

ALL CHANGE?

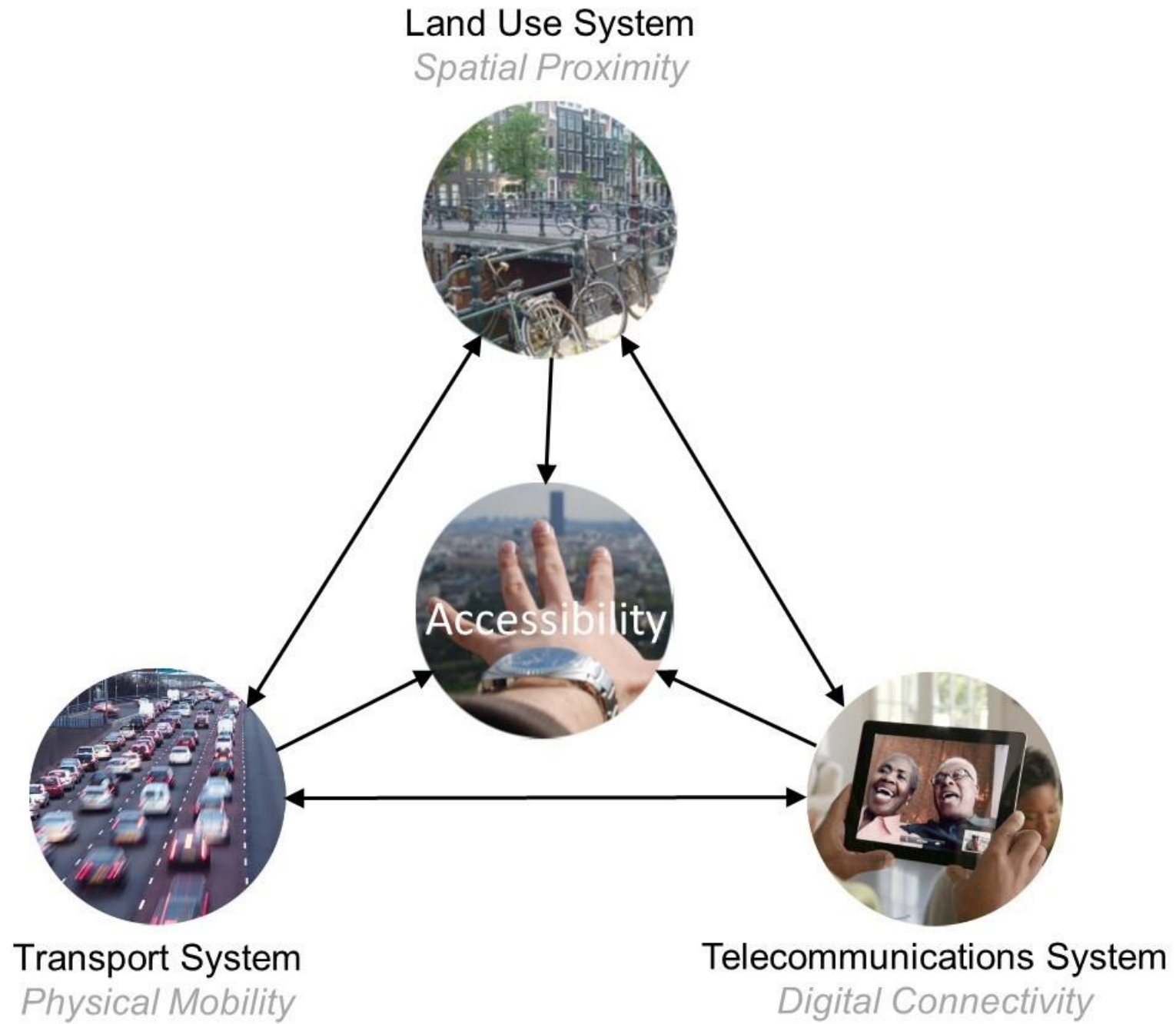
The future of travel demand and the implications for policy and planning

The First Report of the Commission on Travel Demand

Making better policy through handling uncertainty

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motor age & digital age interactions

- *substitution* of technology use for travel (decrease in travel)
- *stimulation* of more travel because of technology use
- technology use *supplements* travel (increasing access and participation thus substituting for an increase in travel)
- technology use *redistributes* travel (even if total amount of travel is unaltered)
- technology use *enriches* travel
- *operational efficiency* improvements in transport system use through advances in and use of technology
- *indirect longer-term impacts* upon travel encouraged by use of technology

isolating cause and effect and in turn determining the net effect – a futile quest?

uncertainty of drivers of change
versus
uncertainty of consequences

uncertainty of speed of change
versus
uncertainty of velocity of change



forecast fans

changing meaning and mindset

2 through to 12 are **not all equally likely** outcomes

7 is 'central' and the outcome that is **most likely**

betting on 7 is safer than betting on 2 or 12

moving to a set of **plausible** scenarios equates to rolling a single eleven sided dice

at the mercy
of external
drivers of
change



in full
control of
shaping the
future

closing down uncertainty

regime testing

proactive policymaking that helps guard against policy failure through adaptability to unanticipated change

opening out uncertainty – ‘sensitivity testing’ of input drivers of change

producing a set of do nothing scenarios

policy testing - potential consequences of different policy options tested against each do nothing scenario

		do nothing (else) scenarios							
		1	2	3	4	5	6	7	8
policy option applied	A	●	●	●	●	●	●	●	●
	B	●	●	●	●	●	●	●	●
	C	●	●	●	●	●	●	●	●
	D	●	●	●	●	●	●	●	●