

Identifying users' needs of vulnerable groups for autonomous vehicles' services: A serious game co-creation approach

1C. Just transition: Everyone - everywhere

dr. Cesar Casiano Flores, Fien Vanongeval and Prof. *dr. Thérèse Steenberghen SADL / LIM- CATAPULT project*





#POLIS2022

KU Leuven, Belgium

Agenda

- The consortium
- Objectives
- Outcomes
- The Belgian case
 - Research gap
 - Strategy
 - Game sessions
 - The game
 - Results
- Next steps





LOIs and Test sites:

POLIS

Austria: Aspern mobil Lab, SURAAA, UML Salzburg

Belgium: SADL, TopNoordrand

Sweden: Funktionsrätt Östergötaland, Östgöta Trafiken, Lindköping

•URBANCEUROPE





austriatech Mobility in motion

FACTUN **MOBILITY · RESEARCH · INNOVATION**

CATAPULT has received funding by the European Union's Horizon 2020 research and innovation programme – URBAN EUROPE - Urban Accessibility and Connectivity Joint Call

Objectives

Initiate change in the mobility system towards:

- target group-specific
- inclusive \bullet
- demand-oriented automated mobility solutions in cities and urban regions

Outcomes

- Catalogue of needs and requirements of potential user groups of automated mobility services
- Set of use cases and potenital benefits and impacts
- Handbook for co-design and –creation: Serious Game
- Recommendations for policy makers, regional planners, interest groups
- Step-by-step guidelines for public authorities and practitioners for implementation in and transfer to other regions

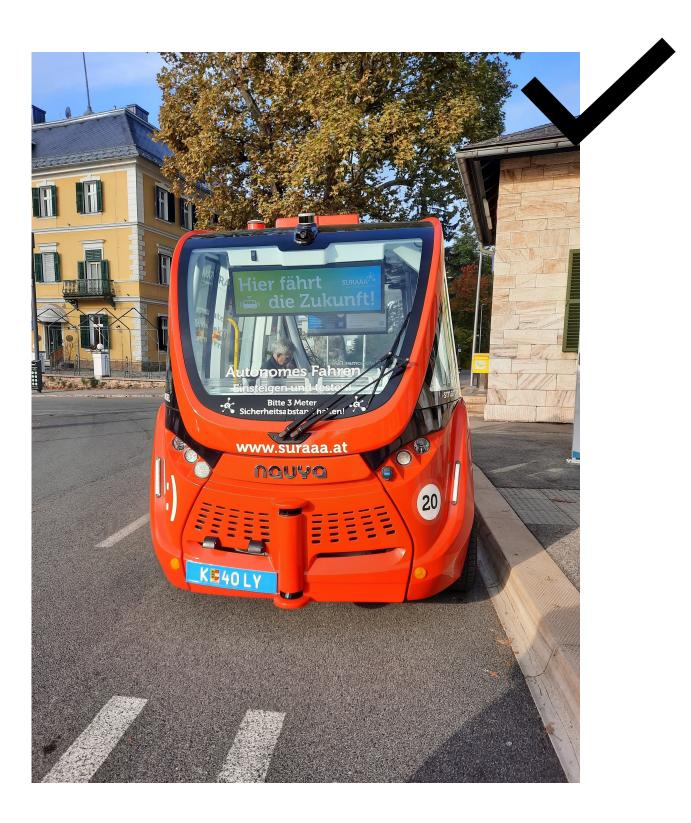




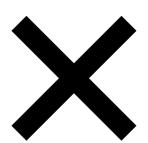
The Belgian case



Research gap





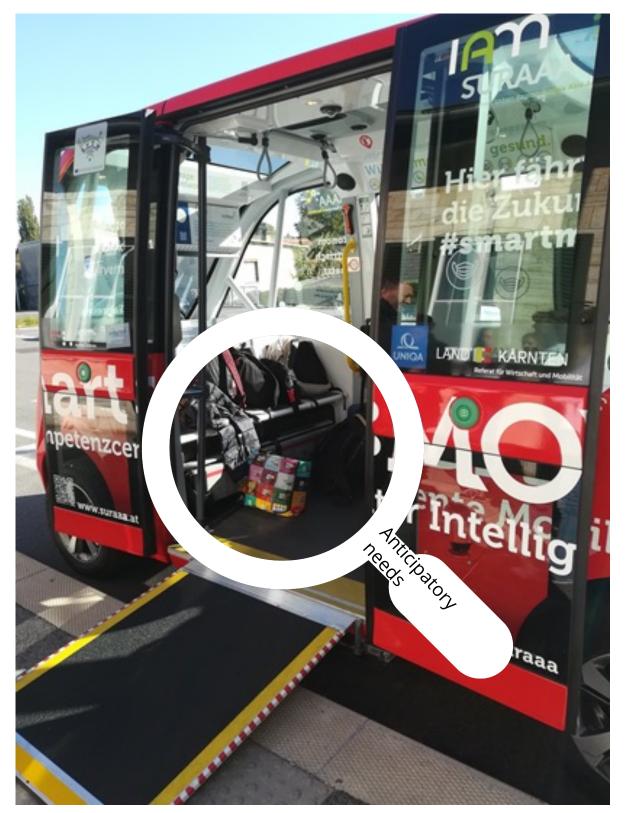




Needs of vulnerable groups

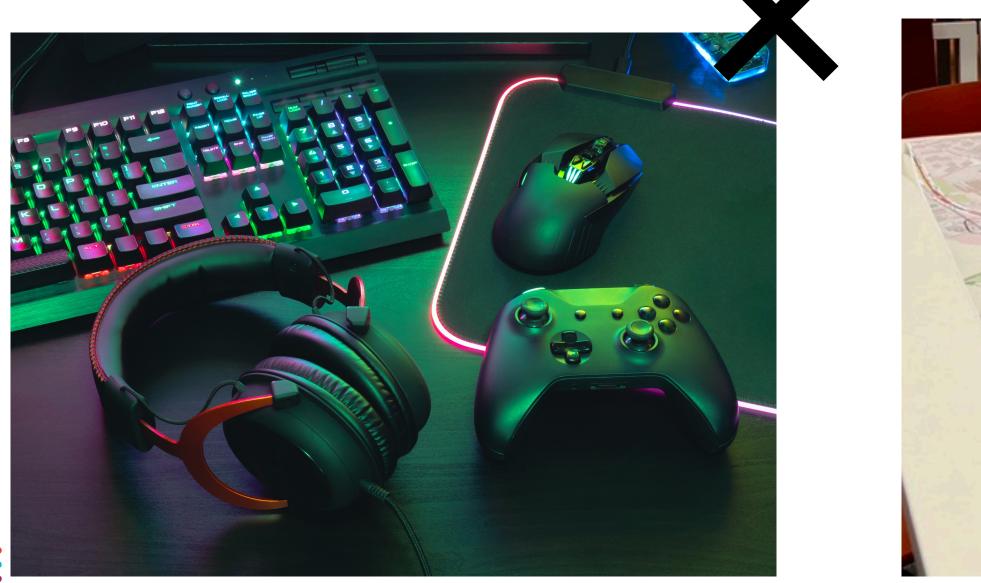
(Source of images, Word office)

Research gap

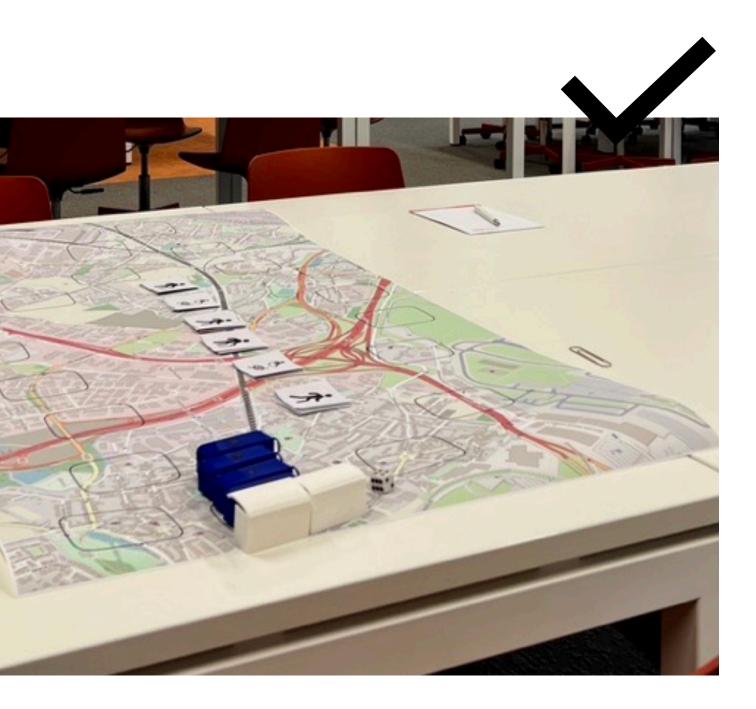


Anticipatory Needs: identification of future needs based on the current perceptions of non-experts

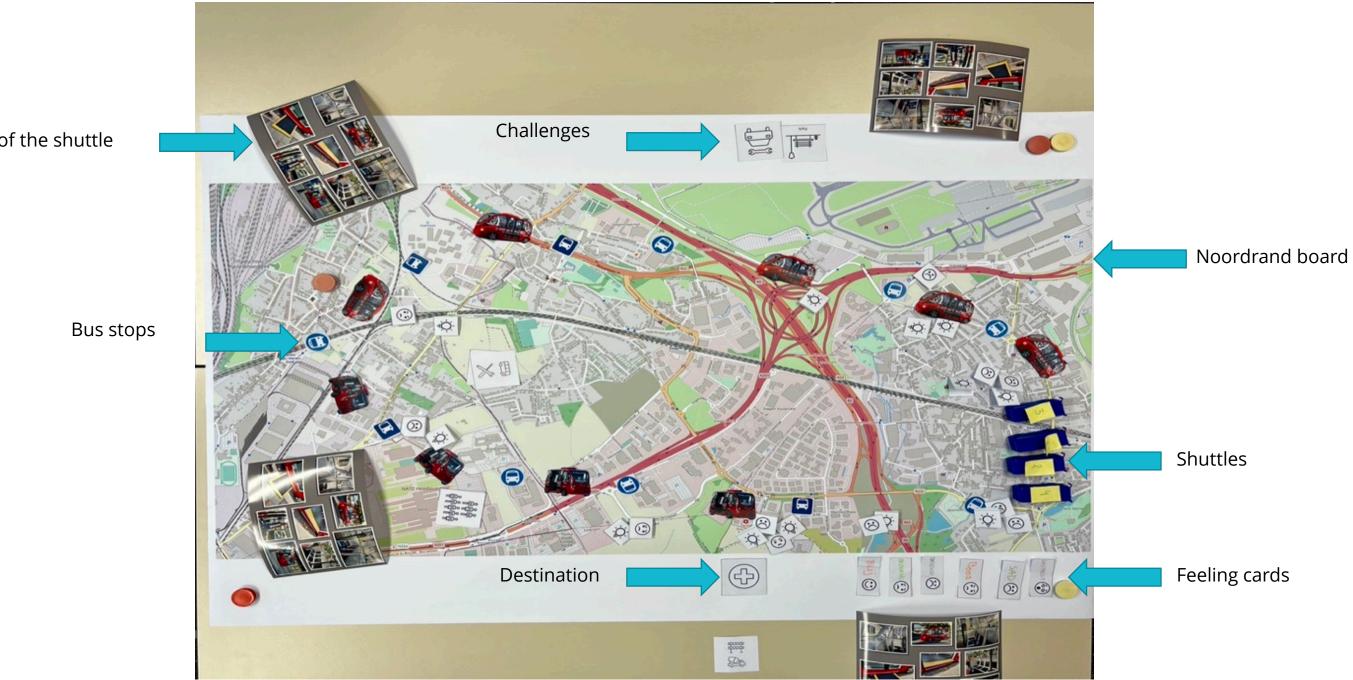
Strategy: co-creation approach with vulnerable groups







A shuttle for everyone



Images of the shuttle

A shuttle for everyone



Co-creation by nature is often small scale (Brandsen 2021)

4 7

Storytelling Three stages, Two rounds

Game sessions



Zaventem with Sint-Antonius March, 2022 KU Leuven with person with impairments April, 2022 KU Leuven with OKRA April, 2022

KU Leuven with children April, 2022

The Game

Presentation:







Instructions:





Results: categories of the results

- Safety refers to the reduction of potential risks for users.
- Ease of use is the "the degree to which a person believes that using a particular system would be free of effort" (Davis, Bagozzi, & Warshaw, 1989, p. 320).
- Accessibility involves different design factors in the automated vehicle that aim to make it accessible for all individuals (Riggs & Pande, 2022).
- Comfort is understood as lack of discomfort of passengers during the ride (Wang, Zhao, Fu, & Li, 2020).

Safety

Emergency bottom

Sufficient poles and handles

Secure access to the vehicle with a rough surface or a heating up area that melts snow (Weather

Provide information about safety

You can ask for assistance up front (a real-life person). At least the day before

Airbags in the seats

Emergency brake

Ramp and door that can also be controlled manually

Autonomus shuttle connected to emergency services

The shuttle should open automatically in case of a fire

Guidance during all the trip

External cameras to take pics of vehicles disrupting the route and send it to the police

Announcements in different formats to know where they are. It includes screens and voiceover

Redesign the shuttle with two doors

Sounds and warns when bikes or cars are getting close to the vehicle

Communication with operator via the app

Use sounds or flashlights to maintain the distance of the autonomous shuttles with other road u



proof ramp)
isers

Ease of use

Easy contact with the operator

Emergency bottom easy to use

Easy access to information of the route via different analogue and digital channels

Clear online Information to educate on the use of the shuttle and what to do in emergencies

Clear and simple design of the bottoms, system, displays and signs

An app that works as user guide

Payment system inside the bus

The screen should include the map with streets and not only the stops (Adults)

Accessibility Reachable poles and handles Accessible seats Sufficient time to access and leave the vehicle Accessibility also to information of the service Buttons at knee height Consider different sizes of wheelchairs Plenty of places to scan tickets, such as in the seats Press a button to have more time to leave the shuttle Sensors or bottoms to leave the doors open longer if needed When you scan your card: the system knows whether you are a person that needs special attention (that needs more time for example). (children)

Comfort

Enough seats

Public toilets in some stops

Aircon

App that shows the route as well as issues that can be encountered.

App that vibrates or sounds when you must get off the shuttle

App in multiple languages

Leather or similar material that helps to keep it clean

Space for walk aid

Charging stations for phones inside the vehicle

Include in the map of the app the stops that have toilets

Sensors that can allow the shuttle to know if it needs to make the stop, or it can skip such stop if

WIFI in the shuttle

there is no one coming in or out		

Next steps, SWOT analysis

Strengths Emergency button (3.1, 3.2) Fire alarm Video Surveillance (2.2) Ramp and door that can also be controlled manually (3.1, 3.2) Seatbelts (3.1) Announcements in different formats to know where they are, consider the inclusion of both screens and voiceovers (3.2) Use sounds or flashlights to maintain the distance of the autonomous shuttles with other road users. Sounds and warns when bikes or cars are getting close to the vehicle (3.2) The current appearance of the emergency button and the shuttle. Make it colourful or bright colour of the shuttle (3.2) Lack of two doors (they work independently)	Weaknesses Insufficient poles and Airbags (3.2) Improve access to the heating-up area that we are careful not to No information abour what it is doing (3.1) Direct connection to a emergency number (2 The noise of the vehic There is a ring sound.
Opportunities Autonomous shuttle connected to emergency services (3.2) Communication with the operator via the app / via the cameras to support interaction between users and operators (3.2) External cameras to take pics of the vehicles disrupting the route and send it to the police (3.2) (privacy issues? German speaking countries) Training for road users how to behave towards an automated shuttle	Threats Lack of a responsible and help (2.2, 3.1) (no Lack of guidance duri

(3.1) (could be added in driving schools)

handles (2.2, 3.1, 3.2)

e vehicle with a rough surface (it has it now) or a melts snow in the ramp (3.2) (it should not freeze, ride with snow).

It the current behaviour of the bus or why it is doing

a person for emergencies and an additional (2.2, 3.1) Icle is difficult to hear (3.1) (louder than a Tesla).

person inside the shuttle, mainly for emergencies ow in pilot, there is an operator) ing the trip (3.2)

Thank you for your attention! For questions and information: <u>cesar.casiano@kuleuven.be</u>

therese.steenberghen@kuleuven.be



INSTITUTE FOR MOBILITY

SADL Spatial Applications Division Leuven