

CIrClE 2019

Challenges for the Islands in the era of the Circular Economy

MOTIVATE PROJECT
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Larnaca Municipality



SMile 2019

6th Sustainable Mobility & Intelligent Transport conference







Project co-financed by the European Regional Development Fund

Promoting citizens' active involvement in the development of Sustainable Travel Plans in Med Cities with Seasonal Demand

Motivate: e-Platform





About the Project

• Funded by: INTERREG MED

• Budget: 1,8 million €

• Duration: 30 months



Priority Axis 2: Low carbon economy

Fostering low-carbon strategies and energy efficiency in specific MED territories: cities, islands and remote areas

What we aim to:

To motivate citizens towards participatory planning. Help your Municipalities assess the available mobility measures and design the future steps. Use the developed App or Platform to give your feedback and become the #voiceofyourcity!!!









MOTIVATE Partnership

2 Scientific Experts

1 Technical consultant

1 Public transport operator

AEGEA (Aegean Energy and Environment Agency) CERTH/ HIT (Center of research and technology Hellas/ Hellenic institute of transport)

MemEx Srl

Tiemme Spa (Sienna)

5 Pilot cities

Almada



Ioannina



Rhodes



Larnaca



2 Associate partners

DAFNI Network of Sustainable Aegean and Jonian Islands Municipal Company of Transports (RODA)

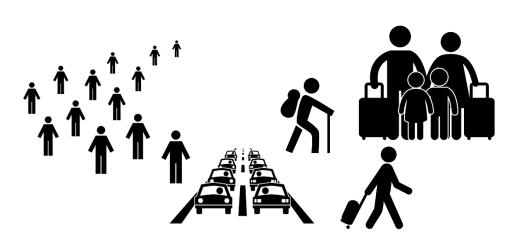






MOTIVATE challenges

 Areas with seasonal demand

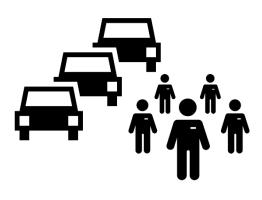


High season

Low adaptation in specific periods
Sustainable Mobility

High transport demand at specific periods

Low season



Adapt to residents' needs in the remaining time







MOTIVATE provides

- Raw Data feed to the cities
- 1st level cities status overview
- Citizens/Visitors opinions

Welcome to **Motivate** platform

Become an active member of mobility planning in your city

Exploiting the power of **social media** and **crowdsourcing** techniques

MOTIVATE aims at:

- Supporting the participatory approach of decision making process
- Providing insight into real travelers' needs
- Increasing citizens' interest in mobility planning
- Transforming citizens into active agents of Sustainable Mobility adoption
- Raising awareness in Sustainable Mobility















What is MOTIVATE Platform

What is MOTIVATE Platform

 MOTIVATE Platform is a cloud based services providing tool for cities that collects data and provides 1st level overview to the cities of daily trips and citizens opinions

How can it be used by end users

• It can be used from various sources like web and mobile devices

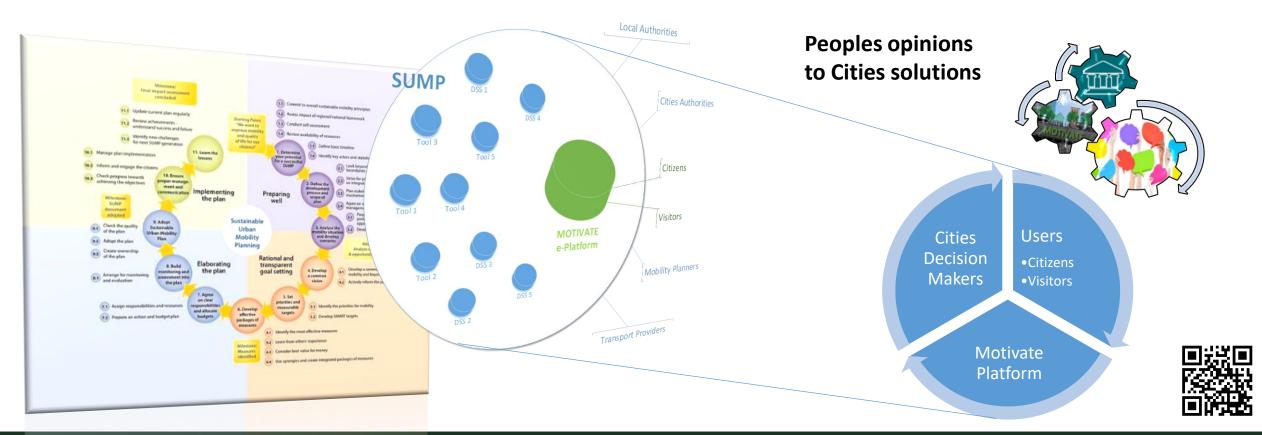
Where from can it used

It can be used over web browsers, smartphones, tablets either iOS or Android





MOTIVATE as SUMP Instance

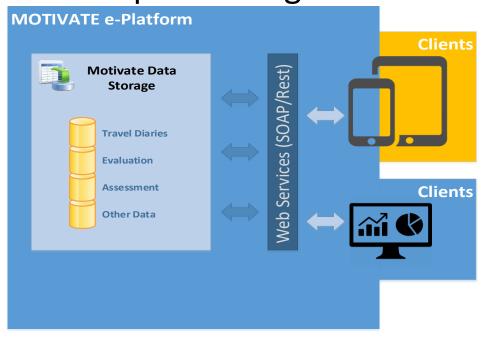


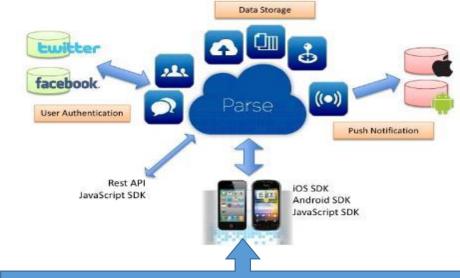




Technological Approach

Conceptual Design





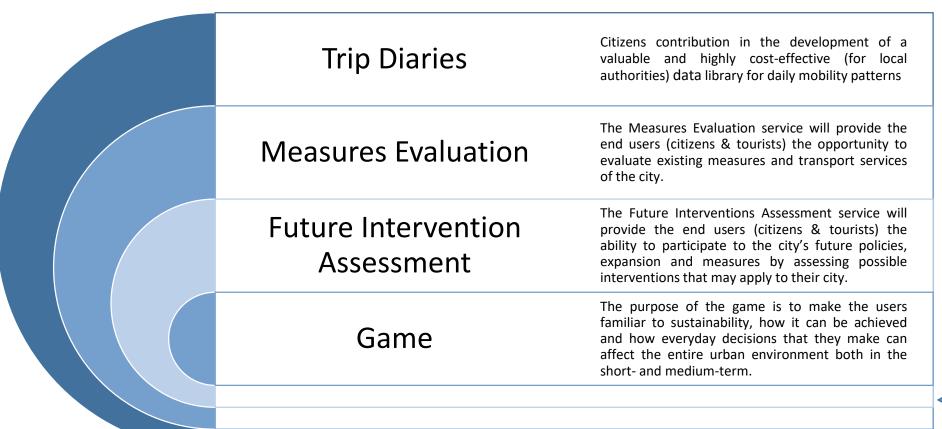
Native development for mobile apps in conjunction with Parse Server or REST Services

Multiple platfroms support:

iOS, Android, .NET, JavaScript, Xamarin, PHP, OS X, tvOS, Unity, Others



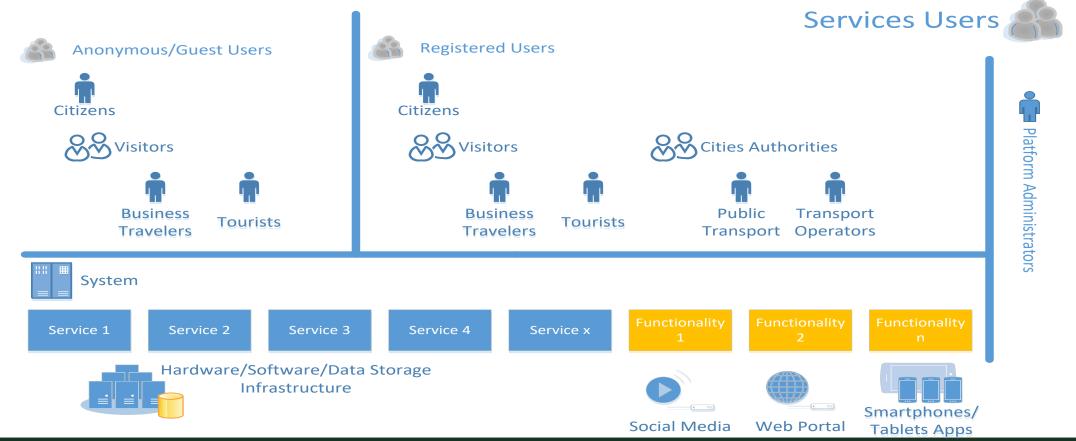
Services





Users

e-Platform Actors



Platform Roles

Guests/Visitors	Registered Users	Partners	Cities Authorities	Administrators
Trip Diaries	Trip Diaries	Trip Diaries	Trip Diaries	Trip Diaries
Measures Evaluation	Measures Evaluation	Measures Evaluation	Measures Evaluation	Measures Evaluation
Futures Interventions Assessment	Futures Interventions Assessment	Futures Interventions Assessment	Futures Interventions Assessment	Futures Interventions Assessment
	User Profile	User Profile	User Profile	User Profile
	Data Personalization	Data Personalization	Data Personalization	Data Personalization
		Dashboard Statistics	Dashboard Statistics	Dashboard Statistics
		Data Management	Data Management	Data Management
			Dashboard Export Data	Dashboard Export Data
			Measures & Futures Interventions Management	Measures & Futures Interventions Management
				User Management
				User Roles
				Management

Web Platform

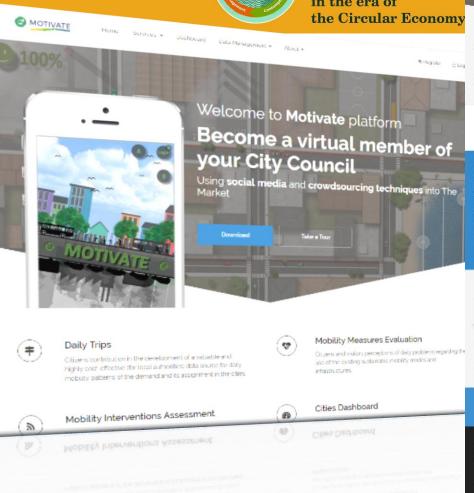
www.motivate.imet.gr





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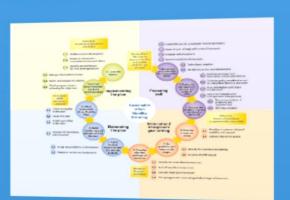




The project instance has accessly in the procedure of instruction data collection and management and in the evaluation of measures and posiciss through the exploitation of social media and applications used for

- Collecting Travelers' mobility habits & needs
- Provisioning possonalized notifications
- Promoting sustainable mobility interventions
- Achieving awareness
- Involving travelers in a long lasting and offective open delegue

More information



Download Motivate Apps at:



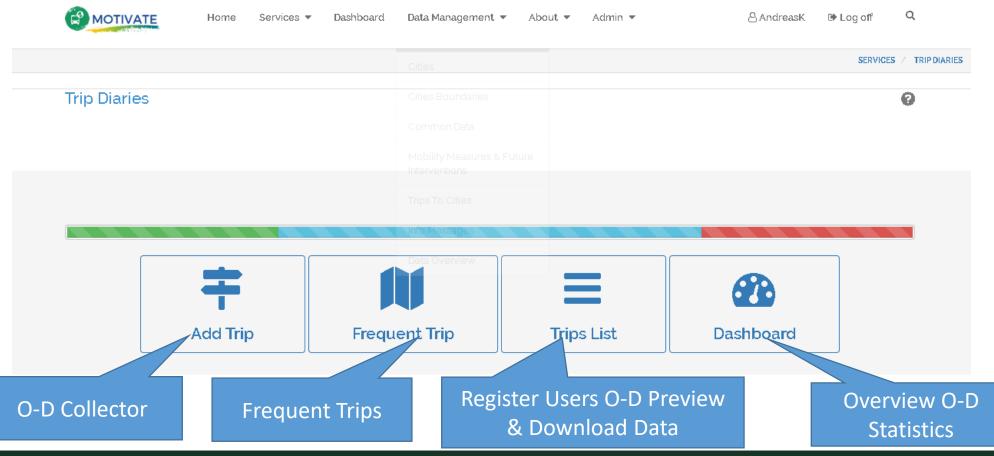








Trip Diaries I

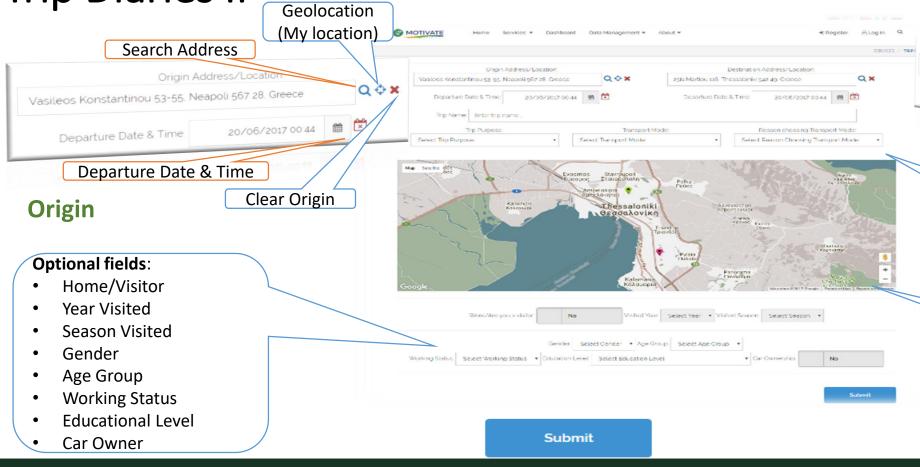


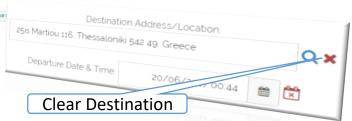






Trip Diaries II





Destination

Optional fields:

- Trip Name
- Trip Purpose
- Transport Mode
- Reason choosing T.M.

Map presenting/selecting Origin & Destination (Auto geocoding applies)





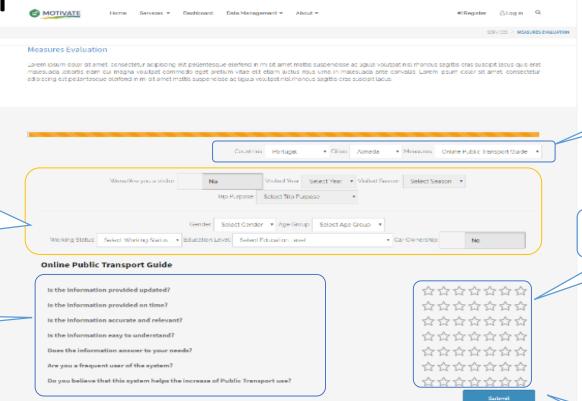


Measures Evaluation

Optional fields:

- Home/Visitor
- Year Visited
- Season Visited
- Trip Purpose
- Gender
- Age Group
- Working Status
- Educational Level
- Car Owner

Measure properties for evaluation



Measure selection for evaluation

Properties evaluation rating

Submit





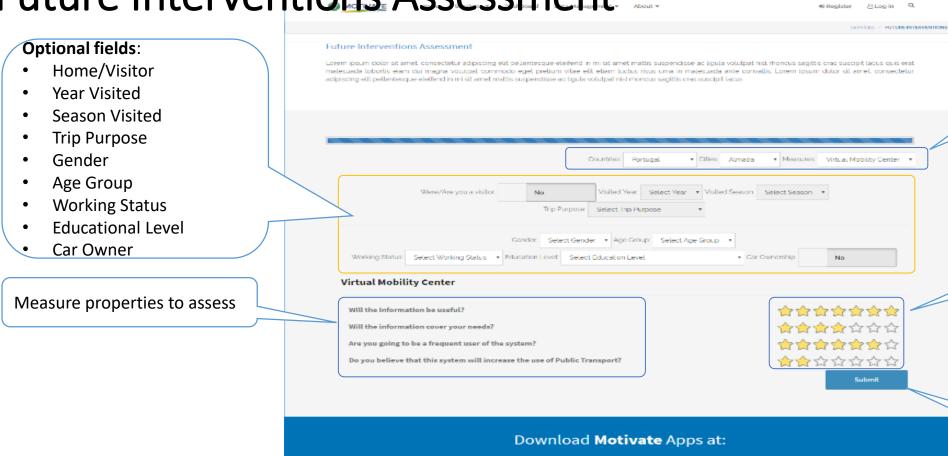








Future Interventions Assessment



Measure selection for assessment

Properties assessing rating

Submit







Smartphone Apps





the Circular Economy

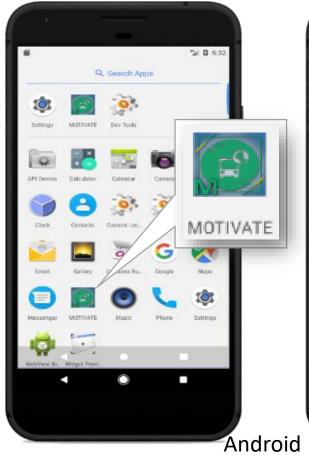


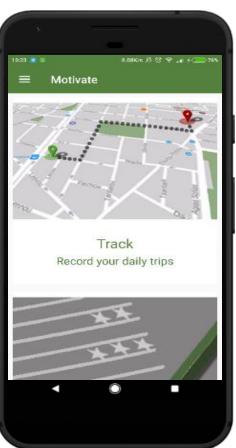
ENV















the Circular Economy



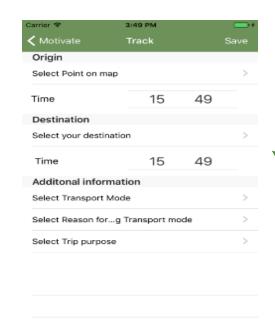






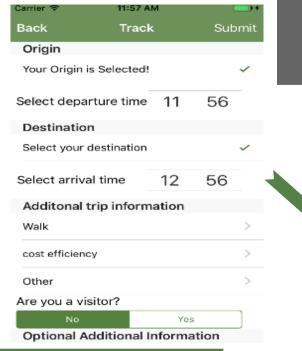


Trip Diaries III



Set departure point and time(optional) and destination points and time(optional) .

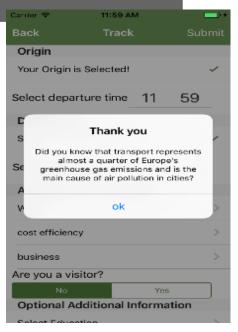




Fill the other optional information and submit your trip.

Submit Trip Motivate informs you

with sustainability tips and best practices.







Motivate

Evosmos

Θεσσαλονίκη

Καλαμαριά

Plagian

Epanomi Επανομή.

Tikaytept Kardia

Μεσημέρ

Εύρσμος

Agia Triada

Neo.

Michaniona

Google

Φέλυρο

Κτήμα

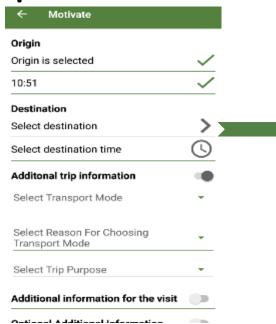
Βέρμη Τριάδι

Motivate

Did you know that transport repre-

sents almost a quarter of Europe's greenhouse gas emissions and is the main cause of air pollution in

Trip Diaries IV



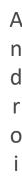
Set points with 2 ways: 1)tap on map 2) Search address

Fill the other optional information and start recording your trip.

Tracking.....

Motivate

Motivate informs you with sustainability tips and best practices.

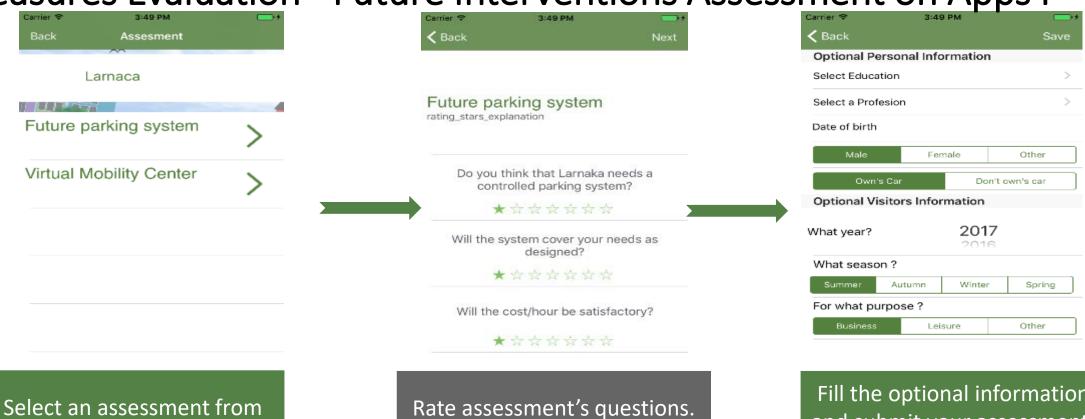


CLOSE

Departure point and time is set via GPS information. Set destination point and time(optional).







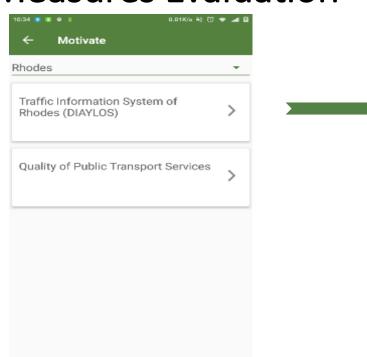
the list.

Fill the optional information and submit your assessment.

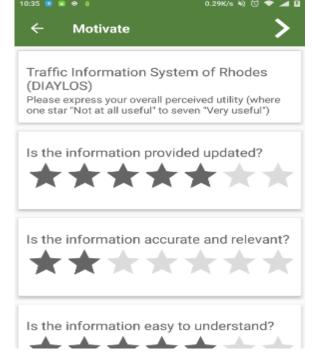




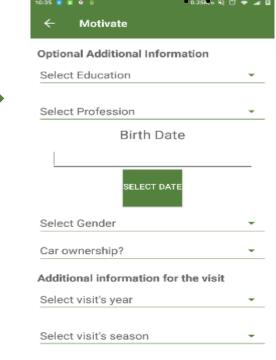
Measures Evaluation - Future Interventions Assessment on Apps II



Select an evaluation from the list.



Rate evaluation 's questions.



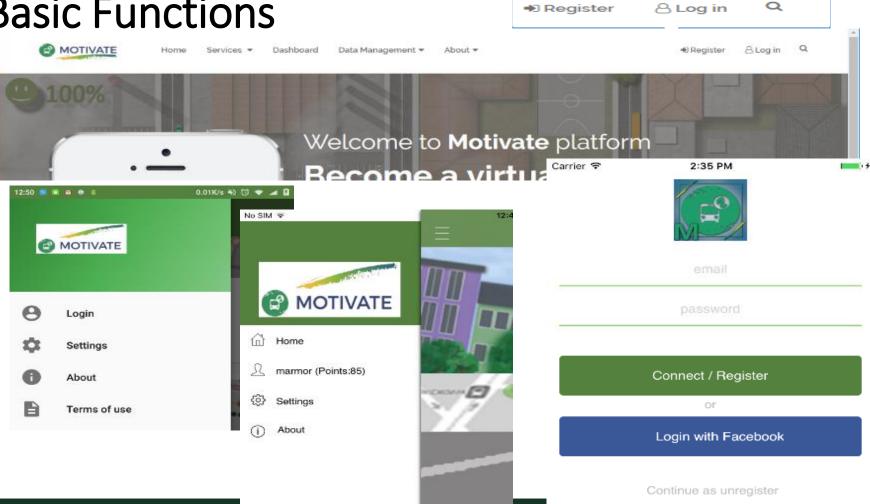
Fill the optional information and submit your evaluation.

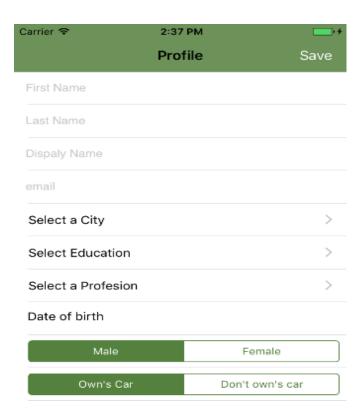






Basic Functions



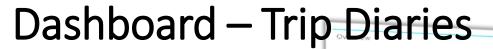


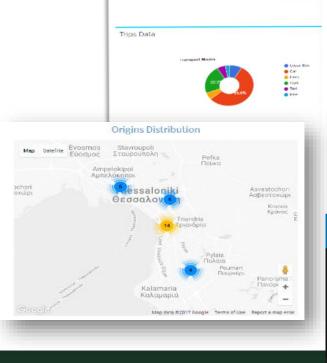


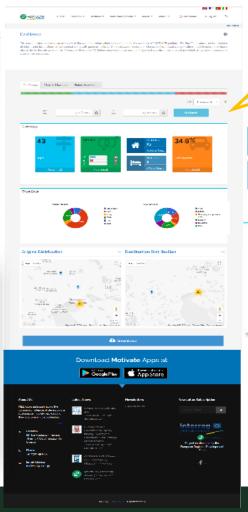


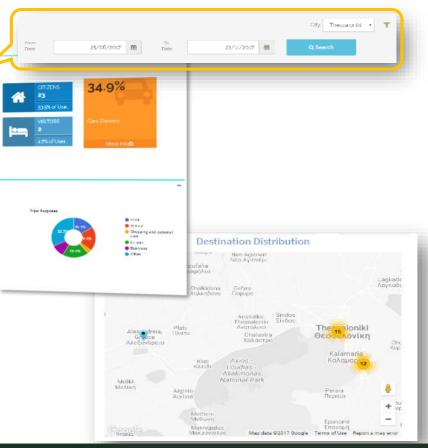
Dashboard











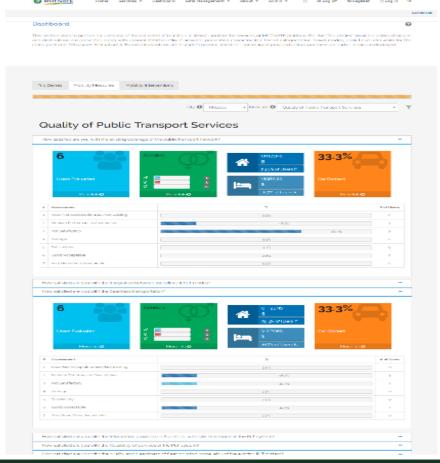
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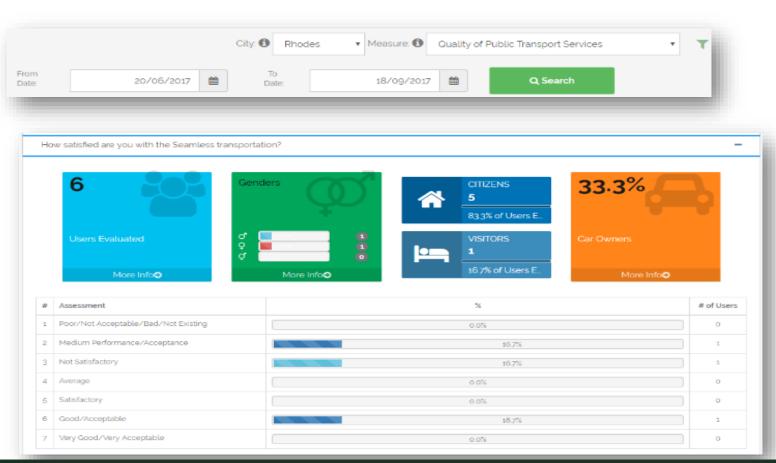
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Dashboard – Measures

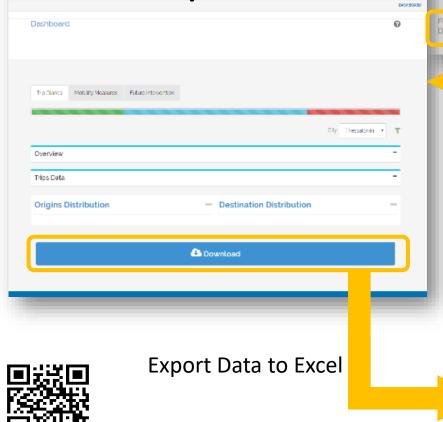


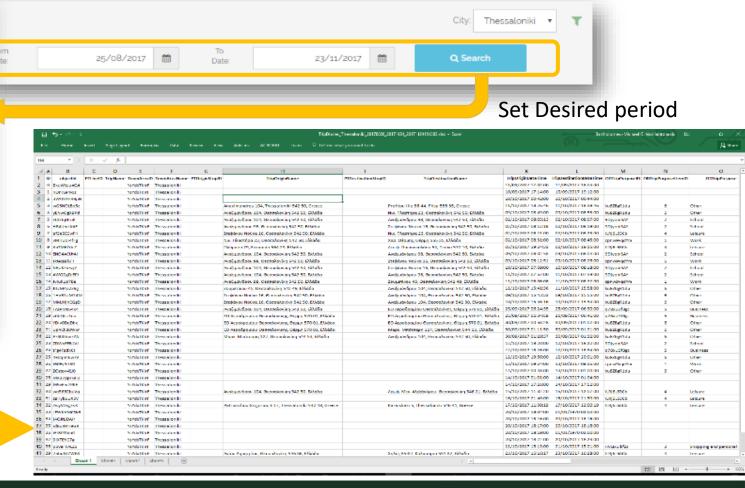






Trip Diaries Export Data I

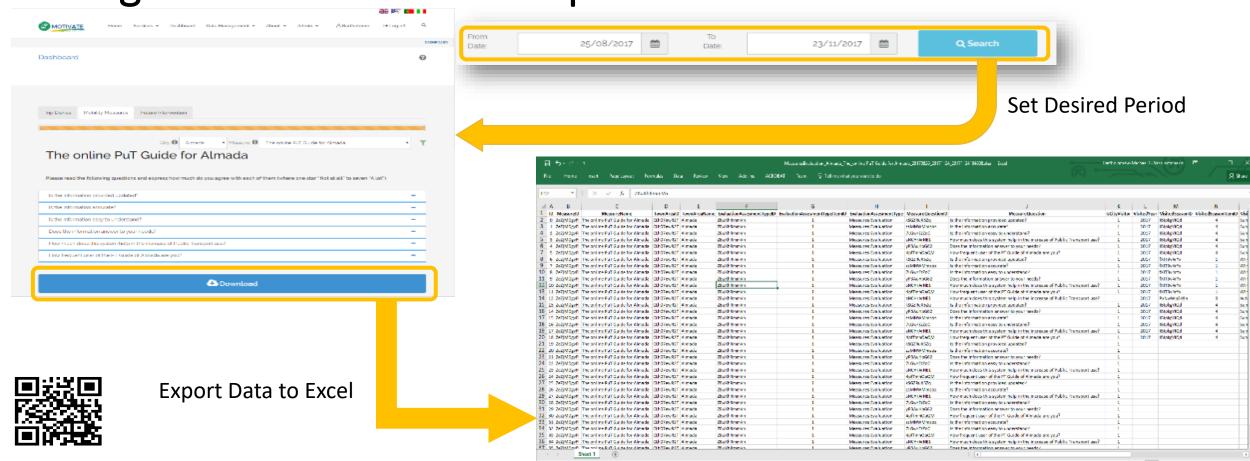








Existing & Future Measures Export Data I



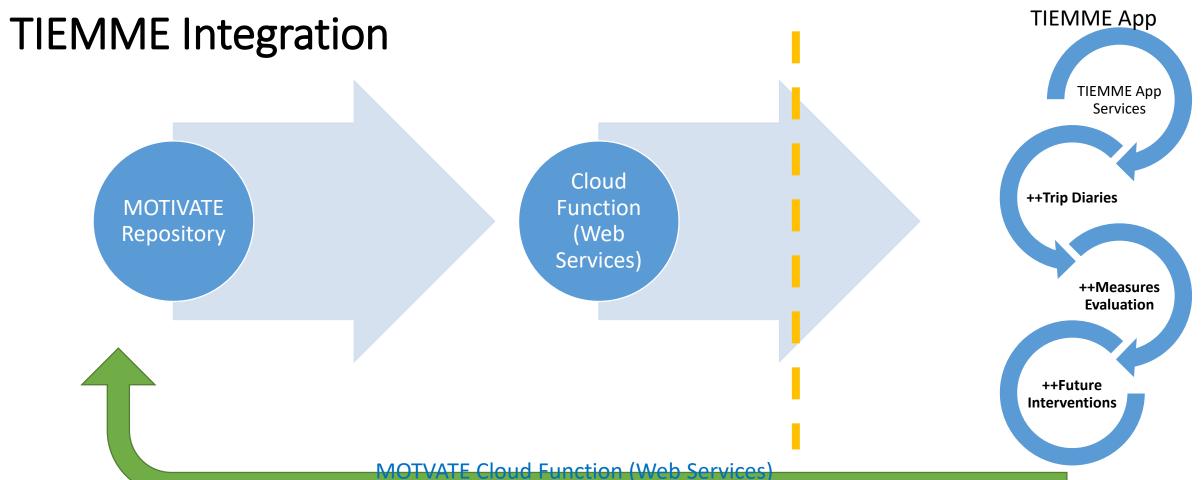


Integration

TIEMME Case











MOTIVATE Game









Points Reward

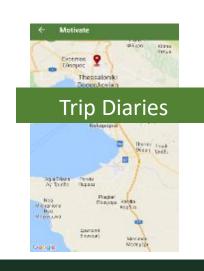
Use the services, submit your data and collect points

Game aims to MOTIVATE you for using sustainable modes of transport



Municipalities Awards











Points Summary

Earn Points

Move	Points	
Registration	300	
Optional registration	200	
information		
Trip diaries	100 per trip	
Measures evaluation	100 per evaluation	
Measures assessment	100 per assessment	

Spend Points

Move	Points
Add busses	500
Add walkways	300
Increase	100
awareness	



Game

Game is a simulation of an urban environment reflecting the citizens mobility in the city. In more detail, the environment is divided into residential and commercial, where people live and work respectively.

The user can intervene in the progress of the game if he has collected enough points:

- Increase/Decrease the number of busses
- Increase/Decrease the number of walkways
- Increase/Decrease awareness level



User's decision changes the city's characteristics:

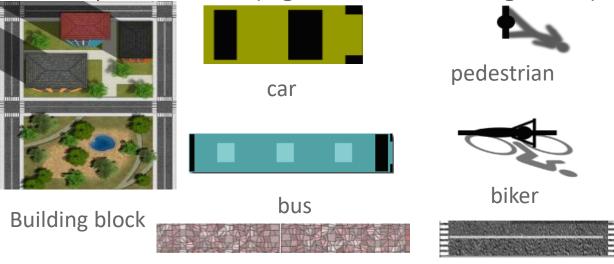
- City Happiness
- City Health
- City Pollution level



Game Environment I

The game environment consists of the following elements

- 1. Game controls
- 2. Game information panels
- 3. Graphic elements (e.g roads, cars, building blocks)



walkway

road







Game information panels



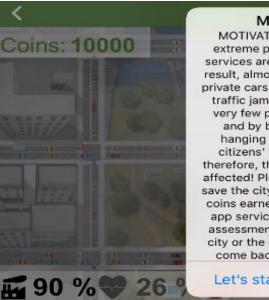


Game Environment II





Game tutorial



MOTIVATE City

MOTIVATE city is currently facing extreme pollution! Public Transport services are not so attractive and as a result, almost all the citizens are using private cars to reach their destinations; traffic jams along the road network, very few people are moving on foot and by bike and a huge smog is hanging over the city. Obviously, citizens' health is at high risk and therefore, their happiness is negatively affected! Please take urgent actions to save the city! What you need is just the coins earned from the rest MOTIVATE app services - insert a trip, make an assessment or an evaluation for your city or the cities you have visited and come back to "rebuild" MOTIVATE

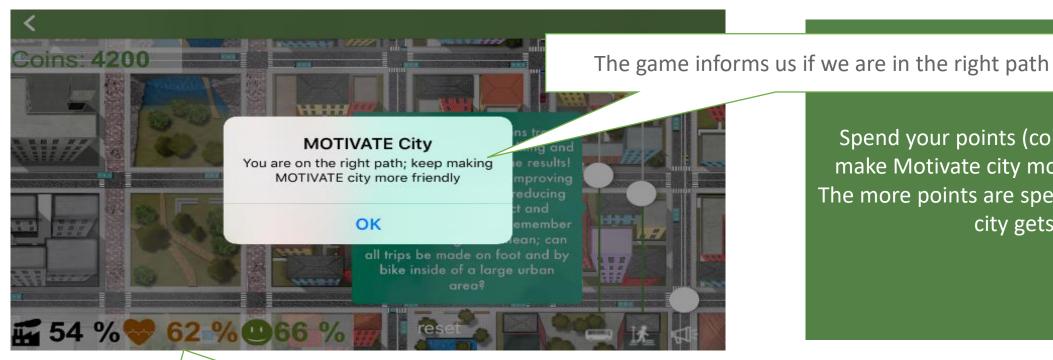
Let's start

Skip

At the moment the game starts, the game presents an extensive tutorial.



Game II



Spend your points (coins) in order to make Motivate city more sustainable. The more points are spent the better the city gets.

The pollution of the city is decreasing as the health and happiness of the citizens grows



Game III



Continue playing until you get the best combination for the city and its citizens...







Promoting citizens' active involvement in the development of Sustainable Travel Plans in Med Cities with Seasonal Demand

3 scientific experts

1 technical consultant

1public transport operator

2 associate partners



5 pilot cities

http://www.motivate.imet.gr































Questions / Discussions

Thank you for your attention



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Thursday 28 - Friday 29 March 2019, Nicosia, Cyprus