

Workshop: Mindmaps, Communication, Scenarios...

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Mindmapping

- Brainstorming: MindMapping (by Tony Buzan)
 - From sequential thinking and note taking to tree structures
 - Rearrange ideas
 - Establish connections
 - Let associations emerge



Mindmapping

- A whole-brain alternative to linear thinking
- Retain both the overall picture and the details
- Promote associations

- You see what you know and where the gaps are
- Clears your mind of mental clutter
- It works well for group brainstorming



Mindmapping

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Let us do a joint MindMap



Communication Tools

- Transportation Policy depends to a great extent on two-way communications:
 - Policy analysts ⇔⇒ elected officials
 - Elected officials ⇔⇒ other politicians
 - Elected officials ⇔⇒ mass media
- But impact of a message is based on:
 - words (7%),
 - how words are said (38%), and,
 - non verbal clues (55%)



Communication Tools

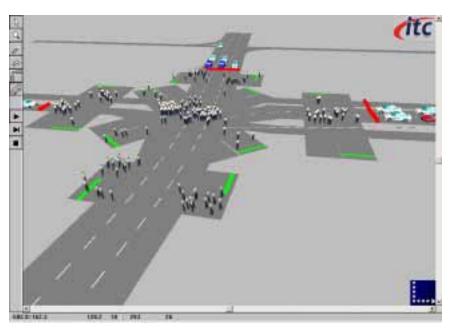
| | learned | used | taught |
|-----------|---------|---------------------|------------|
| Listening | 1st | Most (45%) | Least |
| Speaking | 2nd | Next most (30%) | Next least |
| Reading | 3rd | Next least (16%) | Next most |
| Writing | 4th | Least (9%) | Most |



Communication Tools

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How Do you Visualize Change???

Remember that simulations could be critical



Other tools of the trade

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Creativity: Lateral thinking, to think-out-of-the-box, thinkertoys...

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Out-of-the-box thinkers

- Edward de Bono:
 - Thinking Tools
 - Six thinking hats
 - Lateral Thinking
- Michael Michalko:
 - Cracking Creativity
 - ThinkerToys
- Many others

- The intelligence trap
- The Everest effect
- Plus.Minus.Interesting.
- C.A.F. consider all factors
- O.P.V. Other people view
- To look for Alternatives beyond the obvious
- Analyze Consequences
- Problem Solving and Lateral Thinking
- Provocations

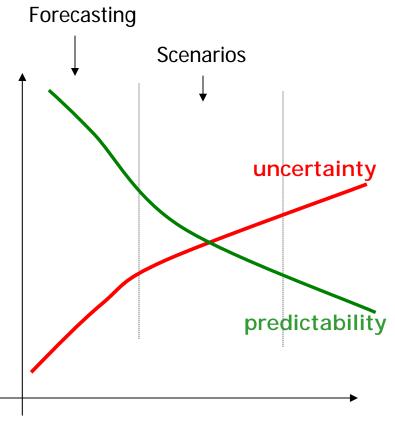
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Models and Forecasting...

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Forecasting:

- Short term extrapolation: The future on the basis of the past
- Applicable to slow incremental change
- The problem is that people believe that this situation will continue for ever
- But...



Time into the future



...And Scenarios

- A conceptual description of the future based on cause and effect
- Invent and analyze several stories of equally plausible futures to bring forward surprises and unexpected leaps of understanding
- Goal is not to create a future, nor to choose the most probable one, but to make strategic decisions that will be sound (or *robust*) under all plausible futures



Scenarios: Why?

- History is a continuum of pattern breaks
- We react to uncertainty thru denial (that is why a quantitative model is so reassuring!)
- But we can't predict the future with certainty
- By providing alternative images of the future:
 - We go from facts into perceptions, and,
 - Open multiple perspectives
- Mental models, and myths, control what you do and keep you from raising the *right* questions
- Goal: Suspend disbelief in a story long enough to appreciate its potential impact



Scenarios: How?

- Examine the environment in which your actions will take place and see how those actions will fit in the prevailing forces, trends, attitudes and influences
- Identify driving forces and critical uncertainties
- Challenge prevailing mental modes
- Rehearse the implications



Scenarios: Stages

- Identify focal issue or decision
- 2. Identify driving forces in the local environment
- 3. Identify driving forces in the macro environment
- 4. Rank the importance and uncertainty of each
- 5. Select scenario logics (so as to tell a story)
- 6. Flesh-out the scenario in terms of driving forces
- 7. Analyze implications
- 8. Define leading indicators for monitoring



Scenarios: Rules

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Goal:

- Required decisions under each scenario? Vulnerabilities?
 Can we control the key driving forces?...
- Good scenarios should be plausible, but also surprising by breaking old stereotypes
- Do not assign probabilities to each alternative scenario
- Assign a name to each scenario
- A total of 3-4 scenarios: Not just two extremes plus a *probable* one. Good to have a wildcard



Reading on Scenarios

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- "The Art of the Long View" by Peter Schwartz
- "Scenarios: The Art of Strategic Conversation" by Kees van der Heijden

Both authors work for the Global Business Network (<u>www.gbn.org</u>) and come from the Shell Planning Group

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Scenarios ...and Demographics

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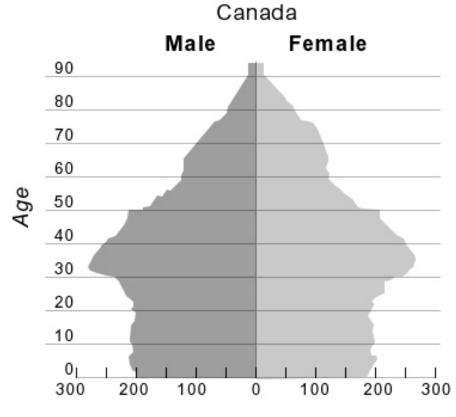
Fertility rate:

 Avg no. of children born to women over their lifetime

Birth rate:

- Total no of births divided by the size of the population
- Canada claims a low fertility rate (1.7) but a high birth rate. How

Canada's Population Pyramids, 1996



Population in Thousands



Scenarios ...and Demographics

- According to Professor David K. Foot ("Boom, Bust and Echo"), future scenarios entail some certainty: In 10 yrs, we will all be 10 yrs older
- Demographics, not only predictable, but inevitable. The most powerful, yet underutilized tool, to understand the past and foretell the future
- Age is a good predictor of behavior... and therefore, a good forecasting tool

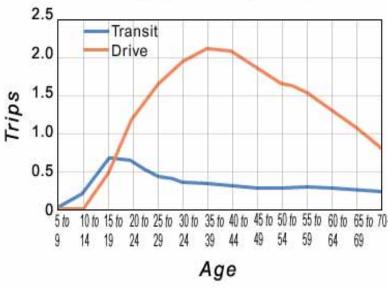


Scenarios ...and Demographics

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- Is age a good predictor for:
 - Real estate?
 - Transit use?
 - Use of hard drugs?
- If age is a good predictor, then:
 - Establish number of people in each age group
 - Define probability for each age group, of participation in a given behavior or activity

Average Daily Trips Per Person, Greater Toronto Area



A 19 yr old has little money and plenty of time to wait in the bus stop



Some important sources

- Transport Research Board
- Institute of Transportation Engineers
- Urban Land Institute
- American Society of Civil Engineers
- The Eno Foundation
- The Economist
- www.gbn.org/bookclub/ (book selection by Steward Brand)
- The Executive Summaries



Models

- How many types??
 - 4-step demand models
 - Land-Use Transportation models
 - G.I.S.?
 - Traffic models
 - Operation models
 - Air pollution levels
 - Noise impact models
 - _



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- GIS.
 - Digital mapping: links with attributes
 - Data management: how many park-meters?
 - Data analysis: aggregate or disaggregate
 - Data presentation: graphical pie charts
- Some commercial packages:
 - ArcInfo
 - ArcView
 - MapInfo

.

TransCad – GIS-T

Day 4.5

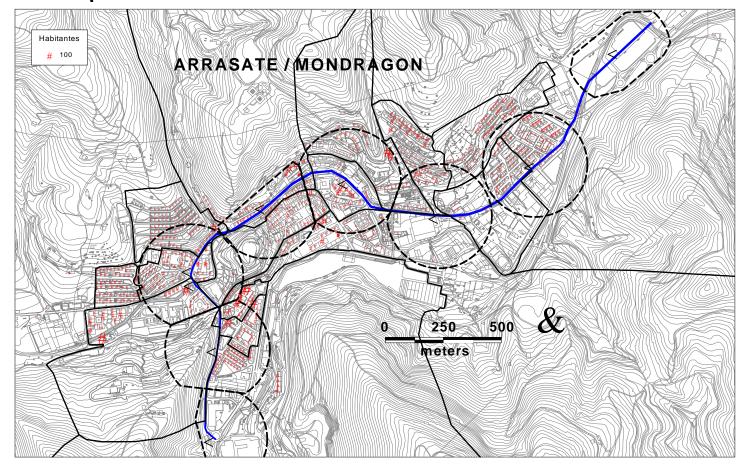


- Integration of 3 technologies:
 - A graphical user interface (GUI)
 - A database management system (DBMS)
 - Spatial modeling tools
- Example: From road maps to Points of Interest (POI):
 - Up to 100 attributes per street
 - New "smart" roadmaps
 - www.teleatlas.com www.navtech.com



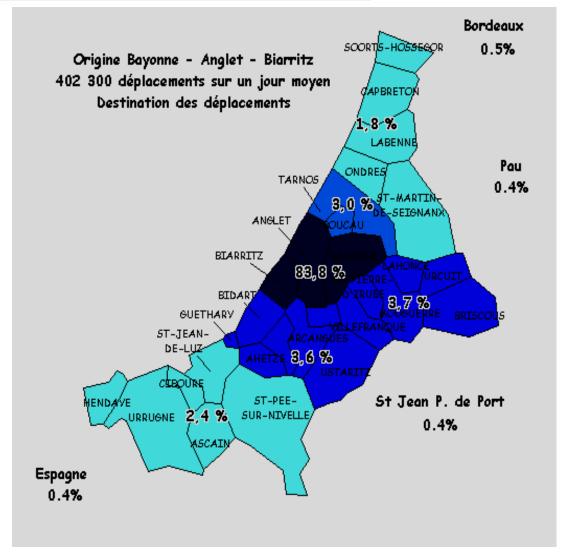
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How many residents, how many jobs, how many shops within the catchment area of a station?

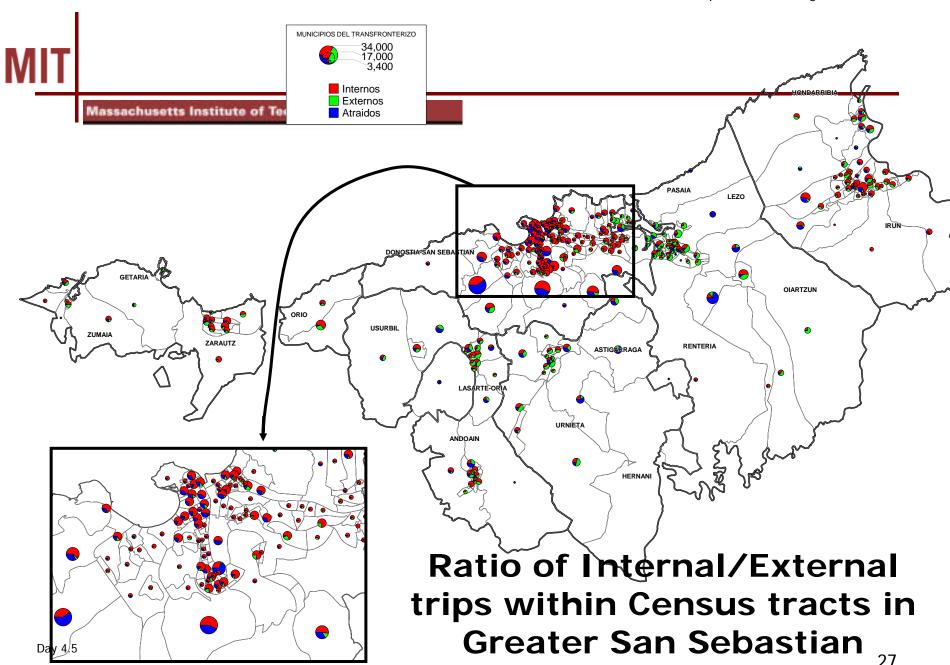




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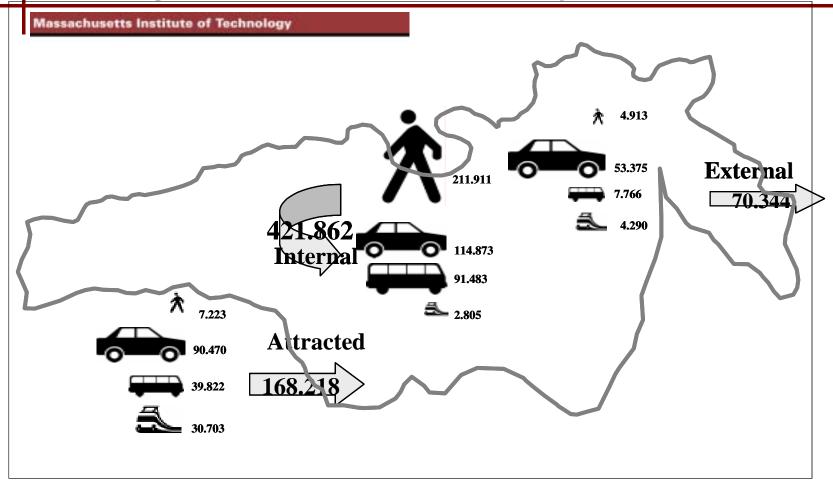


Destination of the trips generated in Bayonne-Biarritz



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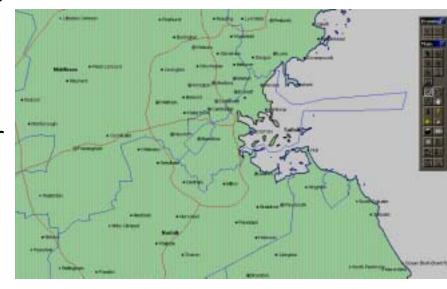
Geographic Information Systems (G.I.S.)



Modal share in San Sebastian for internal, external and attracted trips



- Graphical databases to:
 - Analyze spatially available data (ie automobile ownership ratios, family sizes...)
 - Integrate data needed for transport modeling
 - Manage and process information
 - Post-process or to visualize results





A tour throughout the US

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Which is the modal split in...

- San Francisco?
- San Diego?
- **.**????

But, can we explain that??