

# Encouraging Sustainable Commutes

### Making Champions and Changing County Work Culture

- Design a highly visible communications campaign through traditional and virtual media. Develop and lead educational presentations and ambassador trainings.
- Ambassadors advocate clean commute benefits, resources and tools and exemplify ideal behaviors within and across local agencies, thereby spurring a culture shift.



### A Game-ified Approach to Promoting Shuttle Ridership

- Design a highly visible communications campaign through traditional and virtual media. • Develop and implement a game-ified approach to learning that appeals to both competitive and collaborative natures of employees and rewards real actions.





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## Achievements

### Making Champions and Changing Work Culture

### A Game-ified Approach to Promoting Shuttle Ridership

- registrations, 15 commuter benefits registrations

### Lessons Learned

### **Successful Strategies:**

- 1. Keep it simple, keep it positive, keep it fun.
- 2. Invite continuous feedback and participation from all stakeholders.
- 3. Institutionalized funding incentives for desirable (e.g. clean commute) behaviors.
- 4. Build assets and sustain partnerships with as many stakeholders as possible.

### **Recommendations for Improvement:**

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Qualitative Results: Networking notebook, feedback forum, increased expertise on County's clean commute program and external resources, questions answered

Quantitative Results: 50 ambassadors trained across 10 different agencies, 675 promotional and informational materials distributed including posters, flags, guidebooks, and pamphlets

Qualitative Results: Increased knowledge of clean commute (transit-related) resources Quantitative Results: 45 activity participants, 30 shuttle riders/weekly, 20 new GRH

More incentives for desired behaviors (e.g. bike parking, subsidized transit, etc.) More disincentives for undesirable behaviors (e.g. raise SOV parking fees) Dedicate spending of funds from disincentives to incentives 4. Collect and publicize where funds are going and behavior change success rates.

### Acknowledgements

