



Assessing Cycling Experience Using Digital Twin Video Scenarios

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Background

- Mode share of cycling in England is very low $(2.1\%)^1$
- Men are twice as likely as women to cycle to work ²
- Low-quality infrastructure discourages women, children, and older adults from cycling ²
- There is limited understanding of how to improve infrastructure to make it more inclusive for cyclists

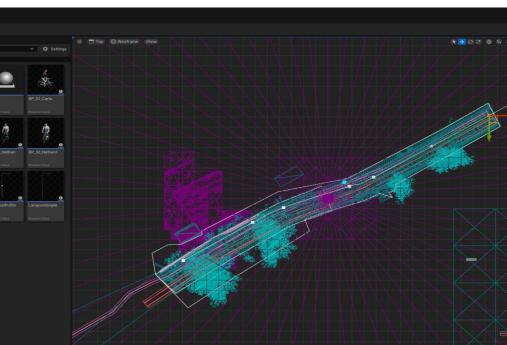
Objectives

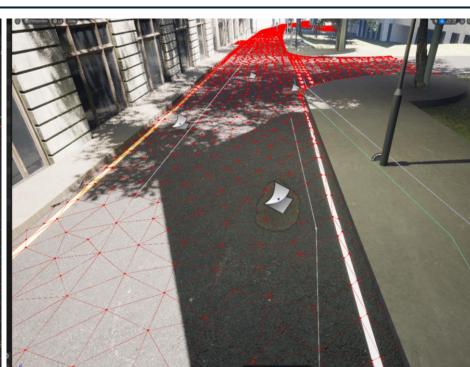
- Identify discomfort factors for different cyclist groups based on demographics
- Model the impact of these factors on various cycling infrastructures
- Develop a cycling level of service index to help planners prioritise infrastructure enhancements

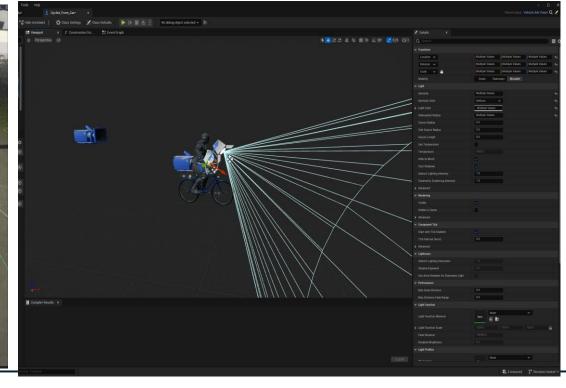
Study Protocol

Digital Twin Model of London





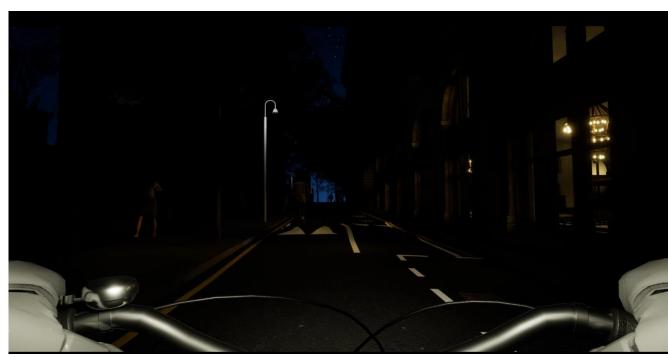




Real-Life Scenario Development







Video Experiments

Step 1: Collecting Demographic and Travel History

Step 2:

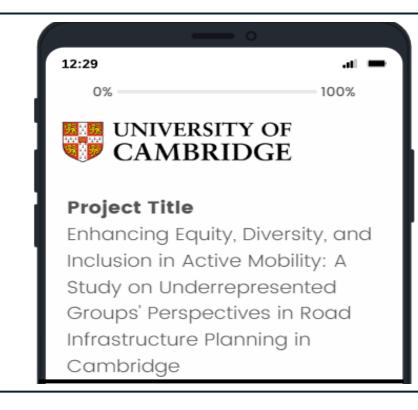
Presenting Video
Scenarios to
Users

Step 3:

Assessing User
Experience in
Specific Scenarios

Step 4:

Modelling User
Experience
Across Various
Cycling Situations



What next?

- Conduct the video experiment survey in London and Cambridge
- Analyse the data and model cyclist behaviour
- Prepare a VR experiment to compare user perceptions with the video experiment

Acknowledgements

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References

- ¹ Goel, Rahul, et al. Cycling behaviour in 17 countries across 6 continents: levels of cycling, who cycles, for what purpose, and how far?. Transport reviews 42.1 (2022): 58-81.
- ² Aldred, R, et al. Does more cycling mean more diversity in cycling?. Transport reviews, 36(1) (2016), 28-44.









