Project Sensibel

Getting to the heart of the biking experience



What we're capturing:

Journeys, experiences and stories that track where, how and why bikers move.

To provide live data for:

Businesses and council staff who benefit from knowing how people move and spend in the city.

The Problem

Cycling is our least-understood and potentially most transformational mode of movement in cities.

Planning decisions are currently based on research undertaken at a specific time of year, or in review of a new piece of infrastructure.

There's currently no in depth understanding of the human experience of cycling or access to an ever evolving pool of user stories.



Project Sensibel
The Challenge

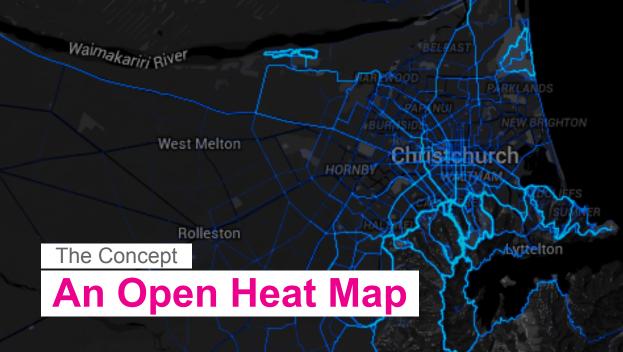
To create a participatory platform that enables citizens to share their biking stories to positively promote cycling and help shape our cycling infrastructure



The Concept A Smart Bike Bell

To create a bike friendly device in the form of a bell. Riders sound one ring for a negative experience and two for a positive experience. Experiences, captured on the journey via a mobile phone, are sent to the cloud in real time and displayed on an interactive map. Vibrant stories shared by participants would help encourage friends to get out on their bikes, and over time, rider contributions to the experience map would provide useful insights for cycleway planners.





At the core of the challenge is to create a device and interface that encourages citizen participation. To achieve this, the process must be citizen led. Participants can contribute anonomously to an open heat map, adding to a community of experiences and stories that have the power to influence the way we move around our cities.

^{Lake} Ellesmere





The Concept Spreading Stories

Biking is a sensory experience. On a bike, you are closer to nature, you physically feel the elements. Every bump on the road. The sound of nature and traffic. Wind and gravity working for and against you. It's a heightened experience that feeds personal stories, both positive and negative. By focusing on capturing and sharing stories about riding, the App has the potential to increase awareness of the biker's journey. In turn, these stories have the potential to influence other people to ride and shape the way our city is built.

The Prototype Proof of Concept

With an investment of \$15,000 from Internet NZ, Fab Lab Chch developed a minimum viable product – a thumb activated device that sends rider feedback to a mobile phone, then to the cloud. The device and App, rapidly prototyped over eight weeks, have all the fundamental technology proposed in the original the bell concept.

> Project Sensibel





The Prototype Features

App:

- GPS Tracking
- Bluetooth device syncing
- Journey mapping
- Experience location plotting

Device:

- Bluetooth enabled
- 2x Buttons (good/bad)









Project Sensibel



Trial 1: 6th September 2015 **Objectives**

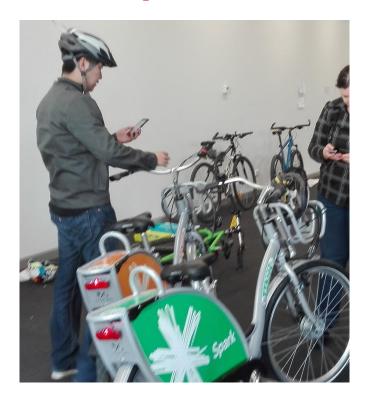


The objective of trial one was to:

- Test the connectivity of the App and the device.
- Gather user feedback on the concept of a community aggregated platform for cycling.
- Collect user-defined definitions for "good" and "bad".
- Understand what would motivate and incentivise people to engage with the platform and cycle in general.



Trial 1: 6th September 2015 Participants



A diverse group of riders from different background and experience were invited to the trial.

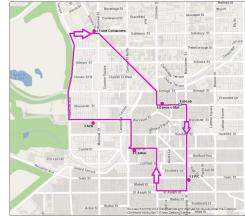
8 Males, 8 Females Ages: 20-45 non-riders to very experienced riders

With thanks to: Spark Bikes



Trial 1: 6th September 2015 Routes Travelled & Approach







Short Ride 10 mins around the CBD with varying terrain

Spark Route Connecting all the Spark Bike stations around the city

Uni Cycle New route that connects UC with the CBD

Approach: Riders we asked take a ride and log a positive (green) or negative (red) experience with the device with no prior input. After the ride an open discussion was facilitated to draw out experiences and feedback.



General Discussion: The Concept

"In the general sense, wearable technology **makes you stop and think about what is going on.** You notice all the things. Interesting experience but when does the novelty wear off."

"Conversation starter when riding with others. **Turns subconscious thought into hard reality.** "

"Often don't remember the good or bad points at the end of a journey. Often think at the time "I wish I could let the council know about this". It would be nice to able to do this. Integrate with social media or council app. " "Use it to map out cycle routes in the future. A collective experience."

"When biking you have a sense of powerlessness. You are always against something. It is a good way to feel like you have control of some aspect of the environment. It creates a link between feeling annoyed but I am here and I can do something about this."

"Network of subjective

experiments. See what trips look like. Car vs bike comparison. More likely to log negative experiences which results in a bad image for cycling."

The whole trip is a positive feature, so **it is easier to mark the negatives.** Negatives were generally infrastructure related. Some were bike related.



Trial 1: 6th September 2015

General Discussion: Device & Platform

Device:

- Can it be built into the handle bars?
- Lever for the thumb.
- Left and right button.
- Slider, like the classic bell eg a big ring if it is bad.
- Duration of bell press to register intensity
- Think of a horn or wave as you would when driving.

Have a button for infrastructure and one for other people's behaviours and other elements, eg I pressed the button when I smelt flowers. How to keep this alive

- Social media
- Theme rides
- Attractions
- Geocaching
- Collection points
- Cafe owners tag it
- Support other cycling events
- Selfie orienteering



General Discussion: Positive Experiences

Parking for bikes Left hand turn protection Hook turn options Pavers - Old European Intersections with advance box for cyclists Good cycling specific signage Nice architecture Patient drivers Cars that give you space Separated cycleway Smell Moving Nice Weather Smooth under wheels Not crossing tram tracks

Vitamin D Breaking the law Speed was safer Smiles give/recieved Visible bike parking Families out with kids Park greenery Other cyclists Tailwind Sunshine Catching the green bike light and not stopping Smell of flowers Car free street (New Regent) Riding in a park Being off road Nice views

Riding next to someone else and talking New un-damaged path When pedestrians notice, they get out of vour wav Minimal traffic Drivers waited Taking the lane doesn't get vou honked at Riding through the square (no traffic) Open flat road Smooth pavement Dedicated bike lane on most roads Easy riding off the street eg park Quick convenient travel Green lights People on spark bikes

Wide clear path for cycles only Small hill to go down Nice view Quick light changes on unicycle way Shoulder on Colombo Ramps on Victoria Square Some drivers respect your space Guided tour Cycling specific infrastructure Smooth tarmac Traffic lights with bike priority No body else No cars Awesome photo opportunities

General Discussion: Negative Experiences

Turning right Intersections too narrow to share with cars when stopped Lack of bike parking Bike parking not suited to most bikes Crappy road surface Bike parking at a big distance to key destinations compared to car parking Turn lanes hard to access by bike lane Puncture Low hanging signs near miss with headroom Headwind Narrow shared paths Intersections without advance boxes

Crossing tram tracks Cycling alongside tramlines and pedestrians without having designated cycle space Too many people on the shared paths Stopping to push bike bottom Non-working sensors on path Traffic lights that don't give bikes priority Rubbish on the road. alass Narrow roads with cars Poor visibility on corners when turning Road works

Slippery brick on path Cars on my road Bumpy roads Tam tracks Inattentive drivers Street furniture Poorly designed intersections Gravel Cycle lane to nowhere Road cones Shared space with cars Obstacles in bike lane Potholes Glass on the road Red lights Bad smells Tram tracks Head wind Confusion on shared paths

Trams Bad parking in cycle ways Tram tracks Turning right Transition to cycles ways Transition from road to cycleway (Latimer square) Back pedal bikes Car doors One way streets Pedestrians not aware of shared path etiquette Cars Hazards that force you onto the road eq road cones No cycling specific signage People walking backwards into us

General Discussion: Incentivising Use

Gamify idea Backing current events eg Parking day Benchmarking KPI (CCC) of improvements based on data Due determines allocation of cycle infrastructure funding (from councils) Instant gratification Followers based on your cool journeys Tracked and public visible data Survey and prizes Discuss bigger picture Non-monetary Positive feedback Benefits to future generations

Show the difference it makes Community Data on cycling uptake numbers Highlight individual contributions Instant data and photo feedback Direct council link Reduction of "red" spots "Heat map" Free access to spark bikes via points Free bike services Positive badges Evidence that people are using it (app)

Data in exchange for bike related services Free coffee Geocaching - pokemon catch em all Data use and positive outcomes Online strava community Qualitative over quantitative -----Feeling good about enacting positive social change Knowing where the good routes are Free Warm and fuzzies Collective impact Social movement Sense of freedom

Resulting data, own and others, easily accessible Live tracking Goals to work toward Logging own personal data for own use (maps, distance etc) Non-FOMO Knowing the transport planners are listening Integration with other apps Reliability Ease of use Seeing actual positive change as a result of the data Assurance it won't be used for nefarious purposes (GSCB etc) Knowing that a broad demographic is using the apps

Trial 1: 6th September 2015 Outtakes

The Device and Platform On the whole, most people felt the device gave them a voice and a way to communicate their experiences, whether it be socially or to the council. In many respects it gave the rider a sense of control.

The Form and Interaction

The more ergonomic the form the better. As well as being desirable, it must be able to communicate the range of emotion across the positive and negative spectrum.

Experiences

The range of experiences captured can be distilled down into categories for easier cataloguing and analysis.

For example:

- Physical Infrastructure
- Bike mechanics
- Environmental
- Spatial
- Empathy

These need further defining and refining so they're clear and quick to understand.

Incentivising participation

Intrinsic motivation came through as the main point. Riders participating get a sense that they're contributing to improving the biking experience. They want to be connected to the community, and to see some positive change happening as part of the contributed data.



Trial 2: Date to be confirmed Trial 2: Objectives

Test some different ergonomic forms of the device.

Test improved beta App and allow for direct user interaction

Trial devices with a group of cyclists over a weekend, to allow for longer and more diverse journeys.

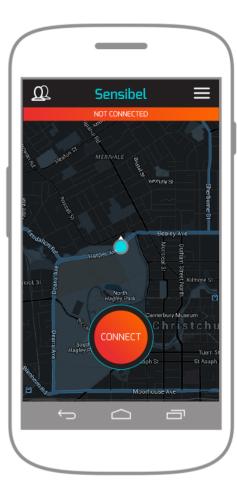
Feedback on the user interface design

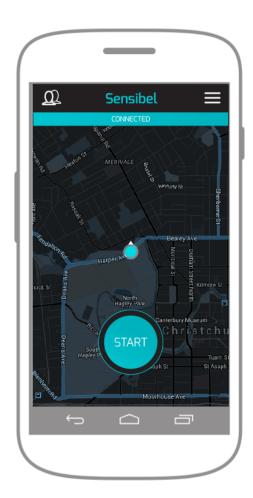
Discuss community orientated roll-out plan.



Next Step

The App: User Interface



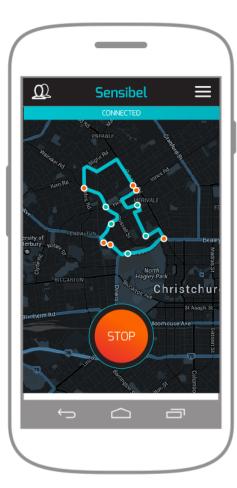


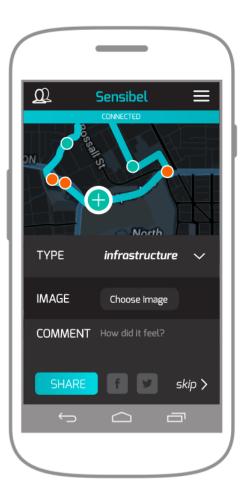
The App is only engaged at the beginning and end of the journey, or at points of interest during the journey where the biker has disembarked.

All interaction during the journey is done via the Sensibel device attached to the handlebars of the bike.

Next Step

The App: Mapping & Annotation





Positive and negative experiences are plotted along the biker's journey.

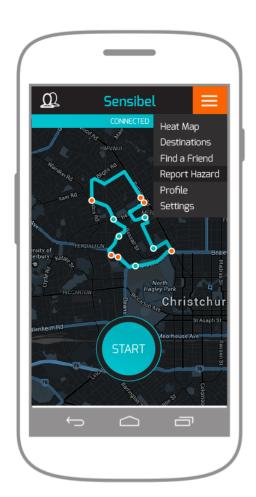
Once completed the biker can add an extra layer of context through imagery or story.

These stories, or the entire journey can be shared socially.

Next Step

The App: Socialising & Data





Users can initiate or participate in local biking related events and invite friends.

Users of the App can also follow fellow bikers and see their favourite rides or places.

The platform can be used to show most popular cycling routes, trouble areas or even report a hazard directly to the council.

Data captured can be analysed by urban planners to improve the hard infrastructure of a city and improve the biking experience.

Prototyping Team

Carl Pavletich

Project Co-ordinator

Hugh Barnes

Software Developer

Fabriko Creative

Freelance developer

Craig Hobern

Hardware Developer

Fab Lab Wtgn

Advisory Group

Jack Jiang

Bike 2050

AECOM

Isabella Cawthorn Urban cycling specialist **Kirsten Curry**

Researcher

With support from



- Principal Funders



SUSINESS NETWORK

Bike 2050 strategy

Cheers!

For more information please visit www.fabriko.org.nz

Contact: carl@fabriko.org.nz

