

Preferred citation style

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Implementation of a land use transport interaction model for experimental game simulations

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STRC
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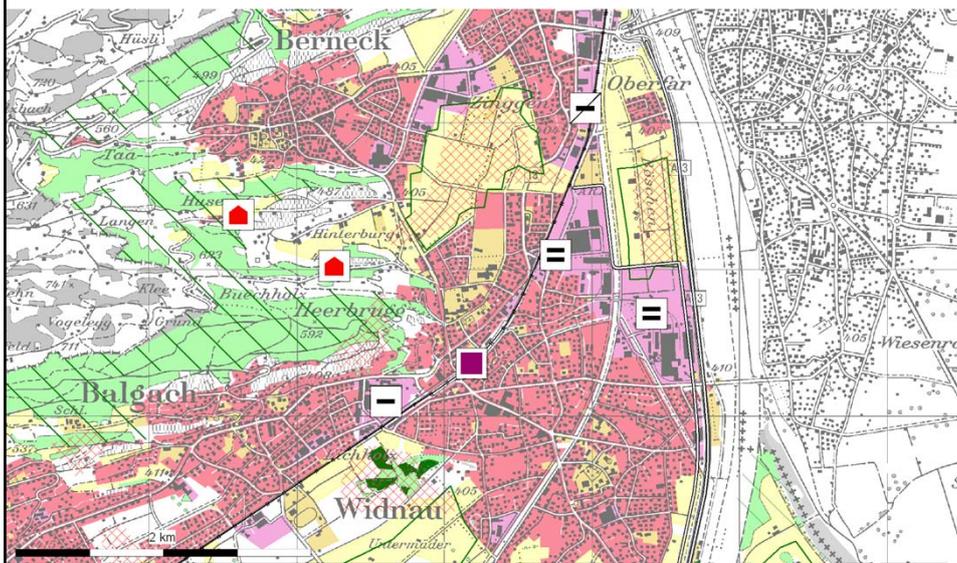
**regioConcept**AG
Raum + Verkehrsentwicklung

Content

1. Why modelling land-use
2. FaLC-Project
 - a. Goals / idea
 - b. Possible applications
 - c. Concept
 - d. Partners
3. Next steps

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Public and privat institutions plan



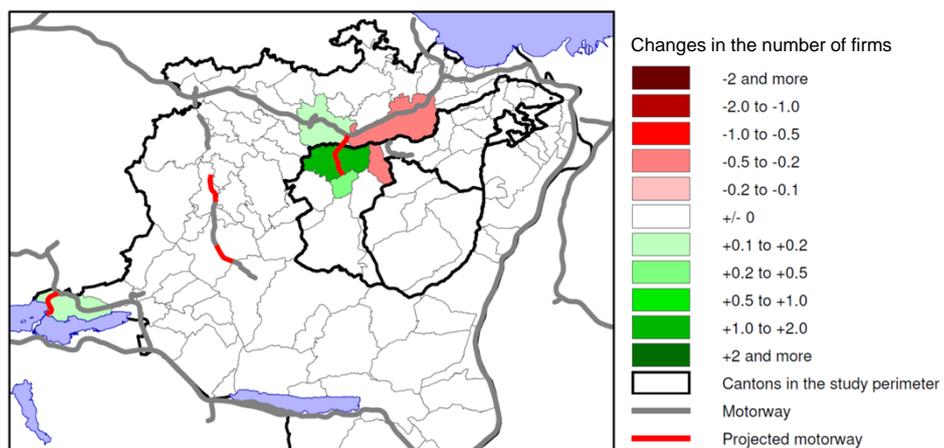
What are the effects of these plans

Testing options for cantonal and municipal authorities' intent on e.g. attracting firms or residents:

- improvements in **transport infrastructure**
- designation of **new building zones**
- **tax reductions**

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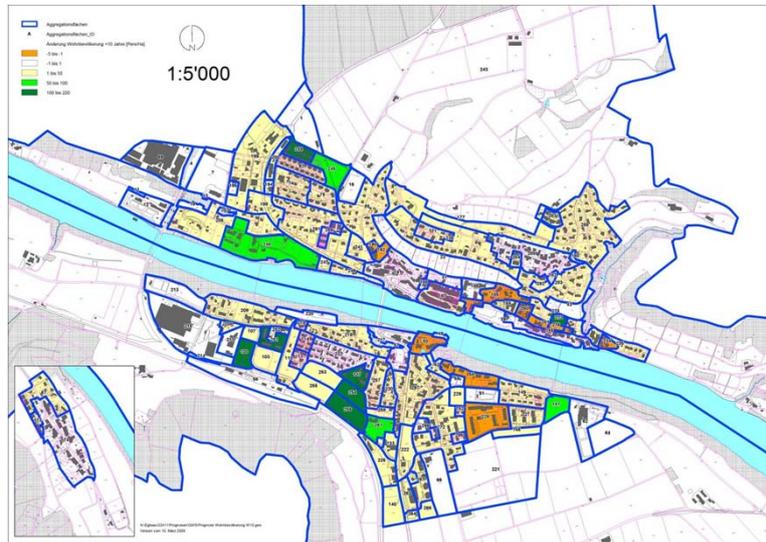
Effects of improvements in transport infrastructure



Real projects according to cantonal directive plans (see Bodenmann, 2011)

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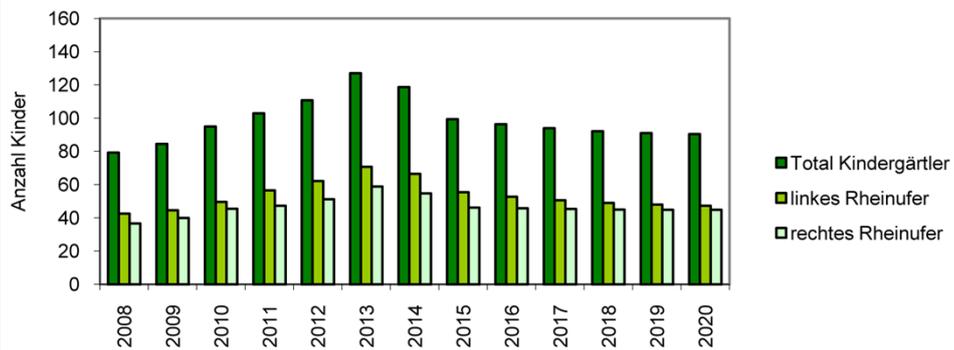
Effects of new building zones: additional residents



Scenarios for Eglisau: residents 2015 (Bodenmann et al., 2009)

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Effects of new building zones: additional young families



Scenarios for Eglisau: kindergarten pupils 2008-2020 (Bodenmann et al., 2009)

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Experimental games with real decision makers



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FaLC (working title)

Software tool for

Facility Location Choice Simulation

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FaLC and UrbanSim

UrbanSim is an integrated **microsimulation model system** for planning and analysis of urban development, incorporating the **interactions between land use, transportation, and public policy.**

It is intended to **explore the effects** of

- **infrastructure**
- **policy choices**

(www.urbansim.org)

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FaLC: Goals + idea

- **Modular** choice model system
- Using just **one database** (avoiding redundant data)

- **Open source** (based on Java – versus Python)
- Connection to **MATSim**
- **Only simulations** – no estimations

- Models adapted to **Switzerland/Europe**
- **No historical ballast** in source code
- Allows **fast runs** for experimental game simulations

- Level of **municipalities** – later city quarters

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Questions to be answered: what are the effects of

Political decisions

- **infrastructure projects** (roads, public transport)
- Changes of **taxes / incentives**
- Changements of **law / regulatives** (e.g. building zones)

Economy

- **Economic crises** (decreasing number of employees needed)
- Changements in **market mechanisms** (land, bildings)
- Location decisions of (very) **large firms**

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Questions to be answered: in regard of

1

Demographics

- **Number** and **age** of population
- Stage in life cycle: **school – employment – retirement**
- **Income / taxes**
- Spatial **segregation**

Firmographics

- **Sectors and size** of companies
- **Jobs supplied**
- **Taxes**

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Questions to be answered: in regard of

2

Social and political goals

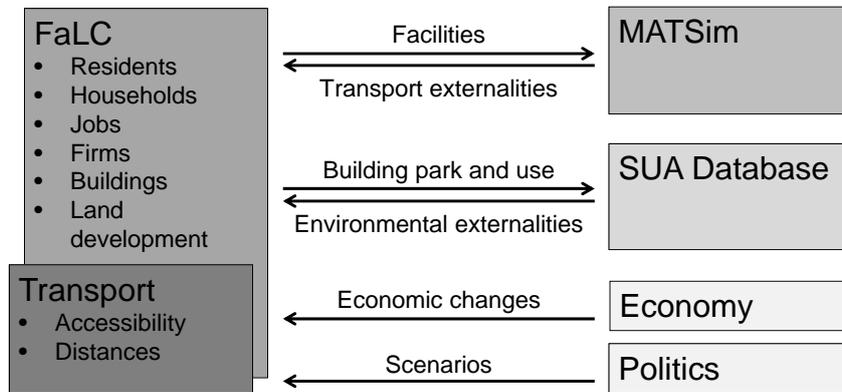
- Affordability of land and housing
- Reliability of land and housing market

- Use of public transport
- Traffic congestions
- Distances travelled each day (commuting, leisure)

- greenhouse gas emissions
- protection of open space

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Interaction concept: FaLC – MATSim – SUA



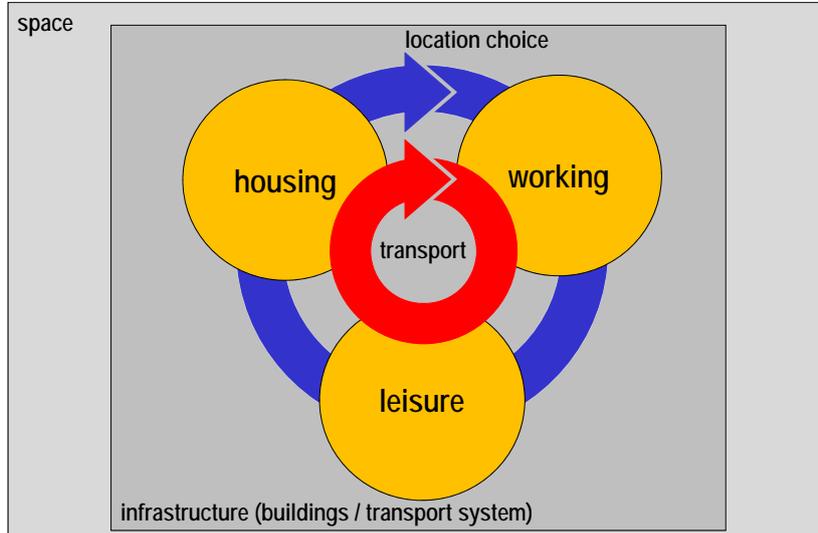
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Modellig Transport in FaLC and UrbanSim

| | Scopes | Implement. Effort | Processing Speed | Requirement Data | Established Proceeding | Market |
|----------|-----------------------|-------------------|------------------|------------------|------------------------|--------|
| FaLC | Accessibility | + | + | + | +++ | ++ |
| | Spacial Planning | ++ | + | + | ++ | ++ |
| UrbanSim | Cost-benefit Analysis | ++ | + | + | +++ | +++ |
| | Environment / Climate | +++ | +++ | +++ | ++ | + |
| | Transport Planning | +++ | ++ | ++ | +++ | +++ |
| MATSim | Transport Simulations | +++ | +++ | +++ | ++ | ++ |

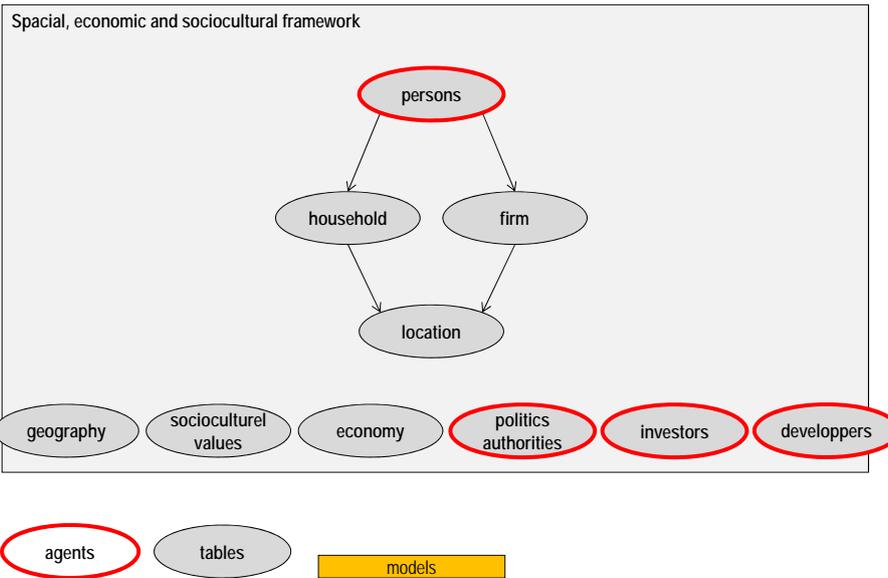
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Modelling concept



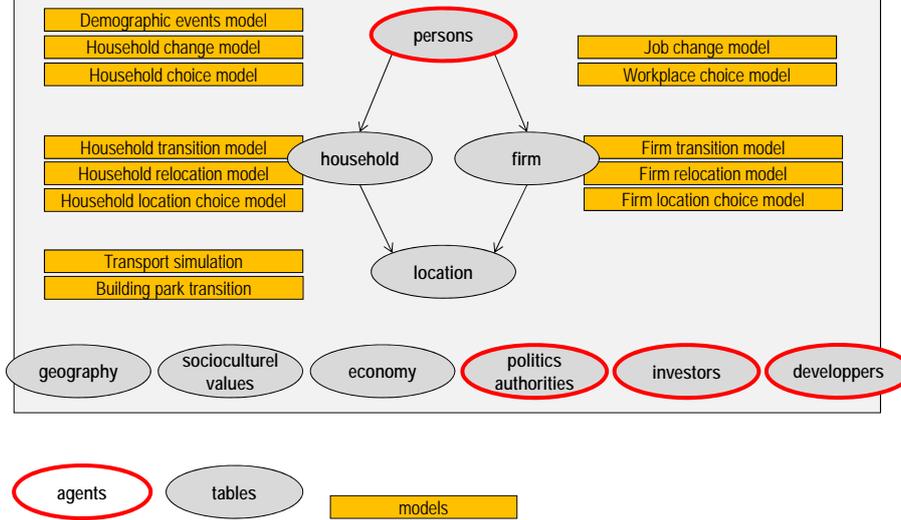
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FaLC tables and agents (2012)



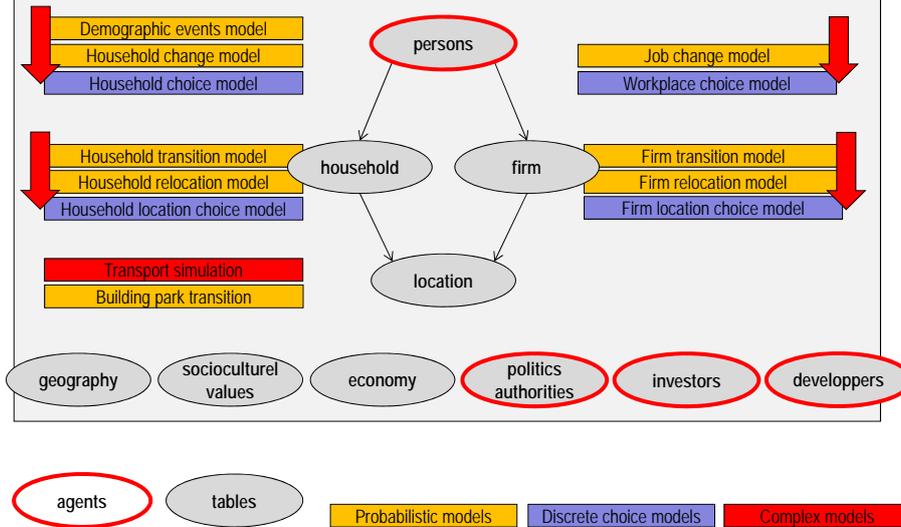
FaLC base models (2012)

Spatial, economic and sociocultural framework

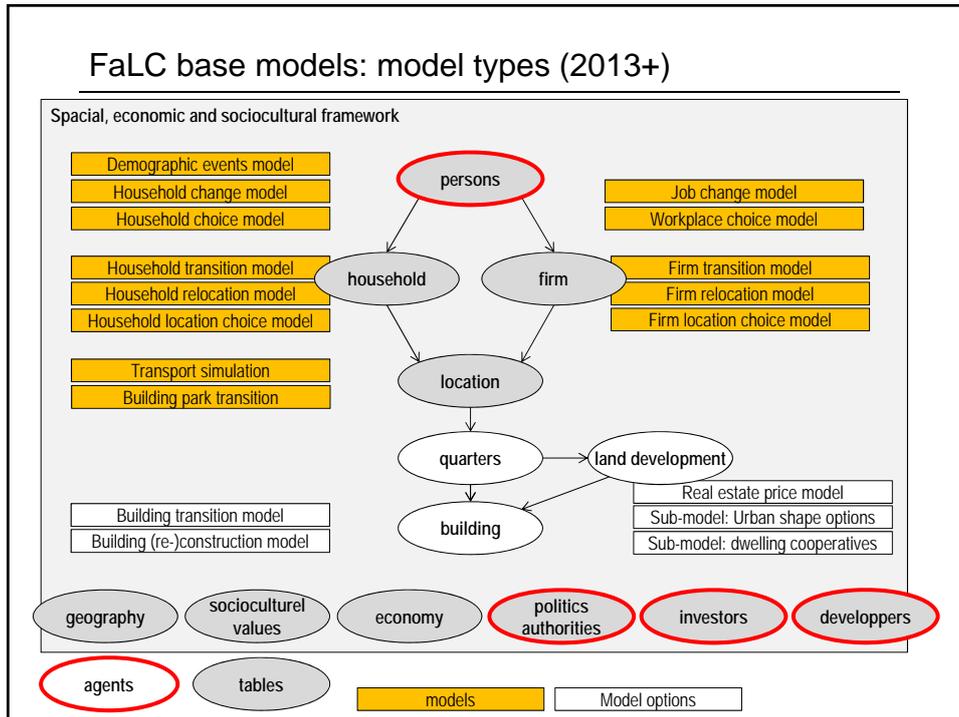


FaLC base models: model types (2012)

Spatial, economic and sociocultural framework



FaLC base models: model types (2013+)



Partners

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- 
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- Further partners would be appreciated

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Next steps

- Start of SUA-Project 04/2012

- Concept FaLC 05/2012 (paper)
- Implementation core of FaLC 12/2012 (paper)
- Modell of Switzerland (municipalities) 12/2012 (paper)
- Spatial regressions of e.g. speed, loadings 2012- (paper)

- Zurich case study for SUA 12/2013 (report)
- Game simulation (regioConcept) 12/2013
- Connection to MATSim 2013-
- Other enhancements 2013-

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Thank you for your attention



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