

Moving People, Not Cars

Alameda County, General Services Agency

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.



Achievements

Making Champions and Changing Work Culture

- 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

A Game-ified Approach to Promoting Shuttle Ridership

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

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

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