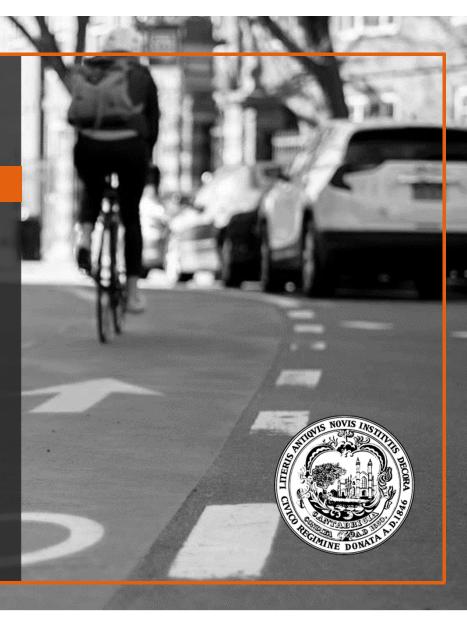


1.	Welcome and Introductions	5:30-5:45
2.	Why We're Here	5:45-6:00
3.	Current Mobility Snapshot	6:00-6:20
4.	Journeys	6:20-6:30
5.	New Mobility Roleplay	6:30-7:30
6.	Roleplay Reflections	7:30-7:45
7.	Project Schedule and Next Steps	7:45-7:50
8.	Public Comment	7:50-8:00



	1.	Welcome and	Introductions	5:30-5:45
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2. Why We're Here 5:45-6:00

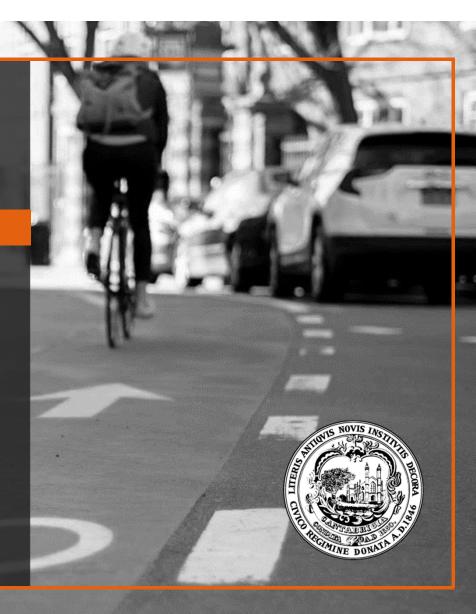
3. Current Mobility Snapshot 6:00-6:20

4. Journeys 6:20-6:30

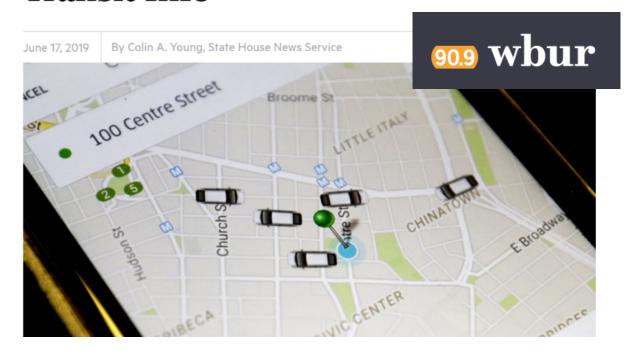
5. New Mobility Roleplay 6:30-7:30

6. Roleplay Reflections 7:30-7:45

7. Project Schedule and Next Steps 7:45-7:50



Uber Rolls Out In-App Boston Transit Info



Signals Uber's intent to become more like an allinclusive "Mobility as a Service" platform



Scooter companies are racing to build more robust equipment to become more profitable

EXCLUSIVE

Scooter Breakdowns Weigh on Lime

By Cory Weinberg Jun 18, 2019 10:02 AM PDT · Comment by Michael Schmitz

A t the CES trade show in Las Vegas in January, Lime showed off a new model of its electric scooter with thicker tires, color display screens between the handlebars and stronger aluminum to help the vehicles last longer. But months later, the custom-designed scooter, called Gen 3, is having problems of its own. The screens frequently crack or malfunction, and repairing brakes and other parts has proven complicated. Even the tougher metal has caused trouble—the additional weight makes it harder for workers to cart home scooters to charge overnight.

Scooter companies had pinned their hopes on sturdier hardware to help them slow their cash burn and demonstrate that the business can be profitable. But Lime's experience shows how challenging that can be. Lime ended up slowing the rollout of

Los Angeles Times

...and finding ways to enter and stay in big city markets

Bird buys Scoot — and a back door into San Francisco's rental scooter market



A Bird customer rides a scooler near the beach in Venice. (Katie Falkenberg / Los Angeles Times)

The New York Times

How Uber Hopes to Profit From Public Transit

Uber sees "massive market opportunity" from public transit riders

Ride-hailing companies see a 'massive market opportunity' in replacing bus and subway rides.



One of their strategies is to replace public transportation — an ambition that affects all of us and the environment, not just passengers and drivers.

Uber and Lyft have been clear about their intentions. At Uber's apex of candor, in documents <u>filed with the Securities and Exchange Commission</u>, it identifies a "massive market opportunity" in the estimated 4.4 trillion miles traveled by people on public transit in 175 countries in 2017.

CITYLAB





Can Minnesota Get Dockless Bikesharing to Play Nice?

Over the last year, dockless bikesharing has galloped into cities across the United States, swiftly doubling the number of shared bikes available on city streets. The GPS- and app-based technology these services use allows bikes to float around cities, into neighborhoods where bikeshare had never gone before, or where docked systems have failed to catch on. But the venture capital-backed bike invasions have also stoked anxiety over vandalism, bike clutter, and city regulations.

Forecasts showing the

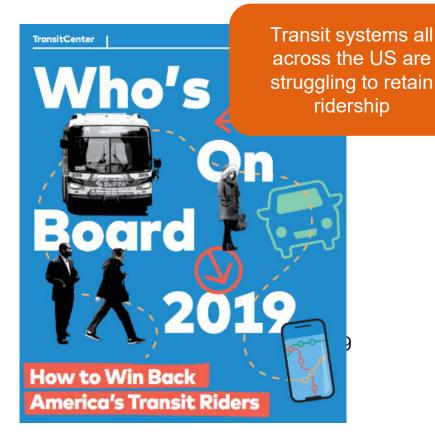
reduction of Uber fares

BUSINESS INSIDER

Your Uber ride could get 80% cheaper



- The global market for ride-hailing and robo-taxis could be worth \$2 trillion by 2030, UBS has estimated.
- As autonomy makes the services even cheaper to provide, fares could shrink by 80% or more.
- That will put even more strain on public transportation systems, which are already losing passengers to ride-hailing.



Whim Urban 30

€62/30 days



Mature MaaS platforms are gaining ridership (and funding) in europe

Uber Elevate



Uber Elevate is advancing a vision of sub-400 feet air travel, piloting the concept in cities like Dallas and LA



Waymo and Tesla continue to build towards their vision of autonomous fleets for cities

Toyota Goes Electric Starting In 2020: Announces Massive EV Offensive



Waymo partners with Renault, Nissan to bring self-driving cars around the world





Traditional car makers are rapidly switching to electric car models

...and partnering with technology companies to form partnerships and scale

Walmart Filed Almost Twice as Many Drone Patents as Amazon in the Past Year

By Christopher Holl



Companies are forecasting significant use of drones and robots to deliver goods and services

City of Cambridge Goals

Equity and Accessibility: Ensure a diverse set of travel options that meet the access and mobility needs of people of all ages, abilities, and incomes.

Reliability and Efficiency: Ensure people and goods can reliably move within Cambridge and around the region, and encourage space-efficient transportation choices like walking, biking, transit, and carpooling.

Safe and Active Transportation: Eliminate traffic fatalities and serious injuries while encouraging active living and improving comfort for people of all ages and abilities.

Connectedness and User-Friendliness: Create an easy-to-understand, integrated, continuous, and comfortable transportation network for all people.

Community Character and Vitality: Ensure that the city's transportation system supports shared community spaces and enhances neighborhood streets.

Climate Mitigation and Resilience: Achieve a carbon-neutral transportation system and adapt to climate change.

Climate Action: Achieve carbon neutrality by 2050.

Climate Change Preparedness: Protect the lives and livelihoods of the Cambridge community from the impacts of climate change.

New Mobility Blueprint Purpose

Our goal is to develop <u>actionable recommendations</u> for policy, programs, and regulations that will help the City implement new mobility options in a way that aligns with and advances existing values and policies.

New Mobility Blueprint (is not)

- A visioning exercise
- The creation of new goals
- Making changes to existing transportation plans or current planning processes, except to preserve or strengthen an existing transportation mode in the face of pressure from new mobility
- A static document

1.	Welcome and Introductions	5:30-5:45

2. Why We're Here 5:45-6:00

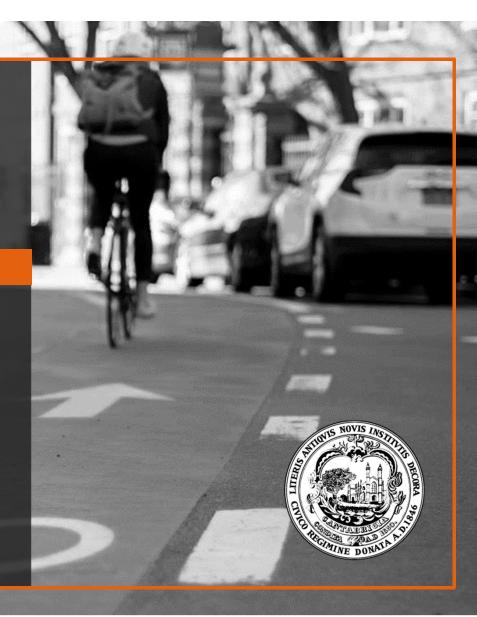
3. Current Mobility Snapshot 6:00-6:20

4. Journeys 6:20-6:30

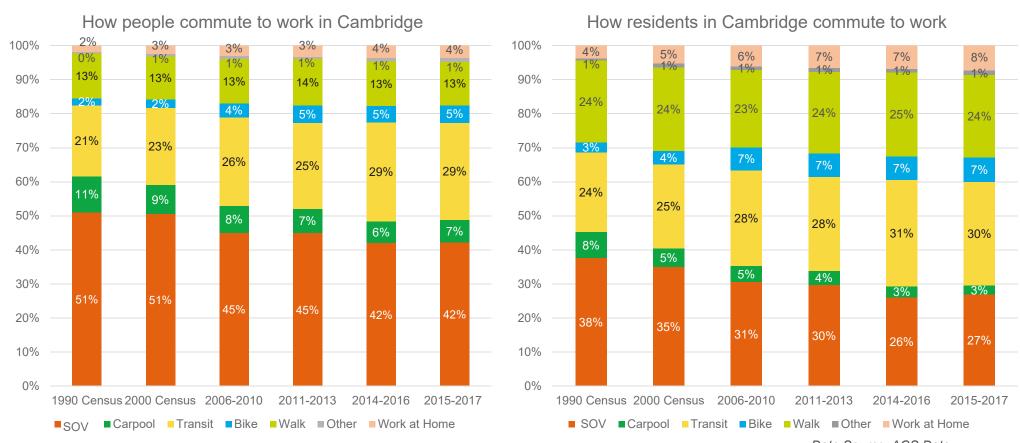
5. New Mobility Roleplay 6:30-7:30

6. Roleplay Reflections 7:30-7:45

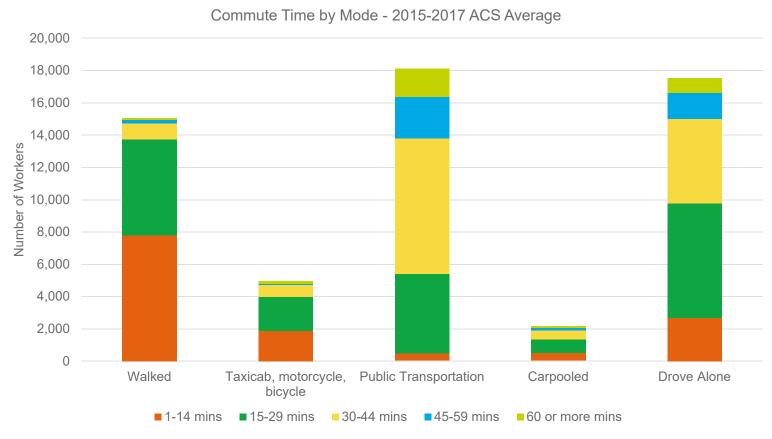
7. Project Schedule and Next Steps 7:45-7:50

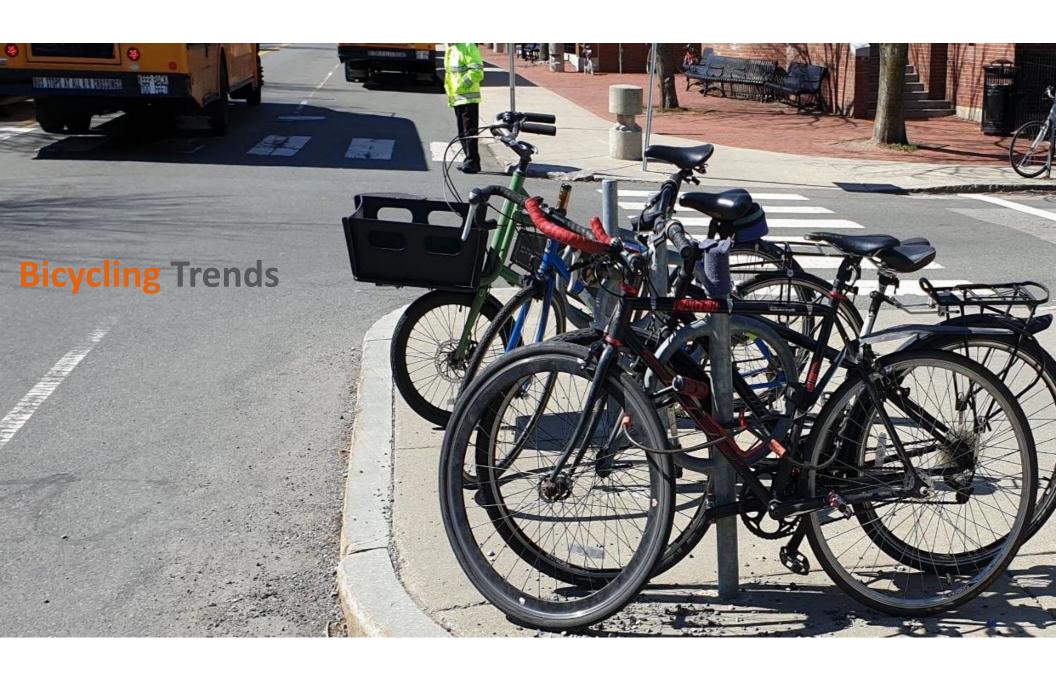


Mobility Modes



Mobility Modes



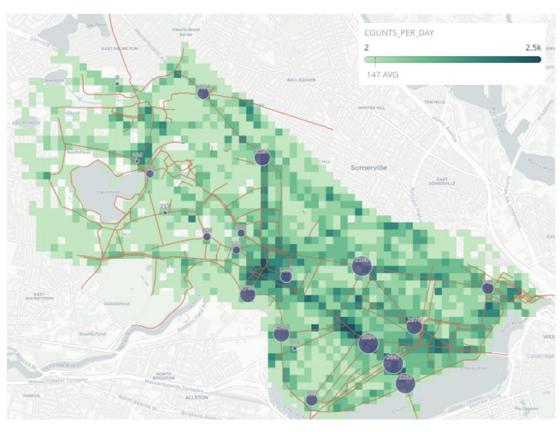


Bicycling Activity

The color of each cell shows the daily average of bicycle trips distributed across the city.

The blue circles in the map show the bike counts collected manually in 2016.

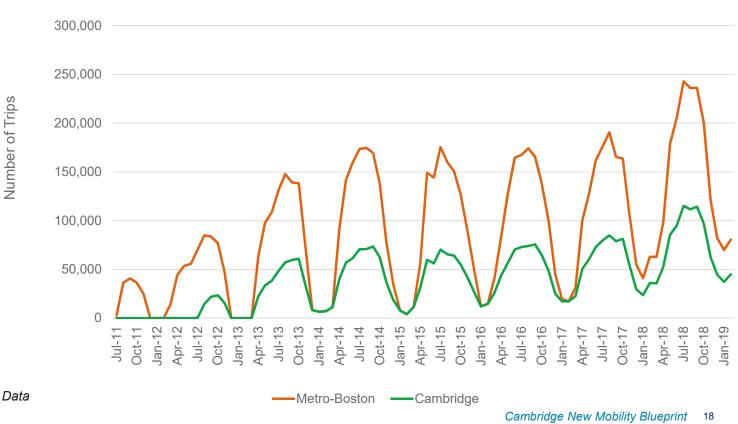
Bike lanes and off-road paths Location of 2016 Manual Counts Cellular Bike Activity



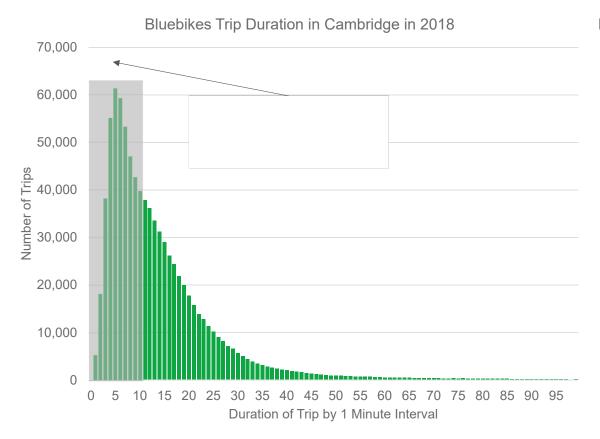
Data Source: Anonymized Cellular Data, 2016 Cambridge Biennial Manual Bike Counts

Bluebikes Trips

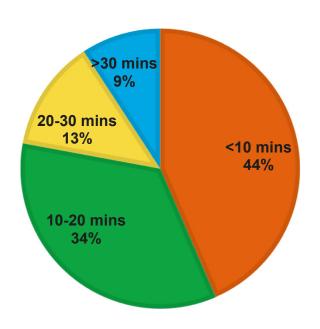
Monthly Bluebikes Ridership



Bluebikes Trips



Percentage of Bluebikes Trips in Cambridge

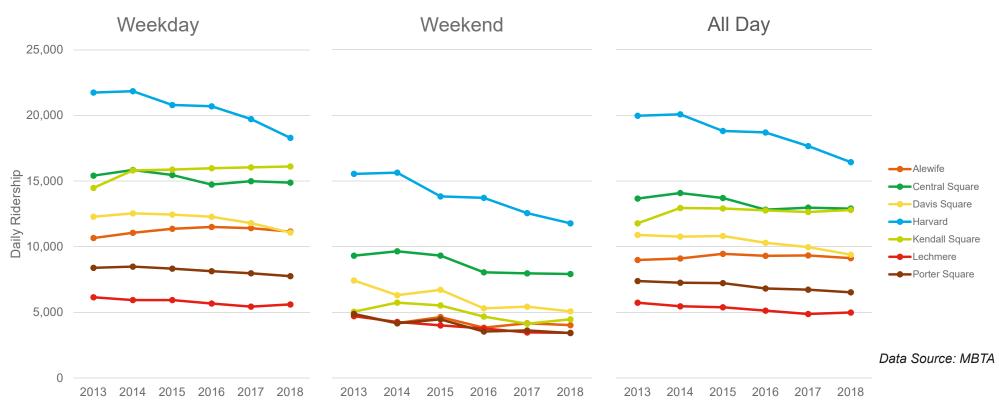


Data Source: Bluebikes Data



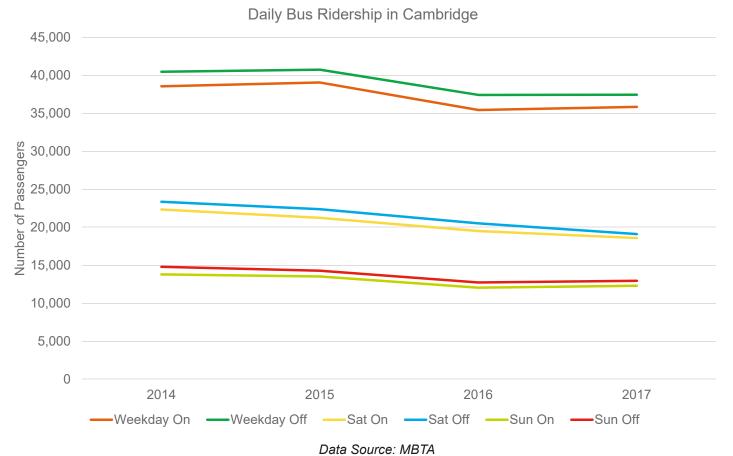
Subway Trends

Subway Daily Average Ridership by Year





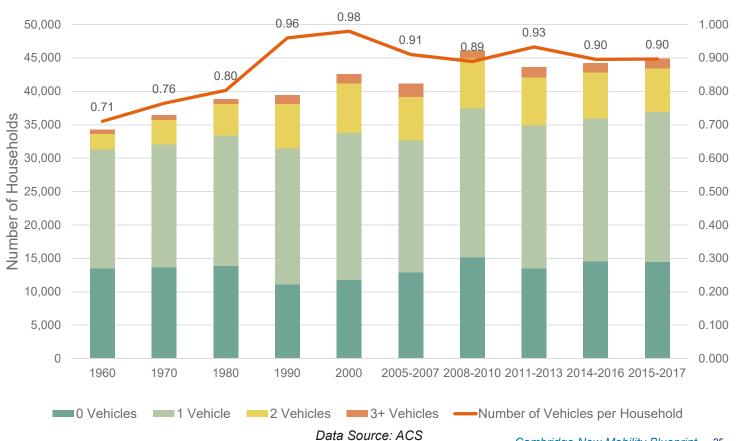
Bus Trends

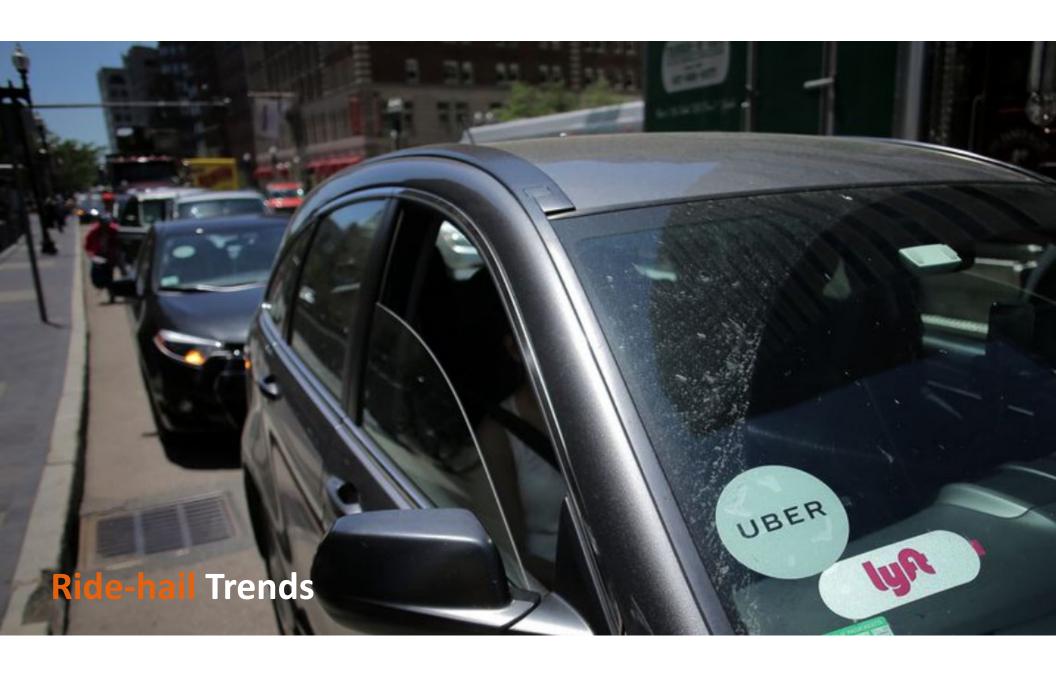




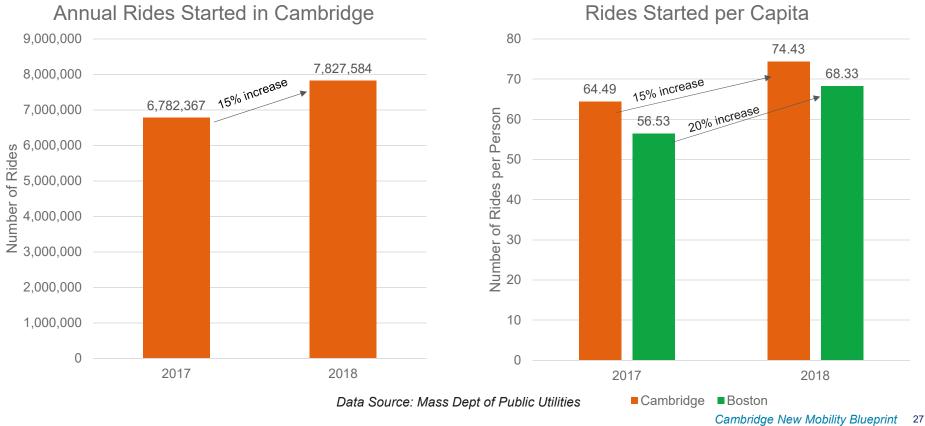
Car Trends

Vehicle Ownership





Ride-Hail Trends



1.	Welcome and Introductions	5:30-5:45

2. Why We're Here 5:45-6:00

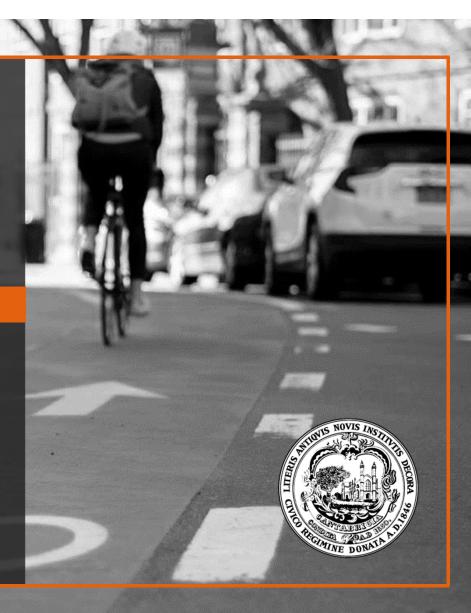
3. Current Mobility Snapshot 6:00-6:20

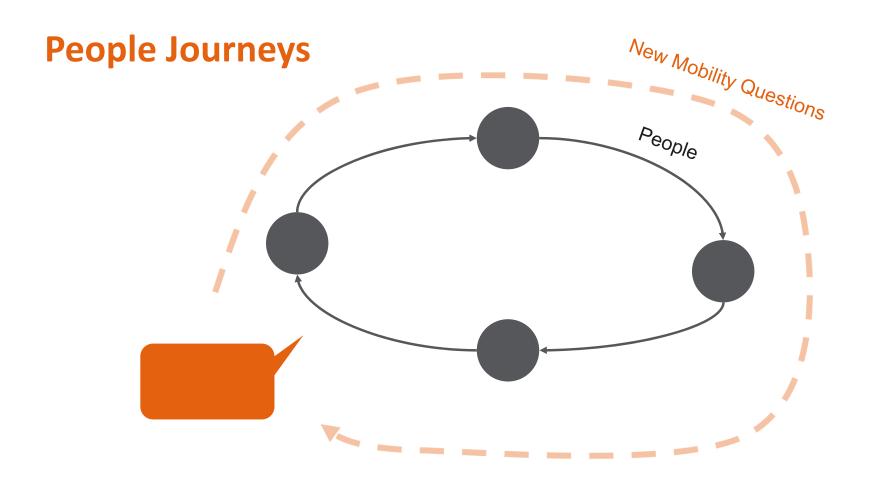
4. Journeys 6:20-6:30

5. New Mobility Roleplay 6:30-7:30

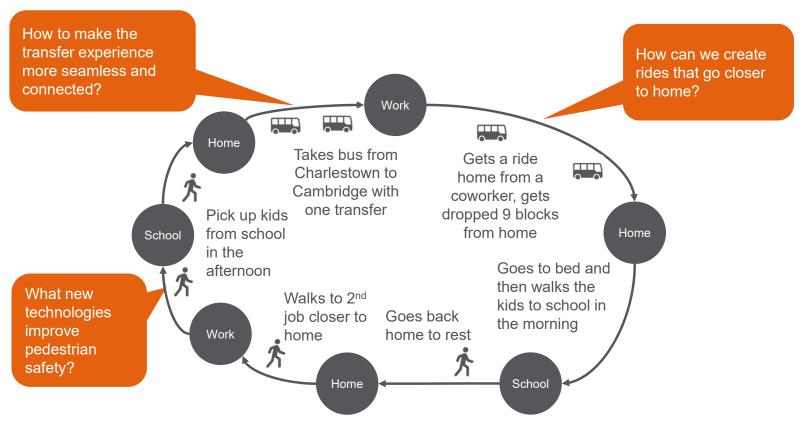
6. Roleplay Reflections 7:30-7:45

7. Project Schedule and Next Steps 7:45-7:50

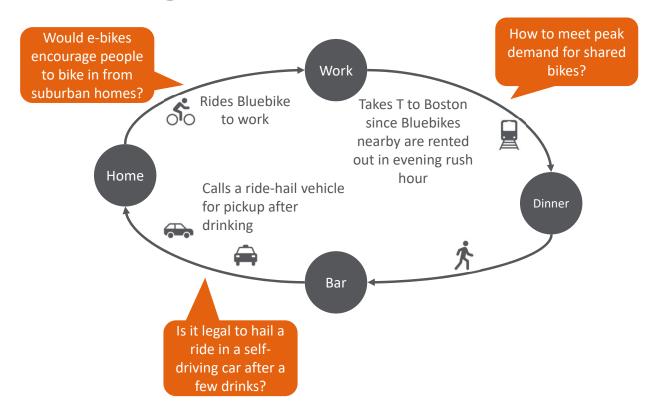




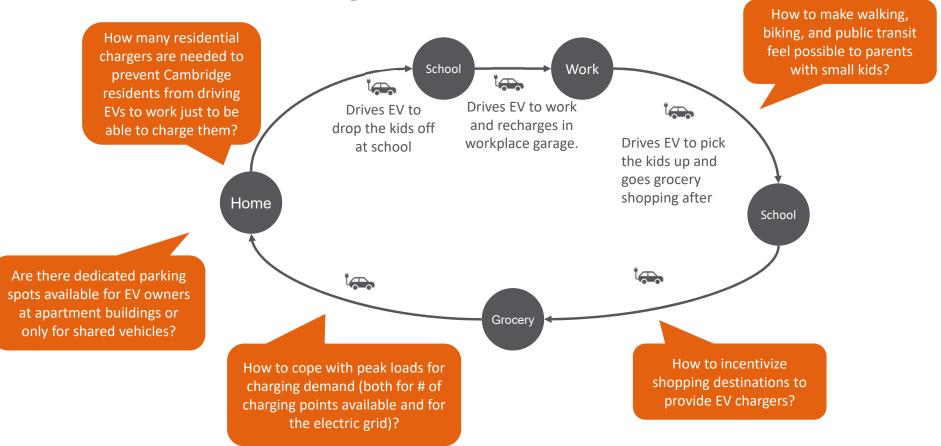
Scenario 1 – Restaurant Worker



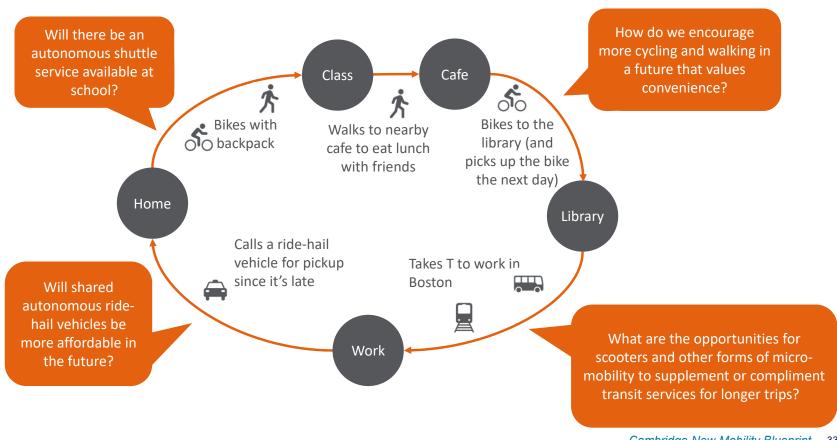
Scenario 2 – Young Professional

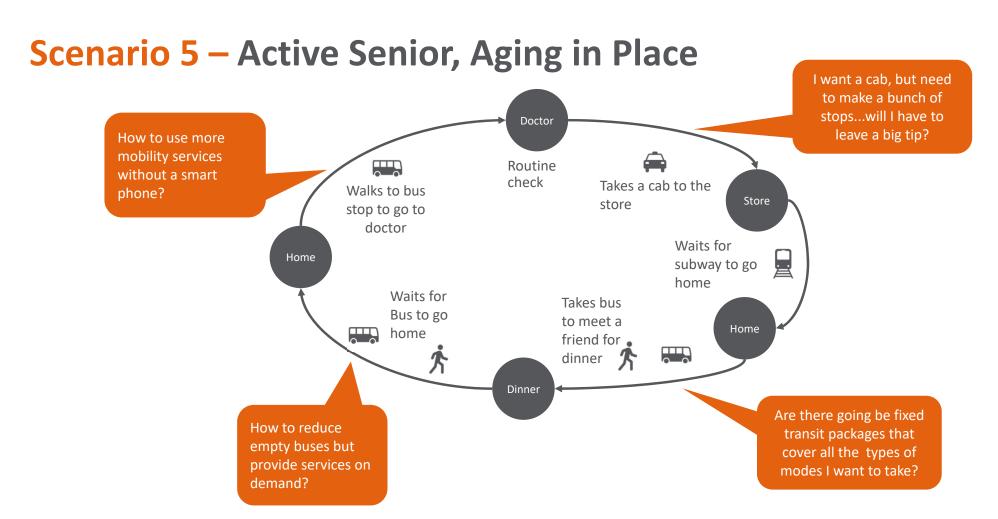


Scenario 3 – Working Parent with Kids

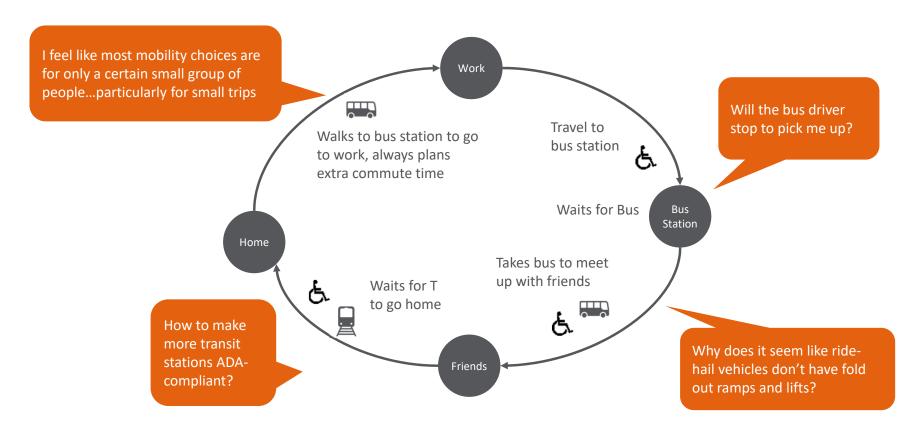


Scenario 4 – High School Student





Scenario 6 – Person with Mobility Impairment



1.	Welcome and	Introductions	5:30-5:45
			0.000.00

2. Why We're Here 5:45-6:00

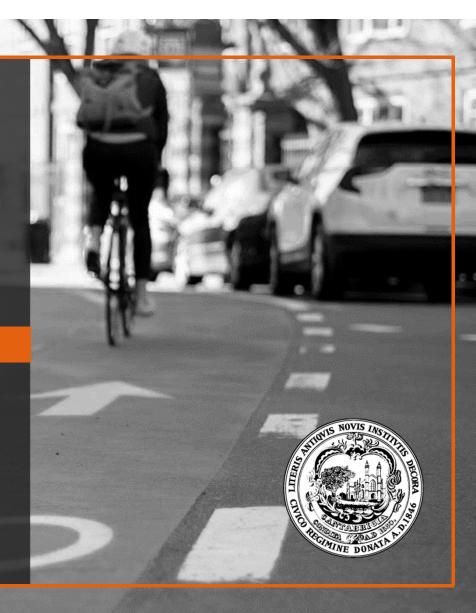
3. Current Mobility Snapshot 6:00-6:20

4. Journeys 6:20-6:30

5. New Mobility Roleplay 6:30-7:30

6. Roleplay Reflections 7:30-7:45

7. Project Schedule and Next Steps 7:45-7:50



New Mobility Roleplay

The purpose of the roleplay is to better understand the viewpoints and challenges faced by the various people who use, provide, and regulate new mobility options.

By stepping into each other's shoes, we hope to encourage each player to explore the complexity of perspectives and think broadly about how the City can develop policy that meets a variety of needs.

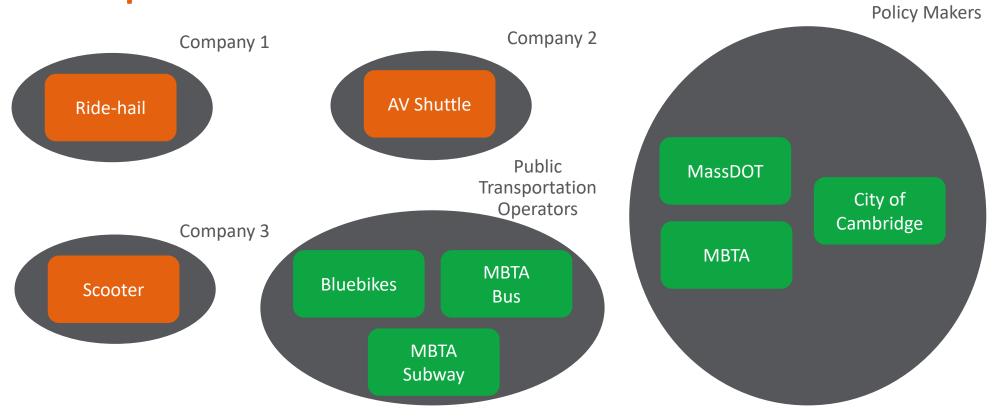
Run of Show

Members break into 5 groups Each group will have 20 minutes to discuss the prompts Each group will give a brief 5 minute discussion summary Each group will have 5 minutes for Q&A from others Switch and Repeat!

And remember...

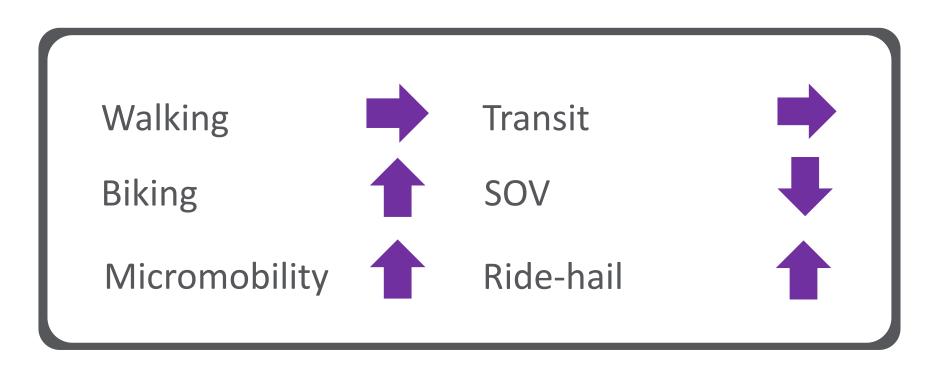
The goal is to experience a new role There are no "right" or "wrong" answers...we're exploring together

Groups



Cambridge New Mobility Blueprint

Mobility Trends



Group Assignments

Name	Round 1	Round 2
Ride Hail (Ben Alpert)	Bruce Kaplan Kathryn Carlson	Jane Gould Steven Miller
Scooter (Trevor Johnson and Yuan Shi)	James Cater Steven Miller Chris Tassone	Bruce Kaplan Ruth Allen Megan Aki
AV Shuttle (Peter Glus)	Megan Aki Zef Vataj	David Keith Kathryn Carlson Melissa Chan
Public Transit (Pete Costas)	Melissa Chan Jane Gould Iiya Sinelnikov	Will Dickson James Cater
Policy Makers (joe lacobucci)	Will Dickson Ruth Allen David Keith	Zef Vataj liya Sinelnikov Chris Tassone

1.	Welcome and	Introductions	5:30-5:45
			0.000.00

2. Why We're Here 5:45-6:00

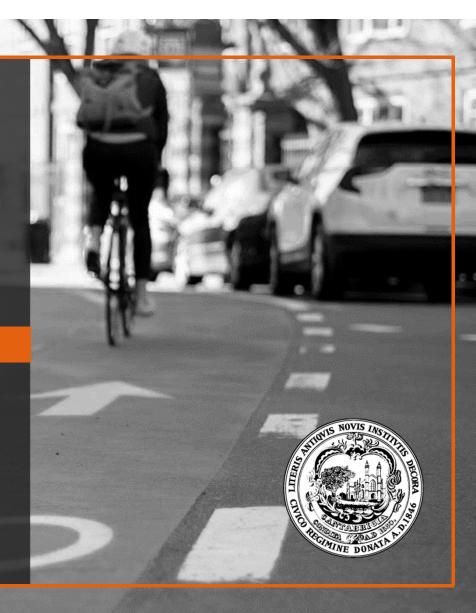
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6. Roleplay Reflections 7:30-7:45

7. Project Schedule and Next Steps 7:45-7:50



1. Welcome and Introductions 5:	5:30-5:4	b
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2. Why We're Here 5:45-6:00

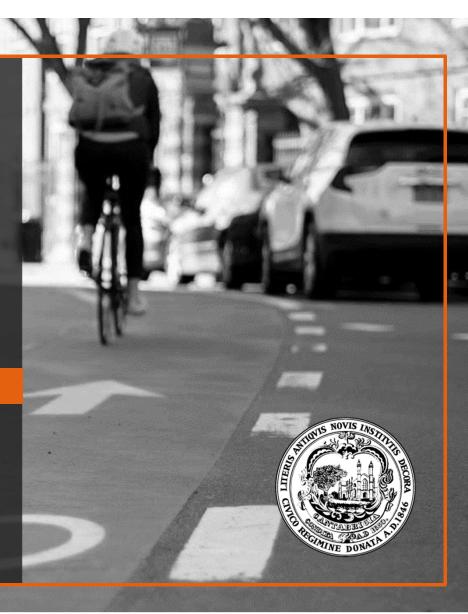
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1	. We	elcome a	nd Introd	ductions	5:30-5:45

2. Why We're Here 5:45-6:00

3. Current Mobility Snapshot 6:00-6:20

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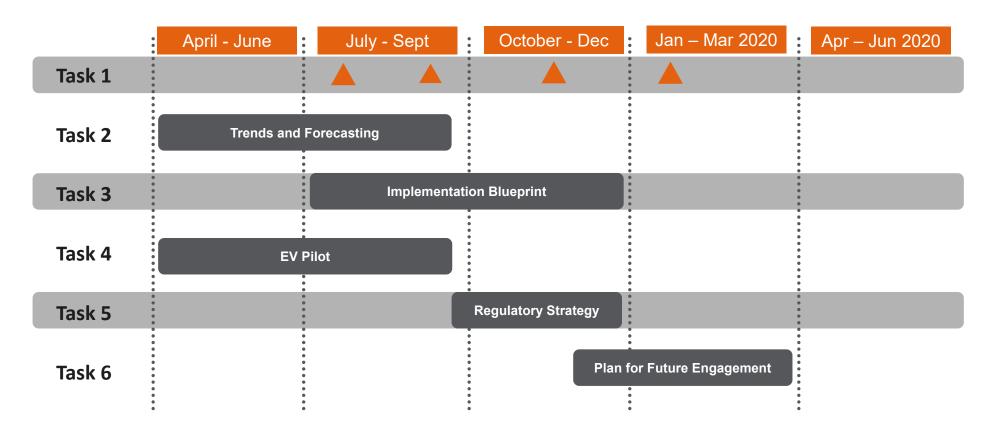
5. New Mobility Roleplay 6:30-7:30

6. Roleplay Reflections 7:30-7:45

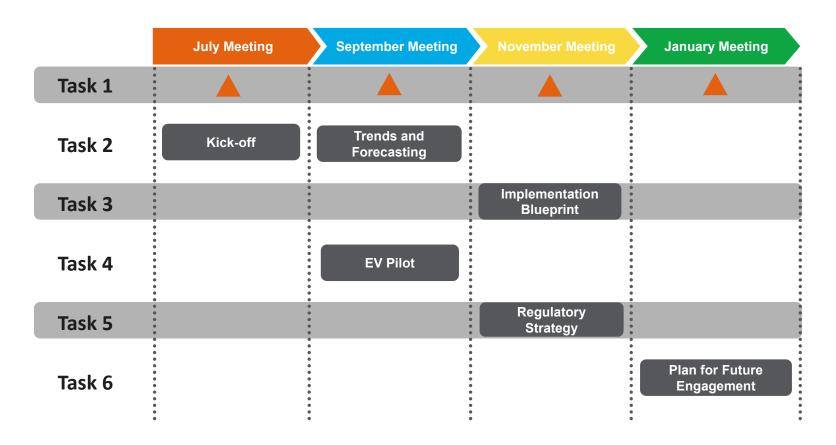
7. Project Schedule and Next Steps 7:45-7:50



Project Schedule



Advisory Group Schedule



1.	Welcome and	Introductions	5:30-5:45

2. Why We're Here 5:45-6:00

3. Current Mobility Snapshot 6:00-6:20

4. Journeys 6:20-6:30

5. New Mobility Roleplay 6:30-7:30

6. Roleplay Reflections 7:30-7:45

7. Project Schedule and Next Steps 7:45-7:50

