



How can we shape  
personal mobility  
for the megacity?



WS 1:  
Do Cars Shape Cities,  
or do Cities Shape Cars

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## Do Cars Shape Cities, or do Cities Shape Cars (or is that the wrong question)?

- Vehicle to System
- Driver to User
- Fossil to Renewable
- Hardware to Software

# Post-Fossil Automobility – New Cities or New Cars?

- Cities exist because they create spatial-temporal-energetic efficiencies to deliver socio-economic growth
- Fossil-fuelled and private vehicle-based automobility historically delivered these efficiencies, but: externalised significant infrastructure and environmental costs and subsidised fossil energy.
- Fossil automobility shaped 20<sup>th</sup> century city design and created segregated public and private mobility functions (the car an “asocial” medium?)
- As spatial, ecological and energetic resources become more costly and social demand for private vehicles decreases, new user-centric mobility systems need to address new efficiency requirements and social macro-trends
- Future mobility systems will optimise user utility, ecological design and resource efficiency, and intelligently integrate with wider “habitat systems”

