

Triple **A**ccess **P**lanning  
for **U**ncertain **F**utures

[www.tapforuncertainty.eu](http://www.tapforuncertainty.eu)

# TAP-SWOT

## in a BOX

*A game designed by*

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# Your task

5 minutes

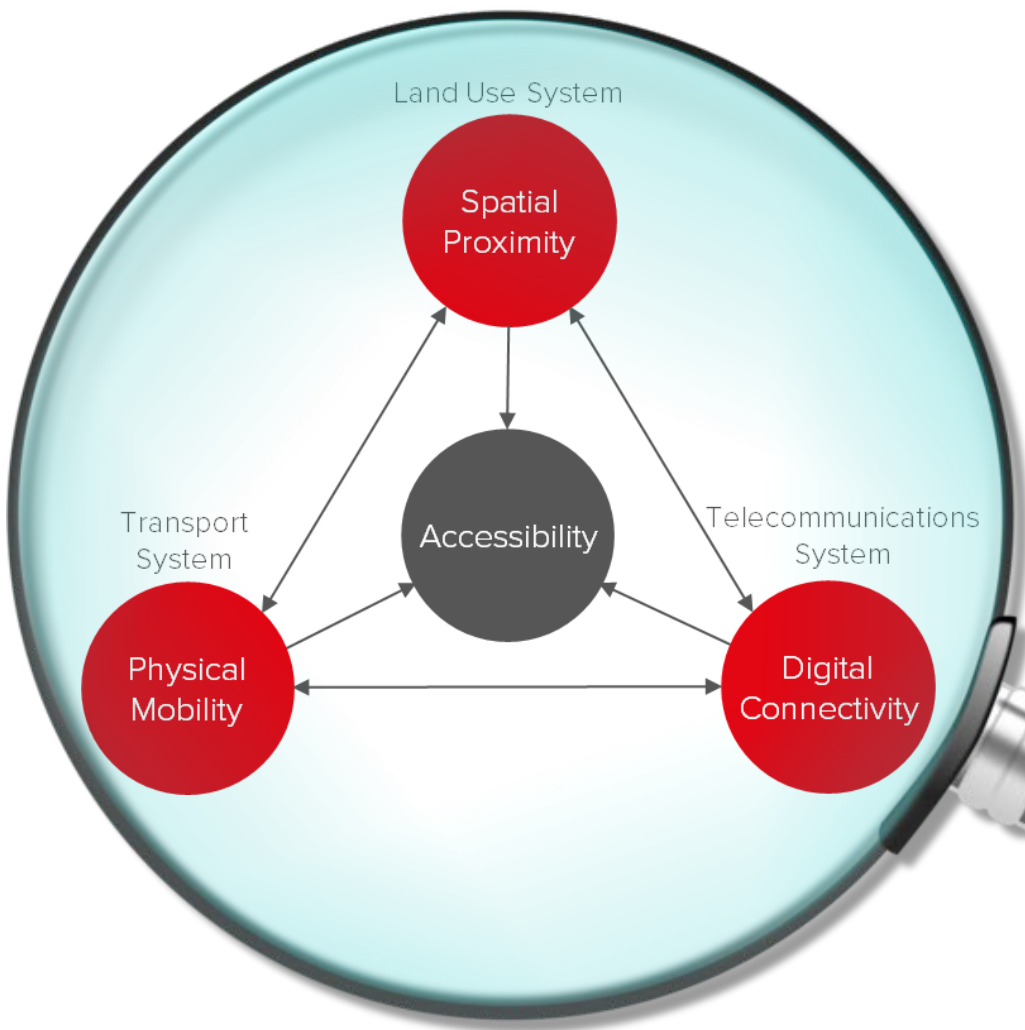
- An enhanced approach to urban mobility planning is on offer.
- It is vision-led, focused upon access and intended to help accommodate uncertainty about the future.
- But is it going to be suitable, acceptable and feasible for use by your organisation?
- You have been asked to consider the strengths, weaknesses, opportunities and threats of the approach.
- To start the game, you will be given a sales pitch about the approach.
- You will then be given a set of 40 'product reviews' – cards that point to possible strengths, weaknesses, opportunities and threats of the approach.
- You may have further cards of your own you want to add, but you are tasked with shortlisting the most important cards.
- As an open-minded team, you must end up with five cards that reflect the most important aspects of the approach that will inform your recommendation to your organisation.
- Will you encourage the **boss** to use this approach? You decide.

Your **boss** is the  
Director of  
Transport Planning  
in your urban  
authority



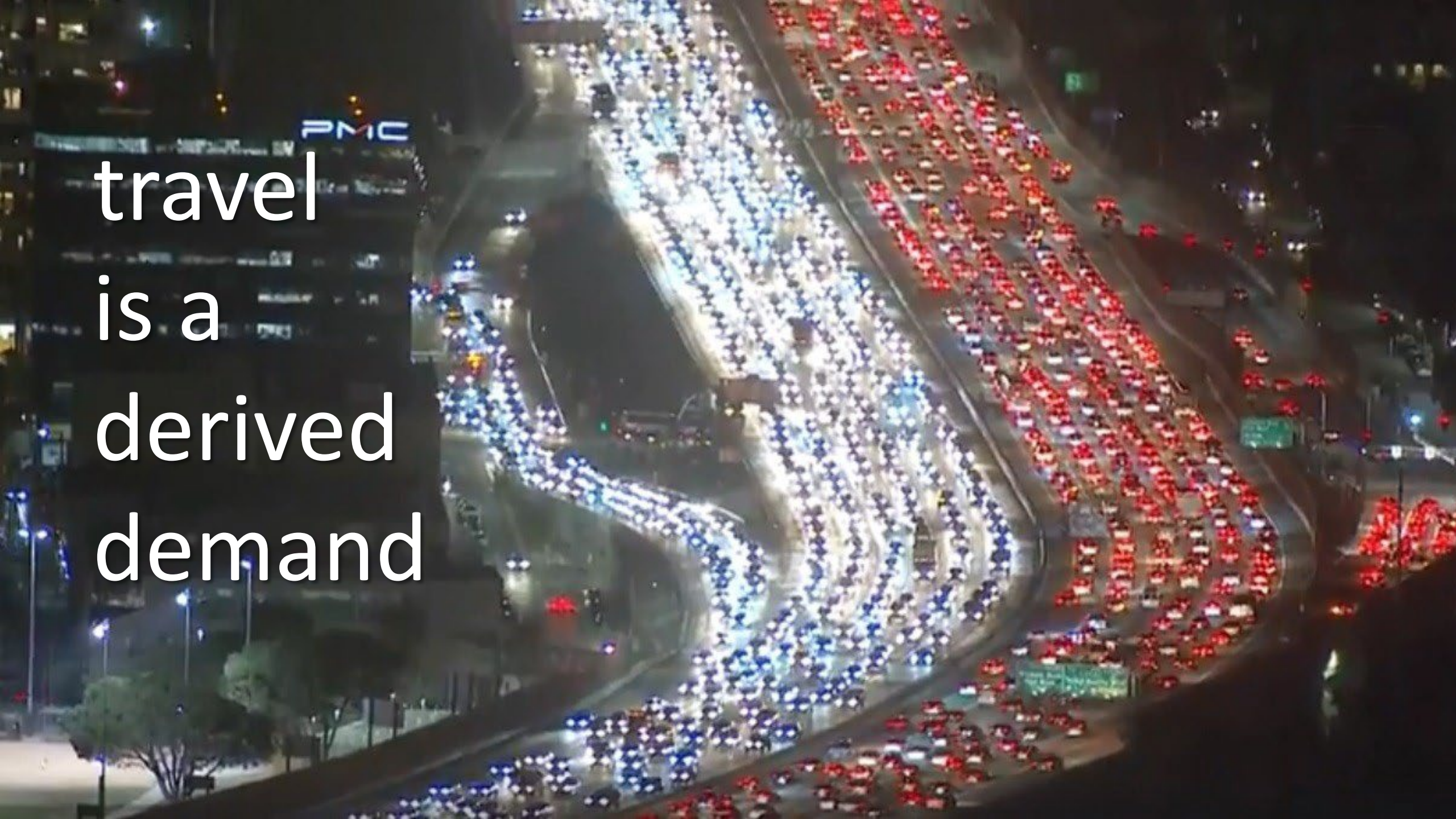
# Stage 1 – What are we being sold?

10 minutes



The future...?





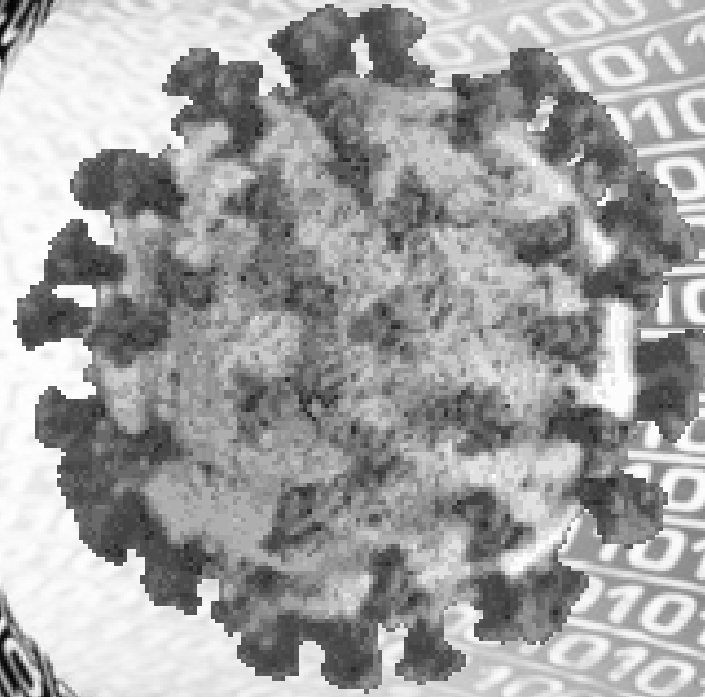
travel  
is a  
derived  
demand

it's about access, stupid

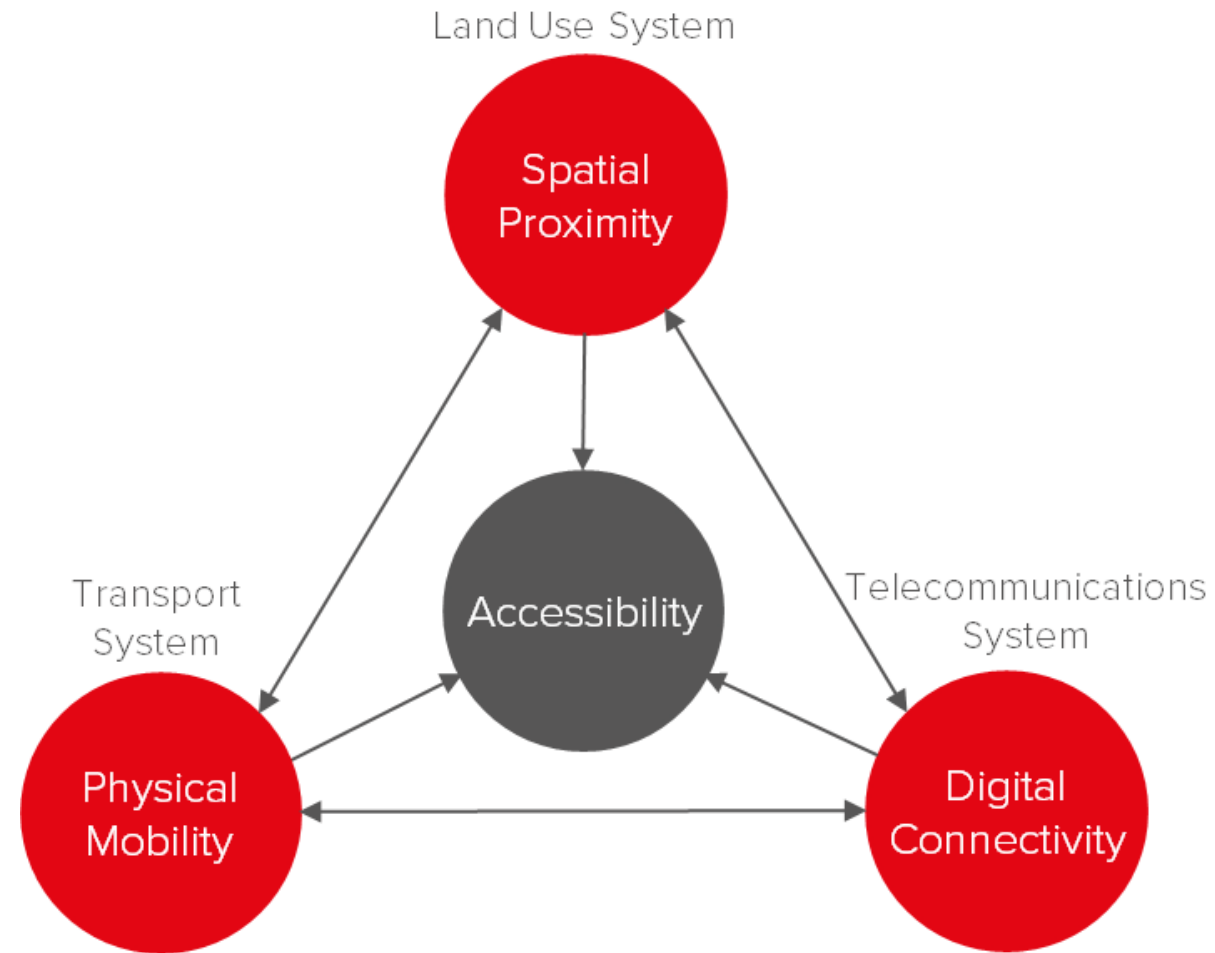


transport problems don't (only) need transport solutions

changing access

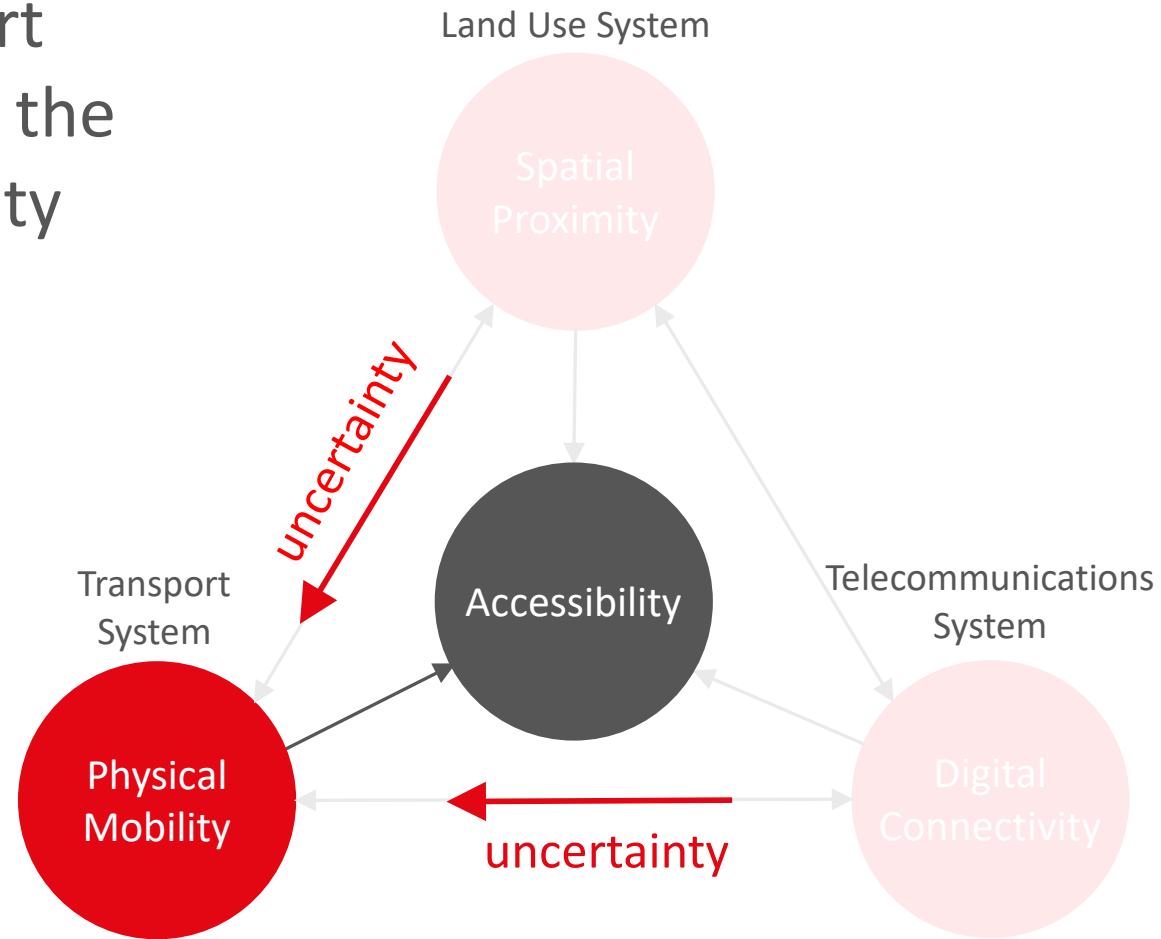


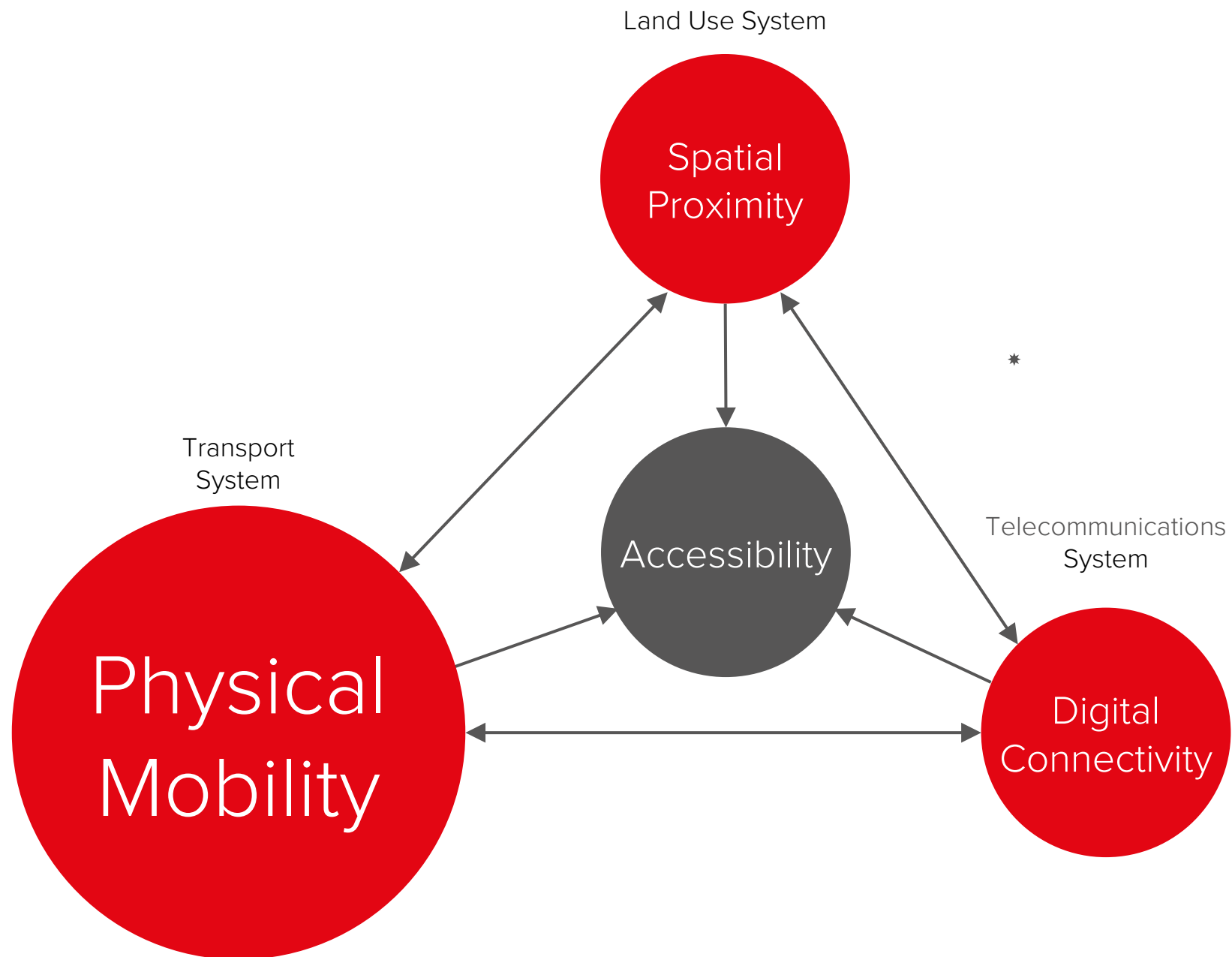
# Triple Access System – the world we live in



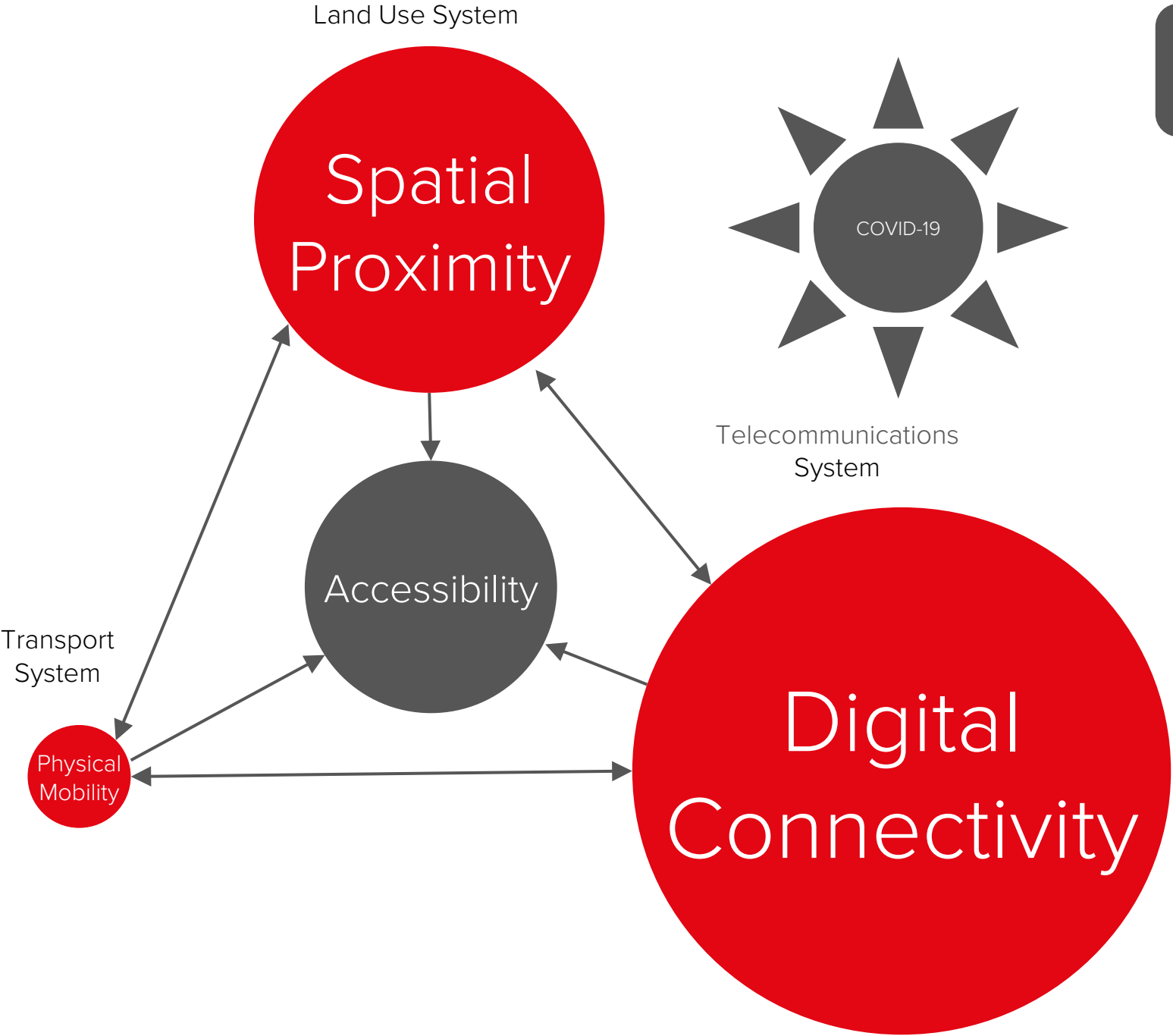
# Triple Access System

Ignoring it in transport planning compounds the problem of uncertainty



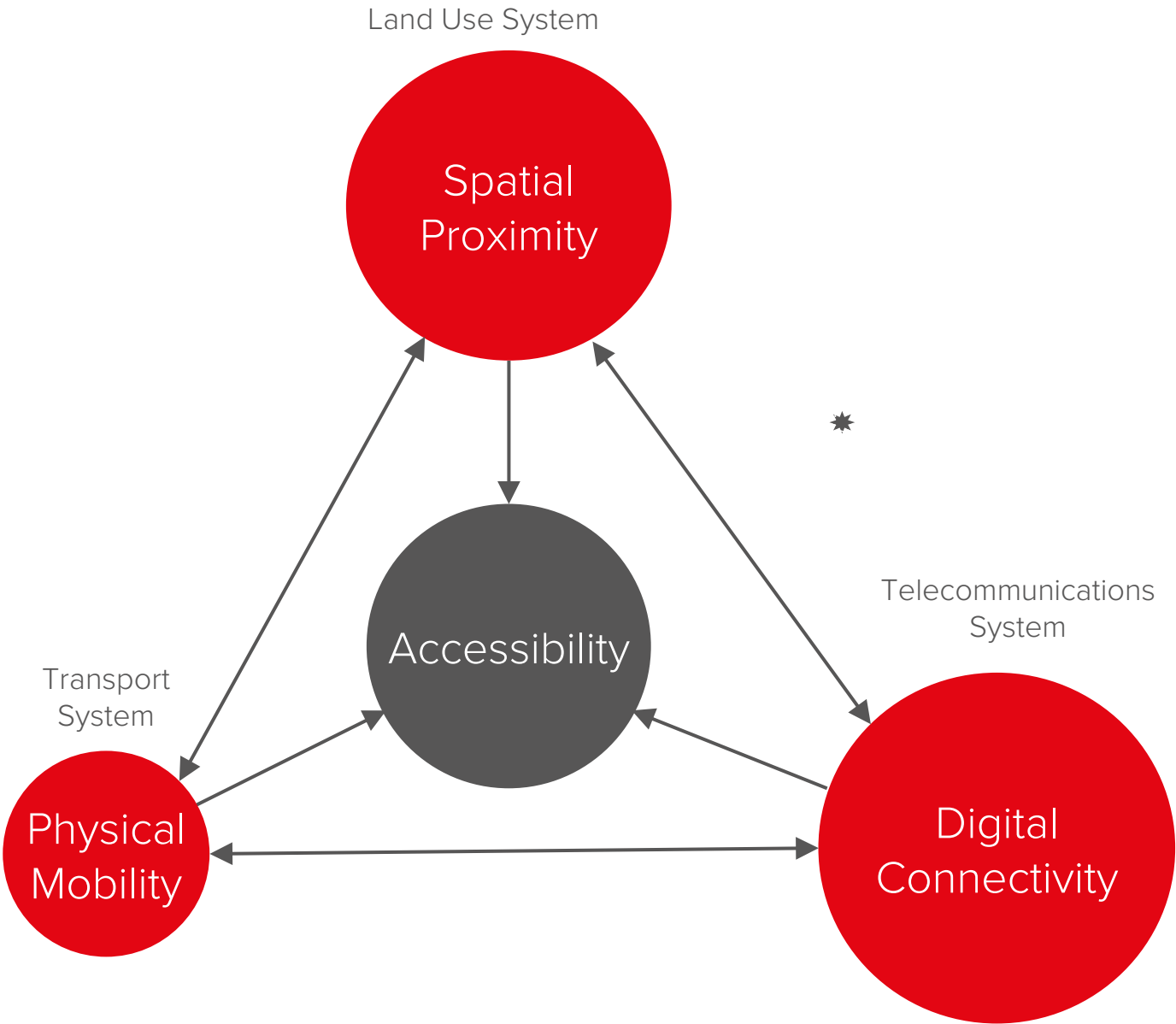


adaptable



resilient

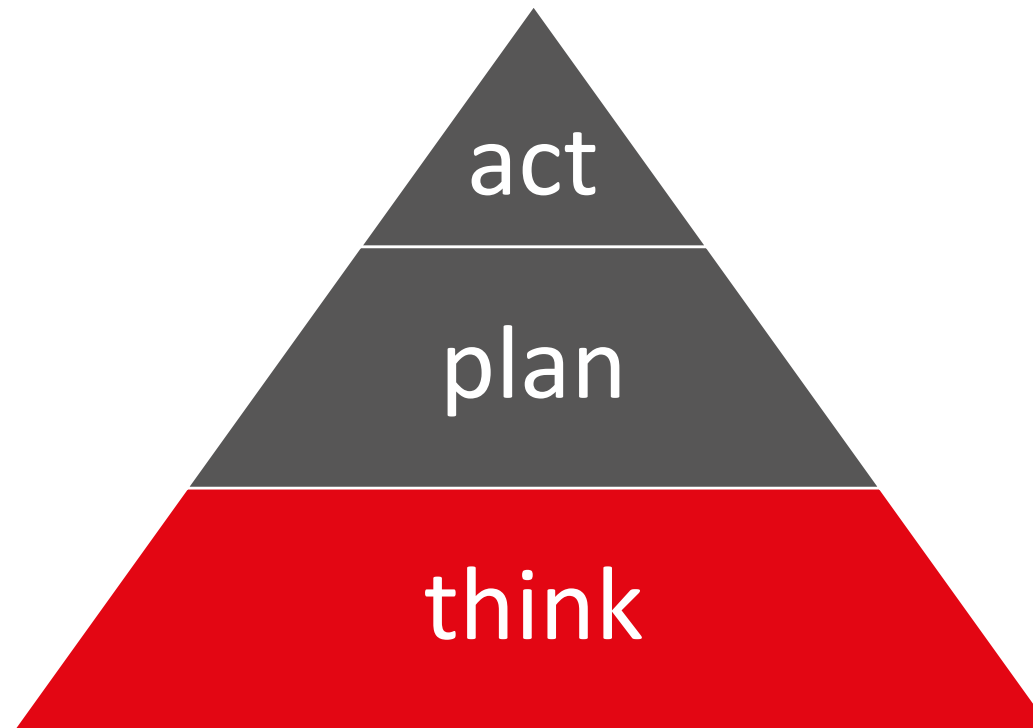
Future



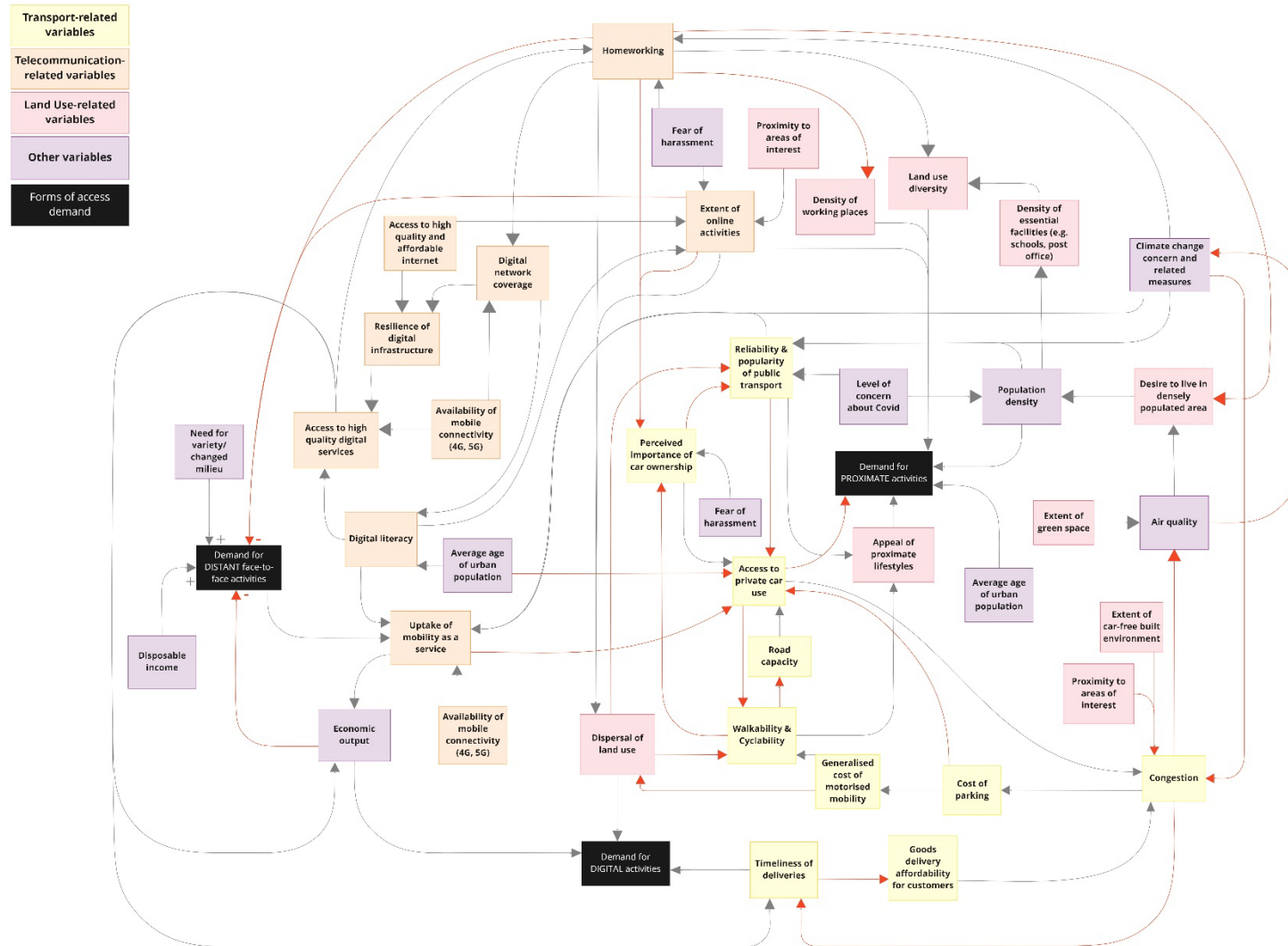
? ? ? ? ? ? ? ? ? ? ? ?

Failing to think about what we are planning for and how to plan is planning to fail

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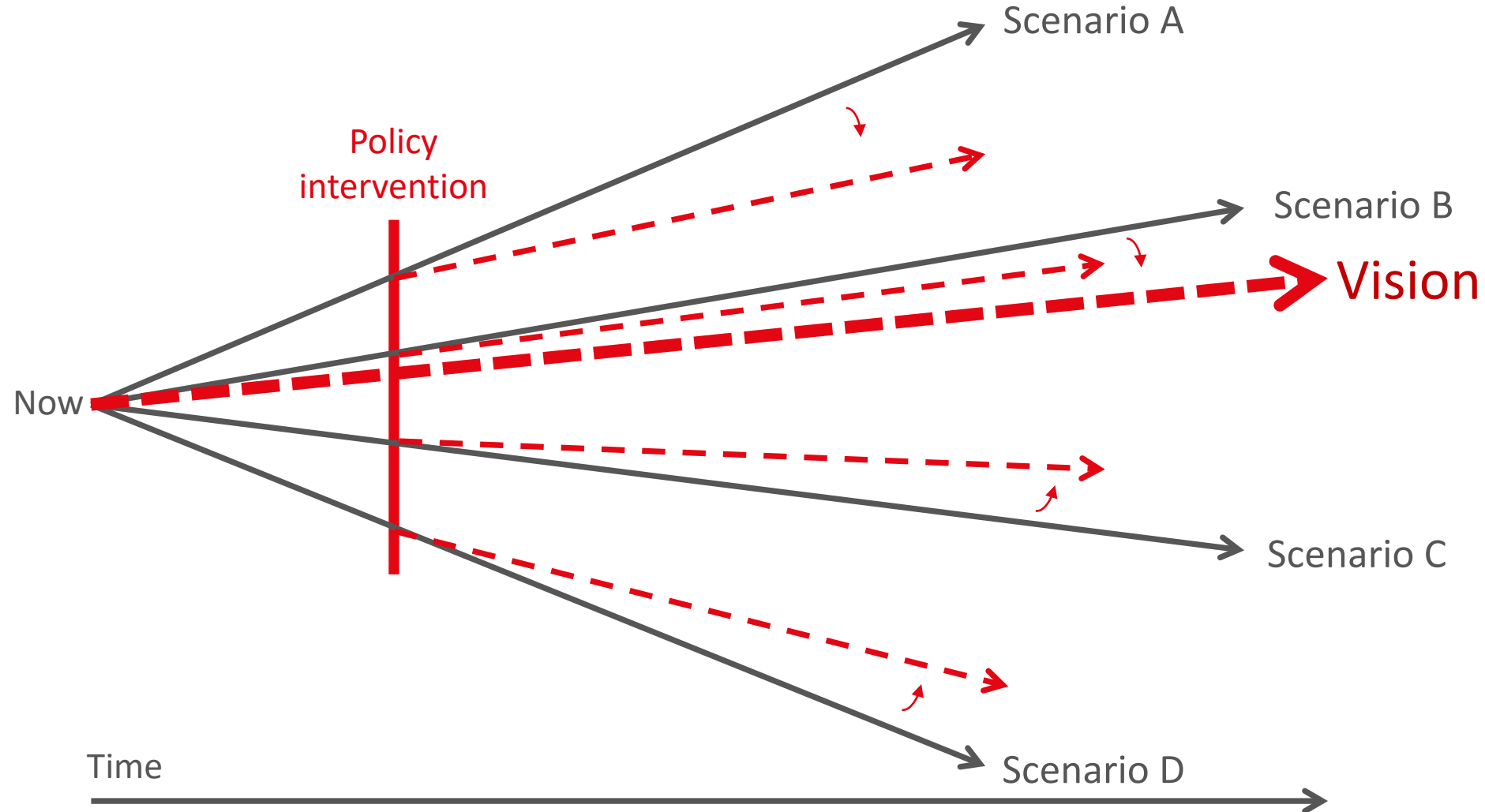
# Systems thinking – a mental model of the triple access system



# A set of possible triple access future scenarios

Critical factors	Scenarios				
	Too Slowly Greener	Uneconomically Net-Zero	In a Fix	Bye Bye Car	
	Climate Change Concern	↑	↓	↑	↑
	Economic Performance	↑	↓	↓	↑
	Perceived Importance of Car Ownership	↓	↓	↓	↓
	Need for Variety / Changed Milieu	↑	↓	↑	↓
	Cost of Motorised Transport Relative to Income	↓	↓	↑	↑
	Urban Land Use Diversity	↑	↓	↓	↑
Population Density	↑	↓	↑	↑	

# Stress-testing policy options for realising a vision for access



# Transport planning paradigms – what's your planning future?

TAP embodies the 'Decide and provide' approach to transport planning

## Predict and provide

Forecast a most likely mobility future  
Demand-led supply  
Conceals uncertainty  
Reactive

## Decide and provide

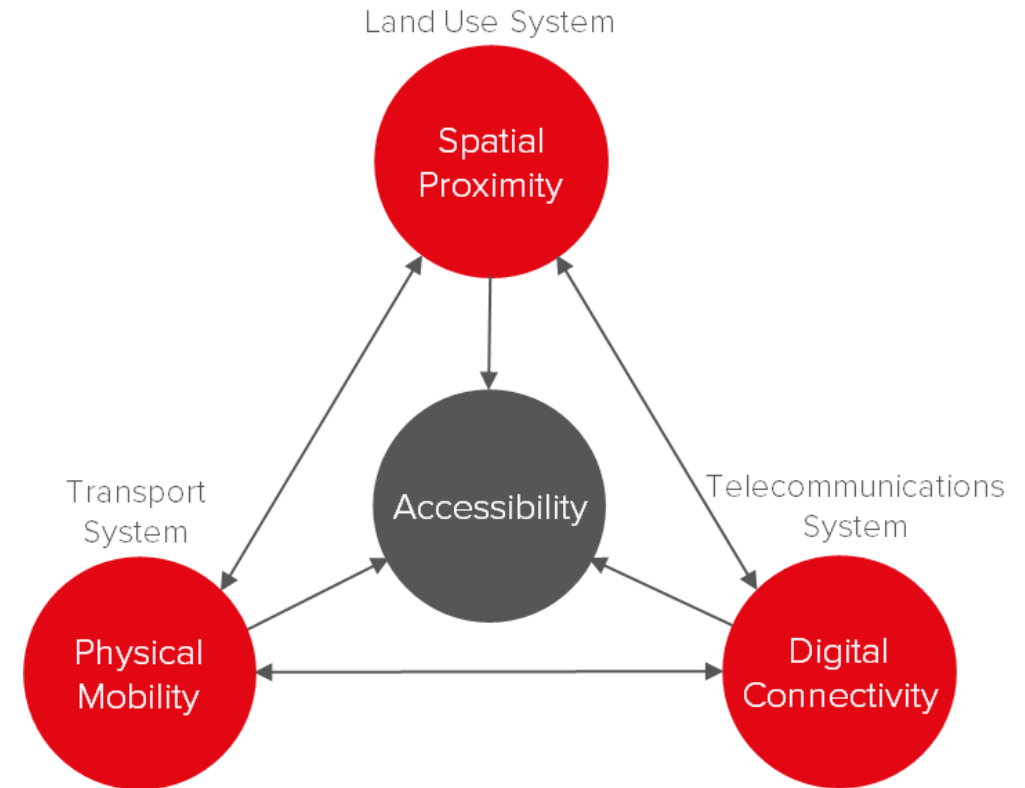
Decide on a preferred accessibility future  
Supply-led demand  
Accommodates uncertainty  
Proactive



# Triple Access Planning for Uncertain Futures (TAP)

## In a nutshell...

- TAP is **vision-led**, **access-focused**, and accounts for **uncertainty**.
- TAP is as much a **mindset** as a **methodology**.
- Co-creating a **mental-model** of the present **Triple Access System** we inhabit helps us better understand the nature of the system our planning aims to shape.
- Defining an **access-oriented vision** helps put transport in its place.
- Developing **different possible triple access futures** helps us come to terms with the **uncertainty** about the future.
- Measures to pursue our vision can then be **‘stress-tested’** to see how they might perform in different future scenarios.
- **Robust measures** that help us move towards our vision in all explorative scenarios can then be identified.



# Stage 2 – Judge the product reviews

15 minutes

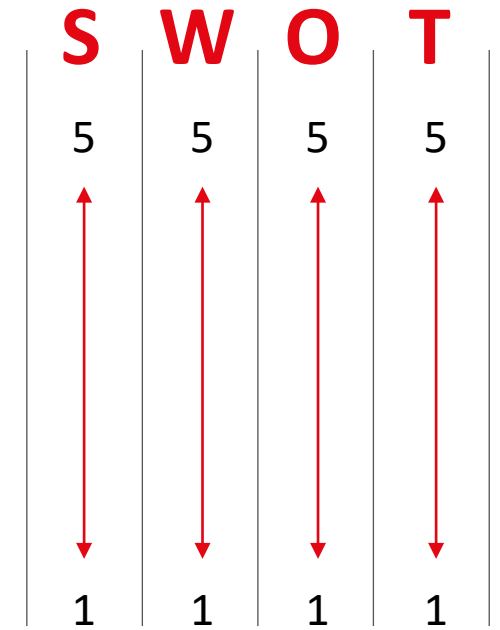
- The blank cards and decision cards should be removed and set to one side.
- The deck of cards is shuffled and each player is dealt five cards.
- Each player must identify one of their cards that they consider **least** important (whether or not it is a S, W, O or T).
- These cards are placed on the table – organised by suit - so they can all be seen.  
*Read out the headline on the card to help other players.*
- In turn, each player can then either ‘save’ one of these cards taking them into their hand or pick up another card from the pack.  
*When saving a card it is a good idea to tell the other players why.*
- Once everyone has taken a turn, each player must then once again identify one of their cards that they consider **least** important (whether or not it is a S, W, O or T) and place it on the table (next to the other cards).
- This process is repeated until all the cards are either on the table or in the players hands.
- *Each player should still have five cards and these should be what they consider to be the five most important cards they have managed to secure.*



# Stage 3 – Shortlist the product reviews

15 minutes

- There are blank ‘joker’ cards available. Each player **may** use one to **replace** one of their five cards if they wish to add an important consideration not seen during the game so far.
- Each player marks a score on each of their five cards from 5 (most important) to 1 (least important) and puts their initials alongside.  
*They are also able to use the blank panel on a card to add further notes / reasoning.*
- **All the cards are then laid out on the table and quickly sorted into their suits (S, W, O, T) and laid out in descending order of score shown on the cards.**
- Each player takes a turn to remove one of the remaining cards they consider to be least important to judging the **TAP for Uncertain Futures** approach. It is helpful for them to briefly explain to the other players their choice of card for removal.
- This is repeated until five cards are left – **there must, if possible, be at least one card left in each suit.** *This is to help ensure that there is some balanced assessment of pros and cons.*
- Each player then has one chance to rescue a discarded card, but if they do so they must discard another card (this card can in turn then be rescued by another player at their turn).
- The intention at this stage is that **five of the most important cards should be left.**



# Stage 4 – Are we buying?

5 minutes

- The players now have a five-minute discussion about the five important cards with the intention of weighing up whether **TAP for Uncertain Futures** is right for them as a group to recommend to their boss.
- Each player then marks (without the other players seeing) on the decision card whether they vote 'yes' or 'no'.
- The decision cards are laid on the table.
- The five cards and the decision cards provide you with what you need to now advise the boss!



# Stage 5 – Views across the market

10 minutes

- If the game has been played by several groups of players at the same time, this stage is an opportunity to hear the verdicts around the room.
- Each table is asked to quickly share with the other tables their five most important cards and whether or not their collective recommendation is for their organisation to try the new approach.



- Whether involving a single set or multiple sets of players, if time remains, players are invited to discuss:
  - What they thought of the game itself
  - What they think about the **Triple Access Planning for Uncertain Futures** approach for urban mobility planning



# THANK YOU FOR PLAYING!



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for **U**ncertain **F**utures

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