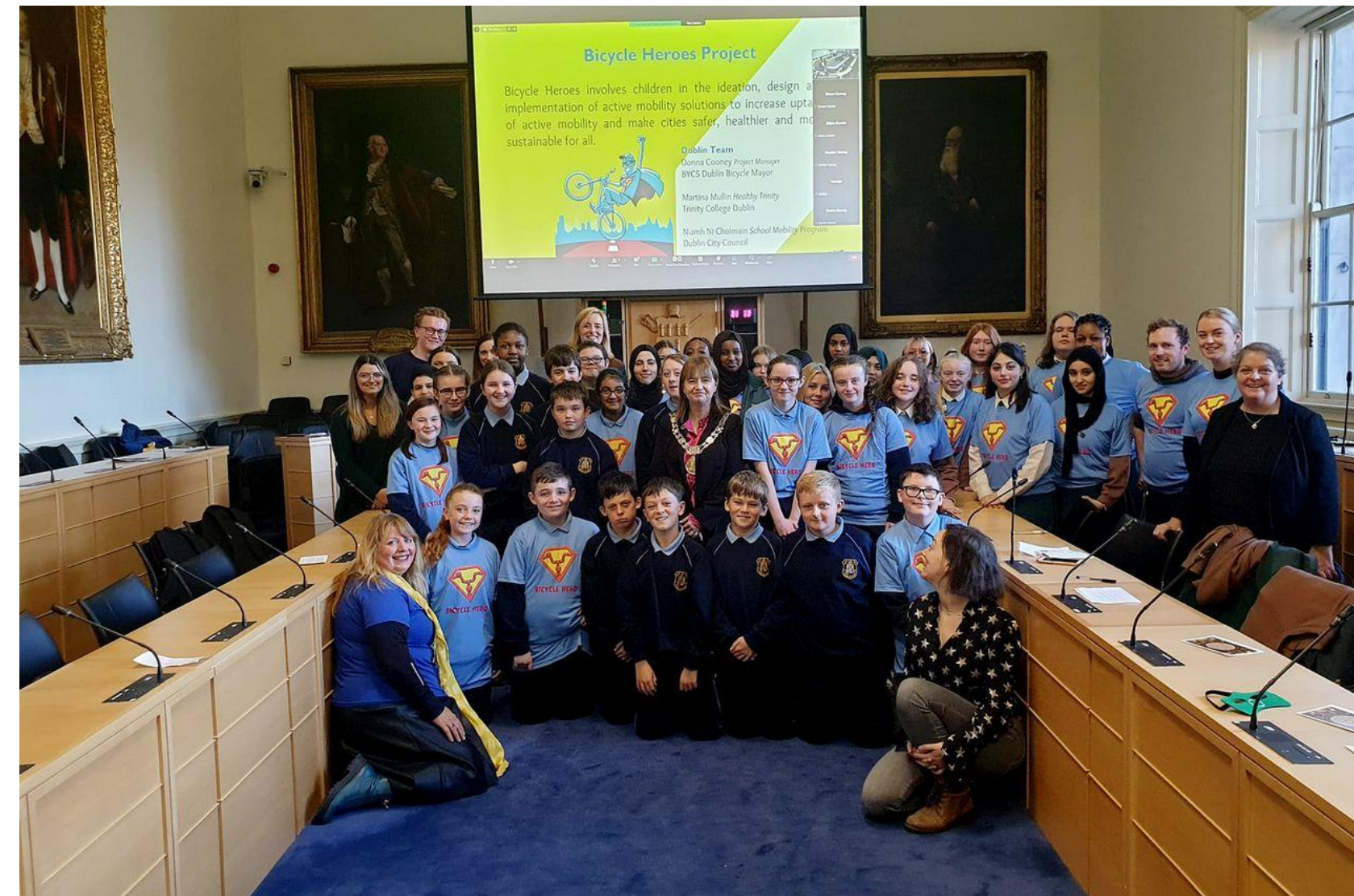


Photo credit: Donna Cooney





# 1/6 Experiential-based learning and empathy building





## 2/6 Field work



RAPTOR (Cluj-Napoca and Riga)



Photo credit: Humankind

*humankind.*



## 3/6 Engaging formats with tangible outcomes



FURNISH-KIDS (Barcelona and Milan)





# 3/6 Engaging formats with tangible outcomes

<https://furnish.tech/>



FURNISH-KIDS (Barcelona and Milan)



Photo credit: ELISAVA

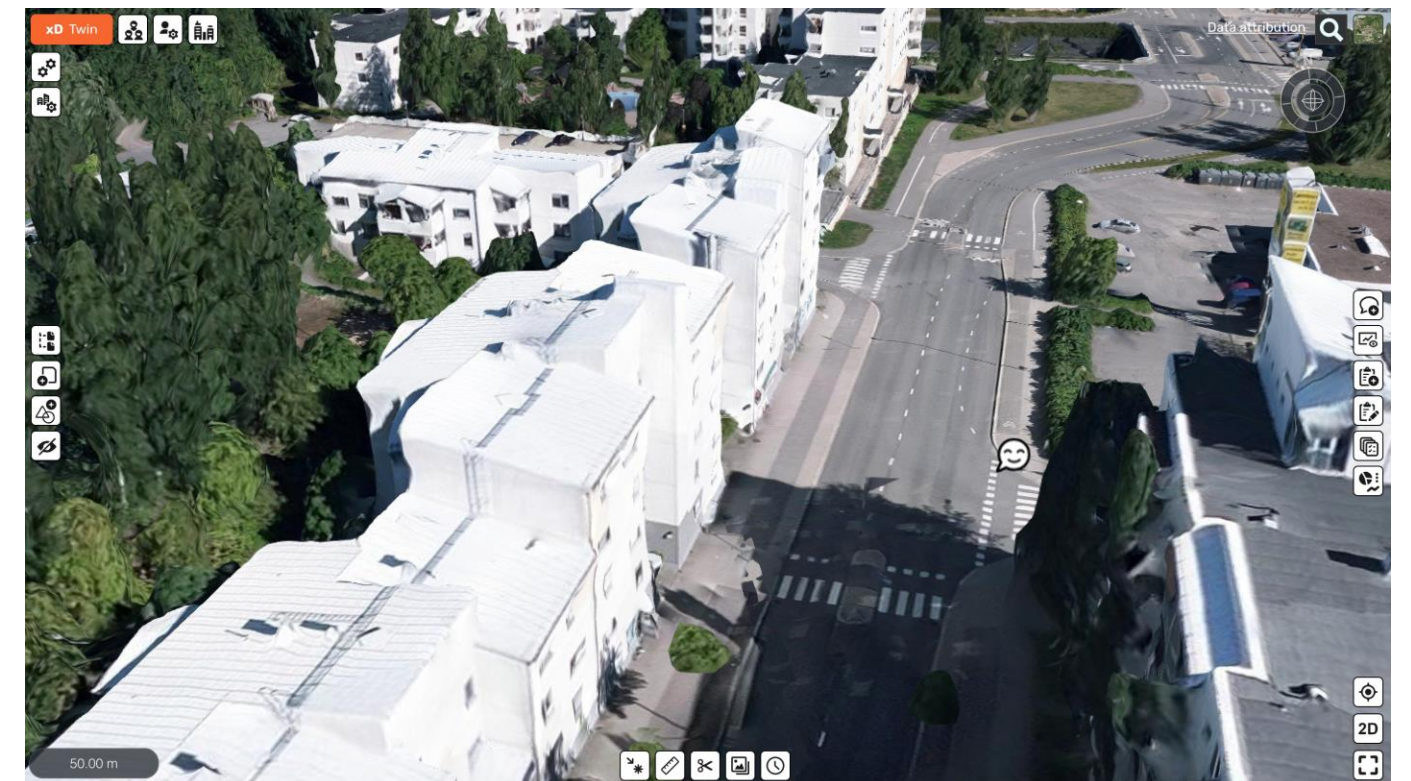




# 4/6 Visual tools that are easy to use



DVECE (Helsinki, Breda, Thessaloniki)



Source: xD Visuals; xD Twin 4k





# 5/6 Work through existing organisations

DVECE (Helsinki, Breda, Thessaloniki)





## 6/6 Build civic capacities



TandEM Women in Cycling (EU-wide)



- Online preparatory modules
- In-person training: how to teach someone to bicycle from zero, how to lead group bike rides, how to do basic bicycle repair
- Each participants leads at least four cycling training workshops in their home city

**BYCS**



# The most important thing is to start



Camilla Falsini, Piazzale Loreto, Milan



# Because over time, agile practices can become institutionalised



Photo credit: Todd Ramsey



Photo credit: Jaime Green, Wichita Eagle

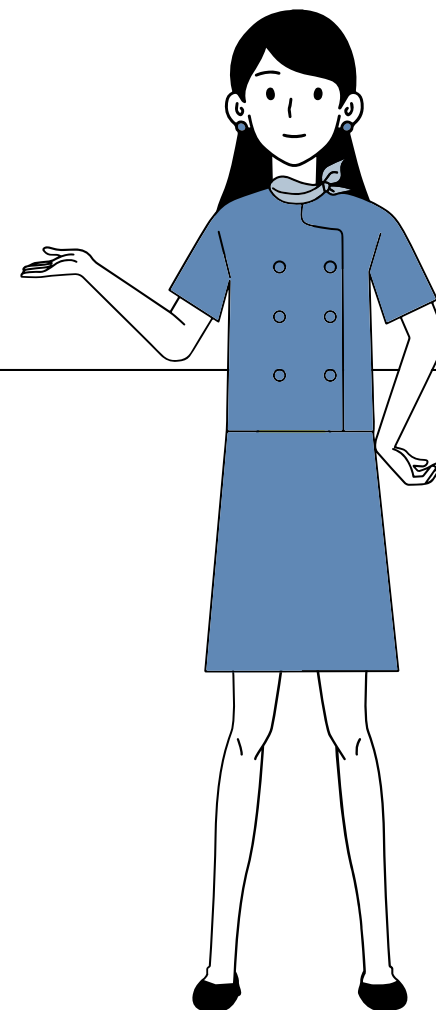


Thank you!

[julienne.chen@eiturbanmobility.eu](mailto:julienne.chen@eiturbanmobility.eu)



**What are the biggest challenges you face in your work on citizen engagement for urban mobility?**



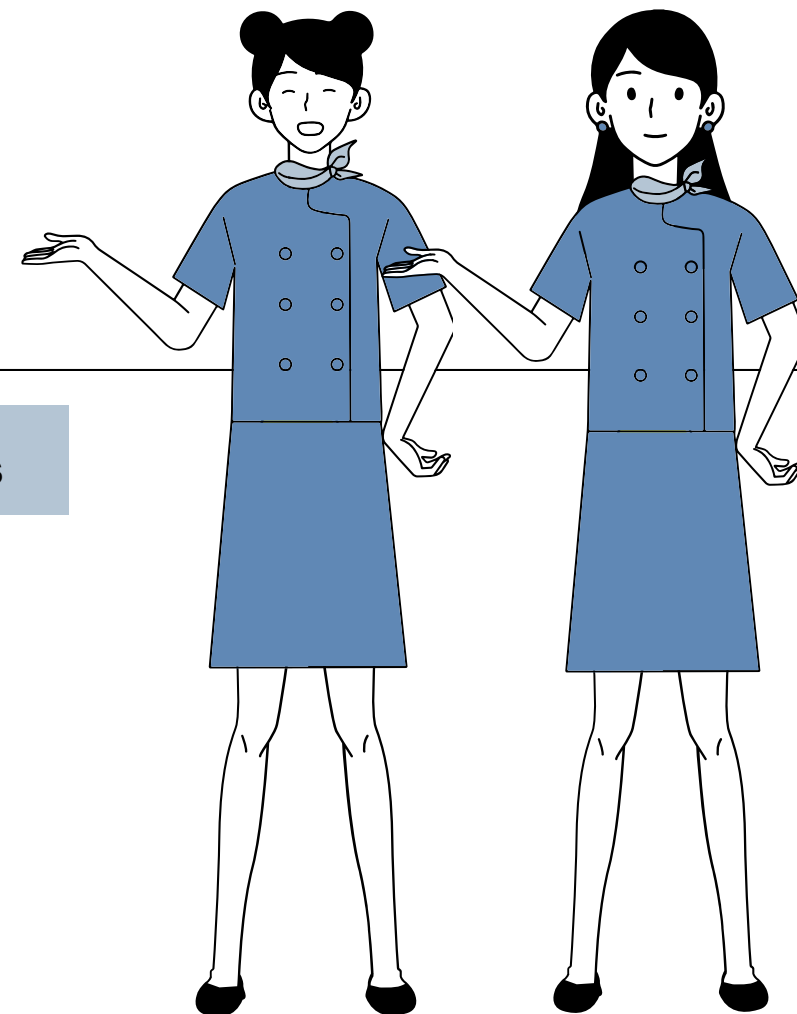
Activity: **Identifying challenges**

Time: **10 minutes**



Talk in pairs!

**What are the biggest challenges you face in your work on citizen engagement for urban mobility?**

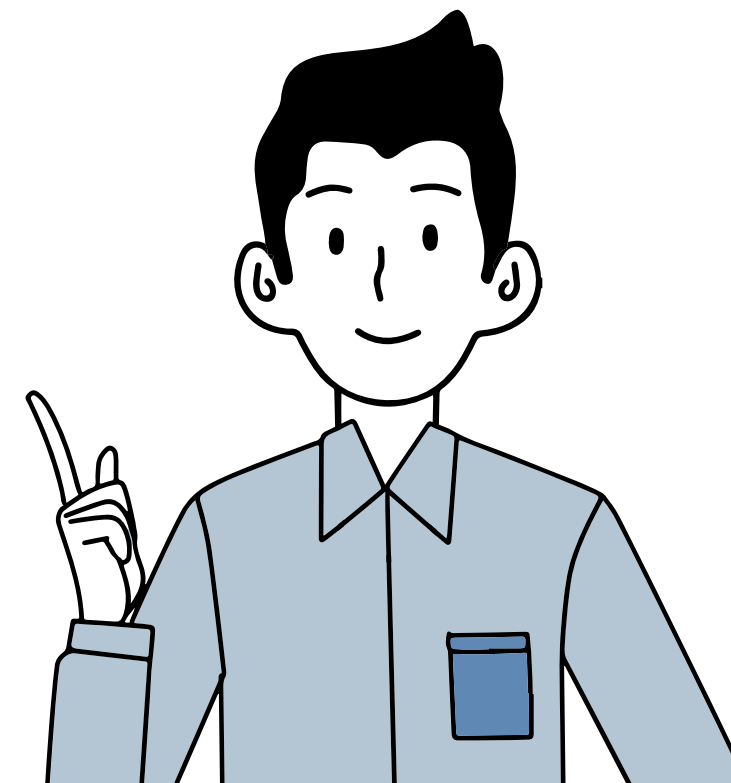


Activity: Identifying challenges

Time: 10 minutes



**Go to [slido.com](https://www.slido.com):  
Share your challenges  
in a few words**





# e-smartec engagement methods



**Andréia Azevedo**  
Project Manager



# e-smartec engagement methods





**Access**

**Parking**

**Just Transition**



**Active Travel & Health**

**Air Quality and Clean Vehicles**



**Governance & Integration**

**Urban Freight**

**Regions**

**Small and medium-sized Cities**

**Climate-Neutral Cities Mission**



**Safety & Security**



**Mobility & Traffic Efficiency**

**Working Groups and Taskforces**





**Peer-to-peer exchange**

**Policy & Advocacy**

**Research**

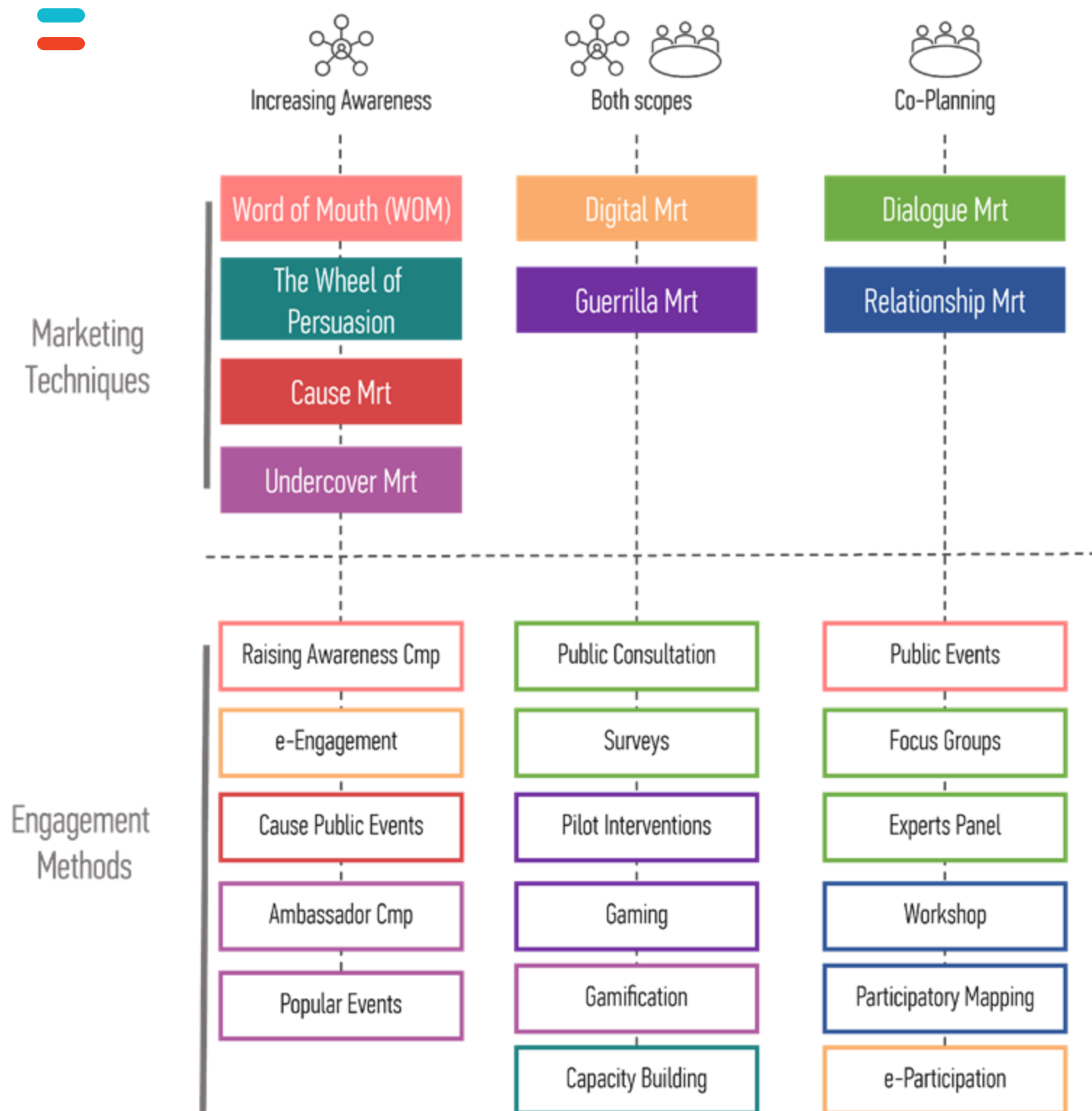
**Innovation**

**+100 Cities, regions and related entities**

**SUSTAINABLE  
URBAN  
MOBILITY  
INNOVATION**

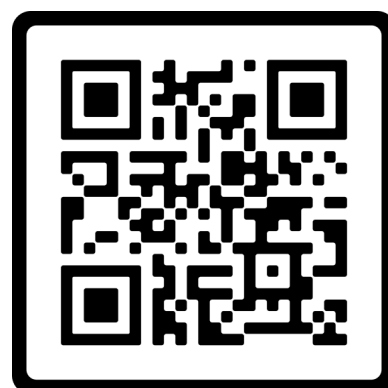


# e-smartec Engagement Process



Each Marketing Technique can be implemented by using a set of Engagement Methods.

The combination of those methods forms the *backbone of the engagement process*.



# Marketing Techniques & Engagement Methods



**Cause Marketing** is a marketing technique that focuses on social or charity causes while promoting social responsibility.

Cause Marketing can provide the opportunity to engage the public, not only rationally but also emotionally through the creation of an ethic consciousness by stimulating individual behavioural change.

**Key characteristics:**

✓Focuses on engaging the public not only rationally, but also emotionally, through the creation of an ethic consciousness.



**Cause Marketing** is a marketing technique that focuses on social or charity causes while promoting social responsibility.

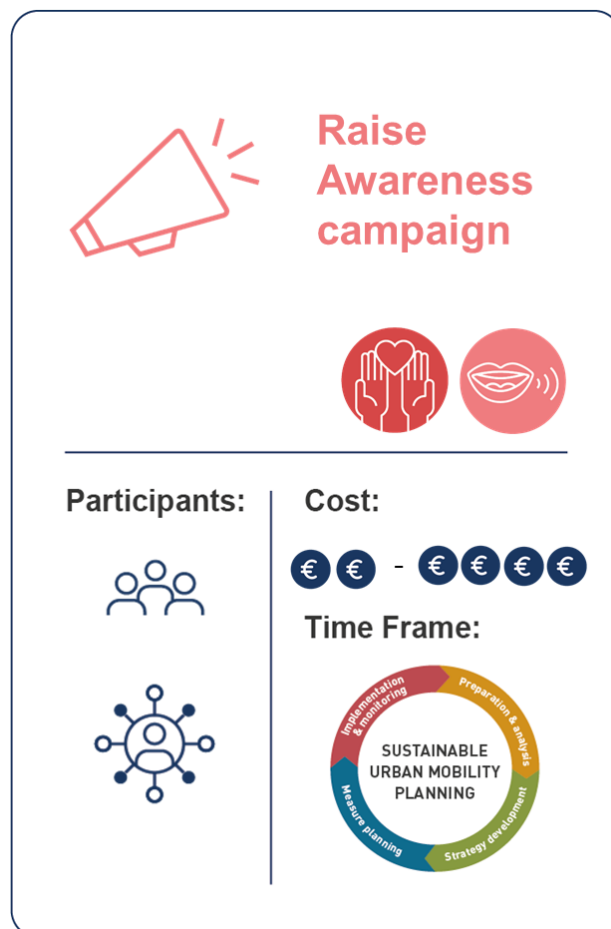
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# Marketing Techniques & Engagement Methods



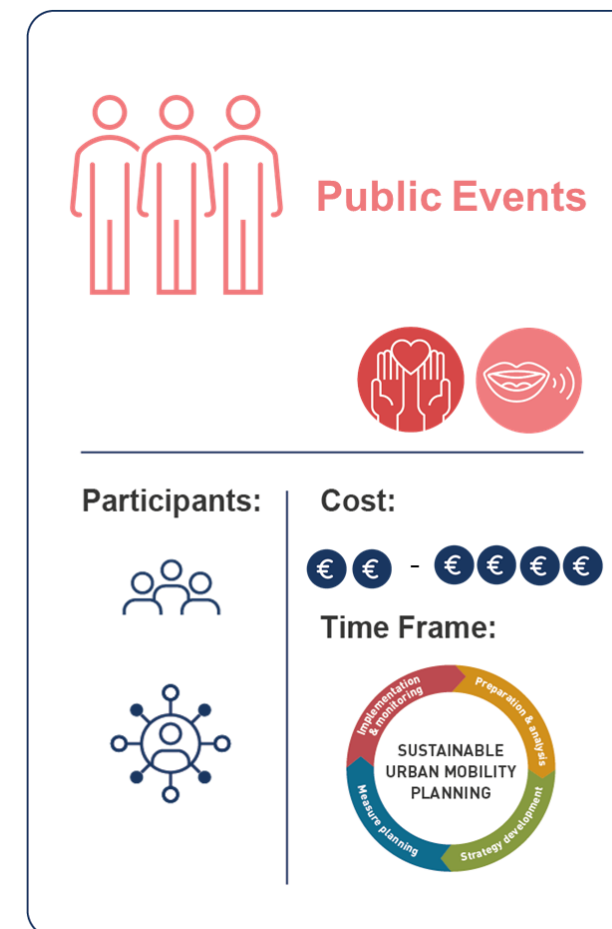
A promotional campaign which uses several tools in order to reach as many individuals as possible.

## Key characteristics:

- ✓ Clear objectives and success target goals.
- ✓ Focus on specific issues and the relevant audience target groups.
- ✓ Interesting content presented in different formats

## Types:

- Offline campaign
- Online campaign



A Public Event aims to raise awareness, as a means of stimulating interest and creating publicity. Such events provide to the organizers the opportunities to inform the public about a priority issue, a specific milestone or the entire project. Local individuals and organizations are invited to participate in them.

## Key characteristics:

- ✓ Strategic selection of site.
- ✓ Casual atmosphere.
- ✓ Allows for sensitive topics to be discussed.

## Types:

- Interactive Event
- Pilot Event
- Open Event

# Marketing Techniques & Engagement Methods



**Digital marketing** is the component of marketing that utilizes online based digital technologies such as digital apps, platforms and websites, used in desktop and mobile interface, to promote services and products.

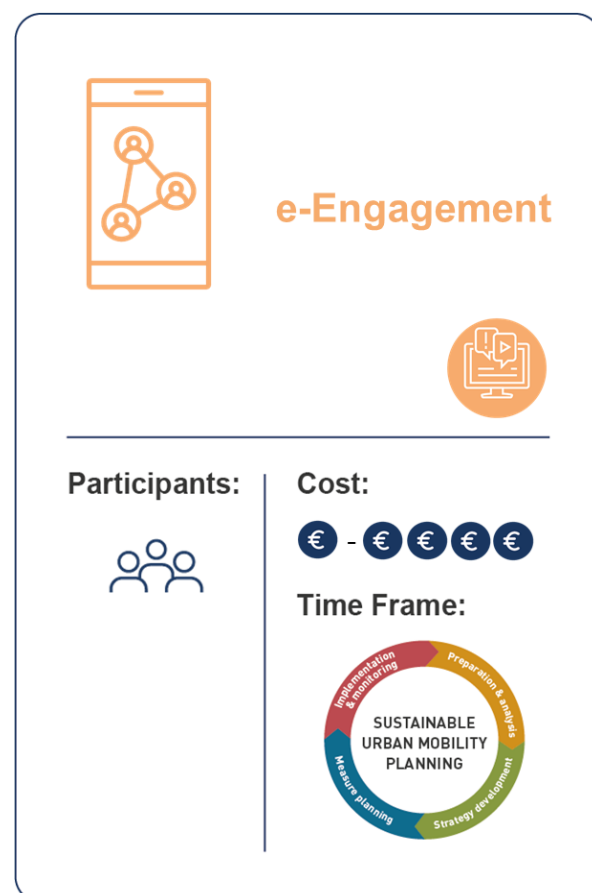
It is a non - linear marketing approach, where exchanges between provider and recipients are free flowing and the information is disseminated through numerous channels, such as the blogosphere, YouTube, Facebook, Instagram, Twitter and a variety of other platforms.

## Key characteristics:

- Rapid spread of information
- Attracts public interest, through interactive audiovisual elements
- Uses broad communication channels
- Uses casual and targeted wording



# Marketing Techniques & Engagement Methods



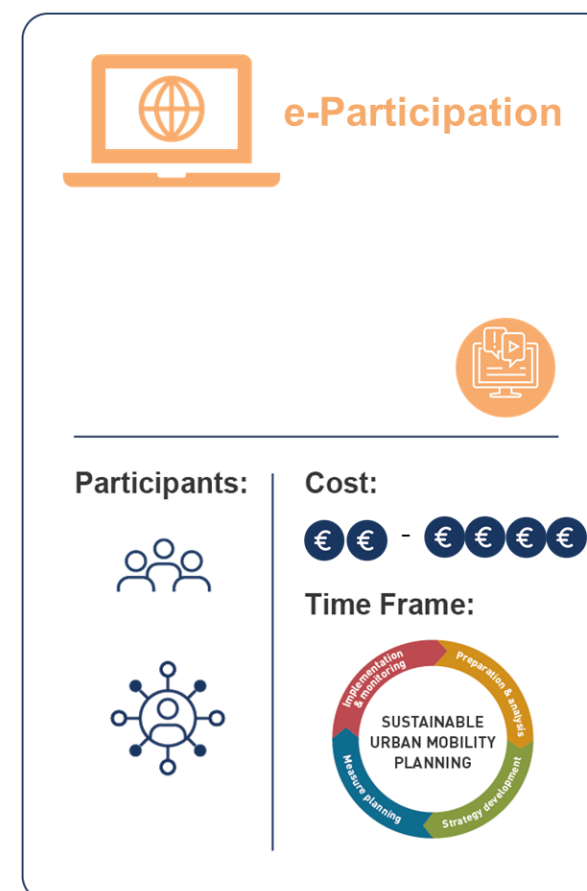
e-Engagement in the form of Online Campaigning is a similar method to Raising Awareness Campaign but focuses on web-based channels and digital tools.

## Key characteristics:

- ✓ Focus on specific issues while targeting wider audience groups, since e-engagement can take place at anytime and anywhere.
- ✓ Interesting content presented in different formats.

## Types:

- a focus group chat room
- a blog or a social media platform
- a project website or web/mobile platforms
- an online Event



e-Participation has been defined as “the utilization of information and communication technology in order to extend and deepen citizen’s participation”. This method is basically an open invitation to every citizen, willing to participate in particular issues, by commenting, sharing insights or ideas, via a free-access online platform

## Key characteristics:

- ✓ Require ICT competences, legal knowledge and communication skills.
- ✓ Allows the participation of a larger number of citizens
- ✓ Gives the opportunity to reach out to wider demographic groups

## Types:

- Web platforms
- Survey tools
- Specialized apps

# Marketing Techniques & Engagement Methods



**Dialogue marketing** includes all activities in which media is used with the intention of establishing an interactive relationship with individuals.

Dialogue techniques are utilized to focus on particular issues or concerns that require further input from the community.

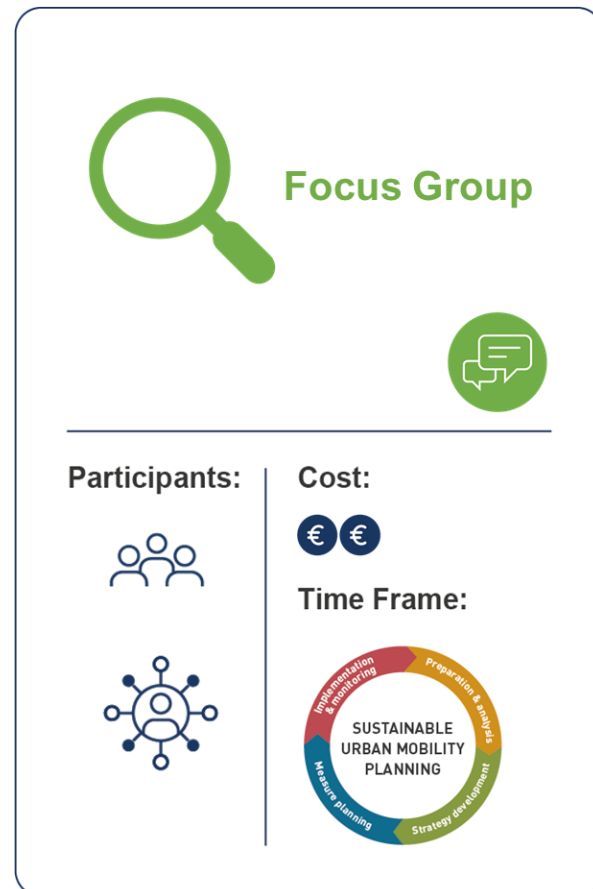
It is a four-stage process designed to help project actors develop long-lasting and mutually beneficial relationships with citizens.

## Key characteristics

- ✓ Creates interactive relationships with individuals and their attitude
- ✓ Establishes simple and targeted communication
- ✓ Creates safe places that establish openness to sharing ideas



# Marketing Techniques & Engagement Methods



A Focus Group is a structured discussion among a small group of participants, facilitated by a skilled moderator. This method is designed to obtain insights, ideas and opinions from the participants on a specific topic.

## Key characteristics

- ✓It is typically conducted face to face, but it may also be organized via online meetings.
- ✓Questions are asked in an interactive group setting where structured discussion among participants is highly encouraged.
- ✓Participants are selected based on their knowledge or level of interest to the specific topic.
- ✓Neutral and casual environment.



Public Consultation is a regulatory process that invites citizens and stakeholders to provide their views and feedback on the current stage of the project.

## Key characteristics:

- ✓Experts and government officials share project information and details with the participants.
- ✓A limited number of citizens is involved in the decision- making process.
- ✓The selection of citizens is implemented randomly from the general population.
- ✓It is usually the preferred formal type used for final approval of major policies or large-scale infrastructure projects.

## Types:

- Physical meeting
- Online meeting

# Marketing Techniques & Engagement Methods



**Guerrilla Marketing** is a promotion strategy which uses surprise and unconventional interactions in order to promote a concept.

It uses multiple practices in order to establish direct contact with targeted audience.

The used methods usually achieve high impact and notoriety, generating innovation and creativity.

## Key characteristics:

- ✓ Links emotional responses and provokes recipients to relate to issues differently than they are accustomed to
- ✓ Use “out-of-the-box” tactics



# Marketing Techniques & Engagement Methods



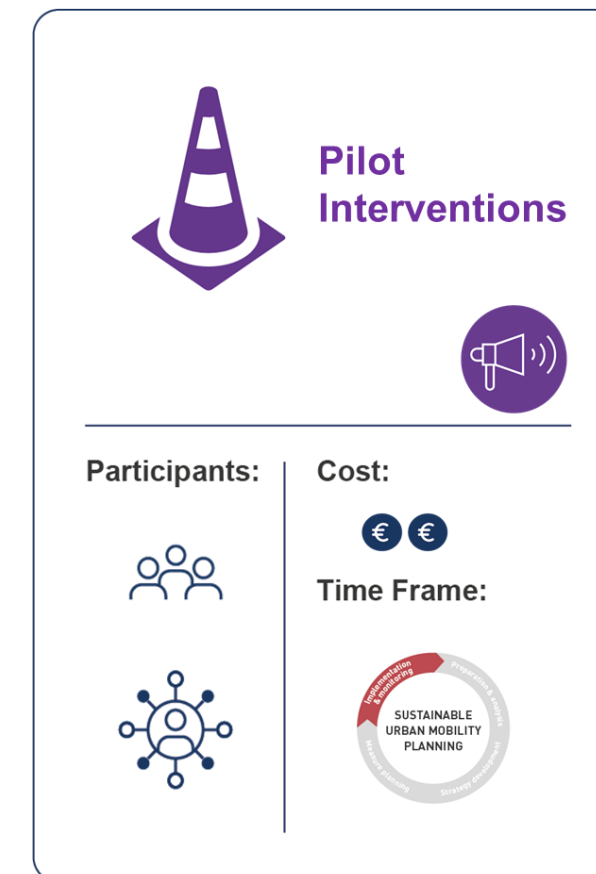
The “Gaming” approach can be described as a chameleon method. This approach masks learning technologies and pedagogical principles in game-based environment with the objective of engaging and motivating participants by offering entertainment and joy.

## Types:

- SIMULATION-BASED – actions taken by players resemble actions taken by people in real situations in everyday life.
- DECISION-BASED – role play by players with presentation of thoughts, statements and attitudes.
- PSYCHOLOGICAL – based on interactions between individuals or groups striving to achieve set goals.

## Game Categories

- Location based games
- Strategic games



Pilot Intervention is an approach where physical interventions of a temporary character are implemented on trial base, like a prototype, leading towards a more permanent transformation in the future.

## Key characteristics:

- ✓A harvest of local ideas for local planning challenges.
- ✓Short-term commitment and realistic expectations.
- ✓Low risk, with a possibly high reward.
- ✓Building trust among disparate interested groups and local authorities.

# Marketing Techniques & Engagement Methods



**Undercover marketing** is a technique that uses sublime messaging to promote a concept.

The audience is exposed favorably to a topic or issue without being specifically notified about the promotion strategy.

It bears many similarities with the Word of Mouth technique as its objective is to create a “buzz” over specific issues.

The key element that differentiates this technique is the use of seemingly not relevant engaging methods.

## Key characteristics:

- ✓ Uses “hidden messages”
- ✓ Use of seemingly not relevant engaging methods



# Marketing Techniques & Engagement Methods



The “Gamification” method has been broadly defined as the use of game-elements in non-game contexts. It refers to an instructional approach with the aim to increase engagement, motivation and participation.

## Key characteristics:

- ✓It provides participants with proactive directives and feedback through game mechanics and game dynamics.
- ✓It simplifies learning and makes it more immersive and interactive through active participation and observation.
- ✓It is likely to sustain a long-term engagement and thus, effectively influence behavioural change on the certain topic.
- ✓It is suitable for engaging heterogeneous groups of individuals with different skills, expertise and interests.
- ✓It can address serious topics with a non-formal approach.

## Principles:

- challenges and rewards
- competitions
- personalization



The “Ambassador Campaign” method is a form of indirect promotion by collaborating with important public figures (celebrities, opinion-leaders, influencers).

## Key characteristics:

- ✓It generates Word of Mouth communication.
- ✓It leverages the Ambassador’s popularity and reputation.

## Keep in mind:

that a user’s analysis is required in order to define the criteria for the selection of the appropriate public figure

# Marketing Techniques & Engagement Methods



## Relationship Marketing

**Participation Method:**

- Workshop ■ ■ ■
- Participatory mapping ■ ■

---

**Participants:**



Citizens of all age



All types of stakeholders

**Cost:**

€ € - € € € €

**Time Frame:**



**Relationship marketing** is a form of marketing that emphasizes in target audience retention and satisfaction rather than transactions. Relationship marketing focuses in an already cultivated target group with the intention of gaining loyalty to its purposes.

### Key characteristics:

- ✓ Builds long – lasting relationships
- ✓ Involves many interaction levels, where both the provider and recipient have an interest in a more satisfying exchange



# Marketing Techniques & Engagement Methods



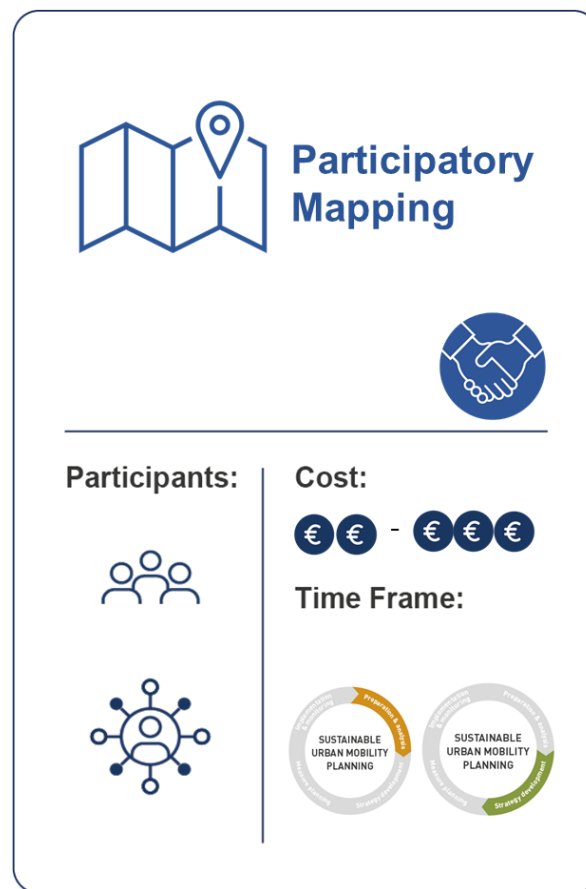
A Workshop is an intensive planning session where citizens, stakeholders and experts collaborate on the development of a shared vision. It is a face-to-face process, designed to bring people from various sub-groups of society into a consensus by providing adequate information to all participants and the equal opportunity to contribute in co-creating a vision/ proposal.

## Key characteristics:

- ✓It targets situations which require the development of cross-cutting strategies and interdisciplinary collaboration.
- ✓Participants can provide ideas and solutions to problems that are outside their areas of expertise.
- ✓Project coordinators build partnerships and synergies with the relevant stakeholders and the public.

## Facilitation Tools:

- World Café
- Participatory Scenarios
- Graphic Facilitation
- Idea Rating Sheets



Participatory mapping - also called community-based mapping - is a general term used to define a method that combines the tools of modern cartography with participatory approaches in order to represent the spatial knowledge of local communities.

## Key characteristics:

- ✓It represents the agenda of the community by showing information that reflects the community members' aspirations and needs.
- ✓Participatory maps are not produced by formal media; a participatory map may be just a sketch or may be incorporated into a sophisticated computer-based GIS (geographic information system).
- ✓Embrace diversity in presentation and content as they are not expected to follow conformity guidelines.

## Types:

- Participatory mapping using scale maps and images
- Participatory 3-D models
- Participatory geographic information systems (PGIS)
- Multimedia and Internet-based mapping

All above types can be implemented as separate methods or as part of a broader participatory process.

# e-smartec Engagement Process



Don't forget to check out the full e-smartec handbook for more methods and tips!





# Case Study



City of Zobeide



## URBAN MOBILITY DAYS

04.10.2023

**Zobeide** is a mid-size city with a mild climate close to the mountains. Within its historic city centre, thriving restaurants and small local businesses occupy the ground floor of traditional buildings.

Young professionals and older adults are the main residents of Zobeide city centre. Increasing redevelopment has brought new workers from different backgrounds to the area. The city centre is also a destination for shopping and leisure for families from other neighbourhoods and towns.

With a growing number of residents and visitors, the road network has become strained. The city needs to improve connectivity and increase alternatives to the car to preserve the appeal and livability of the city centre.



**City of Zobeide**



## URBAN MOBILITY DAYS

04.10.2023

1

As part of their SUMP, the city wants to increase their share of active travel trips.

2

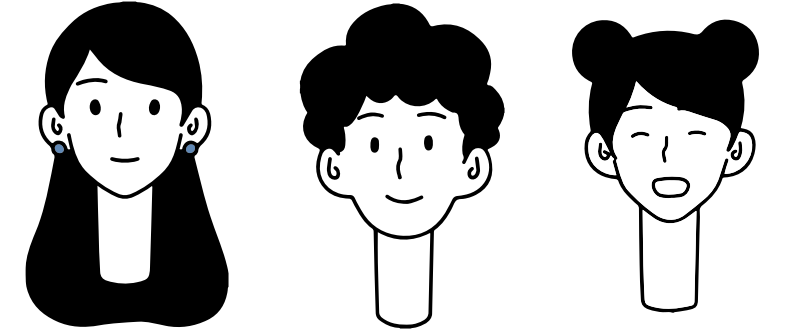
Two main streets in the city centre have been identified for widened sidewalks and new bicycle lanes.

3

The city, together with local residents and businesses, needs to decide how to redesign these two streets. It is expected that some on-street parking will need to be removed to accommodate the active mobility infrastructure.

4

The city needs to gain sufficient support to move forward with implementation, so how would you engage with citizens and local businesses to continue the process?

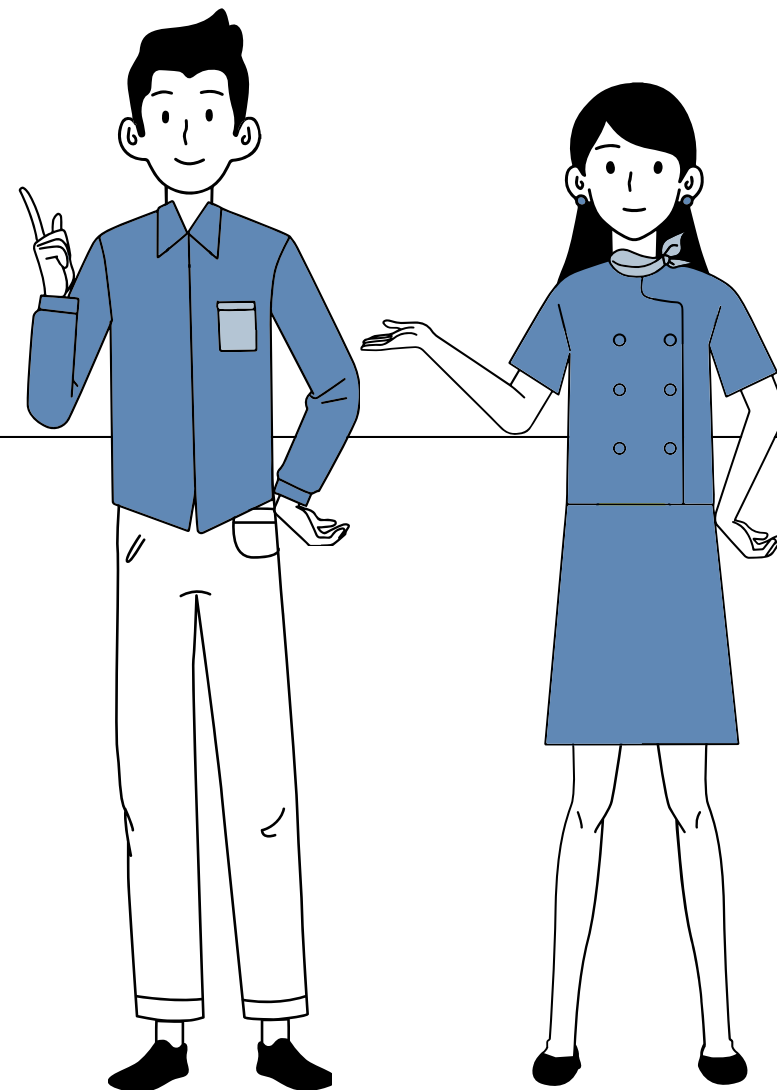
**Carla, Daniel & Nora**

Zobeide's Mobility Department



Talk in pairs!

**Which citizen engagement methods would you advise for Carla, Daniel & Nora?**



Activity: **Case Study**

Time: **5 minutes**

# URBAN MOBILITY DAYS

04.10.2023

### Digital Marketing

**Participation Method:**

- e-Participation
- e-Engagement

**Participants:** Citizens of all age, All types of stakeholders

**Cost:** €€€€€

**Time Frame:** Sustainable Urban Mobility Planning

### Dialogue Marketing

**Participation Method:**

- Surveys
- Public consultation
- Focus Group
- Expert's Panel

**Participants:** Citizens of all age, Selected stakeholders

**Cost:** €€€€

**Time Frame:** Sustainable Urban Mobility Planning

### Focus Group

**Participants:** Citizens of all age, Selected stakeholders

**Cost:** €€

**Time Frame:** Sustainable Urban Mobility Planning

### Public Consultations

**Participants:** Citizens of all age, Selected stakeholders

**Cost:** €€€ - €€€€

**Time Frame:** Sustainable Urban Mobility Planning

### Guerrilla Marketing

**Participation Method:**

- Pilot Interventions
- Gaming

**Participants:** Citizens of all age, All types of stakeholders

**Cost:** €€€€

**Time Frame:** Sustainable Urban Mobility Planning

### Gaming

**Participants:** Citizens of all age, Selected stakeholders

**Cost:** €€€ - €€€€

**Time Frame:** Sustainable Urban Mobility Planning

### Cause Marketing

**Participation Method:**

- Raising Awareness Campaign
- Public Event

**Participants:** Citizens of all age, Selected stakeholders

**Cost:** €€€€€

**Time Frame:** Sustainable Urban Mobility Planning

### Public Events

**Participants:** Citizens of all age, Selected stakeholders

**Cost:** €€€ - €€€€

**Time Frame:** Sustainable Urban Mobility Planning

### Undercover Marketing

**Participation Method:**

- Gamification
- Ambassador campaign
- Popular Events

**Participants:** Citizens of all age

**Cost:** €€€€€

**Time Frame:** Sustainable Urban Mobility Planning

### Gamification

**Participants:** Citizens of all age, Selected stakeholders

**Cost:** €€€€ - €€€€€

**Time Frame:** Sustainable Urban Mobility Planning

### Relationship Marketing

**Participation Method:**

- Workshop
- Participatory mapping

**Participants:** Citizens of all age, All types of stakeholders

**Cost:** €€€€€€

**Time Frame:** Sustainable Urban Mobility Planning

### Workshop

**Participants:** Citizens of all age, Selected stakeholders

**Cost:** €€€ - €€€€

**Time Frame:** Sustainable Urban Mobility Planning



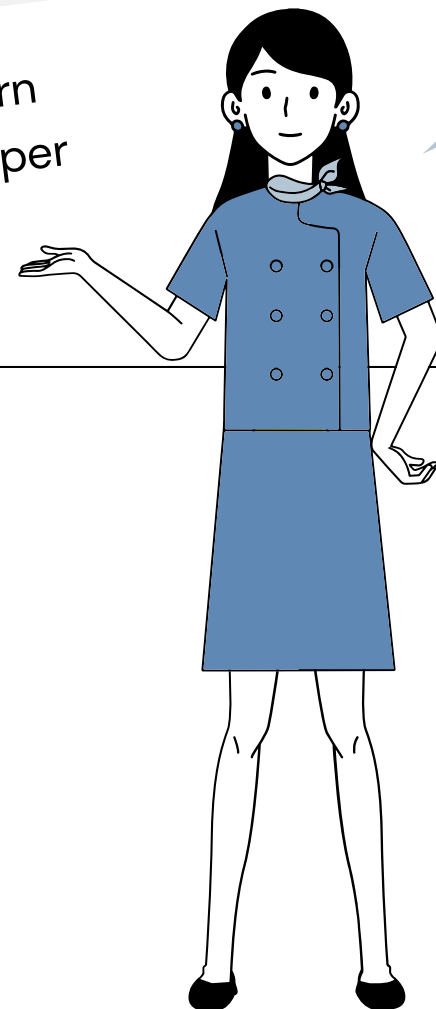
Discuss in  
groups of 4!

2 people  
with pink  
paper

2 people  
with white  
paper

If you have pink paper, turn  
back to find your white paper  
buddies!

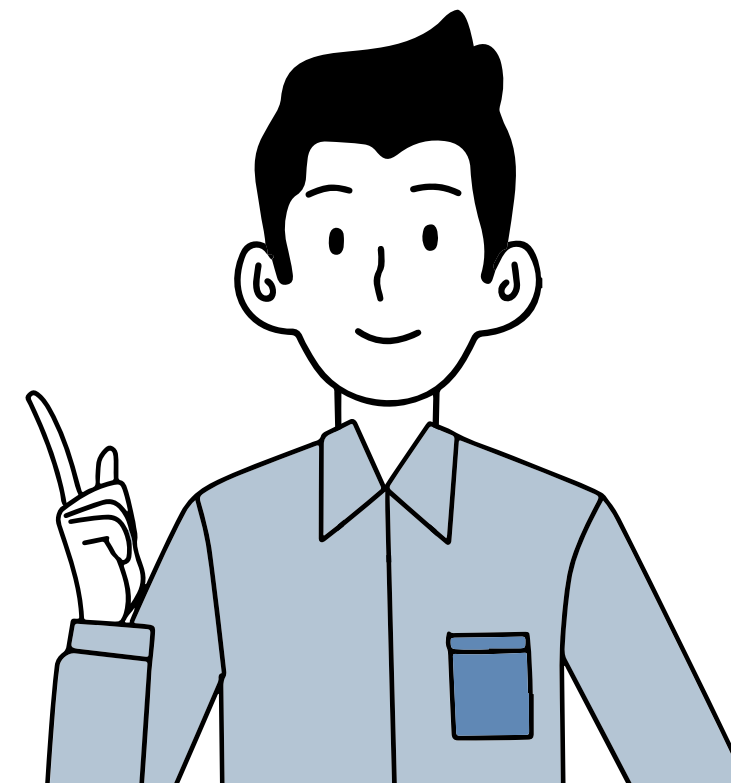
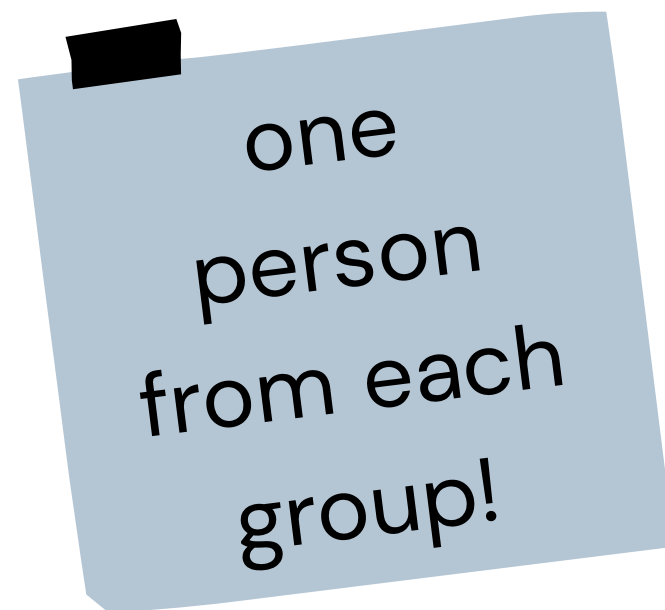
**Can you combine your  
methods to form one  
approach? Discuss the  
location, timing and  
target groups.**



Activity: **Case Study**

Time: **15 minutes**

# Go to [slido.com](https://www.slido.com): Summarise your group's approach in a few words





Discuss in  
groups of 4!

same  
group as  
last time!

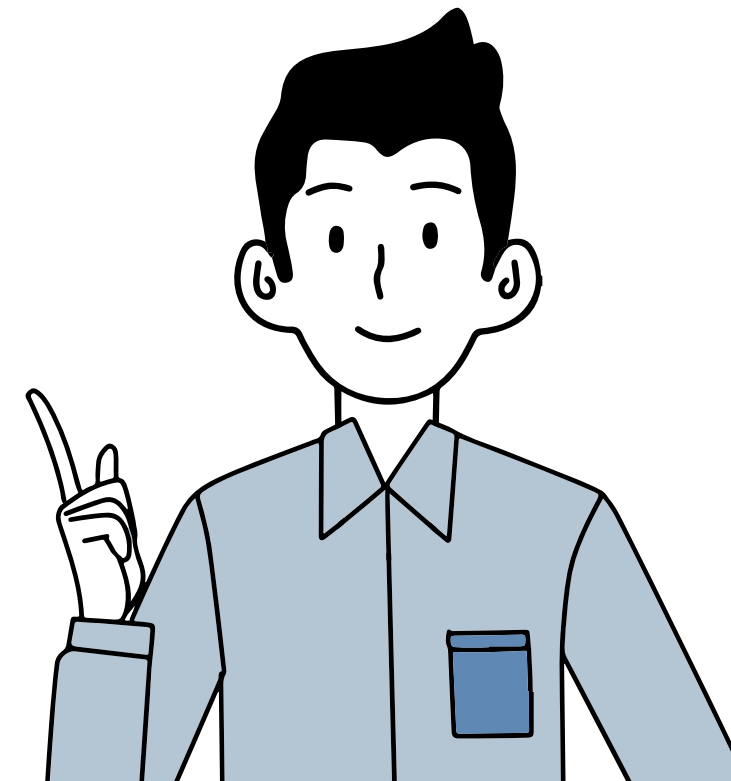
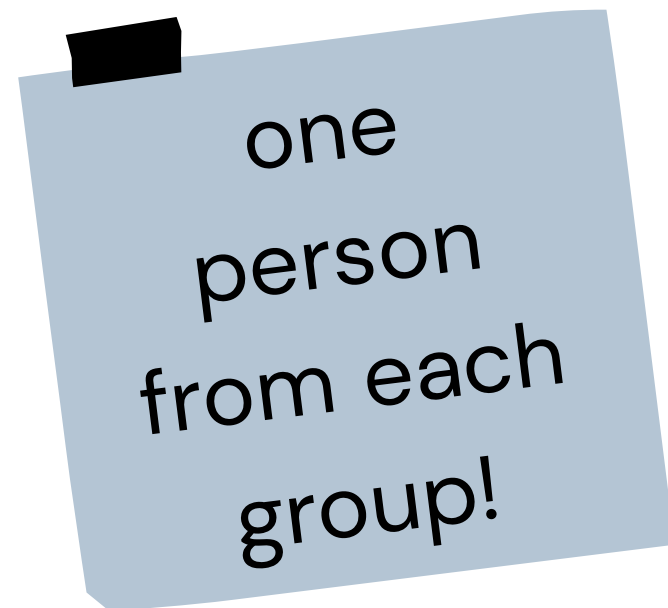
**Given your chosen approach,  
what challenges do you  
anticipate? How would you  
address these challenges?**



Activity: **Challenges and solutions**

Time: **20 minutes**

Go to [slido.com](https://www.slido.com):  
**What challenges did you identify?**  
**Use one word for each challenge**





Go to [slido.com](https://www.slido.com):

**What is one solution that you came up with to your challenges?**

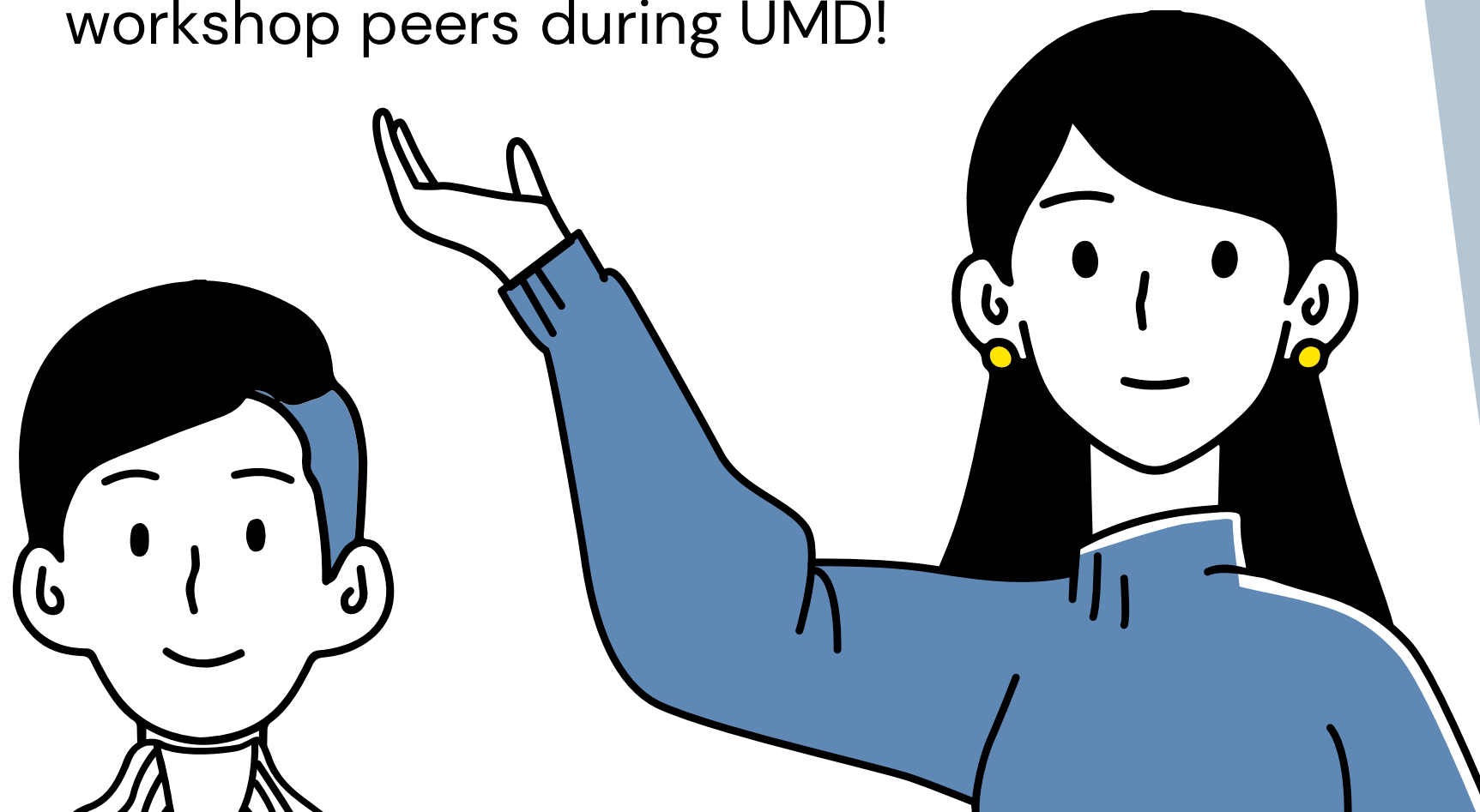


# What is your take-home message from this session?

We invite you to write it on your sheet and hand it to us on the way out!

Grab a blue sticky dot to put in your badge and meet your workshop peers during UMD!

We will select 4 people to receive a printed set of cards of the e-smartec engagement methods





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# Get in contact with us

We are definitely looking forward on hearing from you!



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# Thank you so much!

