

Integrating Negotiations on Investments in Housing and Mobility: Geo-Based Gaming to Stimulate Land Use Transport Integration

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Key words: Geoinformation/GI; GIM; Implementation of plans; Land management; Real estate development; Spatial planning; Gaming; gamification

SUMMARY

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Land Use Transport Integration (LUTI) has been an ambition in many Western countries, but it remains hard to realise in practice. In the Netherlands, this is also the case with first attempts at LUTI in policy going back to the 1970s. However, up until now, LUTI still has to deal with several institutional barriers (Tan et al., 2014). A major barrier consists of the differences in finance and governance between the two sectors of land use and transport (Van Geet et al., 2019). Transport planning has always been top-down, nationally driven, while land use planning is decentralized with active land policy (Needham, 2016). Especially (the distribution of) the governance and financial means oppose the integration of land use and transport planning.

Often the regional level of scale is introduced as the appropriate level to achieve LUTI. However, it remains unclear what an effective and efficient mix of interventions, power distribution and resources could be. In this paper we aim to contribute to the understanding of barriers for LUTI by focusing on the integration of housing and mobility negotiations at the regional level. We use a gamification approach to analyze for Dutch provinces how spatial and financial data effectively can be combined in a planning support system to stimulate LUTI

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FIG Working Week 2019
Geospatial information for a smarter life and environmental resilience
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decision-making.

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