



# Ways to say “this is (not) a cycle highway”



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# We start with...

1. A game as a warming up to discuss...



# We start with...

## 1. A game

as a warming up to discuss...

## 2. CHIPS's vision on “readable CH’s”

Then we are ready to look at concrete...



# We start with...

## 1. A game

as a warming up to discuss...

## 2. CHIPS's vision on “readable CH’s”

Then we are ready to look at concrete...

## 3. Tools from CHIPS’ readability toolbox

This structured framework will enable us to play



# We start with...

## 1. A game

as a warming up to discuss...

## 2. CHIPS's vision on “readable CH’s”

Then we are ready to look at concrete...

## 3. Tools from CHIPS' readability toolbox

This structured framework will enable us to play

## 4. A second game that might end with...

## 5. New input for the readability toolbox?

# We start with...

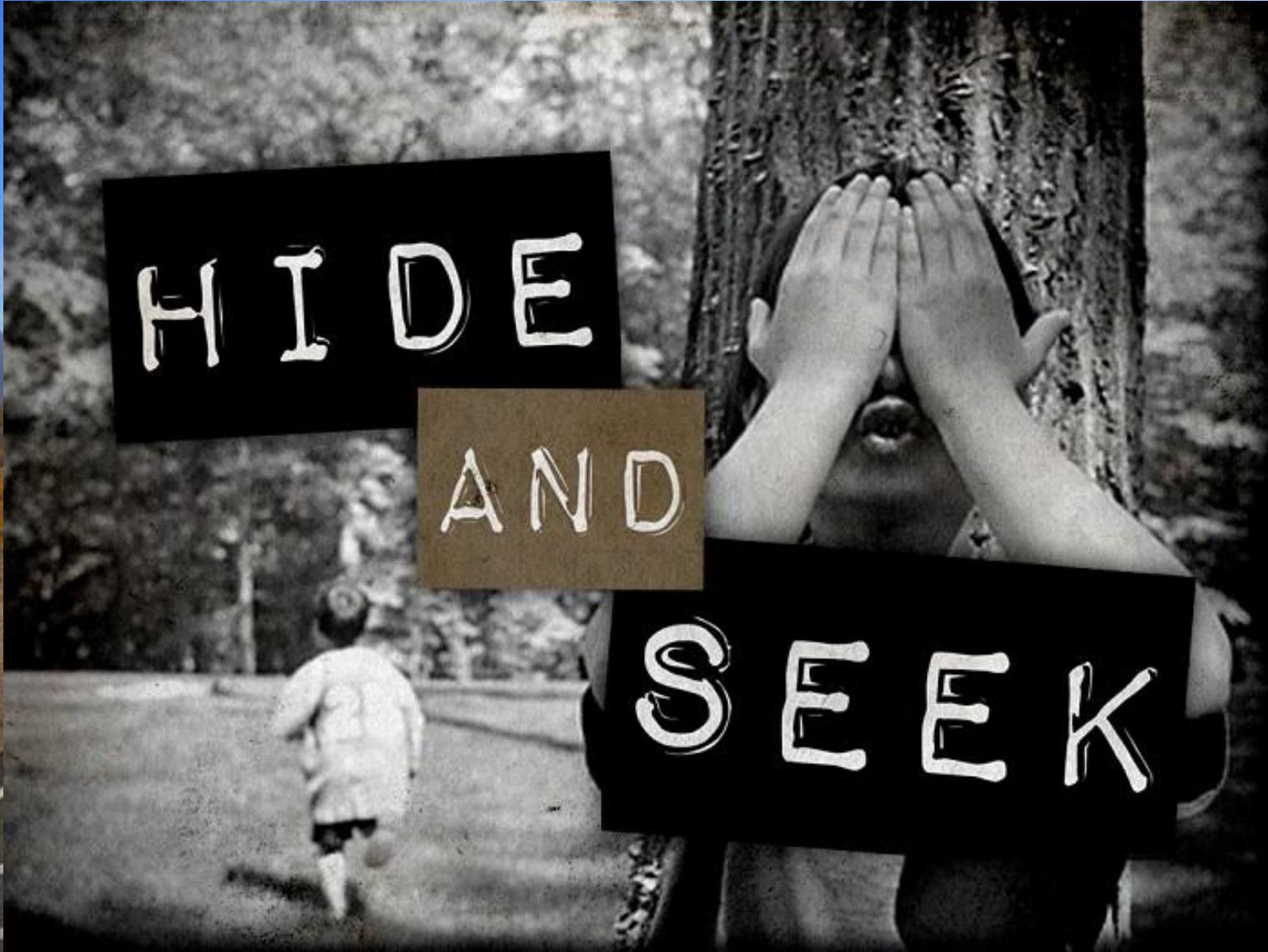
1. A game

2.

3.

4.

5.



The game I want to play

is **not** what you  
might be thinking...

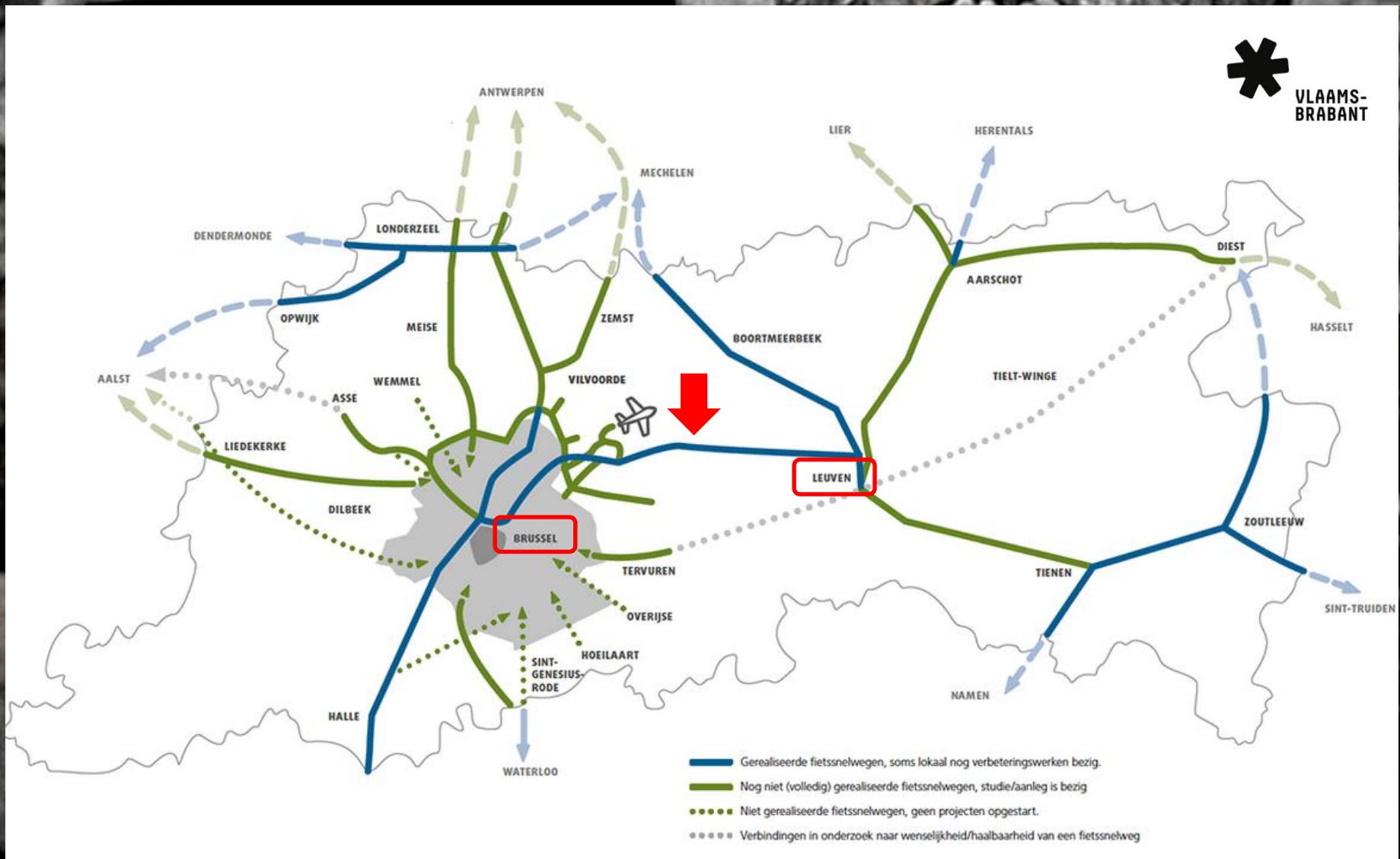
SEEK

I'm not asking you to seek  
the hidden cycle highway

Cycle  
Highway

SEEK

# Although there are many places where this game could be played



# Here it seems quite easy...

## But even here, there is not much that says “this is a cycle highway”

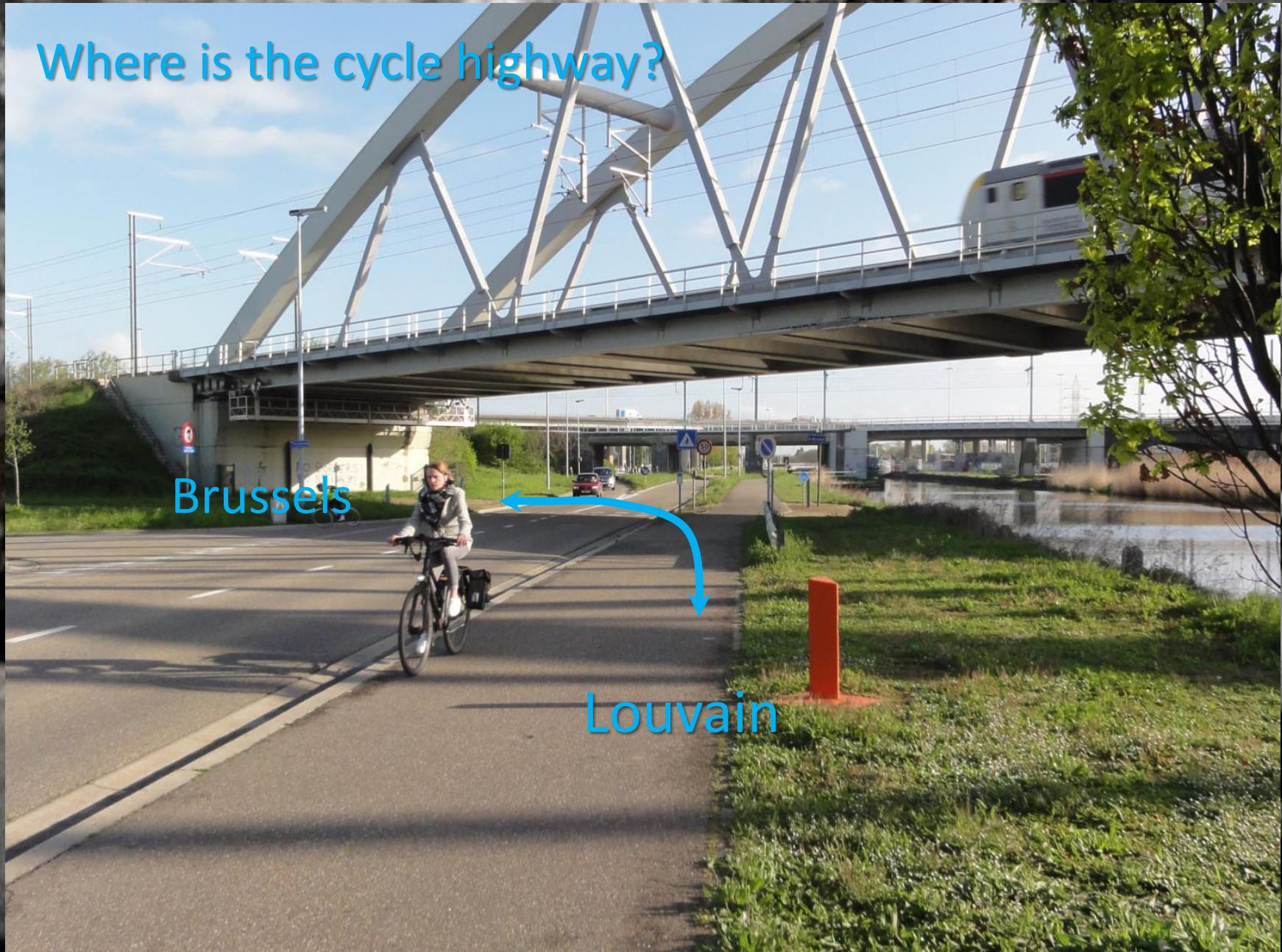


# Here it is more challenging...



# And we have also very challenging game levels...

Where is the cycle highway?



# So there is a need to make it more tangible...

## But does it make sense?

High quality infrastructure



But it's useful functional connection



And a backbone of the cycle network



And a mobility product



# So there are two ways to look at CH's



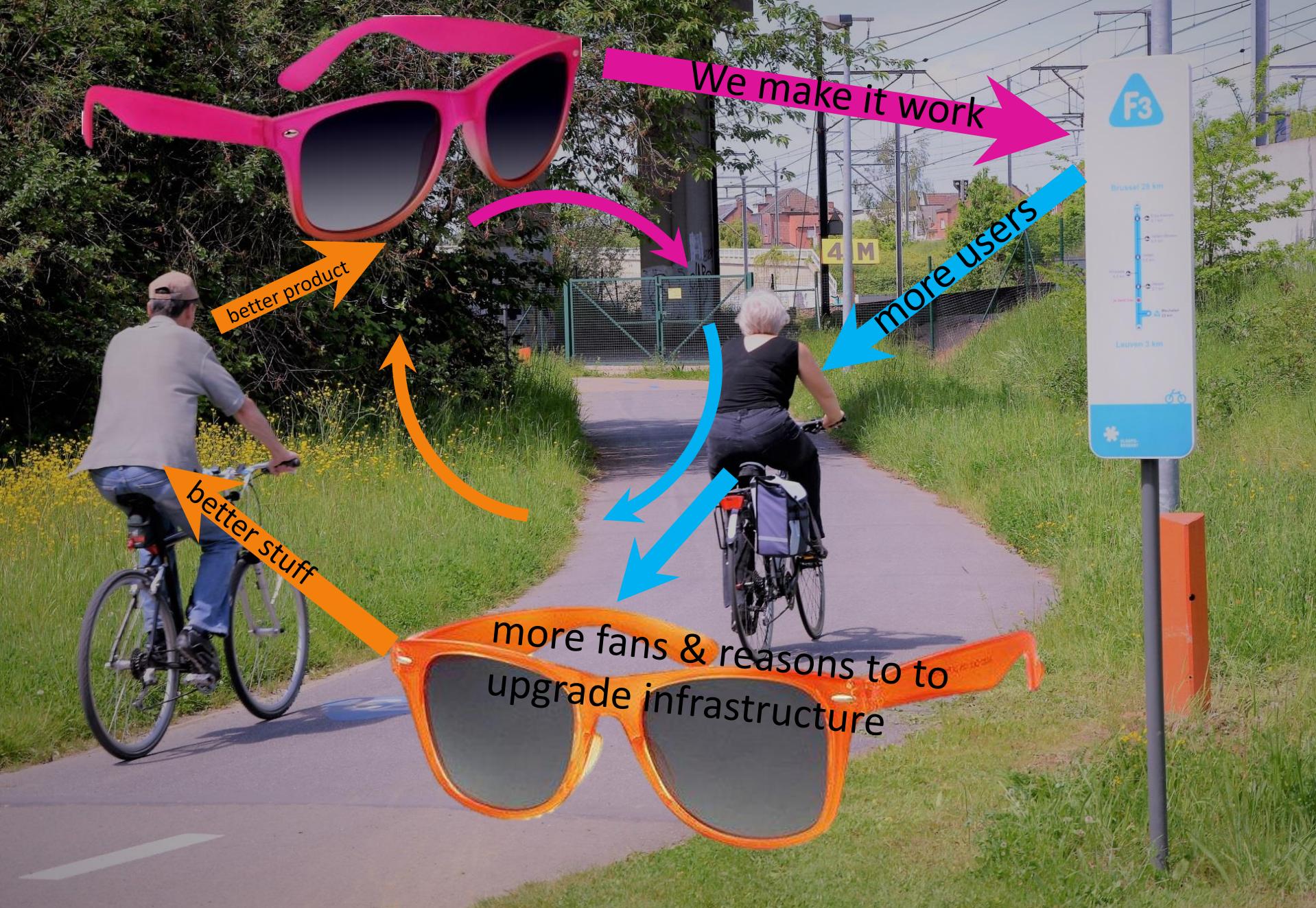
It's a cycle highway...  
when it works (more or less) as a cycle highway



And we can go for a combination of both views...



# We start with the usefull stuff we have



# So it makes sense to call this a (version of a) cycle highway

C99

Albertslundruten: 17,5 km.

500 m.

ALBERTSLUND

RØDOVRE

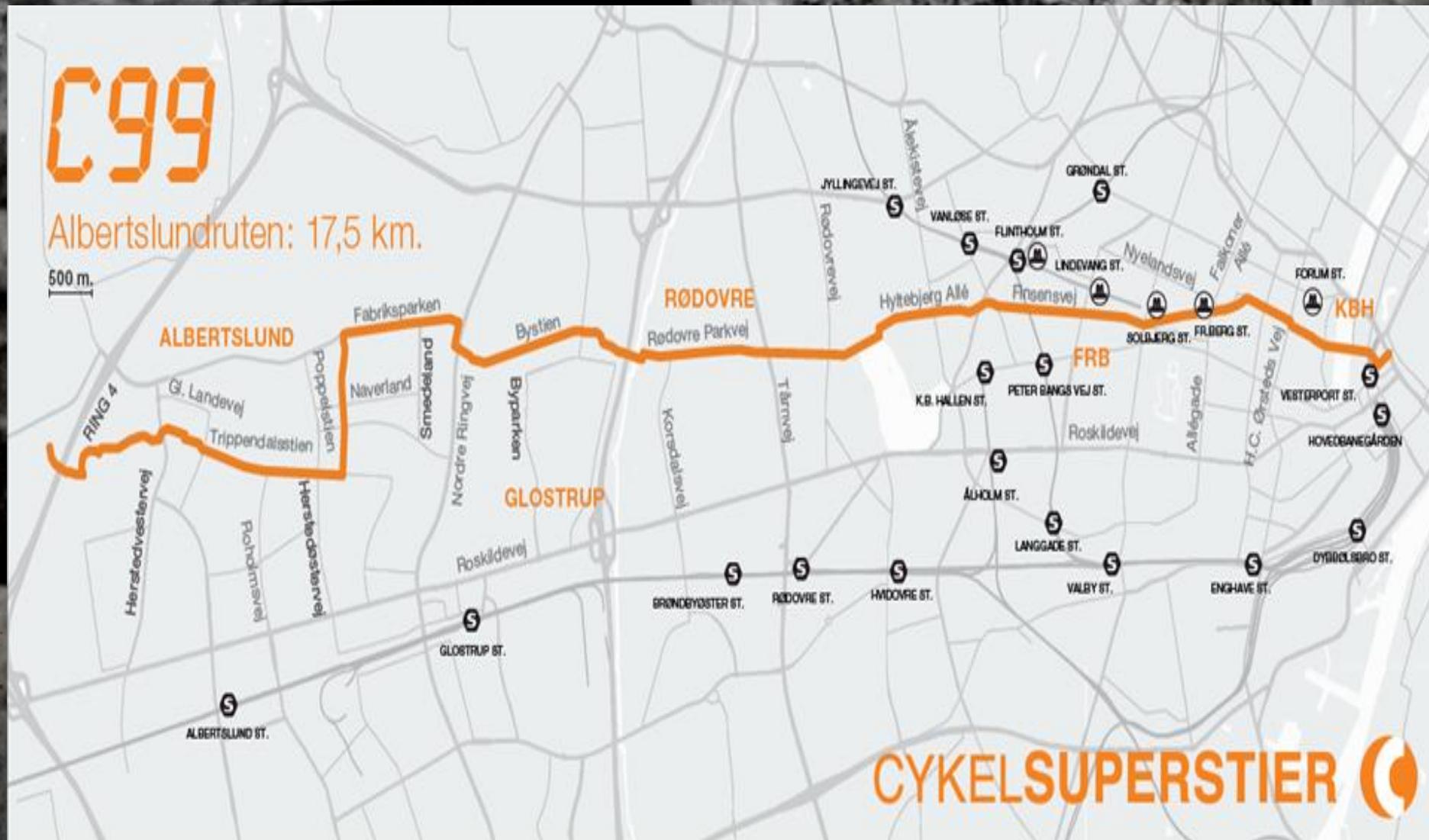
KBH

GLOSTRUP

FRB

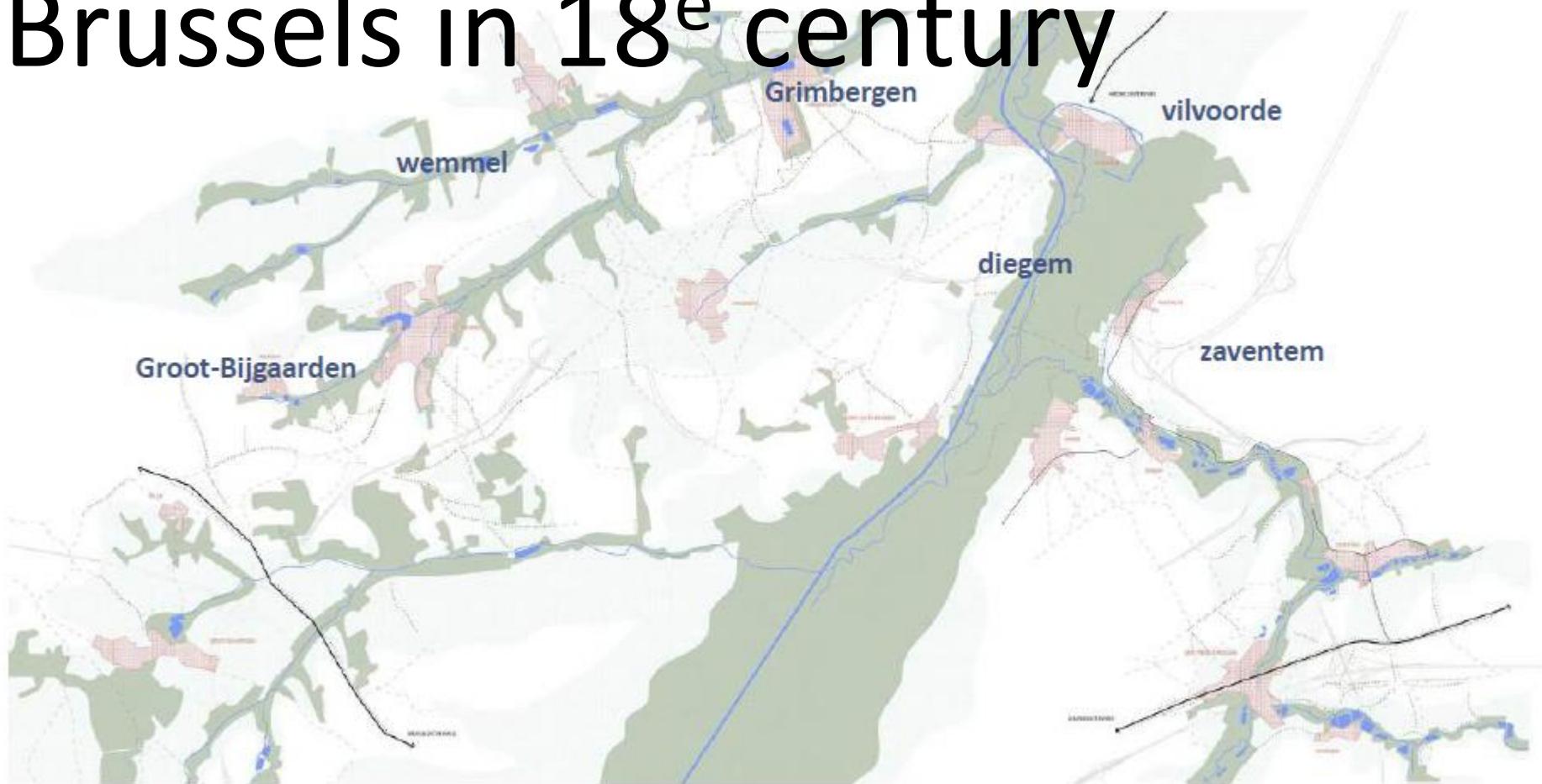
ALBERTSLUND ST.

CYKELSUPERSTIER

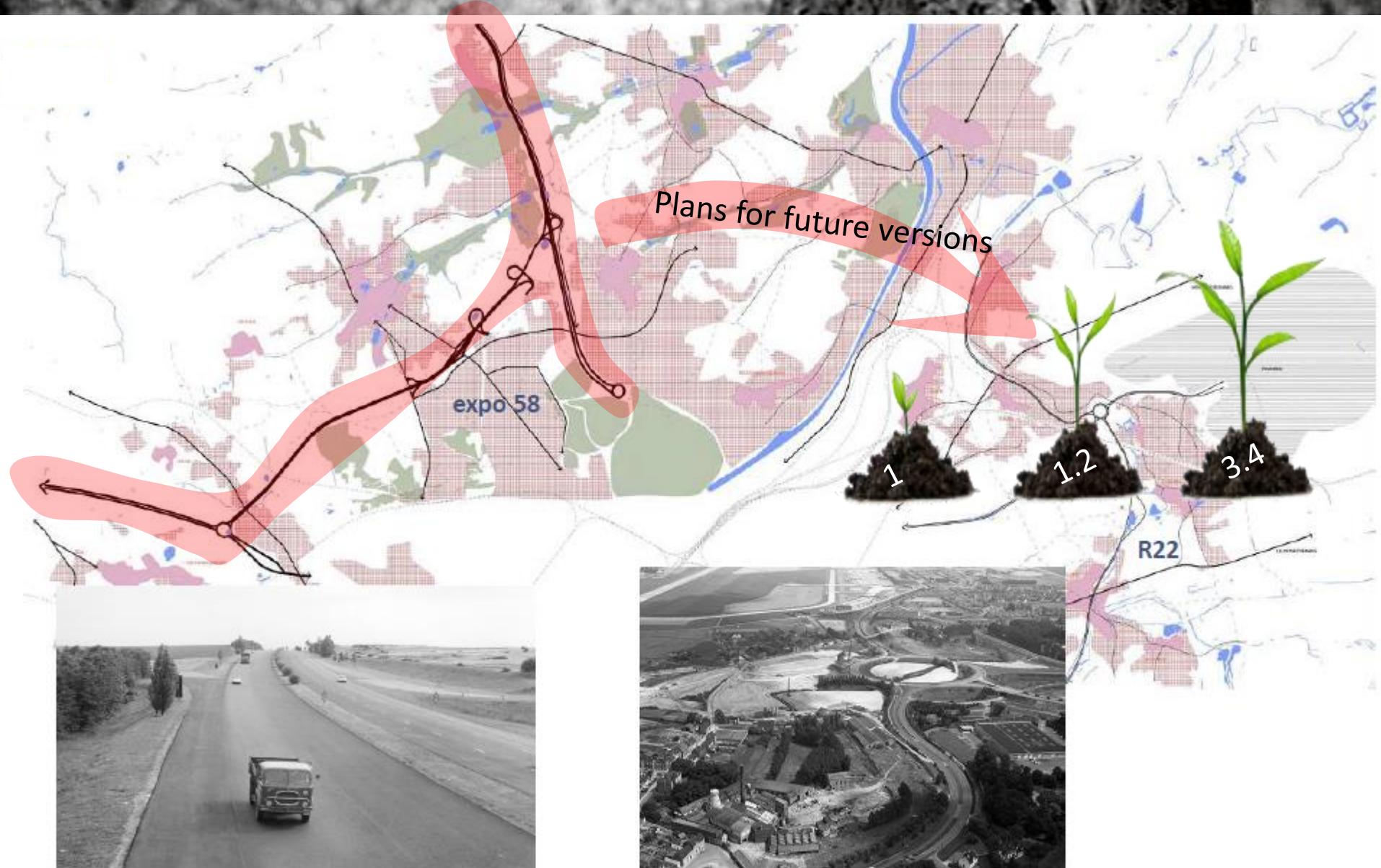


Just as it makes sense to speak of  
versions of motorways

Brussels in 18<sup>e</sup> century

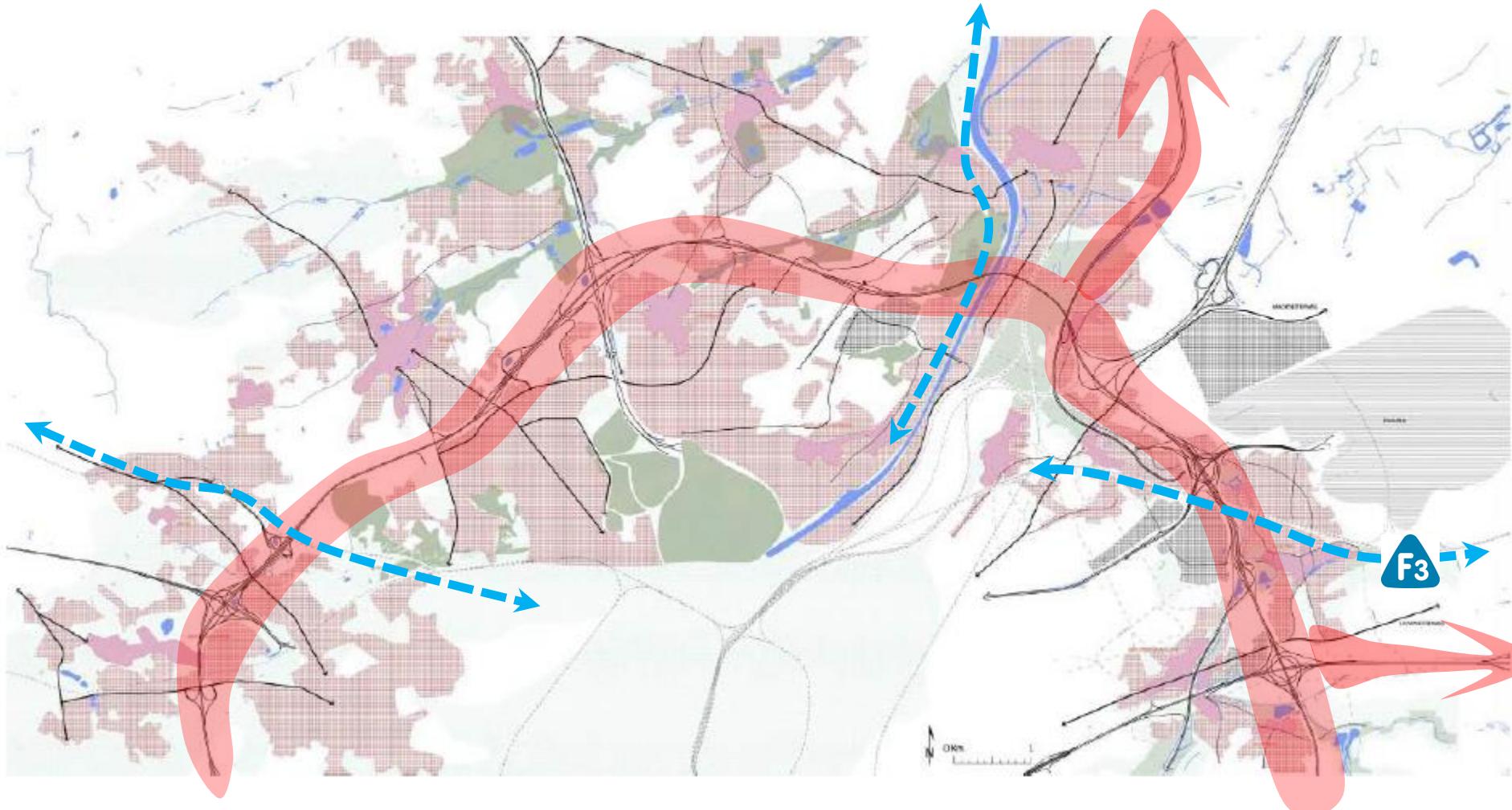


# Brussels in the sixties



# Brussels in the 21 century

And what about our era of cycle highways?



# As to our era of cycle highways

Some regions are in the 18th century



Others in the sixties



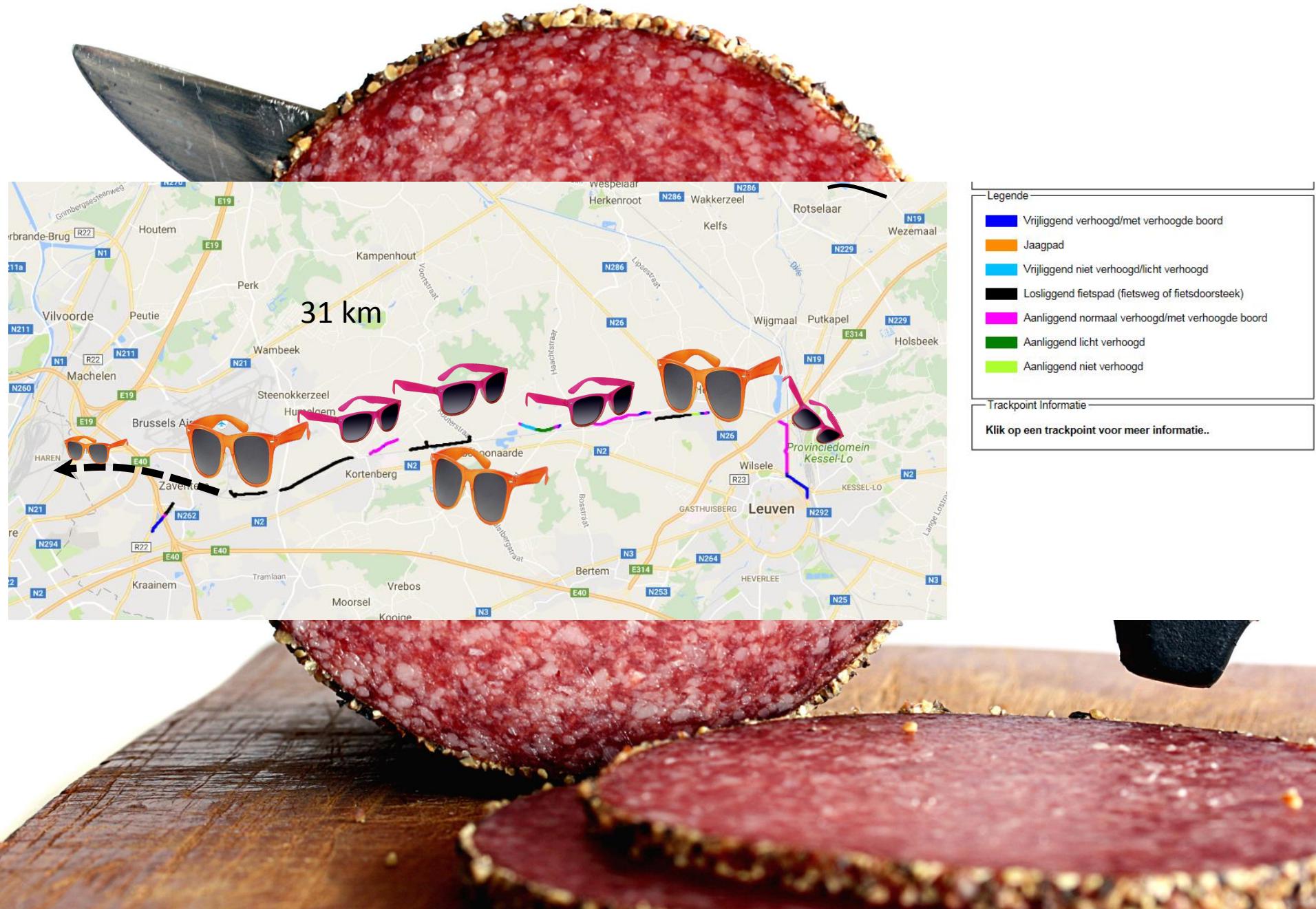
R22

# Most cycle highways are still “salamised”



**different pieces  
of infrastructuur  
build in...  
different spatial contexts  
by different partners  
in different periods  
facing different challenges  
etc...**

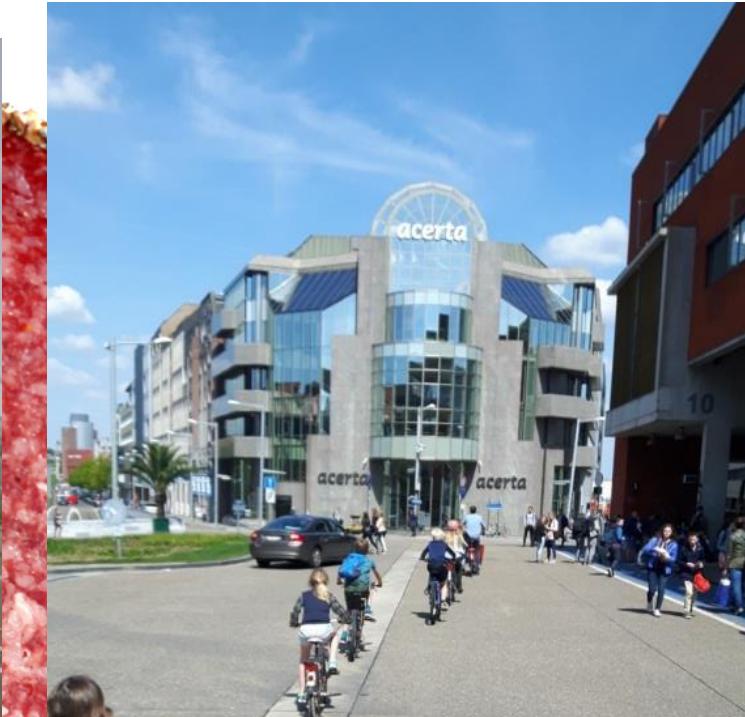
# Take f.i. the F3 cycle highway between Louvain and Brussels...



# So we have some tasty pieces...



## And more challenging pieces...



# And what about CHIPS-partner Gelderland?



Beyond the  
sixties

# All the way beyond the sixties...

A marvelous cycle bridge

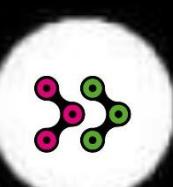
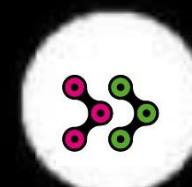
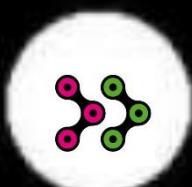
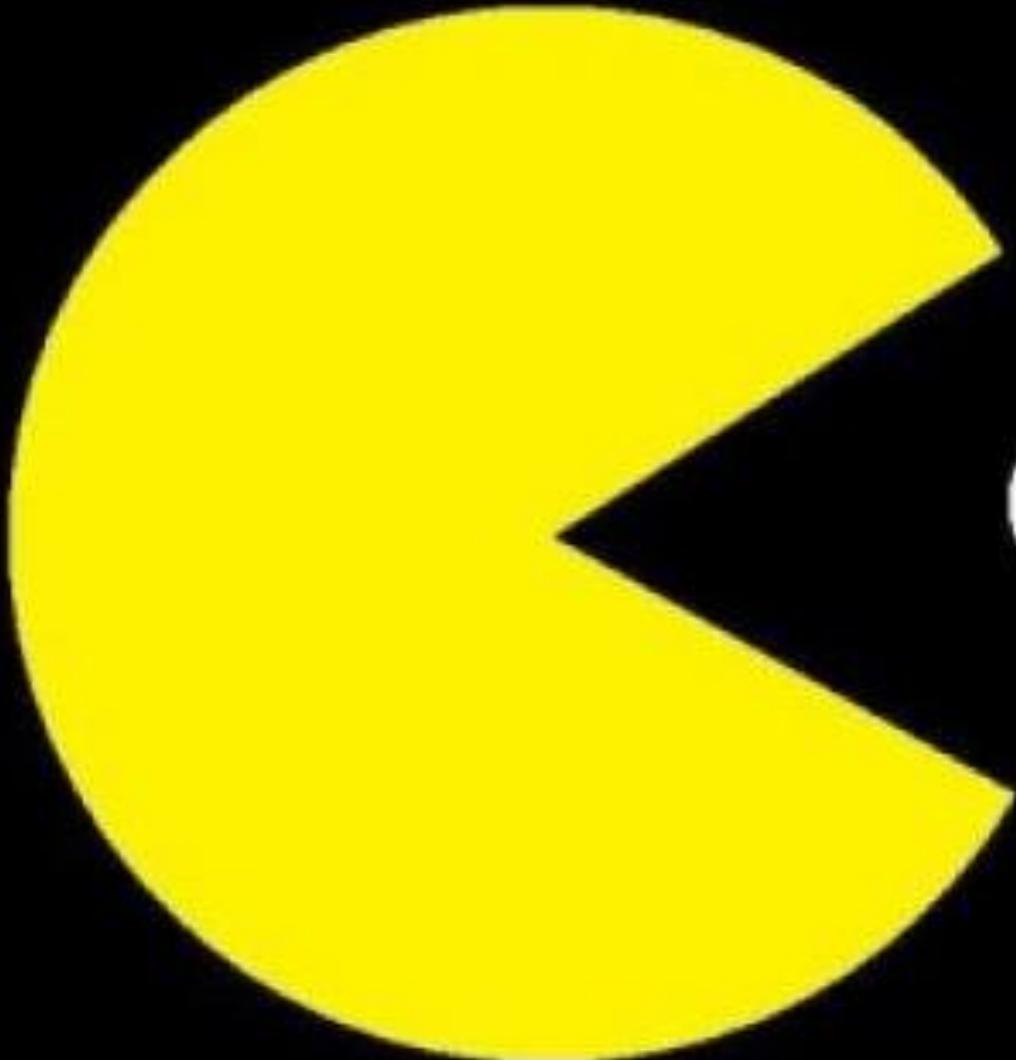
But if you are in the train...

how do you know that this bridge is part of the cycle highway between Arnhem-Nijmegen?

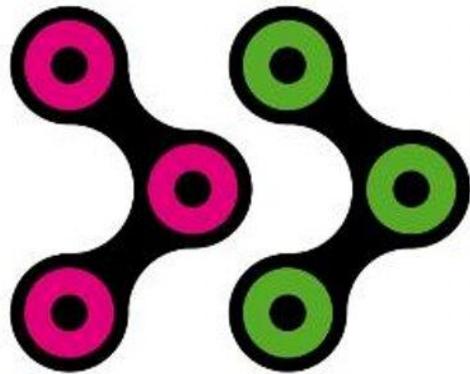
# The infrastructure seems to be self-explaining



But only for those who know the secret...



# The secret language...



=

Rijnwaalpad

=

Cycle highways

from the province of Gelderland

=

Connection Arnhem-Nijmegen

=

F325 (national F-number)



# Once you know the secret... its very easy!



# But even in Gelderland, packman has some challenge.



# Where is the cycle highway Arnhem-Nijmegen?



# Is this zoom helpful?



And how do you know that this is **NOT** just one of  
**those** damn good holland cyclepaths?



What makes this cycle highway different from this



# In Holland, there are cycle highways “everywhere”...

A very efficient hiding strategy ☺



# I think we can learn a lot from London...



The cycle highway is a branded product (CS3 number) and is very present for (potential) users

But as I said, there is another game I want  
to play...

HIDE

AND

I want you to play  
the hiding role

I want to invite you for a thought-experiment



# Think about different strategies to hide motorways.

How can we make this mobility product invisible?



# Let's make 5 camouflage teams

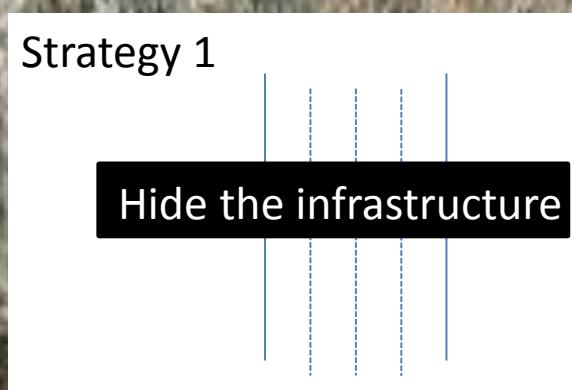


Each team tries to design  
at least *4 different types of  
strategies*  
to hide motorways



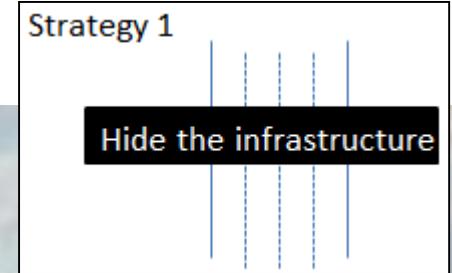
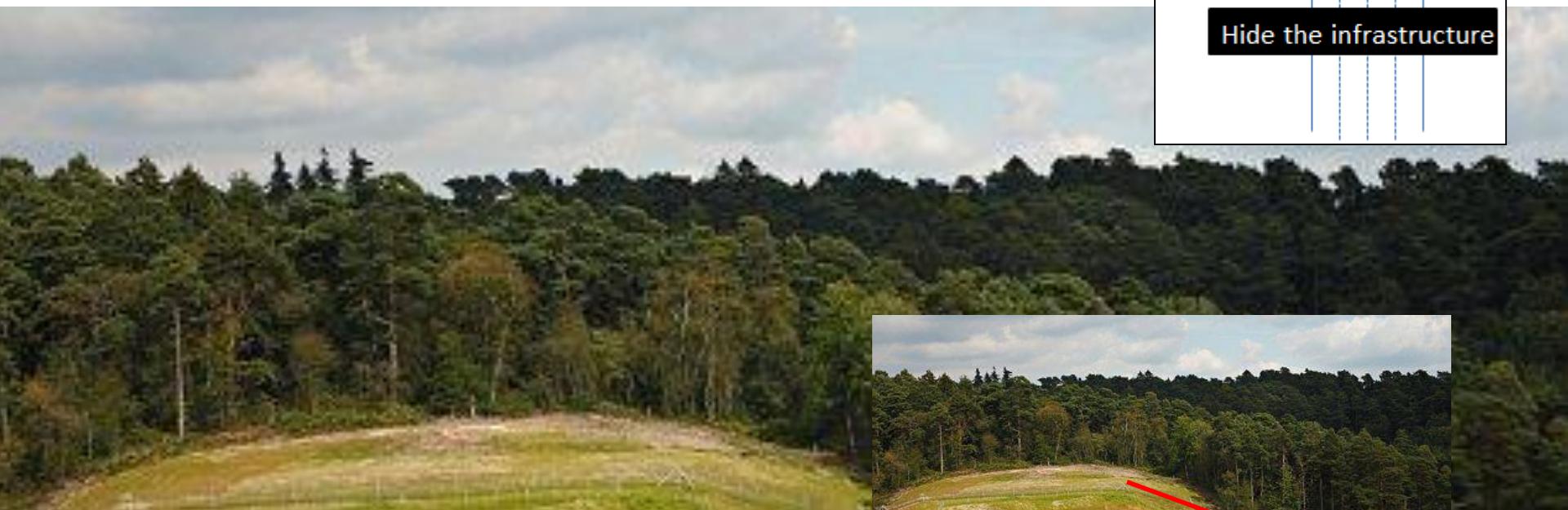
# Visualise each strategy on a paper: a drawing, a word...

make sure that your slide can be seen from a distance...

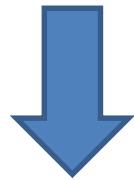


# Example of one type of strategy:

- Burry the infrastructure
- Give the infrastructure the same outlook as the environment:  
make it look like a forest, put buildings on it...



# The different hiding strategies we discovered



**point at touchpoints:**  
ways to (get in) *touch* (with)  
the mobility product

The idea/concept

The type of infrastructure

The identity, brand and name

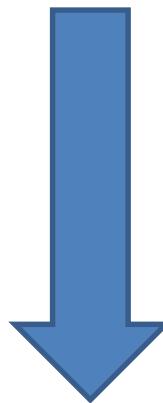
Signage

*Integration in other mobility products*

*Different digital tools (googlemaps, gps-devices)*

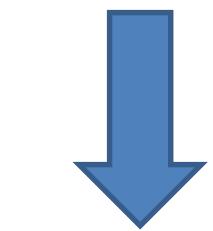
*Other types of communication*

- word of mouth
- radionews about congestion
- social media
- ...



## **Readability tools to make the cycle highway readable as a mobility product**

# Ex. **hiding** the infrastructure for potential users



**readability tools to expose  
the infrastructure to (potential) users**

# Ex. readability tool: exposing the infrastructure to potential users



# Implementation on the Flemish-Brabant F3- pilot

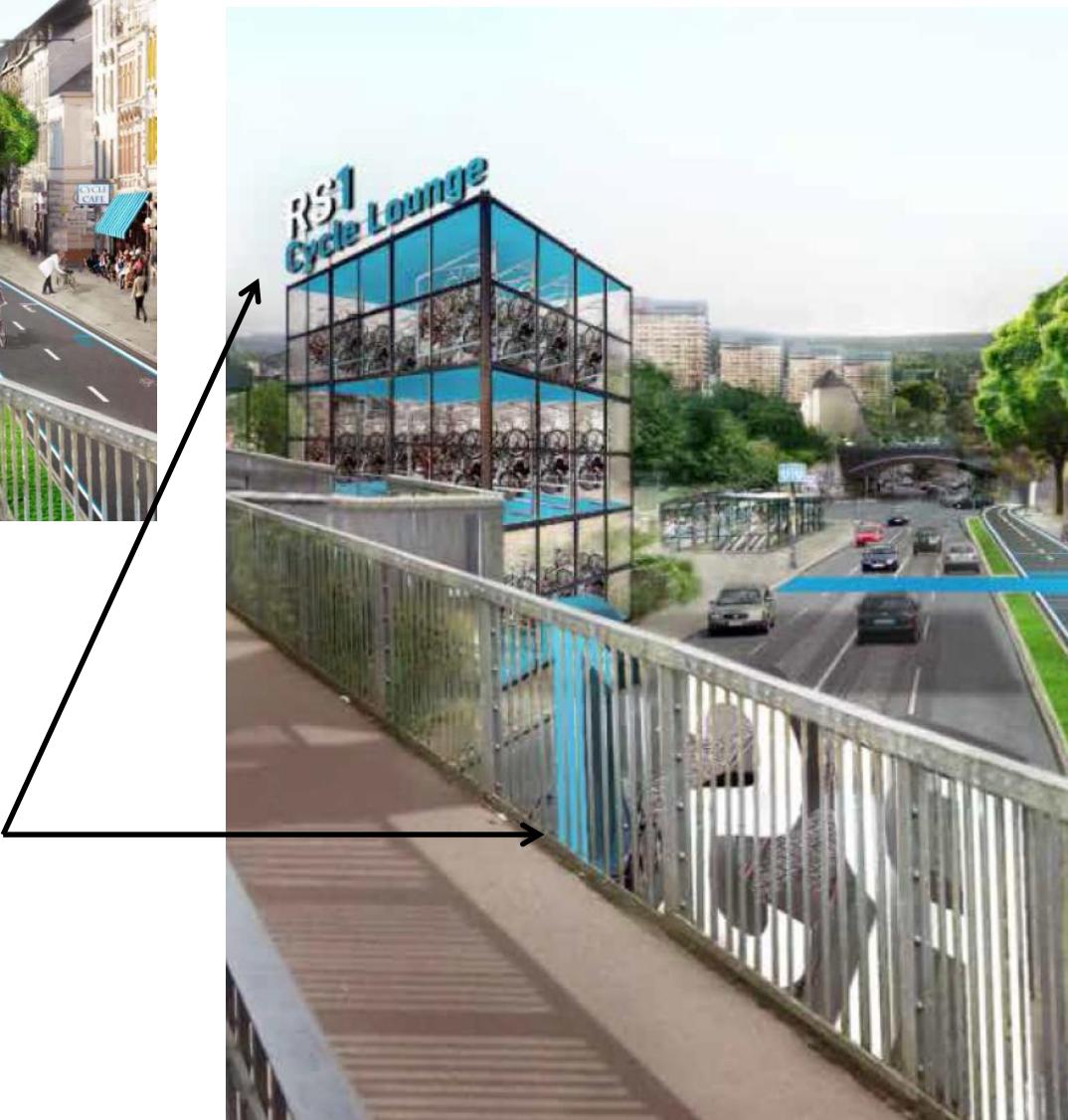


And on this cycle highway and motorway  
you get in touch with  
a “mobility products” for animals



# There are similar readability tools in other regions

## F.i. The RS1 Cycle Highway (Rhur)



# Readability tools from Copenhagen:



# But you could also (re)use a landmark

Landmark of a cycle highway  
in Breda ( Noord-Brabant  
+ combination with CH brand



# We start with...

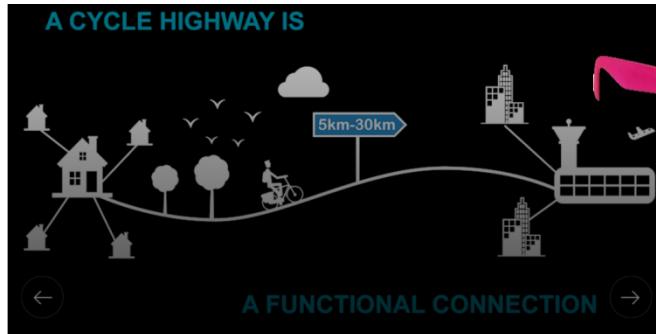
1. A game as a warming up to discuss...

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Then we are ready to look at concrete...



# We start from a shared concept of the mobility product



Functional connection



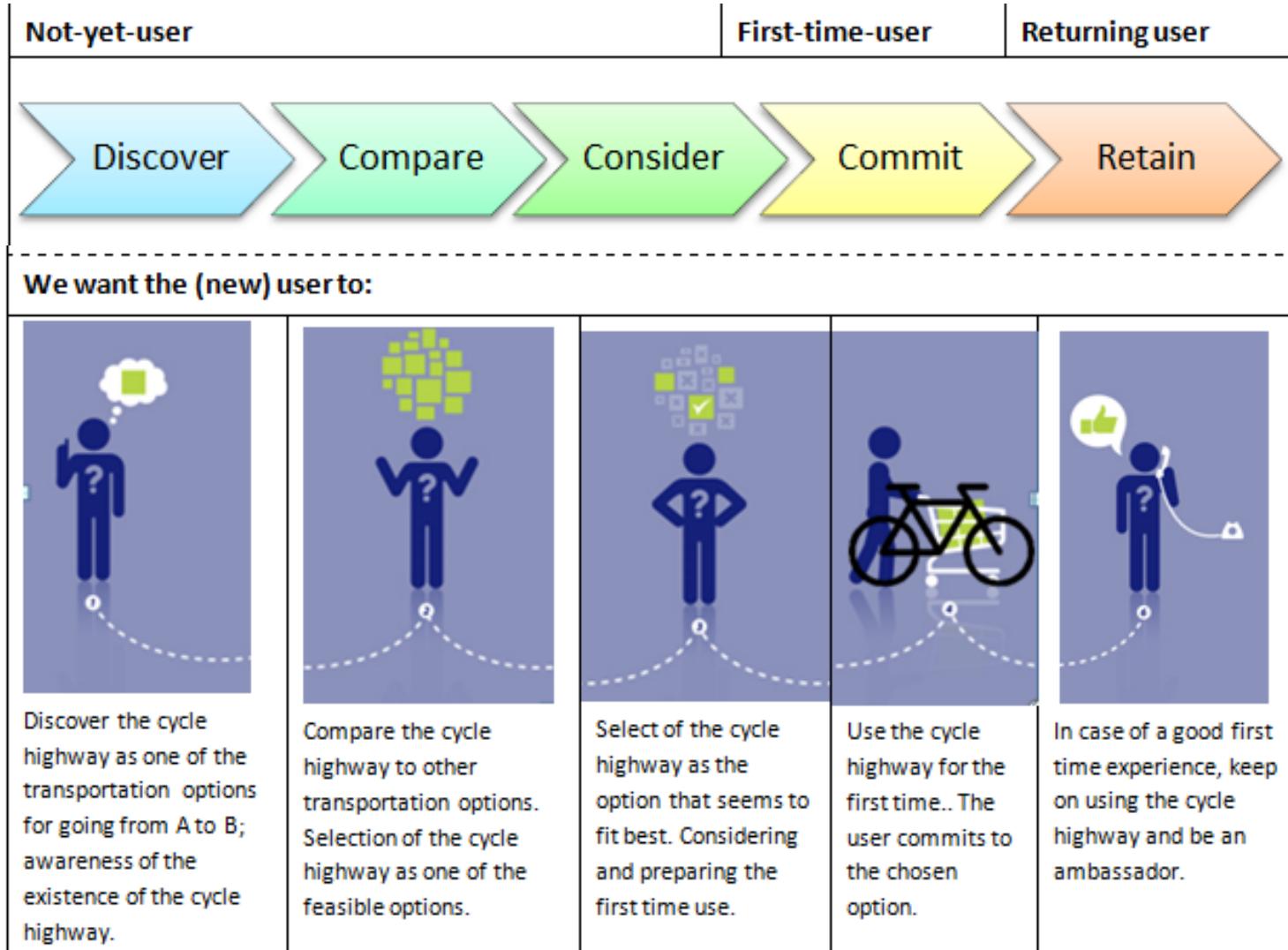
High quality infrastructure

Backbone of cycle network

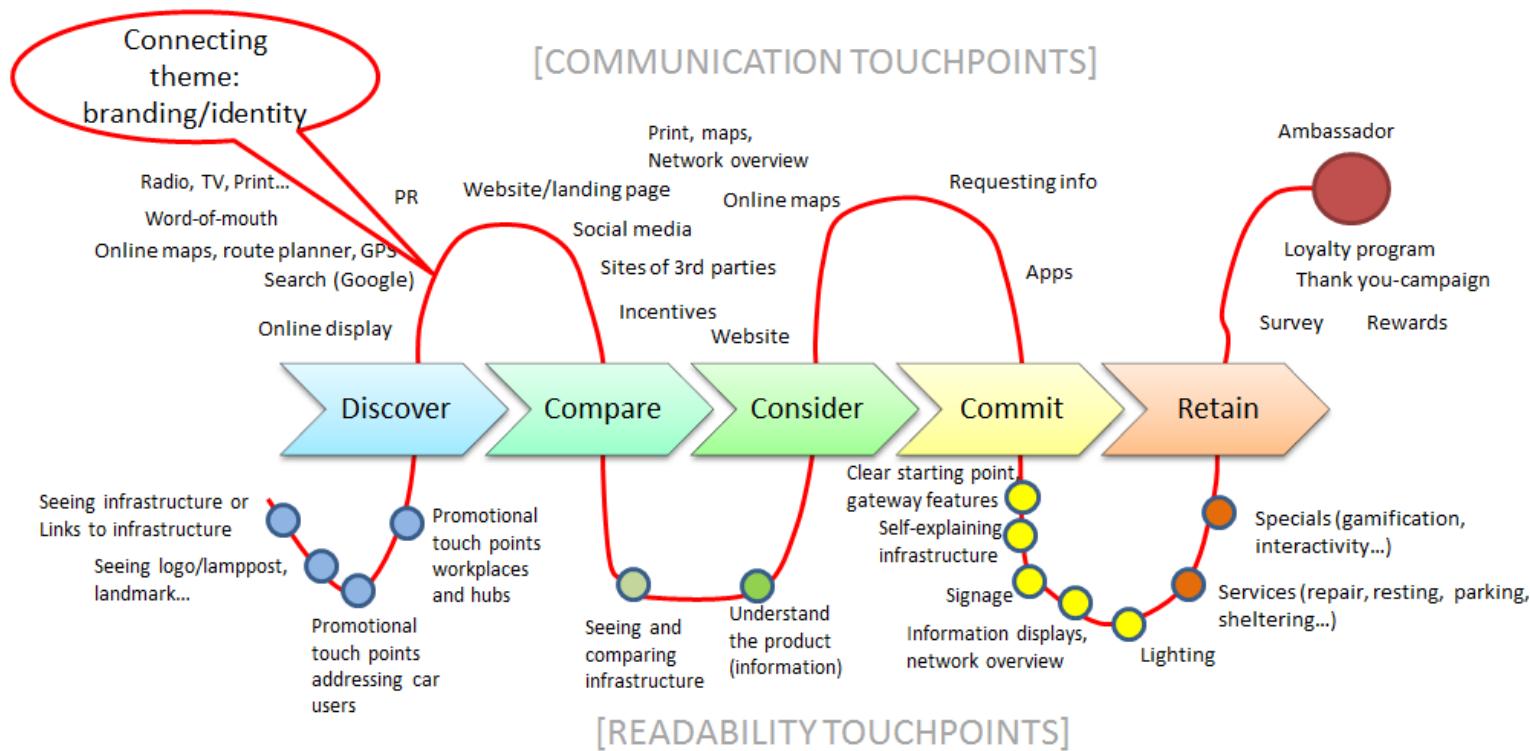
Readable mobility product



# We tackle “readability” also from the perspective of a not-yet-users (customer journey)



And we point out that in this journey...  
**branding/identity** is an important connecting theme  
 for the different touchpoints

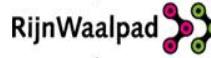


# Example



Example of the Camino de Santiago (Way of St. James): a famous “mobility product” with a strong identity and brand. The logo of the shell is integrated in a lot of touch points like maps, signage and even as tattoo on the human body.

# We discovered a strong relation between **scale of branding** and proliferation of **touchpoints**...

	Economies of scale	Learnability for new (potential) users	Awareness integration in diversity of touch-points
Route identity	RijnWaalpad 	-- - +	+
Regional network identity	+ 	++ 	++ 
European network identity	+++	+++	+++

# An example of economies of scale (network-identity) in Flanders

- uniform logo and numbering system in 5 provinces



# Economies of scale (network identity) in region of Copenhagen



# And we came to this definition of readability:

A cycle highway is ‘readable’ if a specified **user** at every moment and on every part of the cycle highway is capable to intuitively recognize and use the cycle highway with effectiveness, efficiency, and satisfaction.

Well thought-out **infrastructure** and elaborated **awareness raising elements** focusing on identity and guidance offer the cyclist **tools** to help **decision making before and during the journey**.

We bear the  
not yet user in mind...



## Further clarification of our definition:

A cycle highway is 'readable' if a specified user *at every moment and on every part* of the cycle highway is capable to intuitively recognize ...



# We differentiate 2 aspects of readability:

*Well thought-out **infrastructure** and elaborated **awareness raising elements** focusing on identity and guidance offer the cyclist tools to help decision making before and during the journey.*

Infrastructural aspect  
of readability



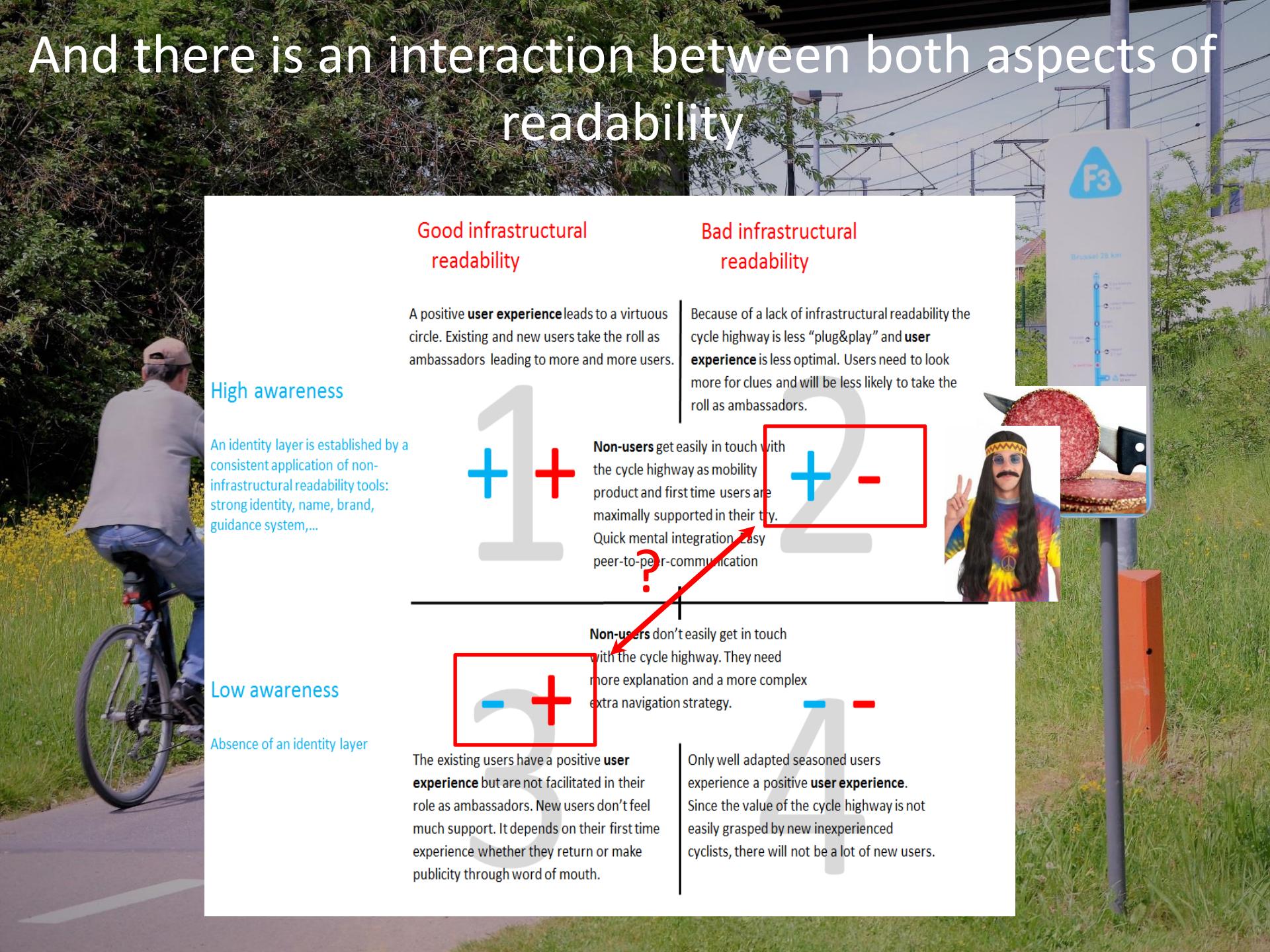
Awareness reasing  
aspect of readability



Or applied to a previous case...



# And there is an interaction between both aspects of readability



# We start with...

1. A game as a warming up to discuss...

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Then we are ready to look at concrete...

3. Readability tools – CHIPS’ toolbox

This structured framework will enable us to play



# CHIPS' readability toolbox is an answer to a couple of challenges...

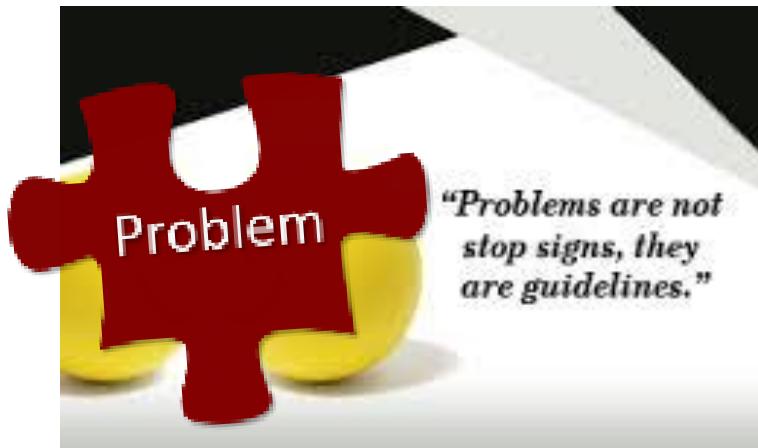
There is an emerging diversity in ways to say “this is a cycle hihgway”



# How to deal with this diversity in Europe?

## Solution

Let's start from shared problems so that we can use them as our guidelines...



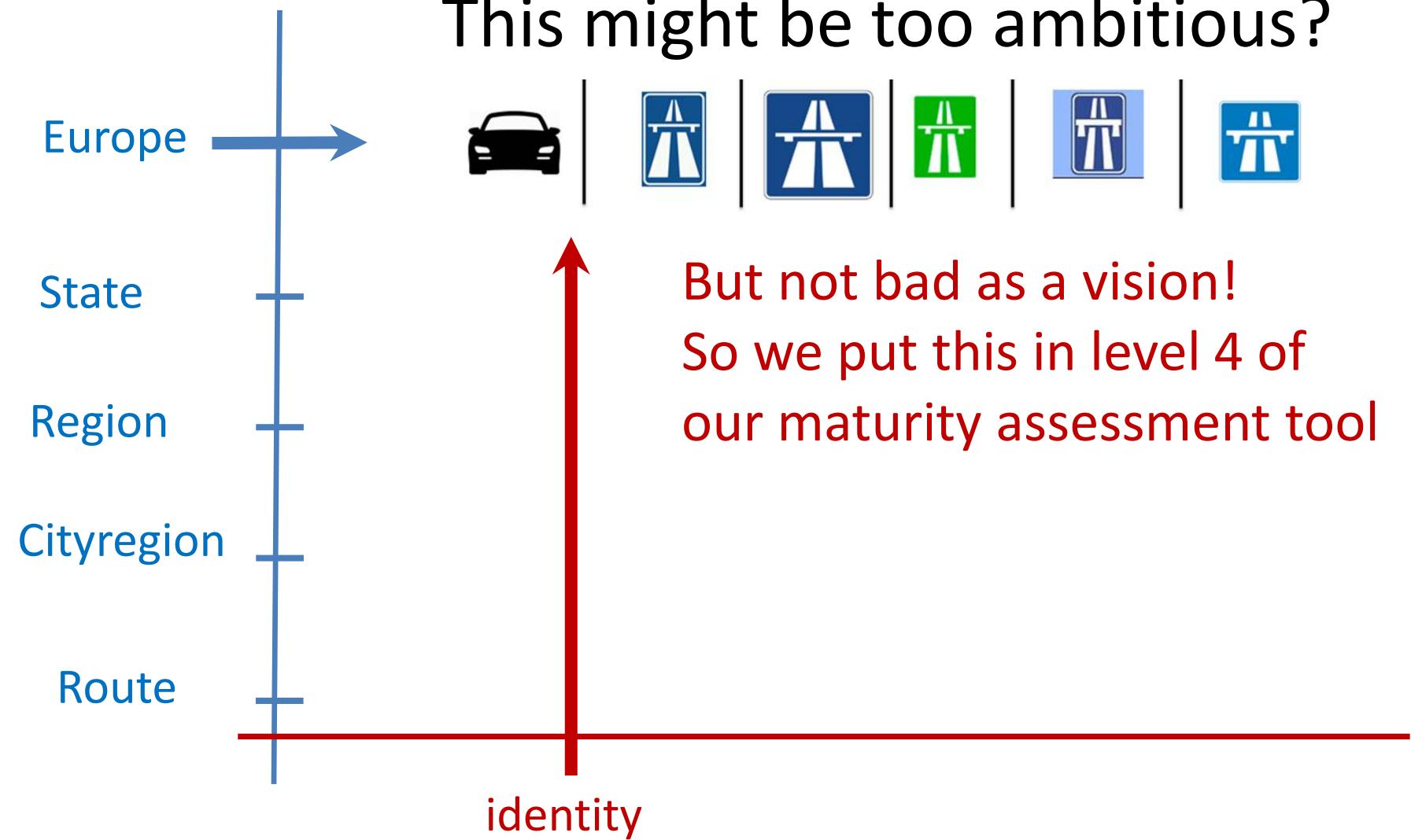
Let's structure the solutions for our problems and learn...

# We have shared identity problems and different solutions:

We can minimally aim at “uniformity in diversity”...  
This means: network-identity

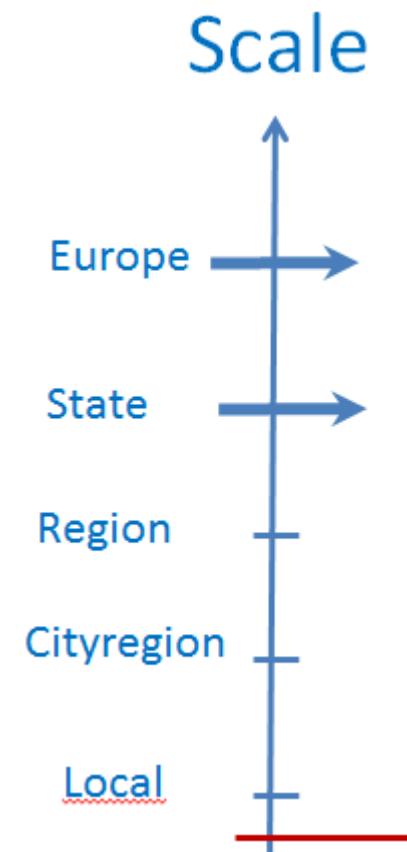
	Economies of scale	Learnability for new (potential) users	Awareness integration in diversity of touch-points
Route identity	RijnWaalpad  ---	 -+ -	+
Regional network identity	+ 	++ 	++ 
European network identity	+++ 	+++ 	+++

# Scale



# Central readability tool and principle:

- we advise network-identity
- the use of letter + numbers
- and we advise to do it on the highest scale



# Scale

Europe

State

Region

Cityregion

Route

Scale of branding



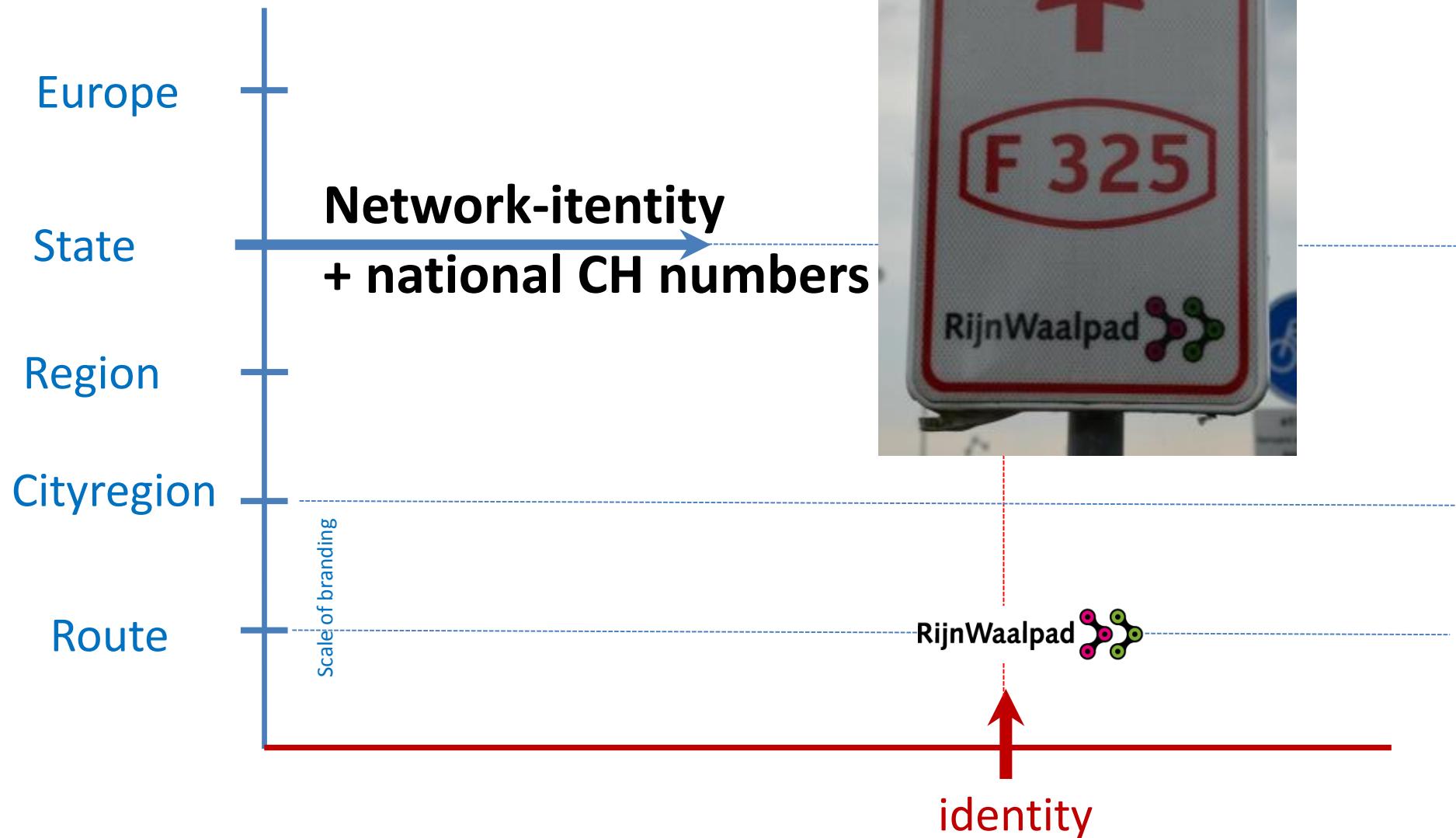
RijnWaalpad



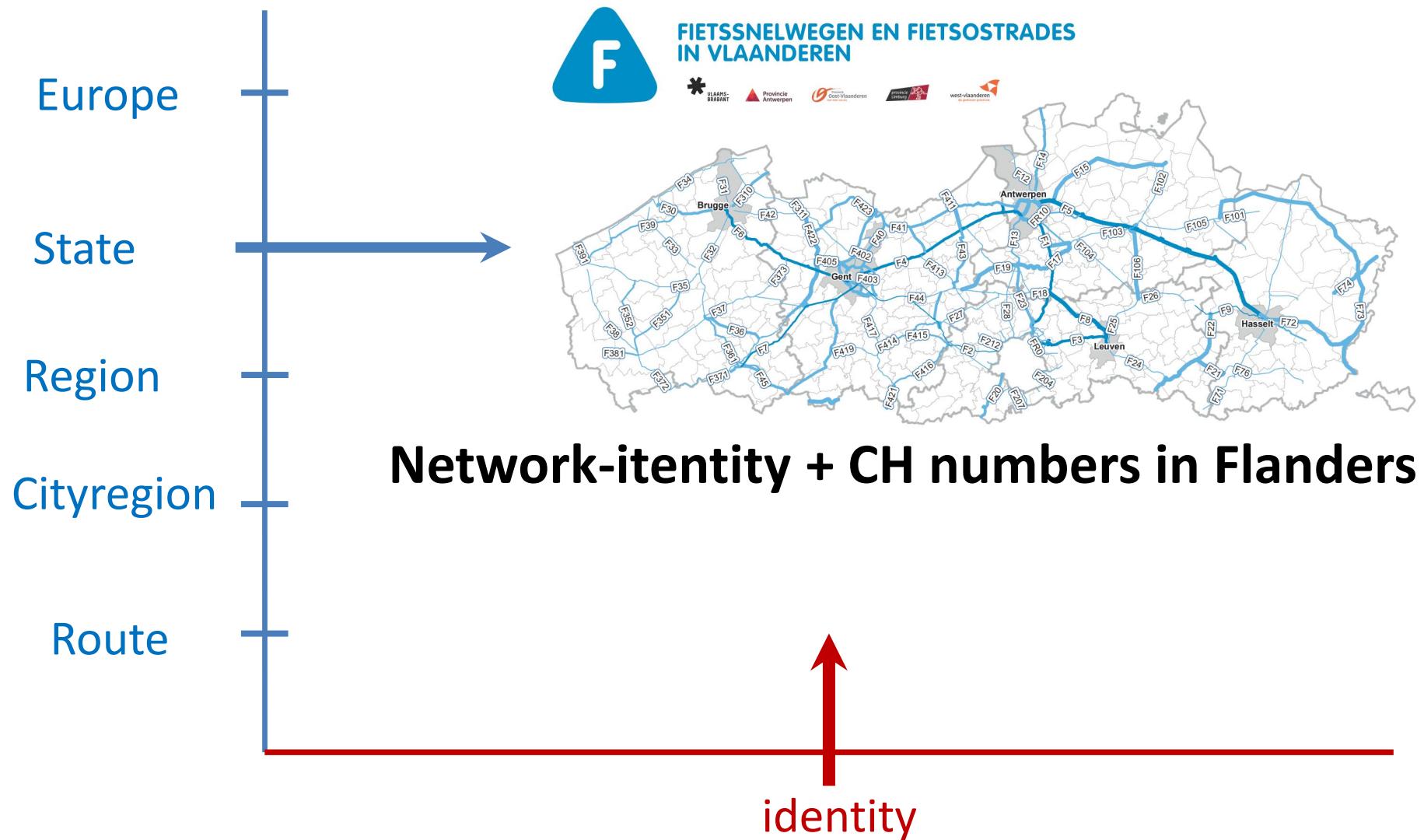
identity



# Scale



# Scale



# Scale

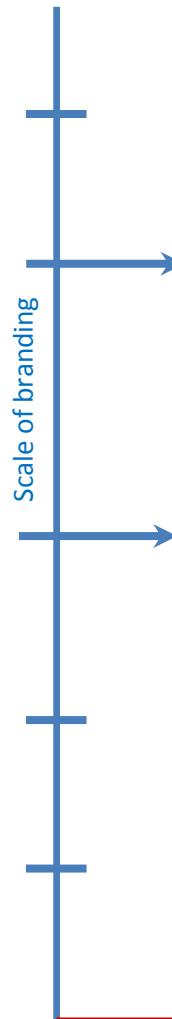
Europe

State

Region

Cityregion

Route



National CH-number?



Regional CH-number?



identity

# Scale

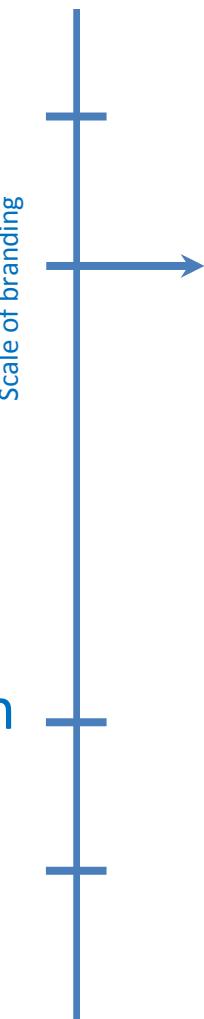
Europe

State

Region

Cityregion

Route

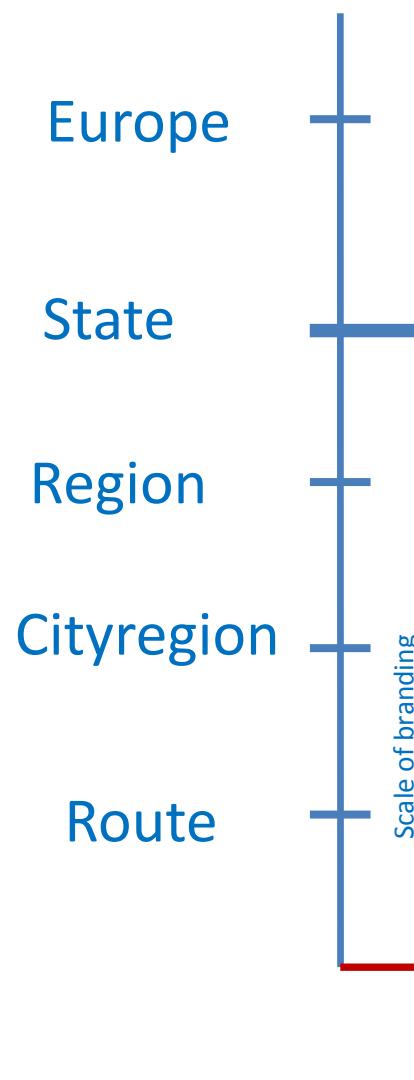


The signage on the Cycle Highway "Comber Greenway" refers to the National Cycle Network.

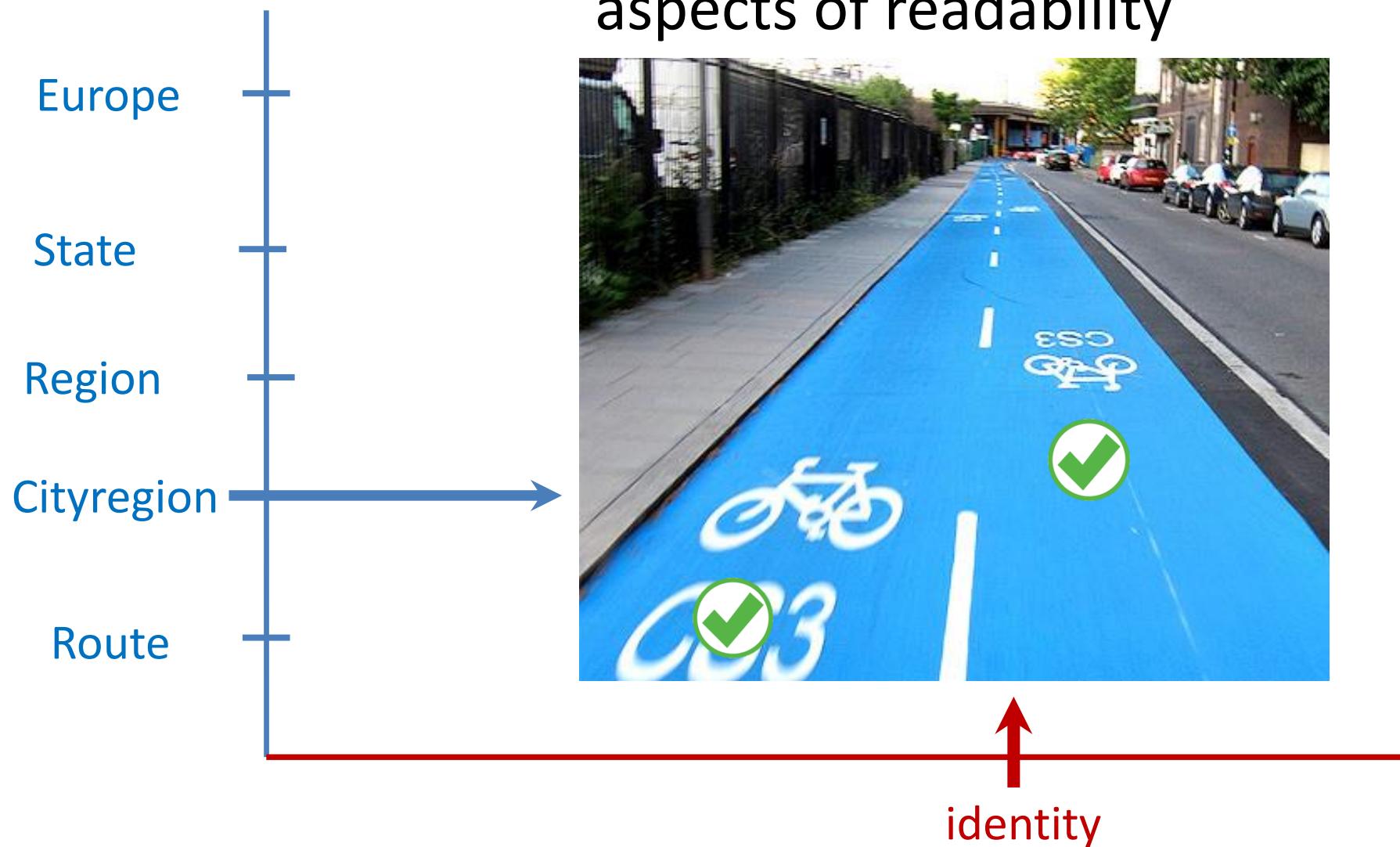
identity

Strategy: Letter + 99 to differentiate "comber greenway" as a cycle higwhay?

# Scale

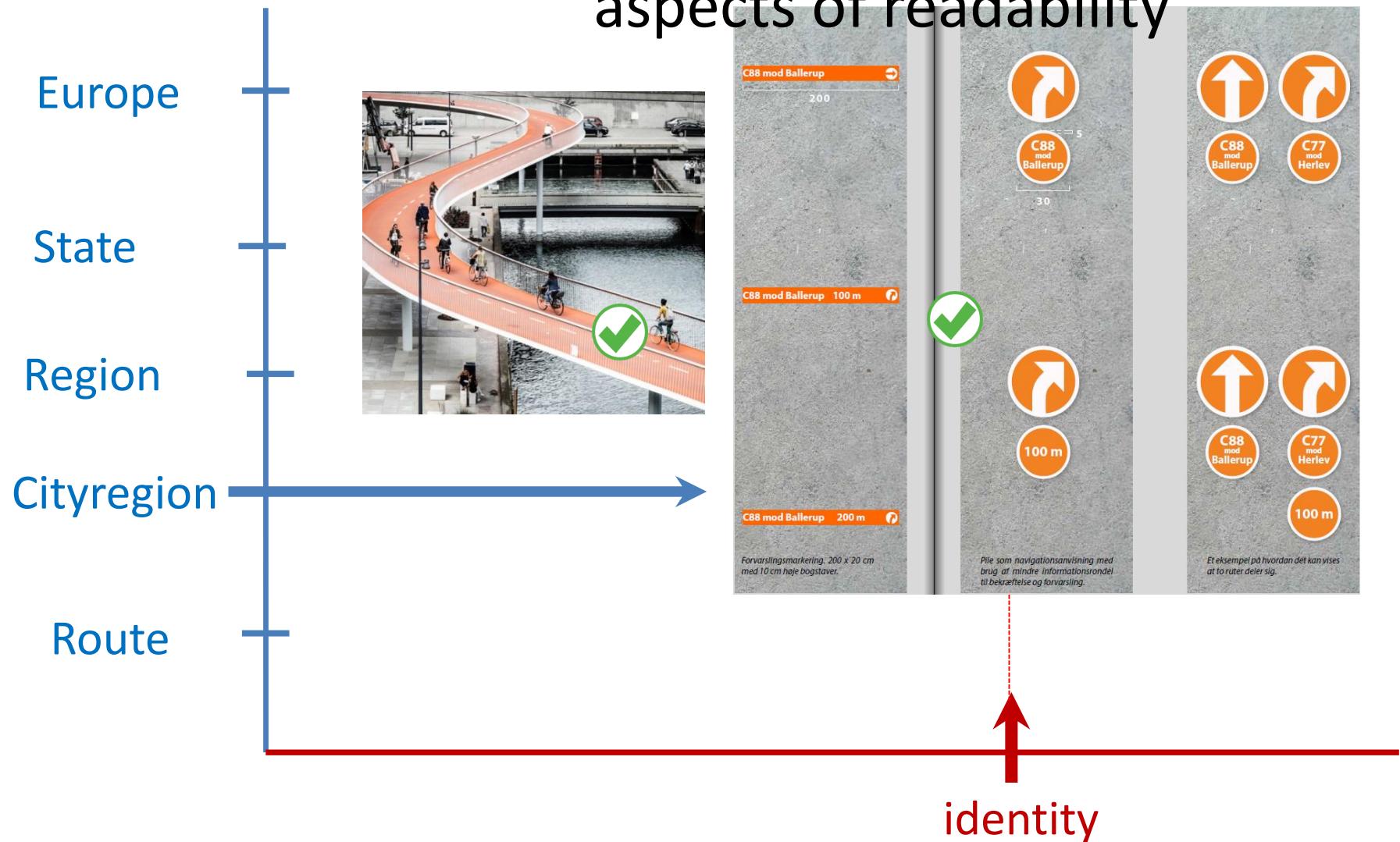


# Scale

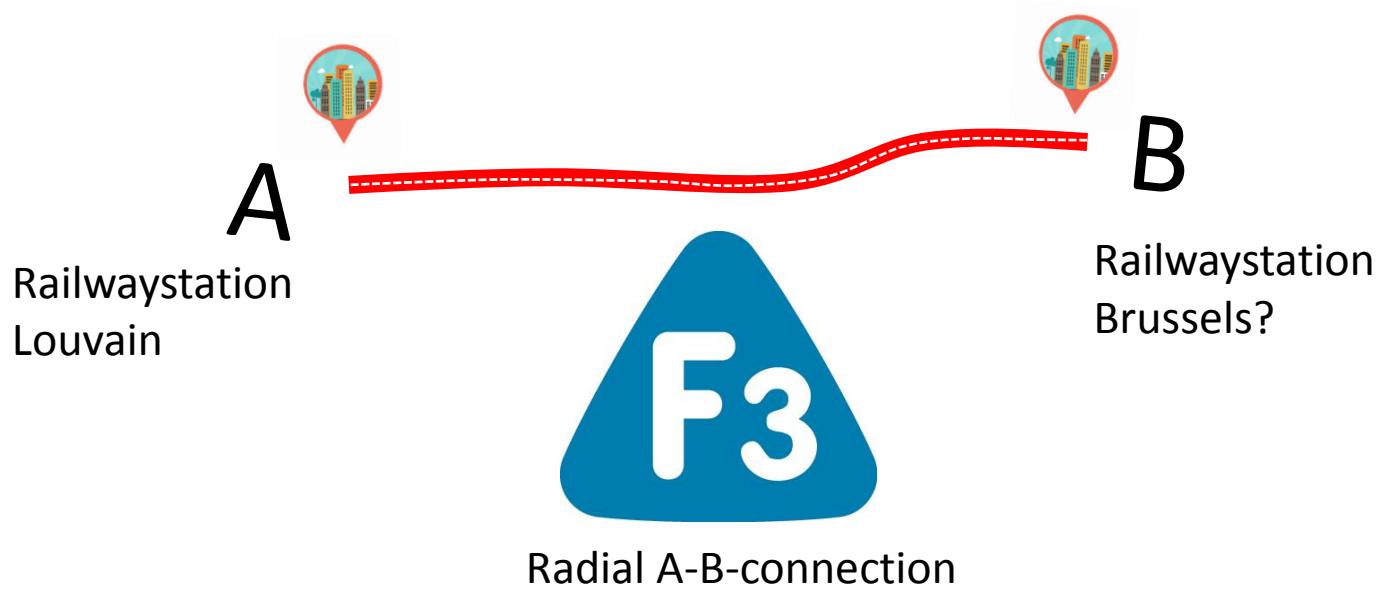


# Scale

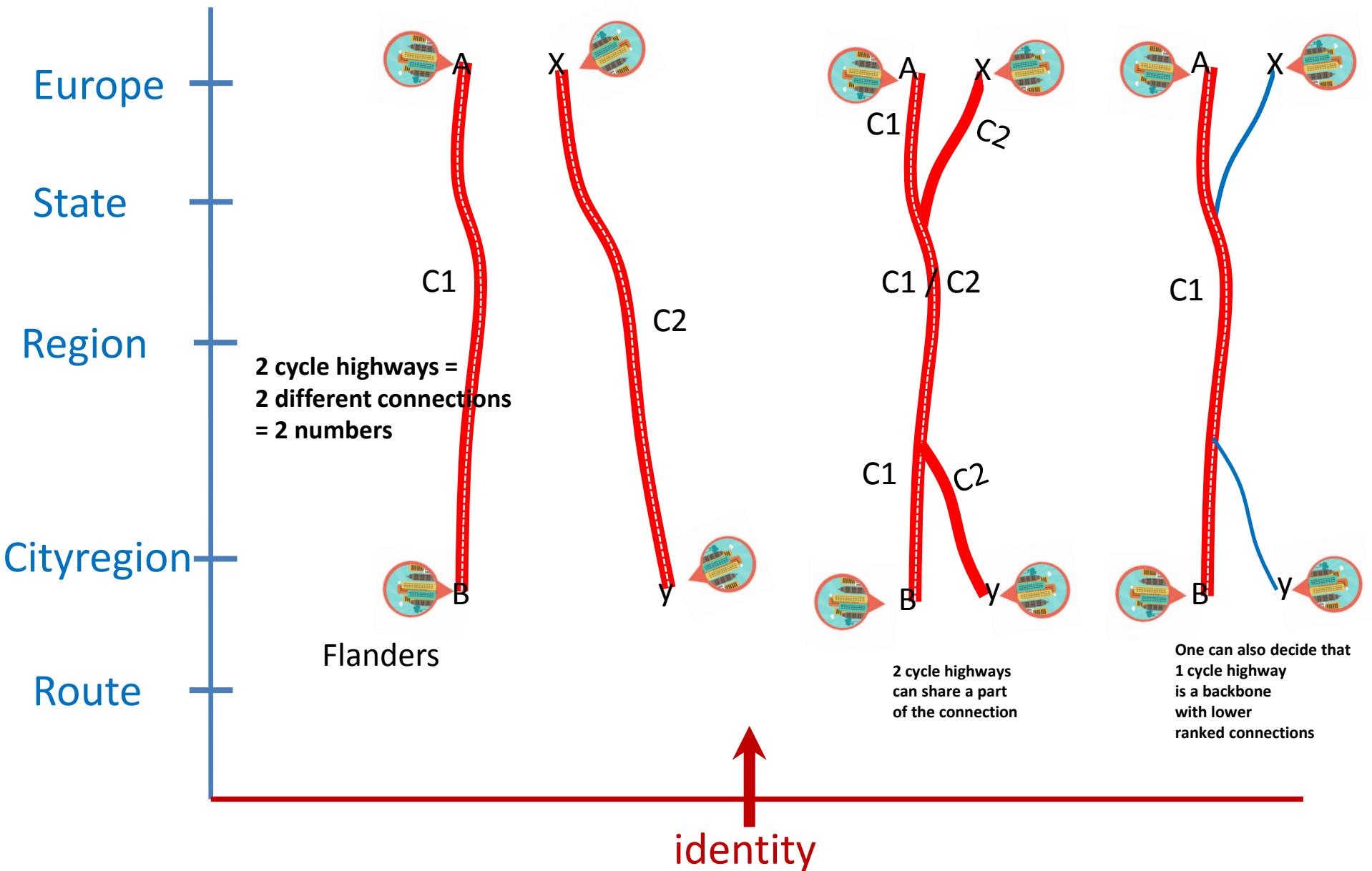
Good integration of both aspects of readability



# Identity issues go further than a logo...



# Readability tool Flemish-Brabant: Numbering A to B connections



# Another challenge for the readability toolbox:



How big is our toolbox?

How do we select all the tools we need?

# Solution

Compare making the toolbox with making a playlist

Europe

State

Region

Cityregion

Route



# PLAYLIST

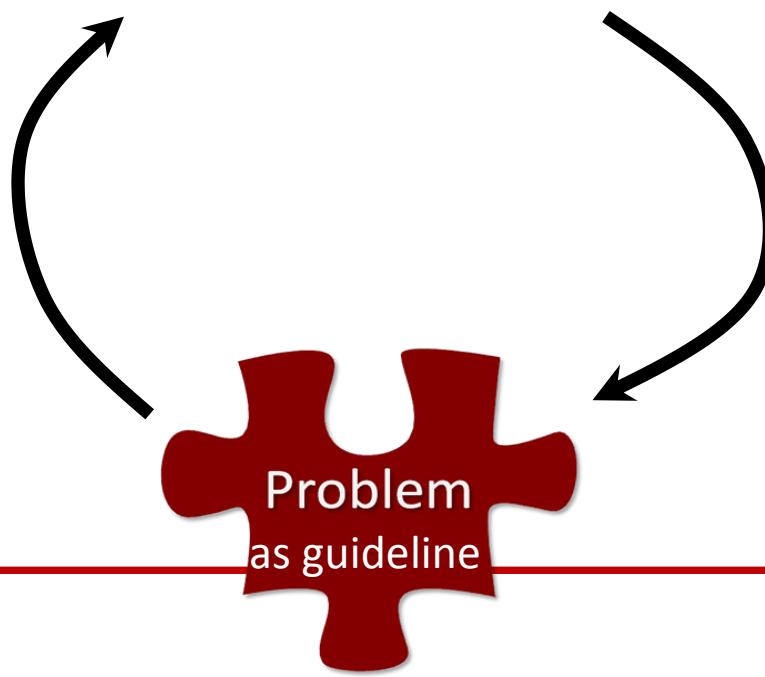


See it as a trial and error process!

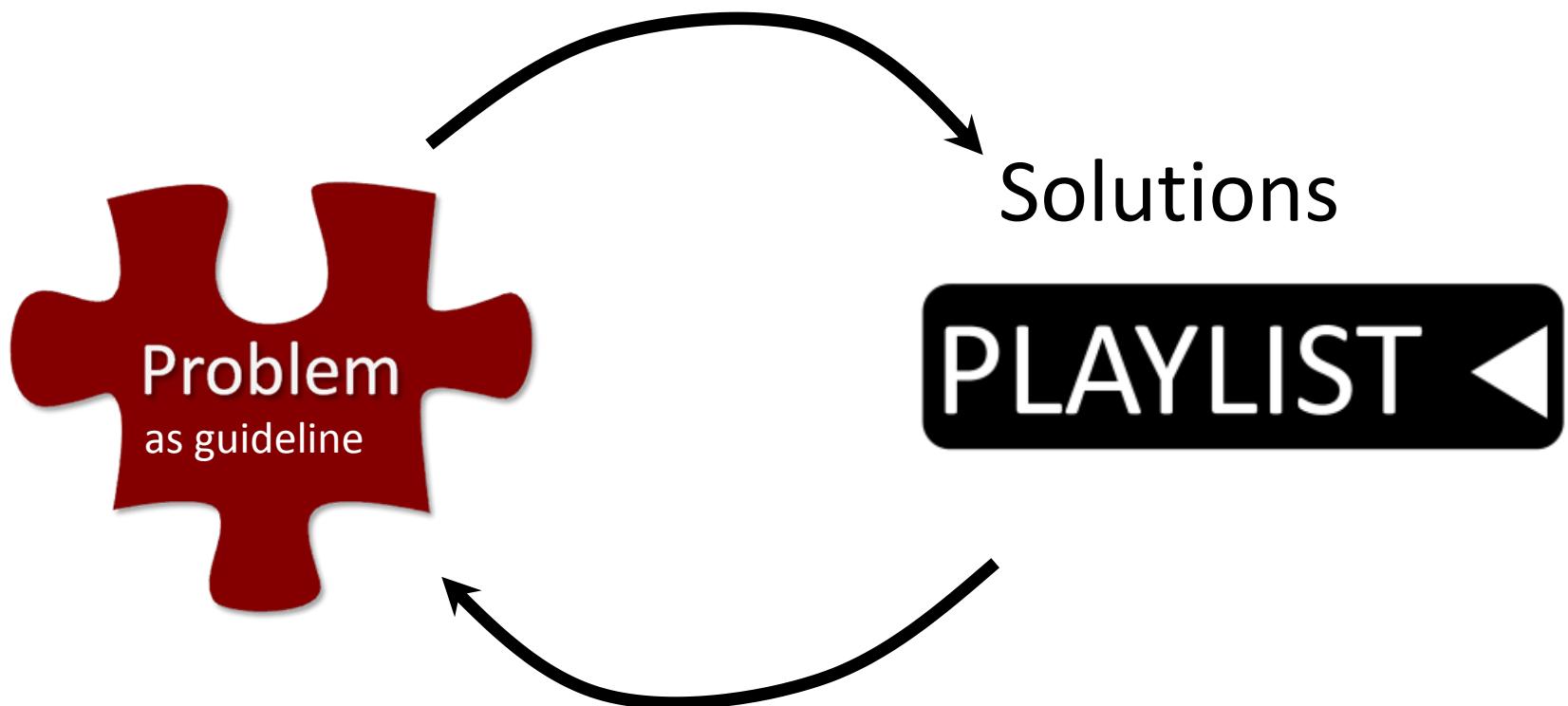
1. **Just start** with a couple of 'songs' (tools)
2. Ask people/experts to **add** their tools and ideas
3. **Discover** the popular tools (maybe rate the tools)
4. **Kick out/replace** the tools you never use 
5. **Learn:** if you like this, you might also like...  
    >>> 1>5 add new (improved) tools



And the playlist of tools is guided by shared problems...



# But if we see the toolbox as a playlist of existing solutions...



# Who's going to release new 'songs' for our playlist?

Maybe we only have tools of the stoneage?  
Maybe the best is yet to come?

- They adapted to their environments by making simple tools.

#### How Stone Age Humans Made Hand Axes

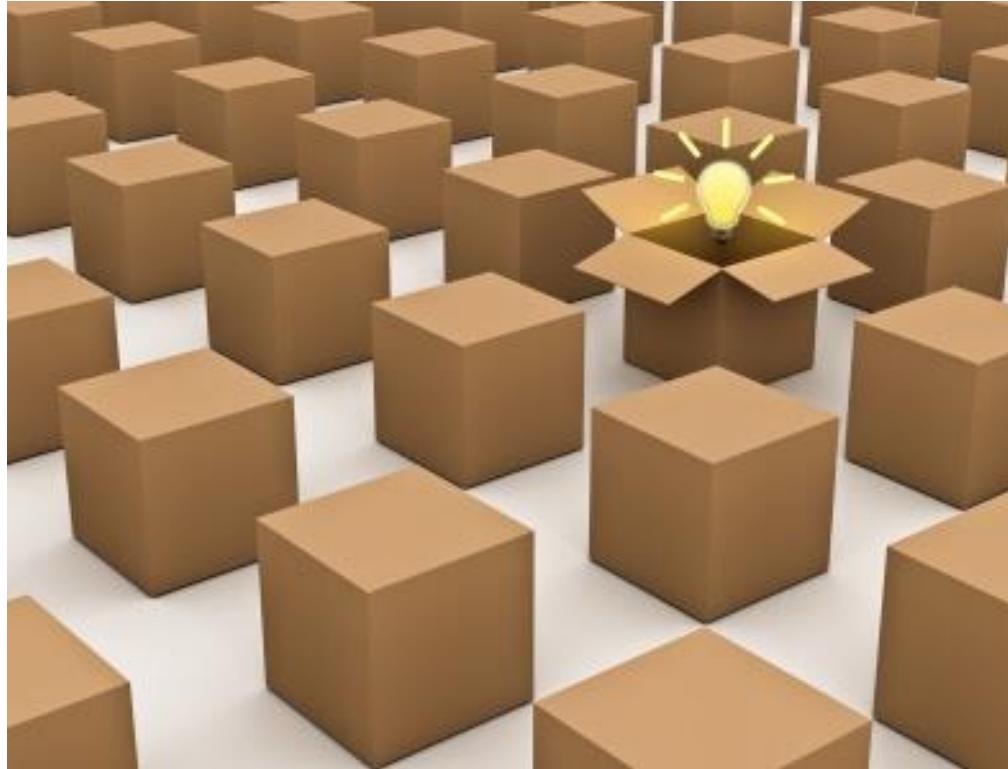


# We not only need...

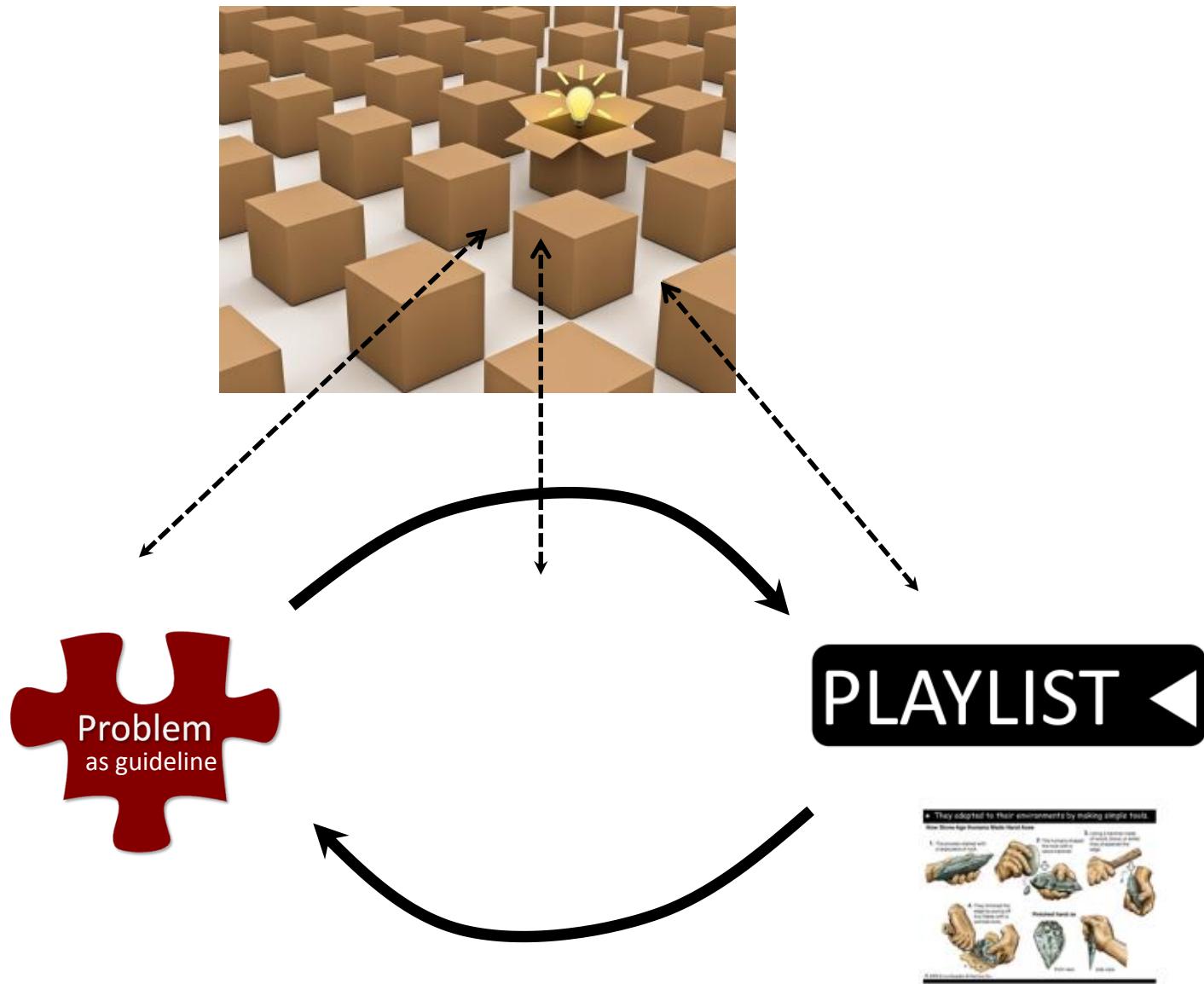


# a toolbox a problembox

+ an “out of the box”



# But how could this “out of the toolbox” look like?

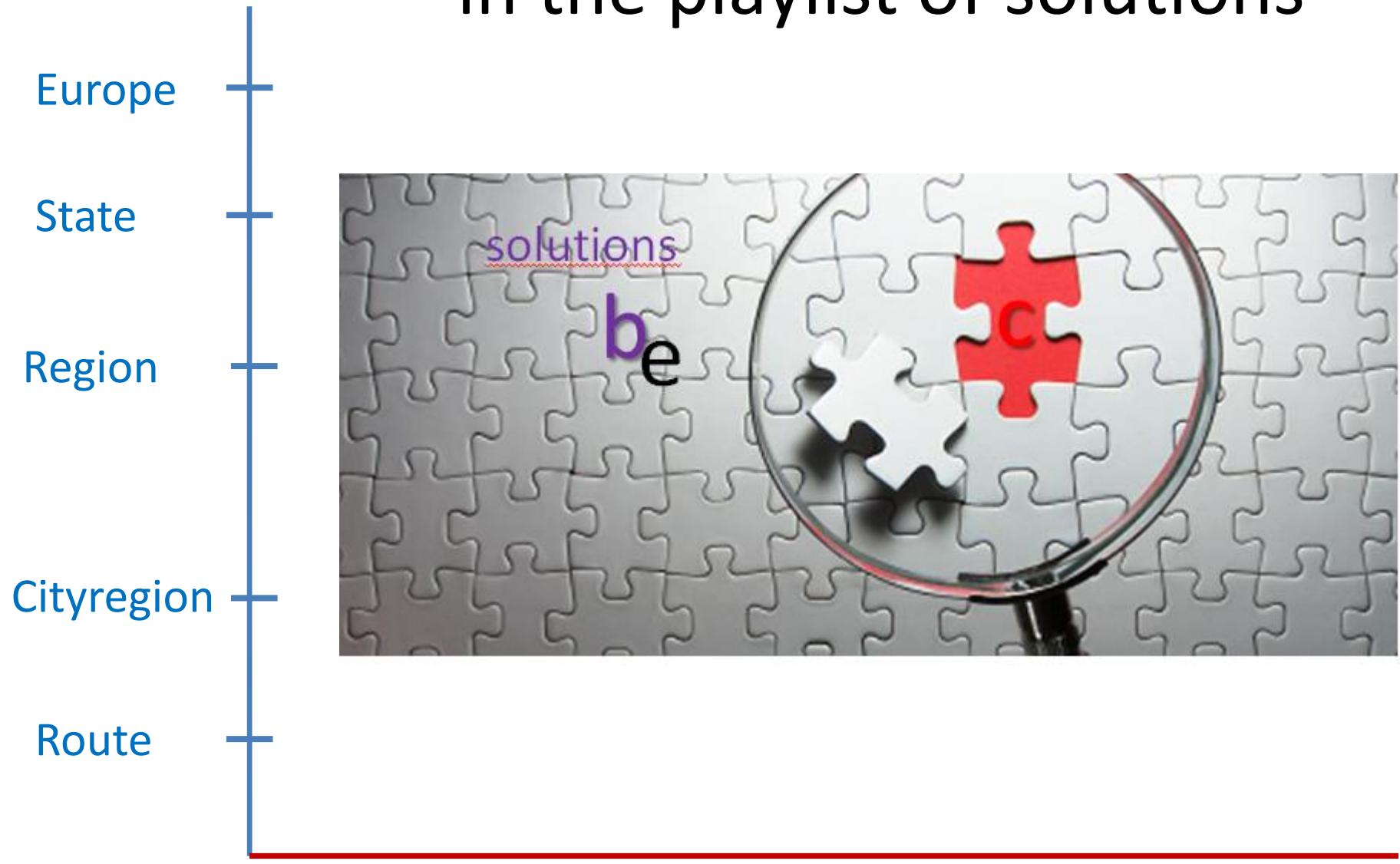


## Solution:

We build the toolbox as a matrix that visualises the gaps  
and we ask everyone to **mind the gap**



# Gapmapping = visualising empty spaces in the playlist of solutions



# Summary of the concept:

## Scale

Europe  
State  
Region  
Cityregion  
Route



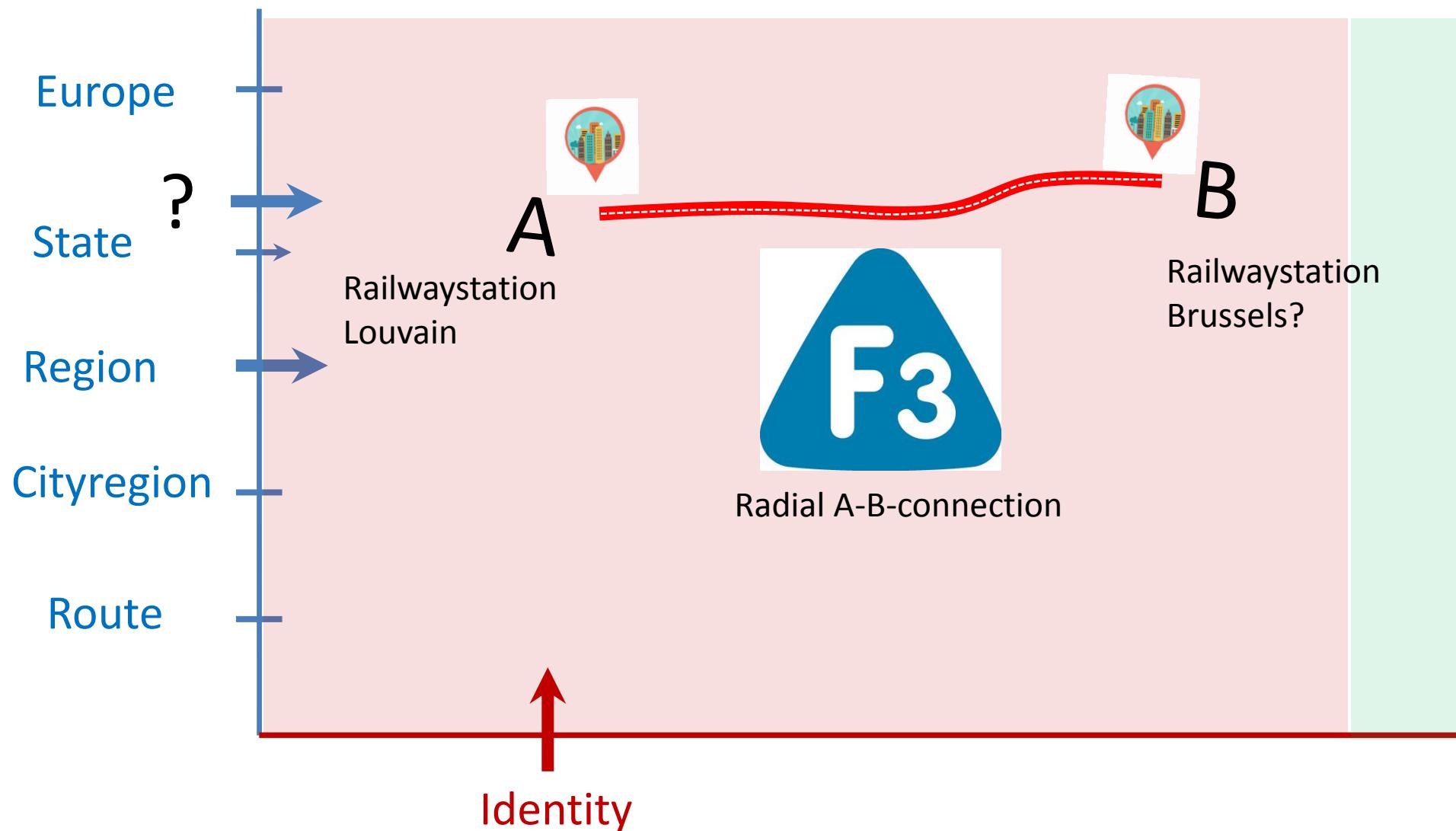
shared readability challenges  
“problems as guidelines”

Let's make the  
toolbox more  
concrete...

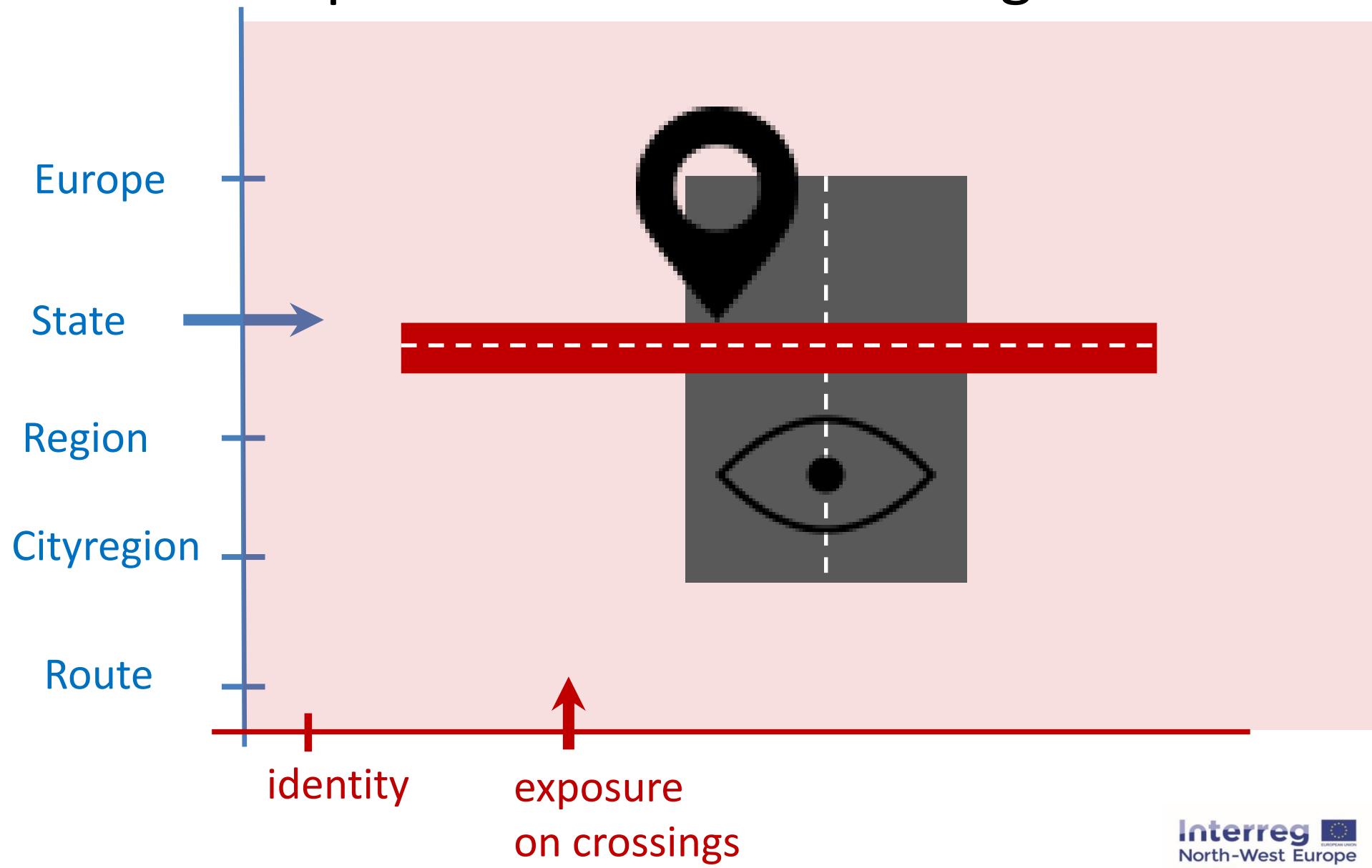


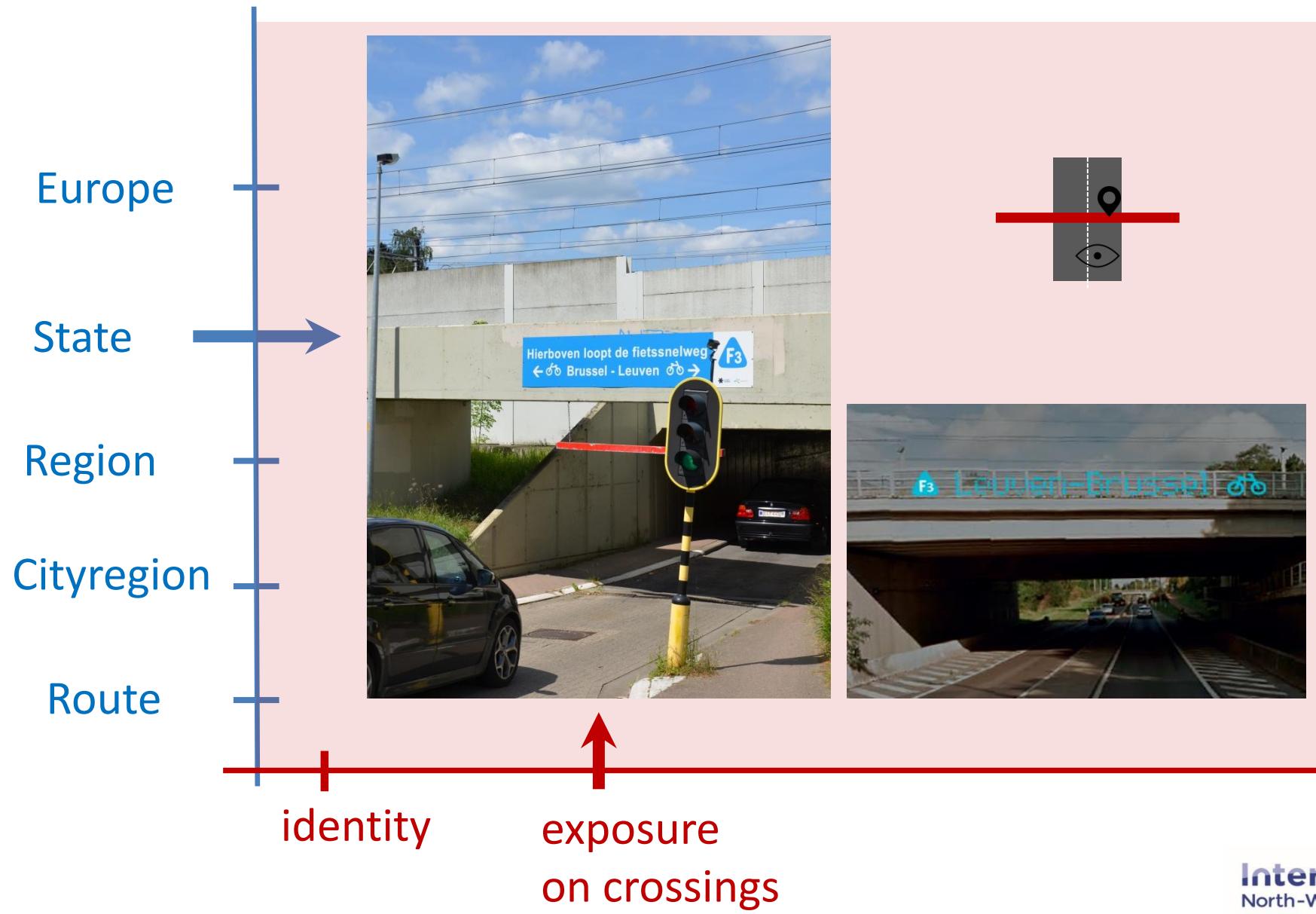
# Naming strategy of province Flemisch Brabant

## Clear start/endpoint: preferable a railway station



# Exposuretools on a crossing





Concept based on a crossing on a cycle highway  
in Breda

Europe

State

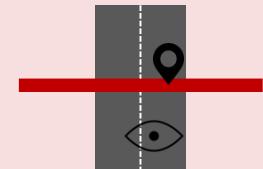
Region

Cityregion

Route

identity

exposure  
on crossings



## Inspiration from other products

Europe

State

Region

Cityregion

Route



Concept of a shop window strategy for a passerby on a crossing

identity

exposure  
on crossings

Are there elements (like traffic lights) we can reuse?

Europe

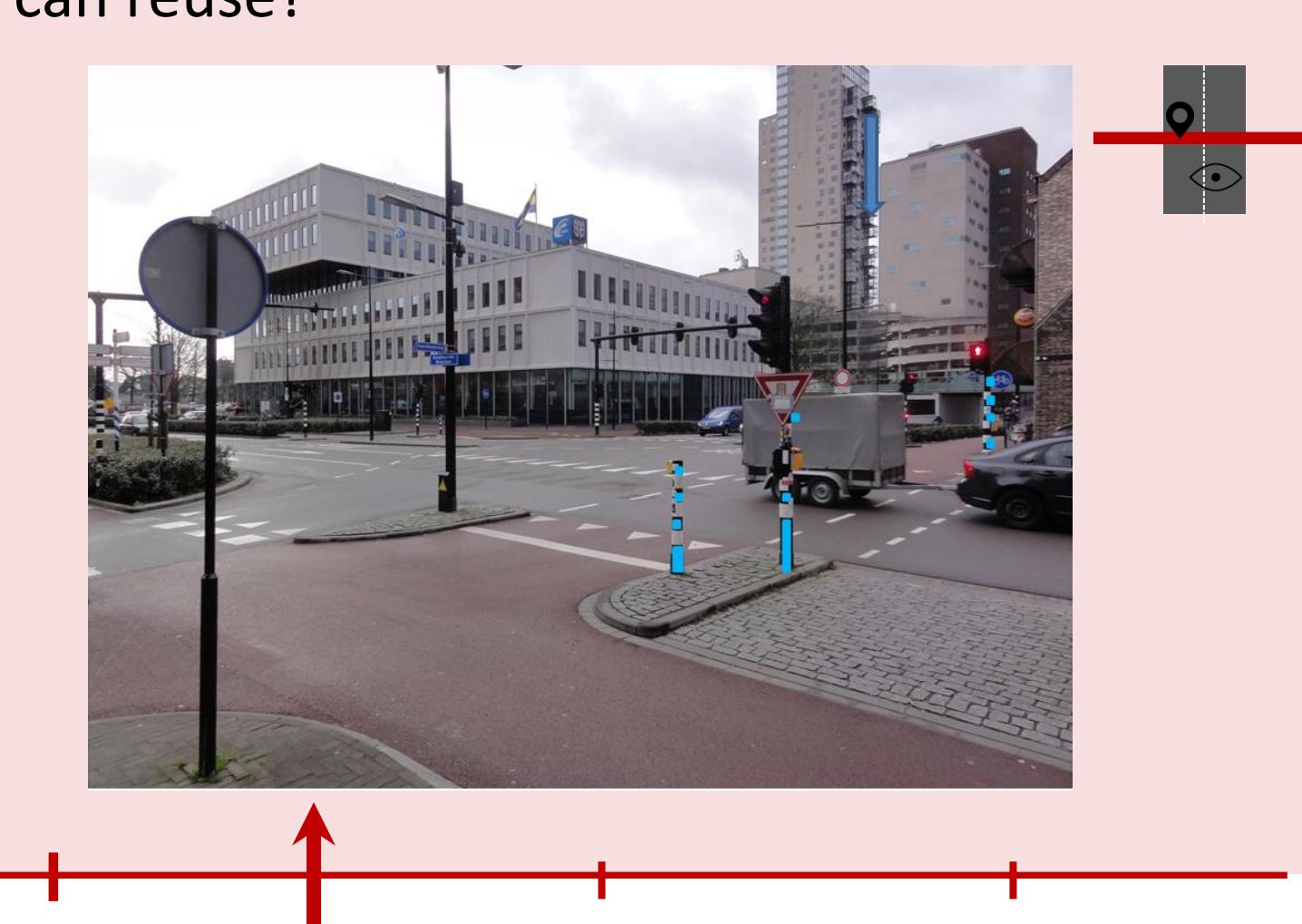
State

Region

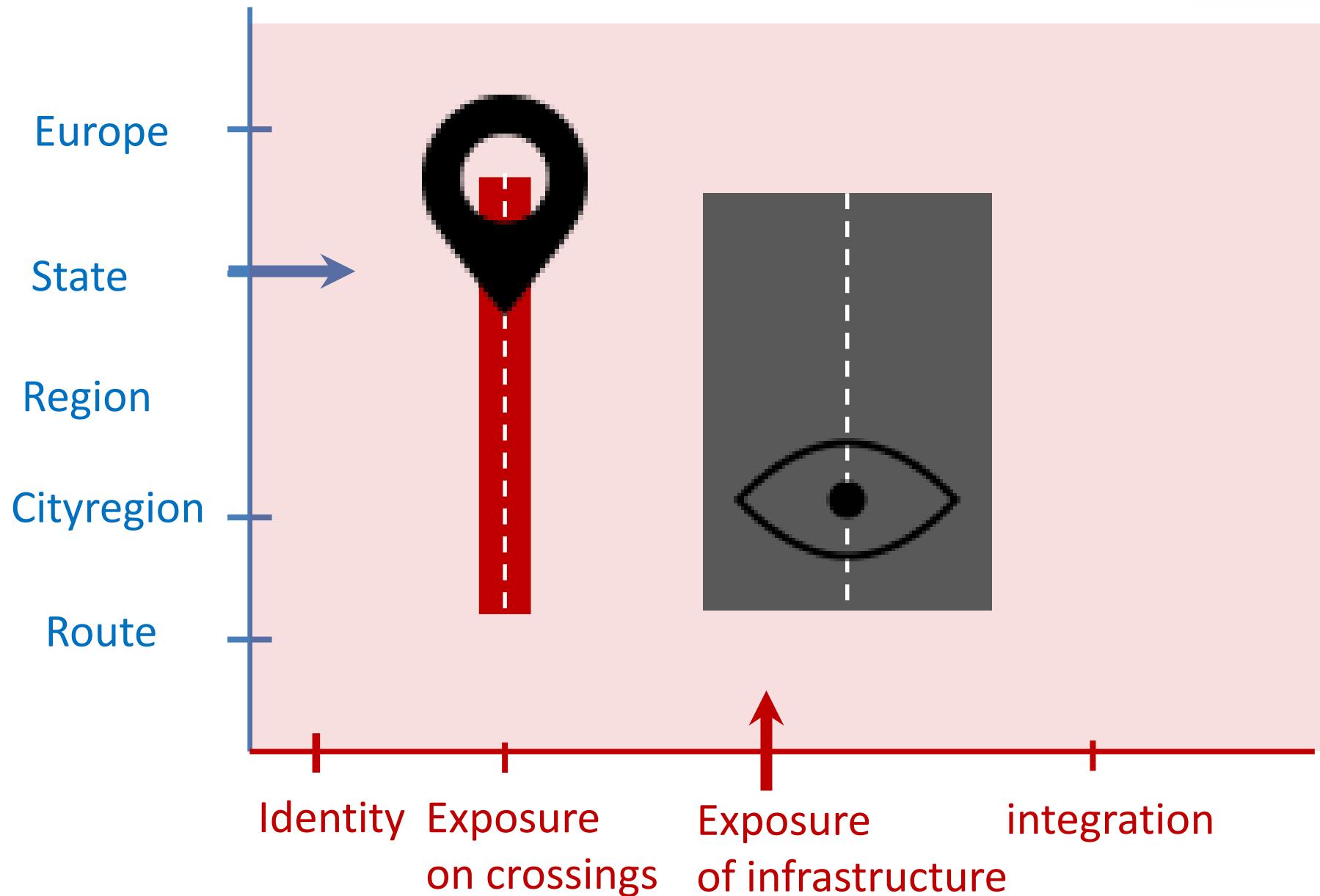
Cityregion

Route

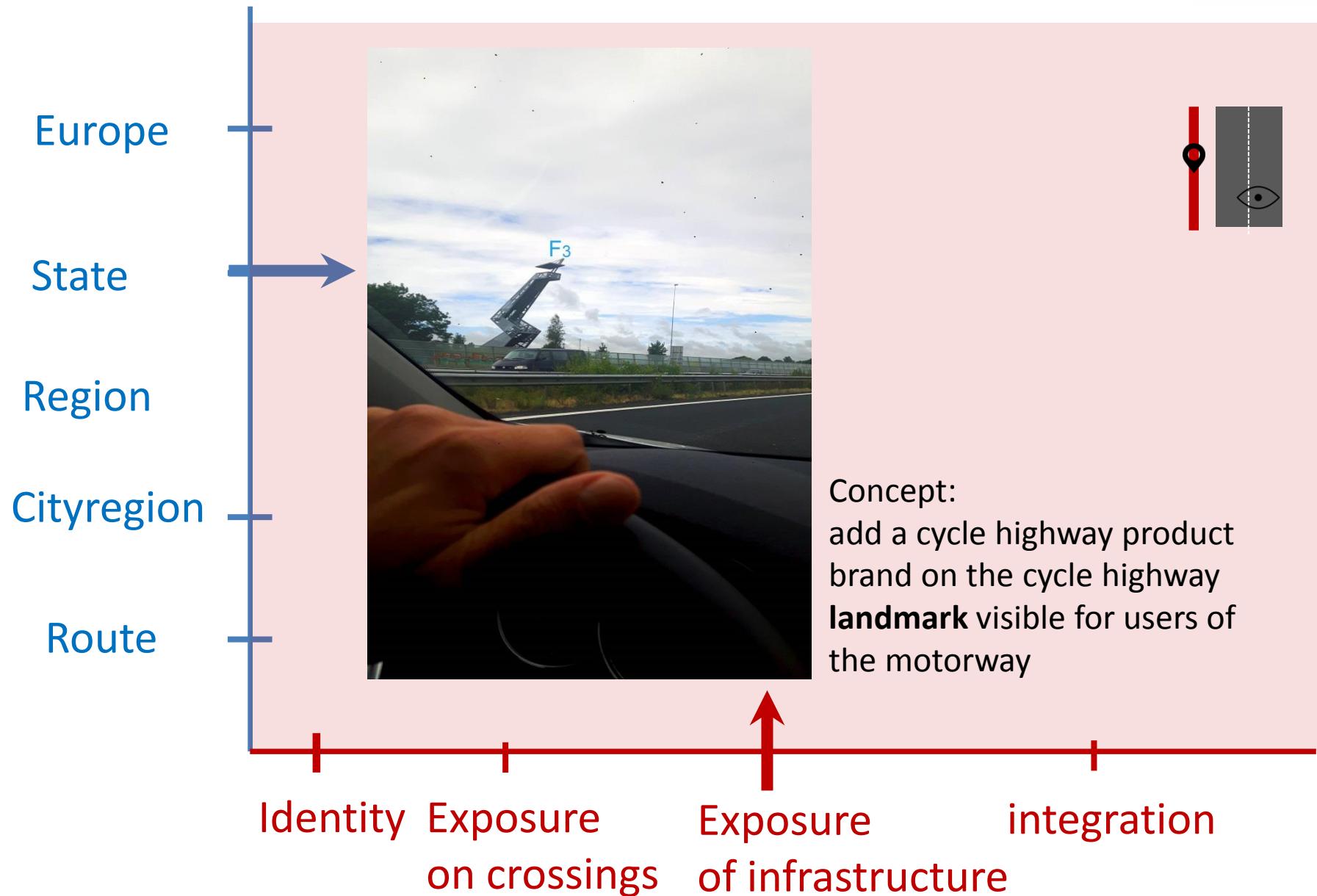
Identity      Exposure      Exposure      integration  
                  on crossings      of infrastructure



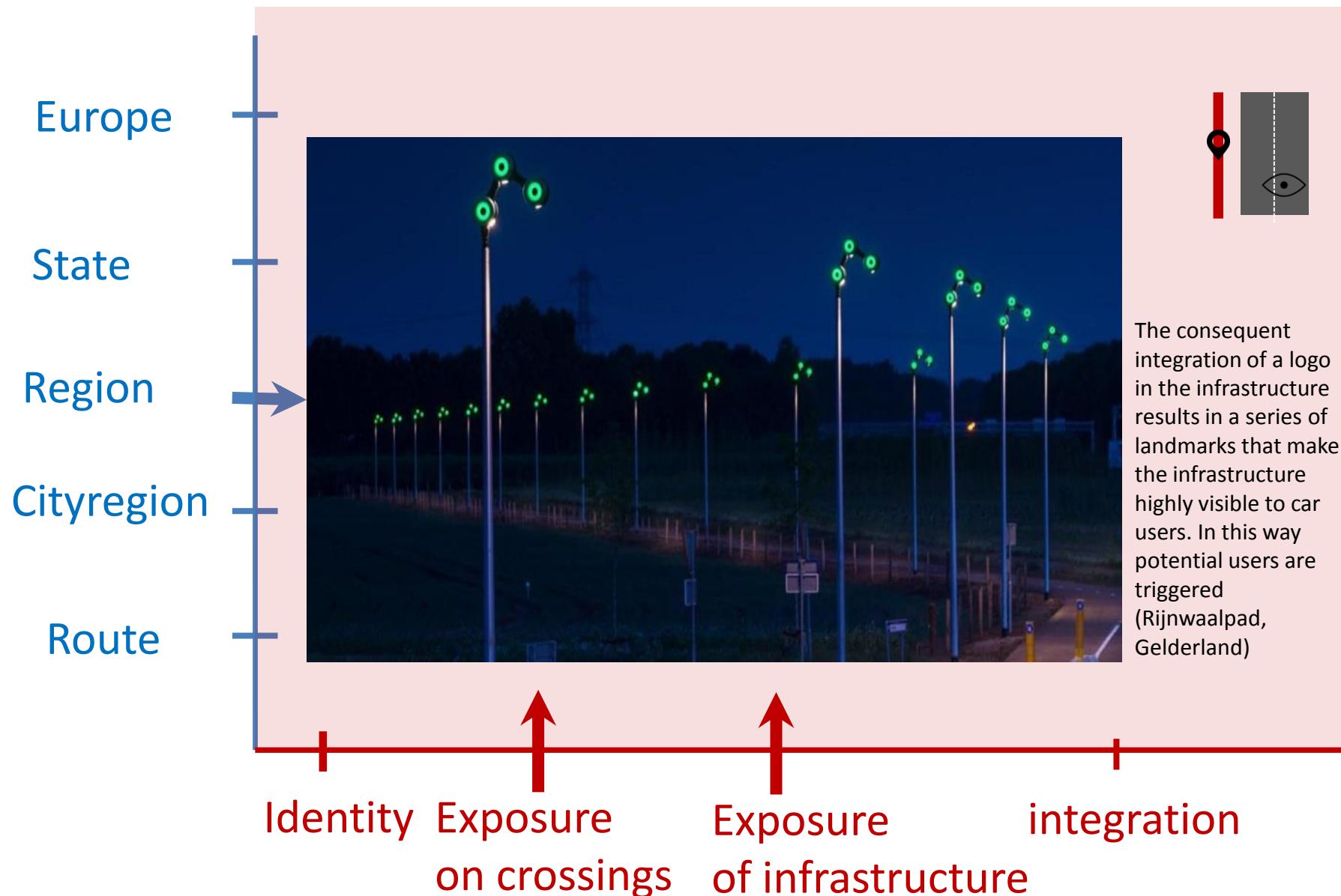
# Exposure of infrastructure



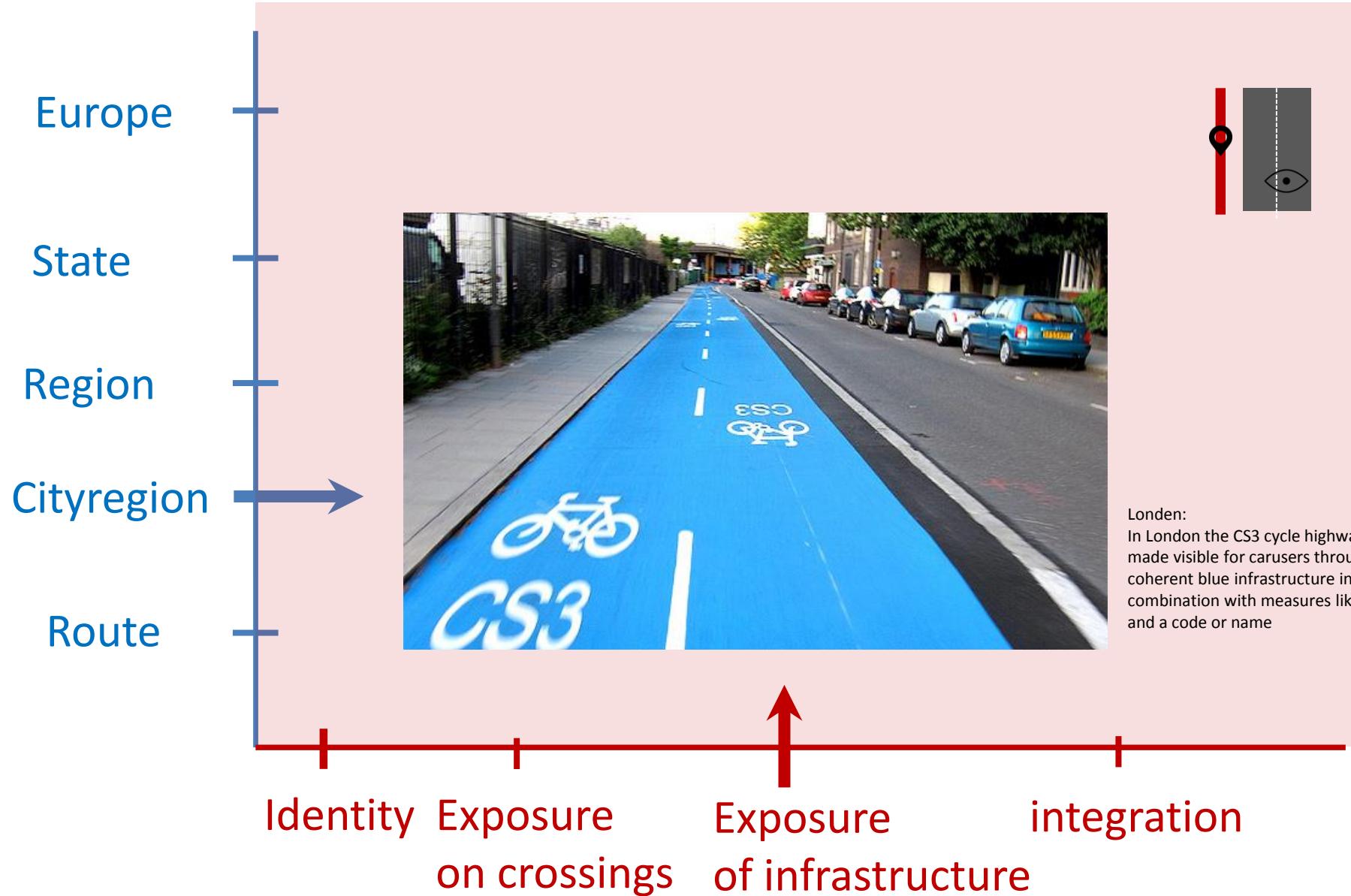
# Exposure with a landmark



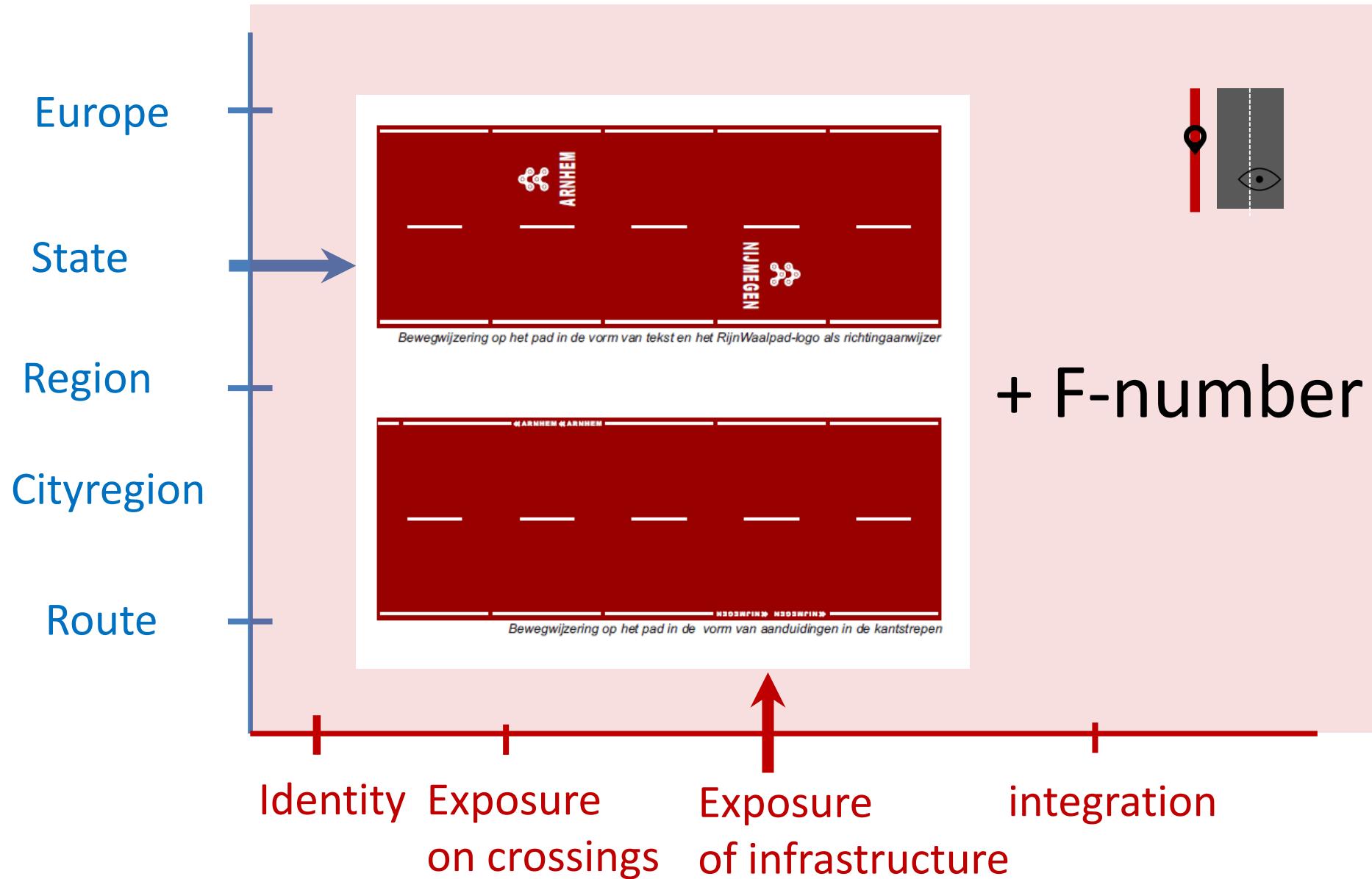
# Exposure with lighting



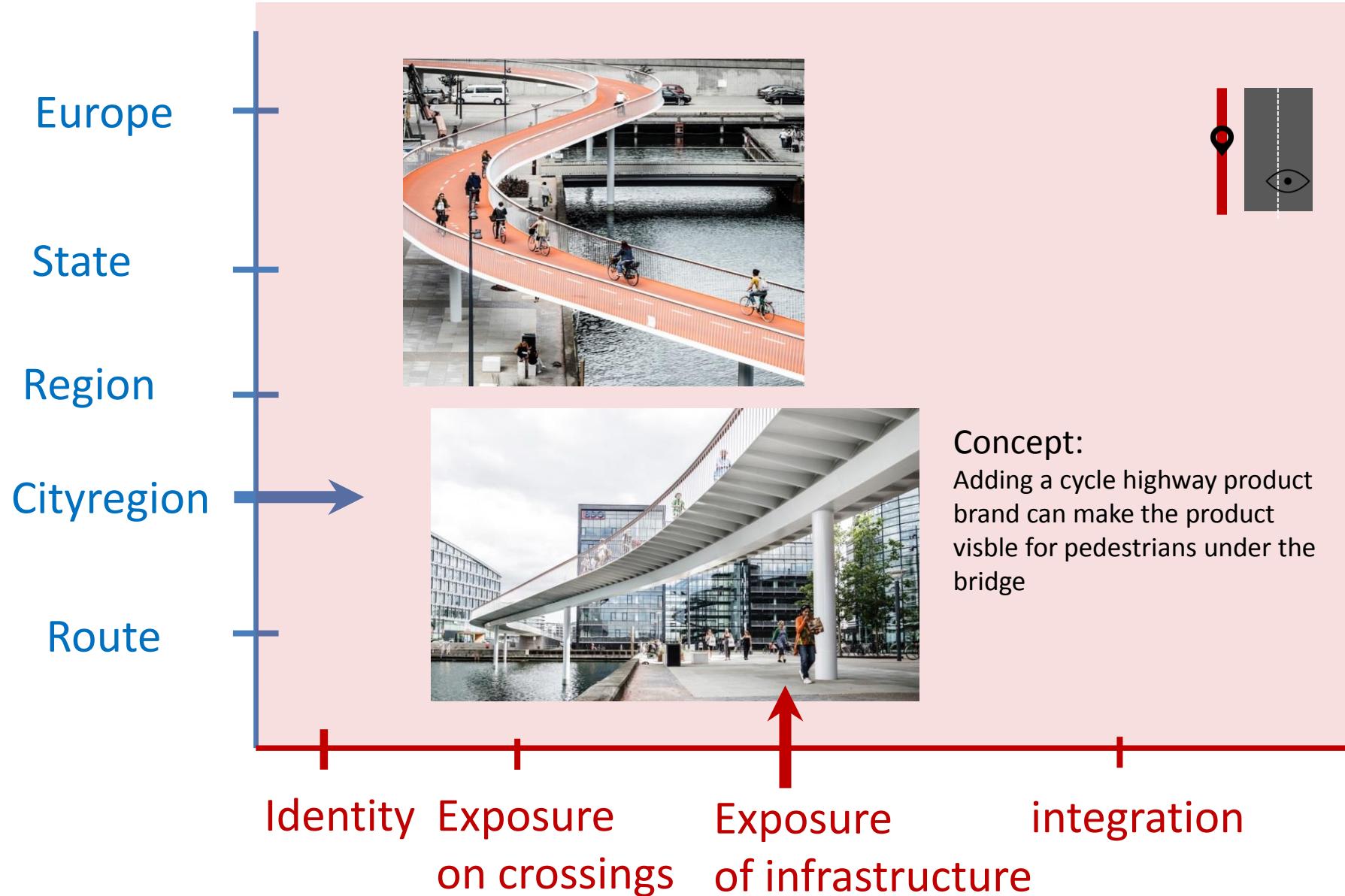
# Exposure of infrastructure



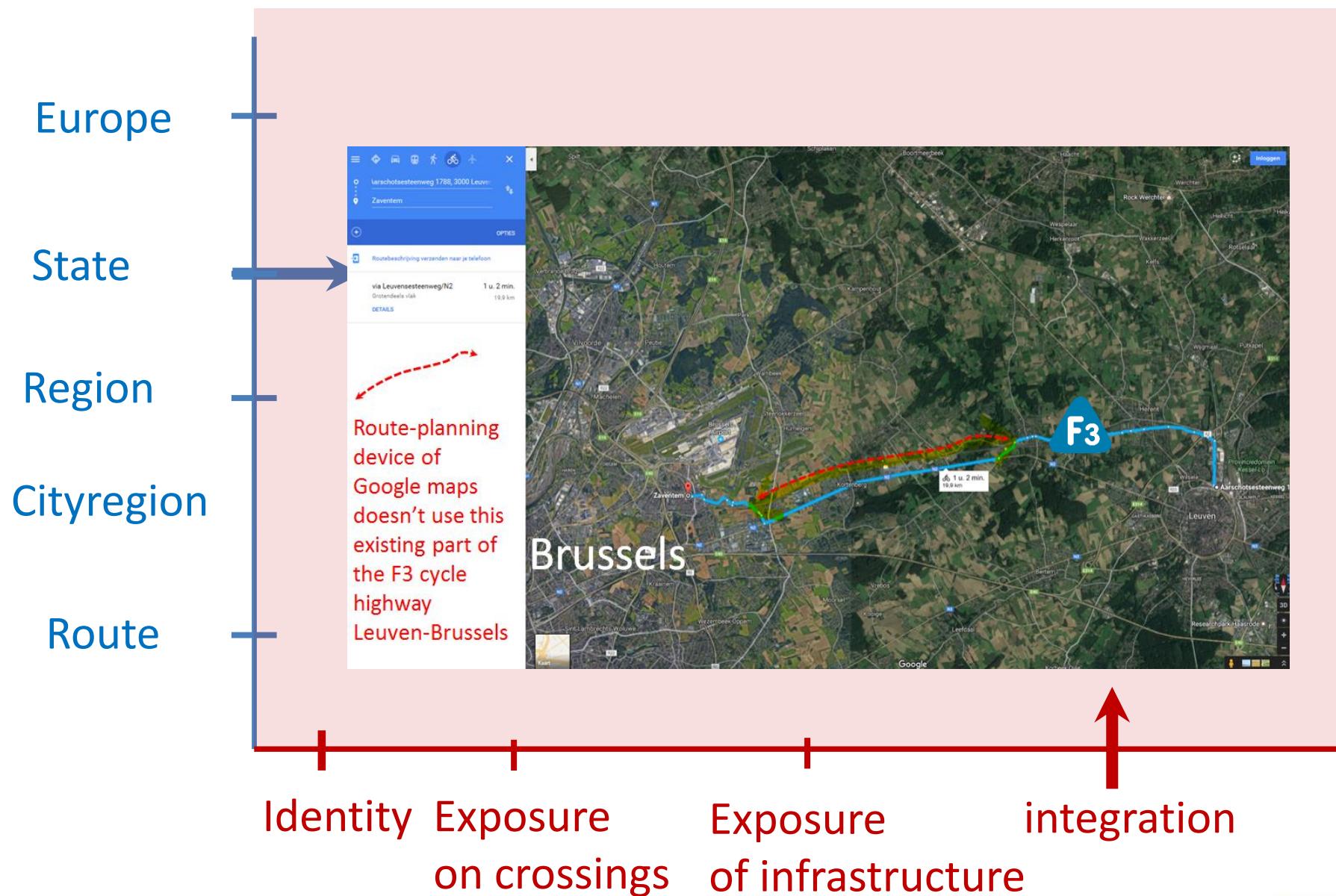
# Exposure of infrastructure



# Don't forget the awareness aspect



# Integration of the mobility product in other touchpoints f.i. routeplanning devices



# Product placement on the Belfast Bikes

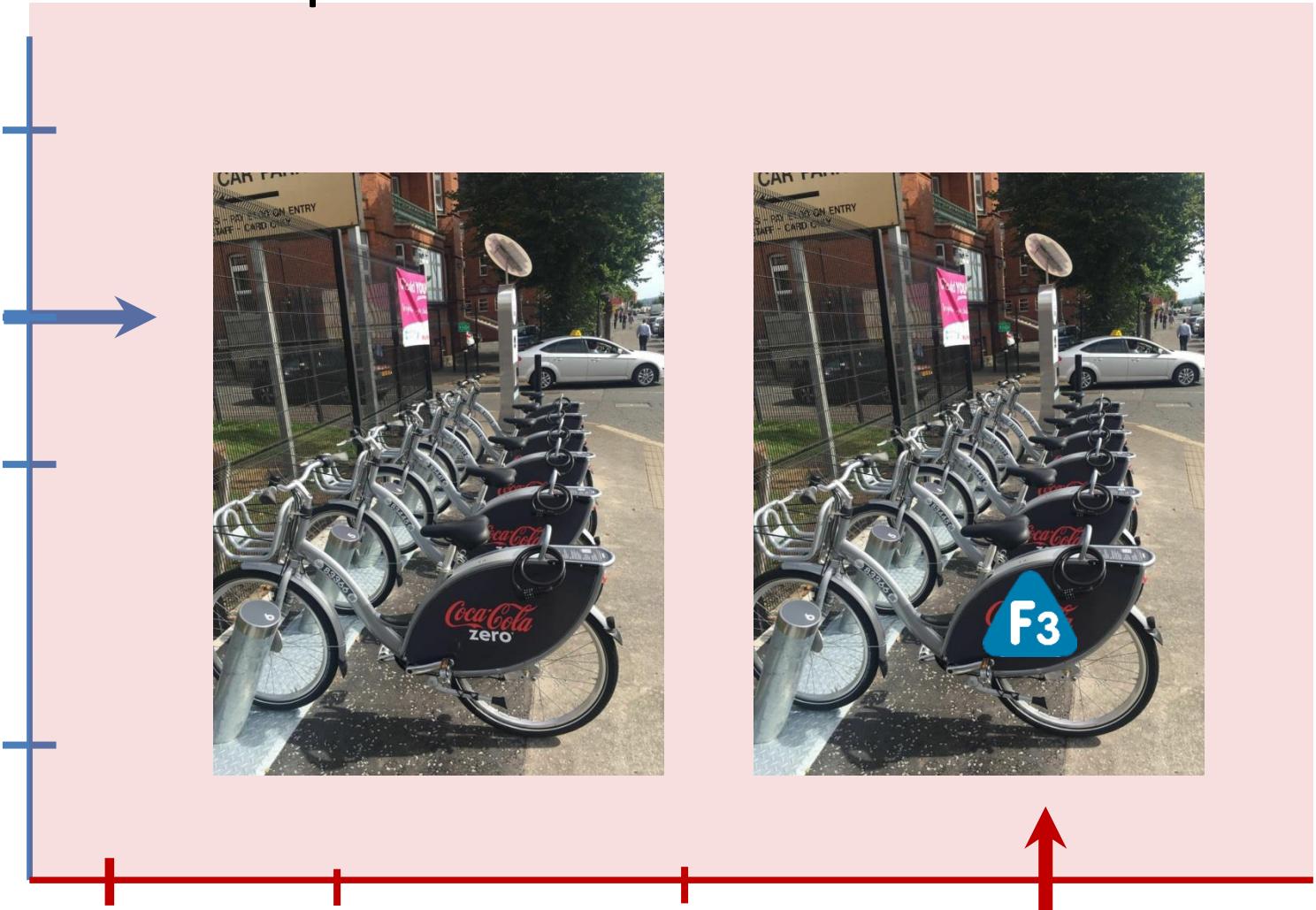
Europe

State

Region

Cityregion

Route



Identity

Exposure  
on crossings

Exposure  
of infrastructure

integration

# Integration of the mobility product in a bus station or on public transport maps...

Europe

State

Region

Cityregion

Route

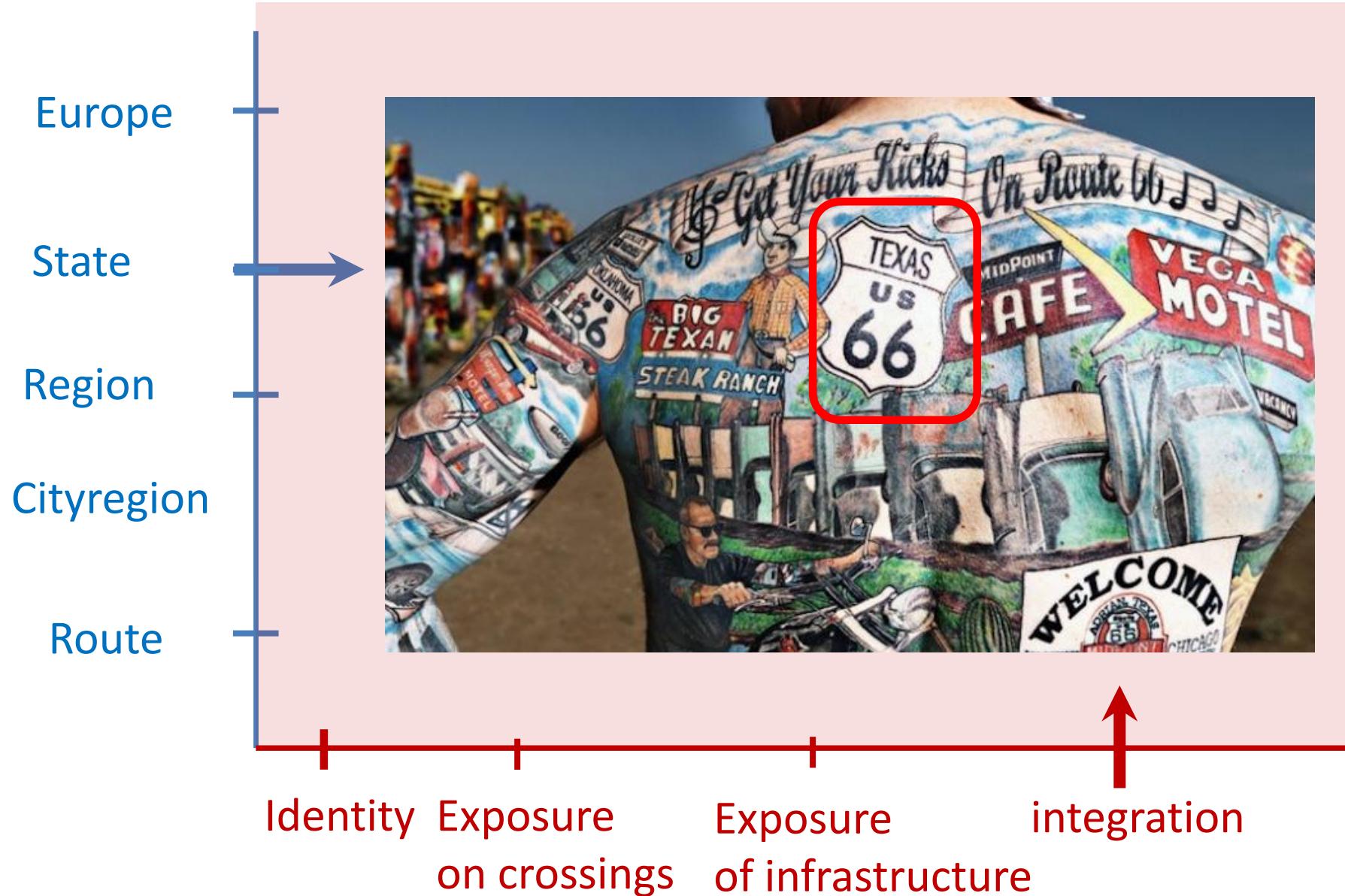


Identity  
Exposure  
on crossings

Exposure  
of infrastructure

integration

# Extreme integration ;-)



Europe

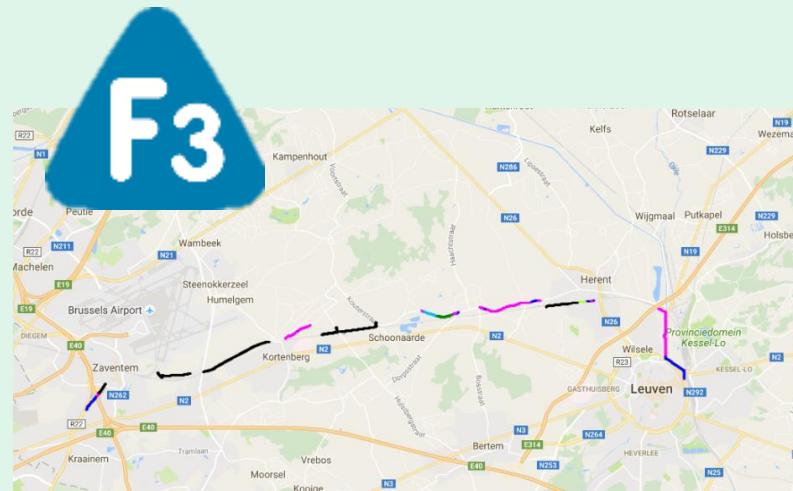
State

Region

Cityregion

Route

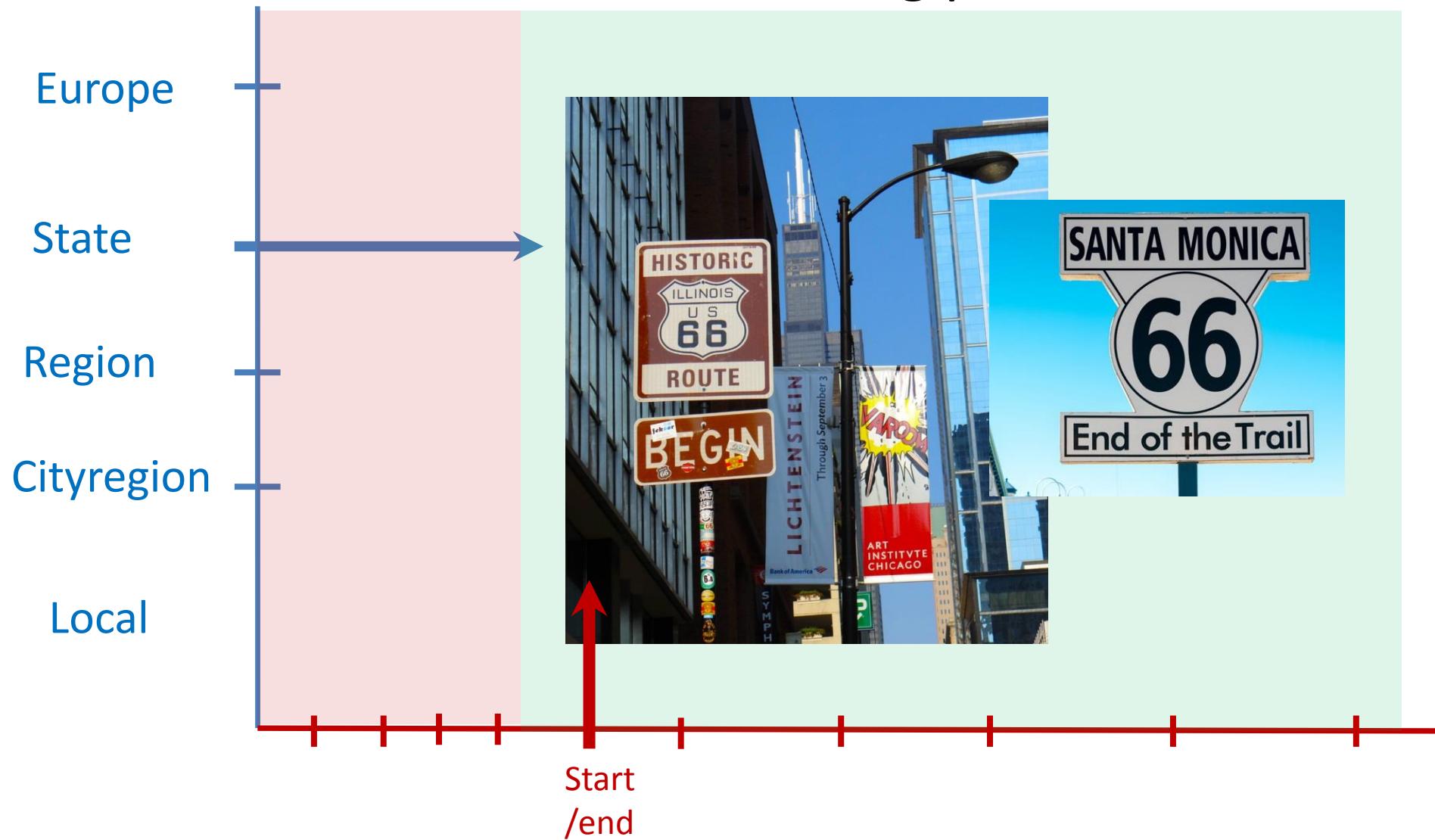
# Tools for (new) users

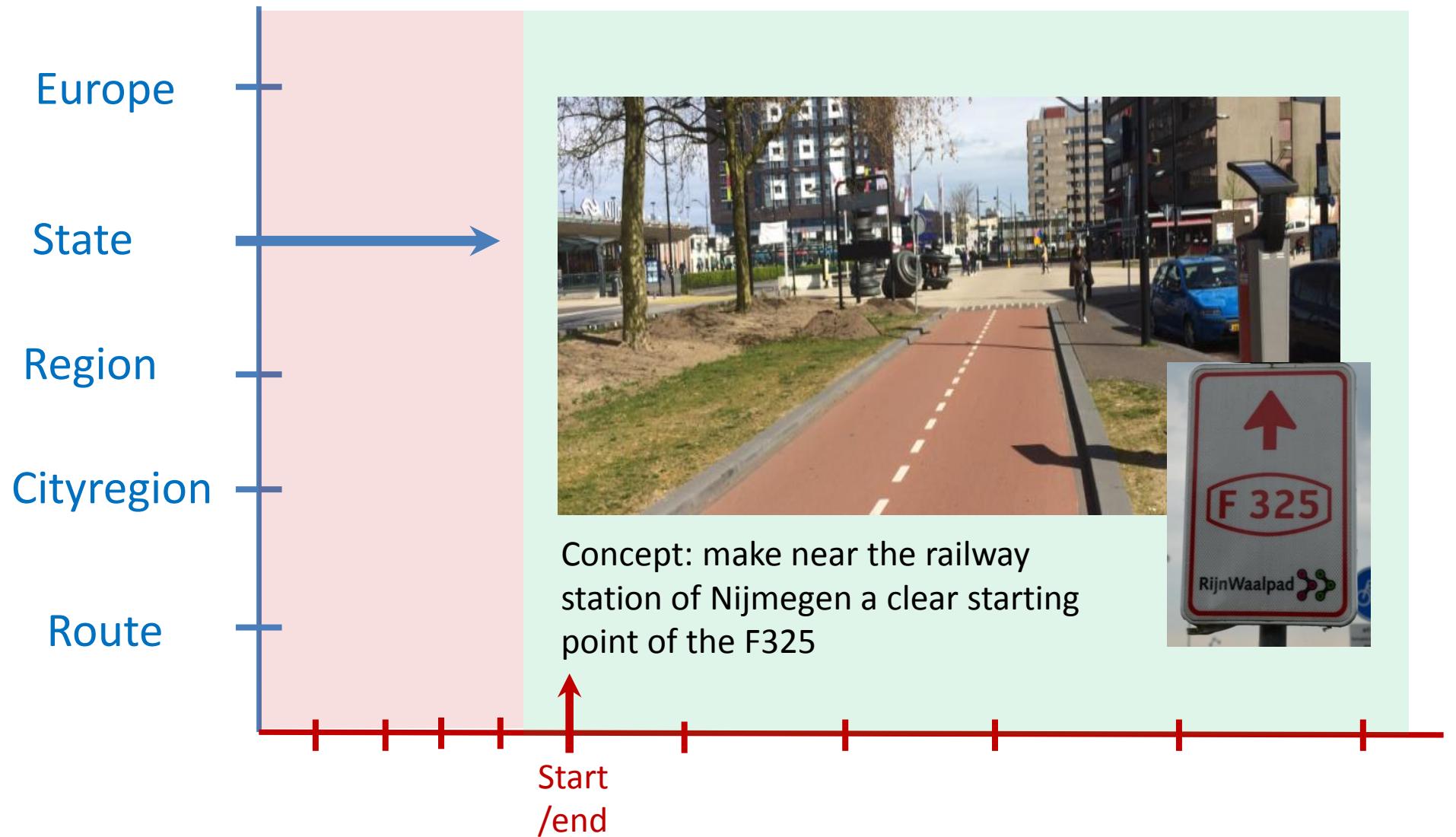


Different buildingblock to glue the pieces together...

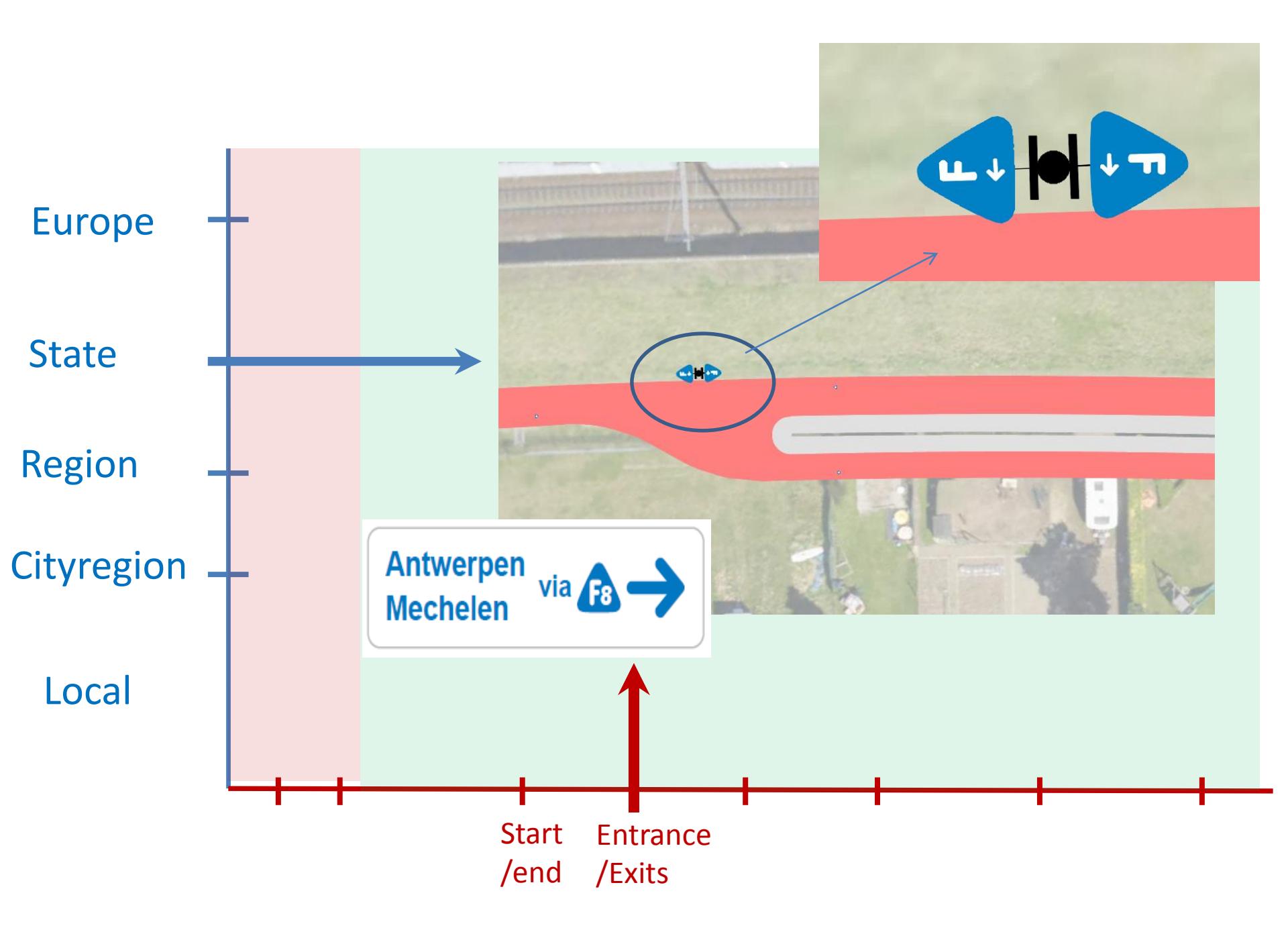


# A clear starting point









Europe

State

Region

Cityregion

Route



Tools to deal with confusion points

Start /end

Entrance /Exits

Crossing  
+ Error  
strategy

Change  
of direction  
+ Error  
strategy

Change of  
infrastructure

services  
orientation

Europe



The European GR hiking routes are made readable by a simple sign. There is also a sign to indicate you are wrong (error-strategy)

State

Region

Cityregion

Route



Start /end

Entrance /Exits

Crossing  
+ Error  
strategy

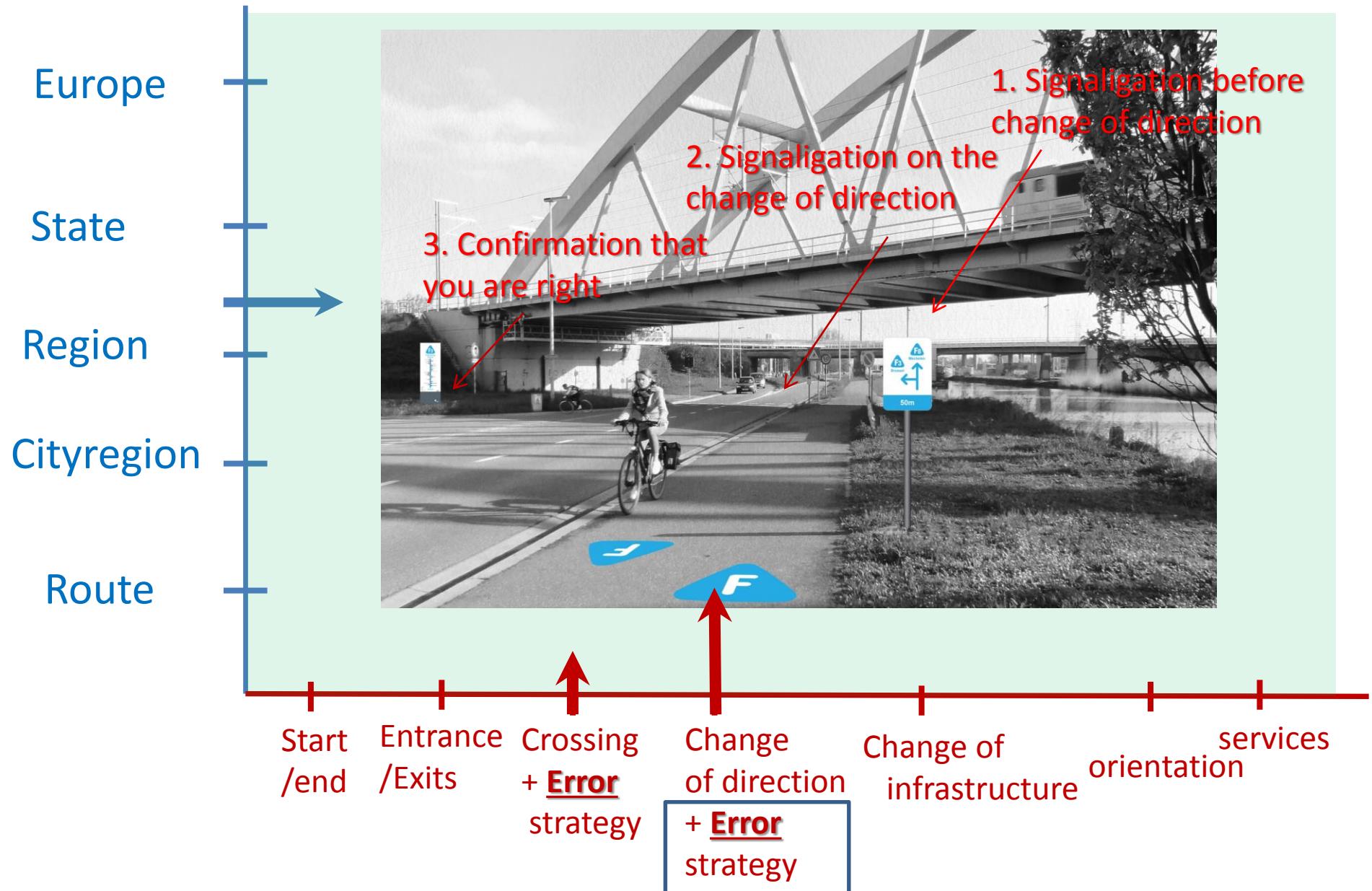
Change of direction  
+ Error  
strategy

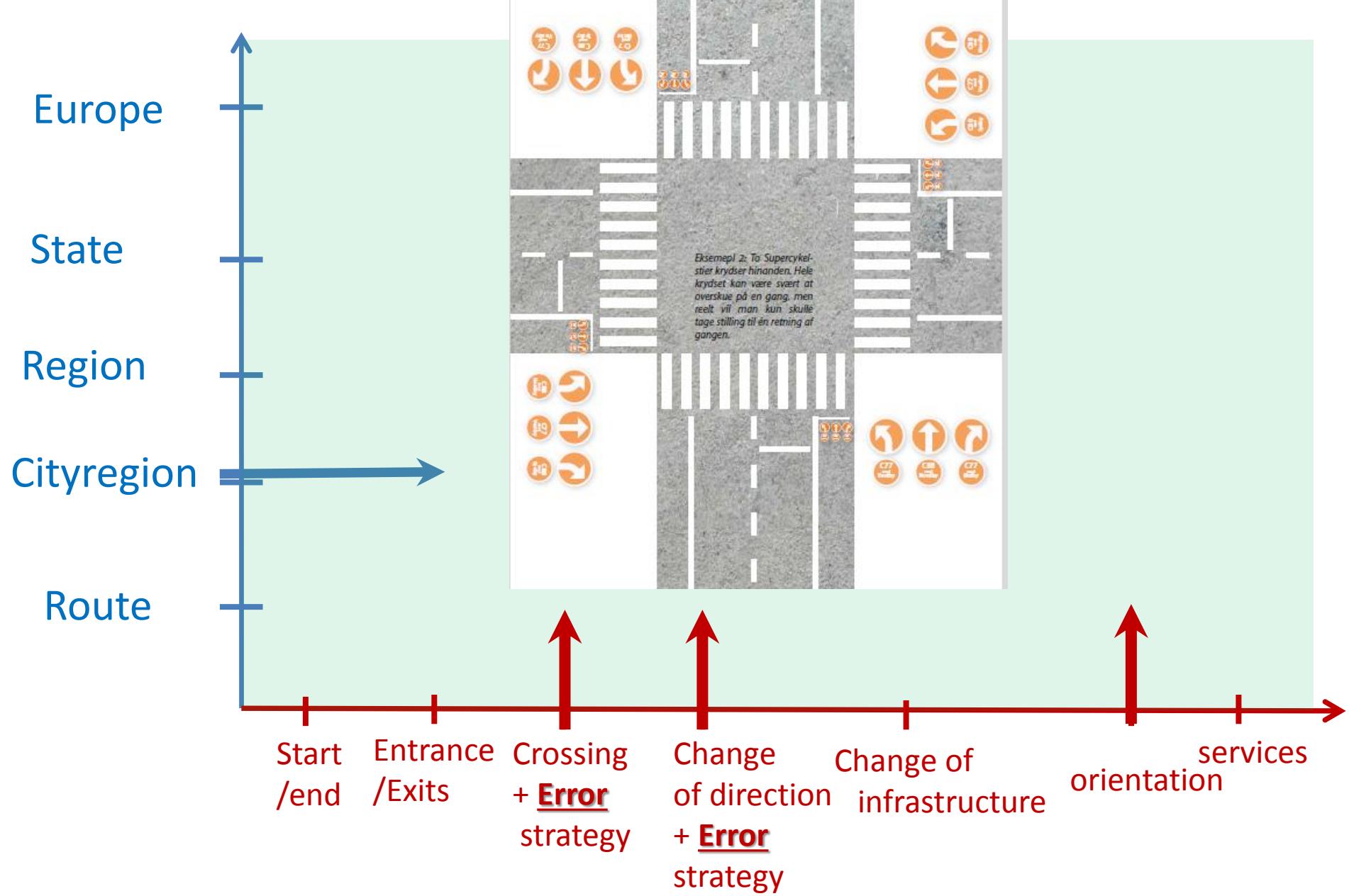
Change of infrastructure

orientation

services

## Signalisation strategy Province of Flemish-Brabant





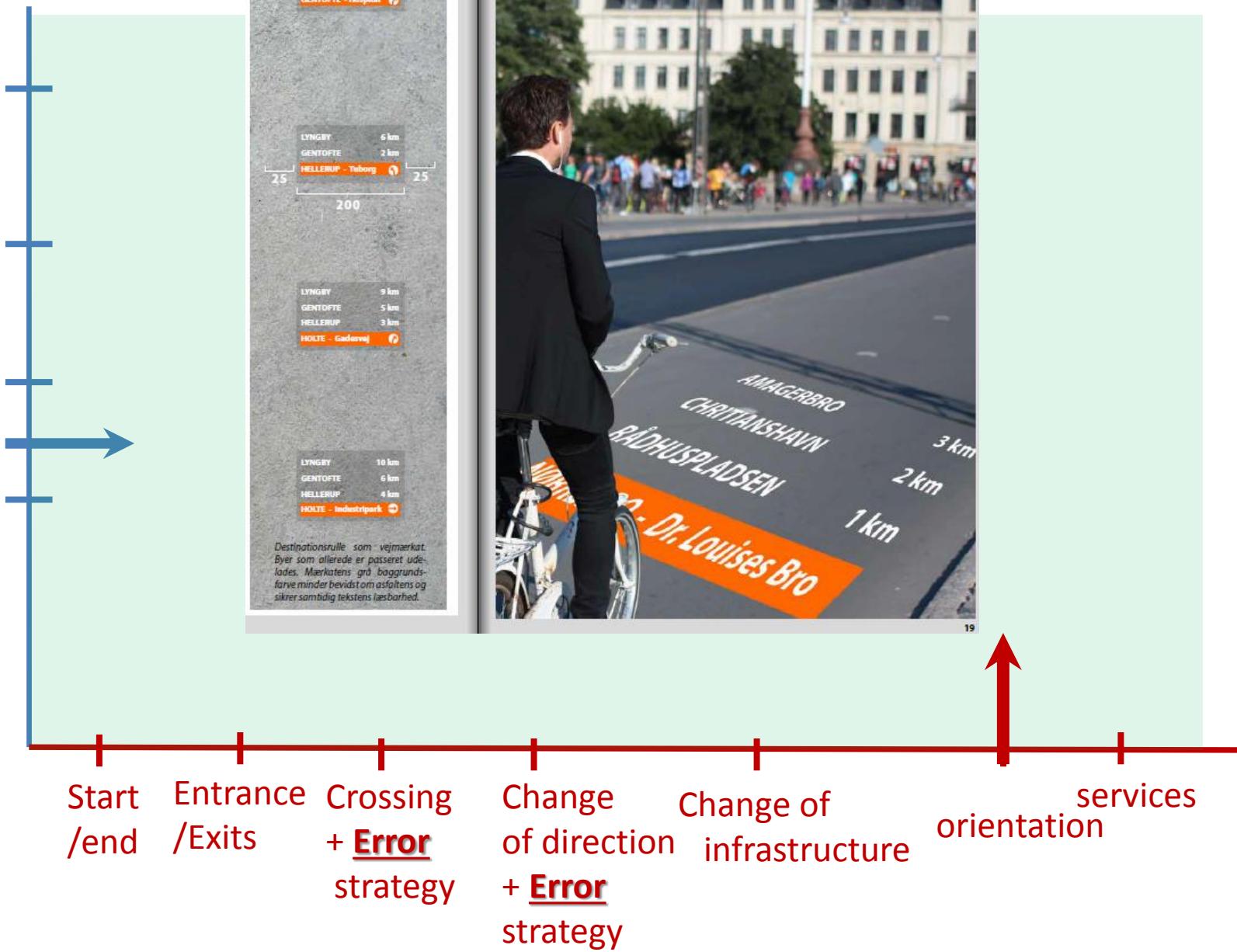
Europe

State

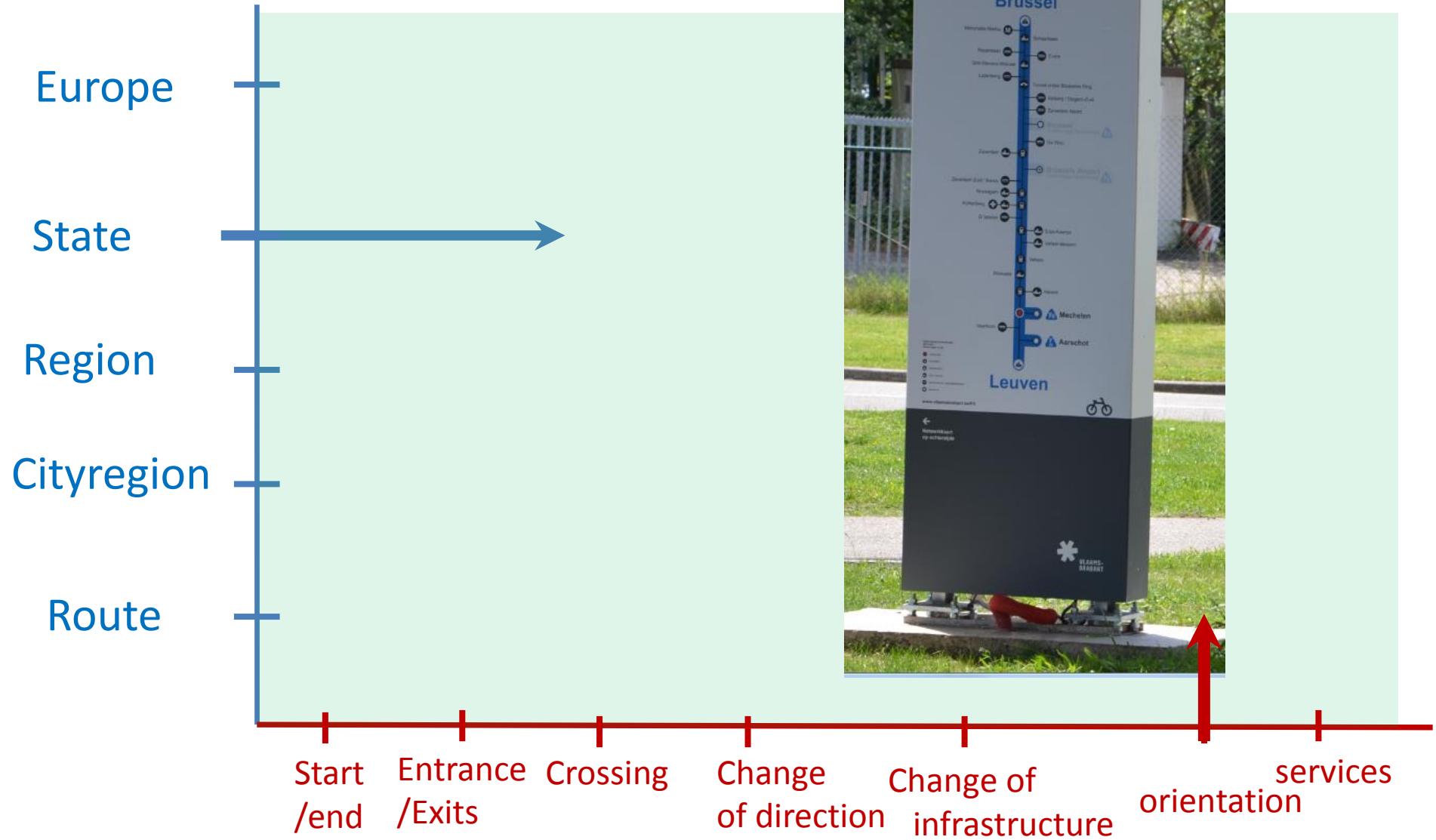
Region

Cityregion

Route



## Column with road overview



Europe

State

Region

Cityregion

Route

services





services

Or we can recycle an old vintage service station...



services



services



# We start with...

1. A game as a warming up to discuss...

2. CHIPS's vision on “readable CH's”

Then we are ready to look at concrete...

3. Tools from CHIPS' readability toolbox

This structured framework will enable us to play

4. A second game that might end with...

5. New input for the readability toolbox?

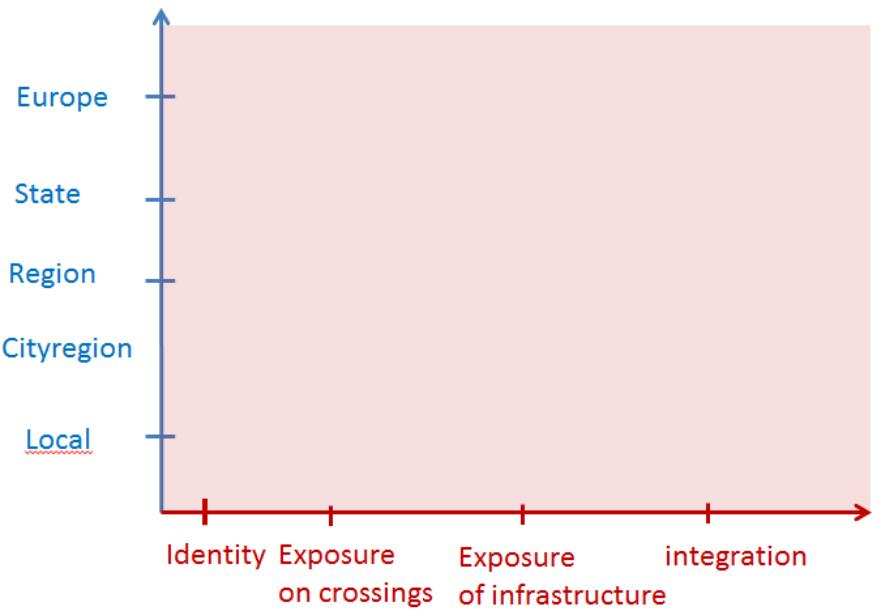
Think about the different hiding strategies you found

Can you formulate a new readability tool?



Reflect on the readability toolbox:

Important gaps in the (axis of) the matrix?



## Scale

