

# Real and Perceived Travel Time: The contribution of GIS

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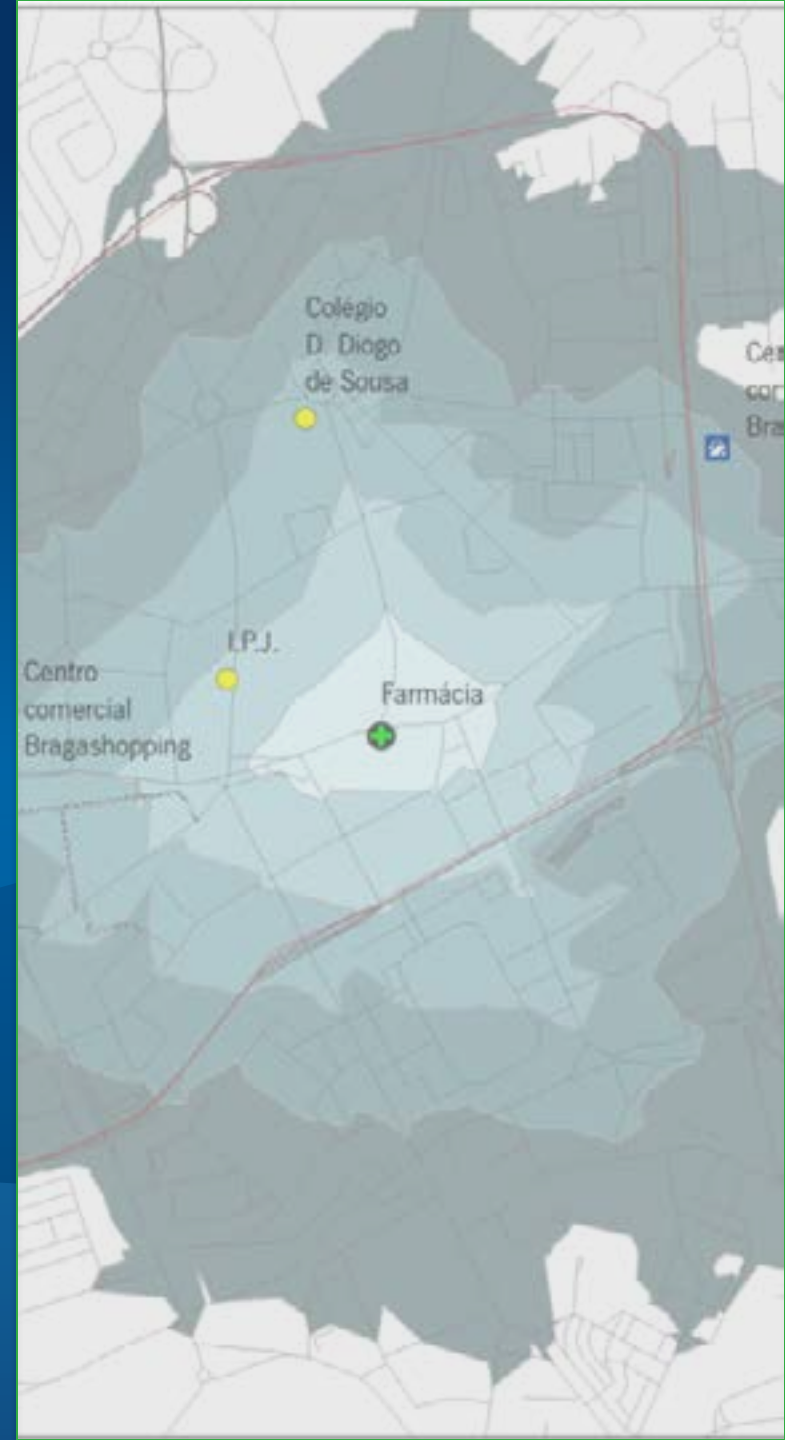
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# Outline

**Methodology and case study frame**

**Walking access to health services  
(chemists/pharmacies) inequalities**

**Methodology and case study frame**

**Real and Perceived walking travel time**

**Mapping walking travel time – GIS environment**

**Conclusions and further work**

**“Consumers often rely on their estimates of duration in making a wide range of purchase-related decisions”**

Priya Raghurir (2011)

**“In order to navigate within any environment, individuals must amalgamate characteristics of their surroundings and route into a single “representation” that minimizes the gaps in their perception and allows them to make decisions”**

Jessica Horning (2007)

**“Most travel is induced. To alleviate the need for driving – both perceived and real- urban planners... suggest relying on land-use planning to bring origins and destinations closer.”**

Karst T. Geurs (2012)

## Methodology

A survey was implemented to understand pharmacies users characteristics, type of mobility and walking time perception

### Survey of 12 pharmacies (of 38 existing in Braga)

Basic services for all the population

Good (walking) accessibility should be provided  
(pharmacies and local health centers)

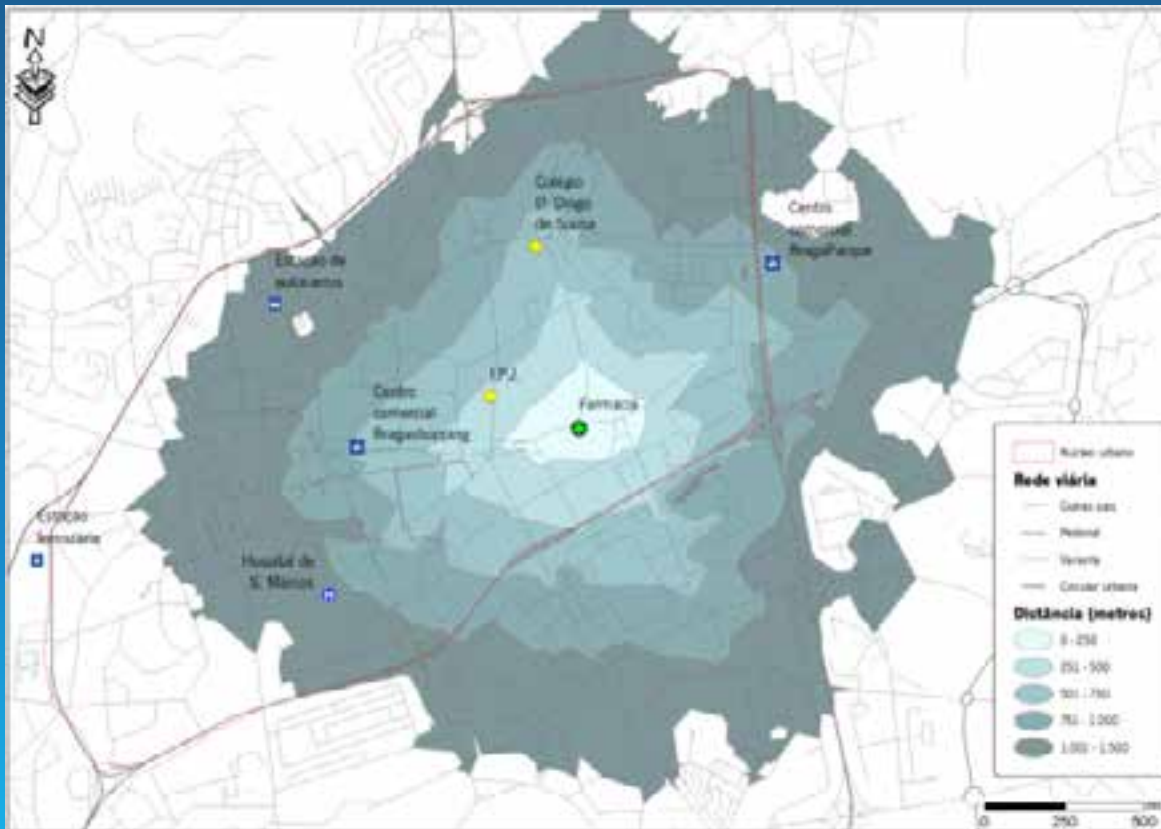
The elderly are local the more frequent users of these services

Facilities are spread all over the municipality

Health services are perceived, by Braga inhabitants, as the major problem (Urban Audit, 2009)

# Methodology

In each pharmacies, participants were given 5 different destinations, they were asked to give an estimated walking time to + from the destination in relation to the pharmacies



92% of participants mentioned the time travel

(most of the other 8%, did not answer, was due to destination unknown)

# Methodology

652  
Surveys

6.052 Perceived  
time travel

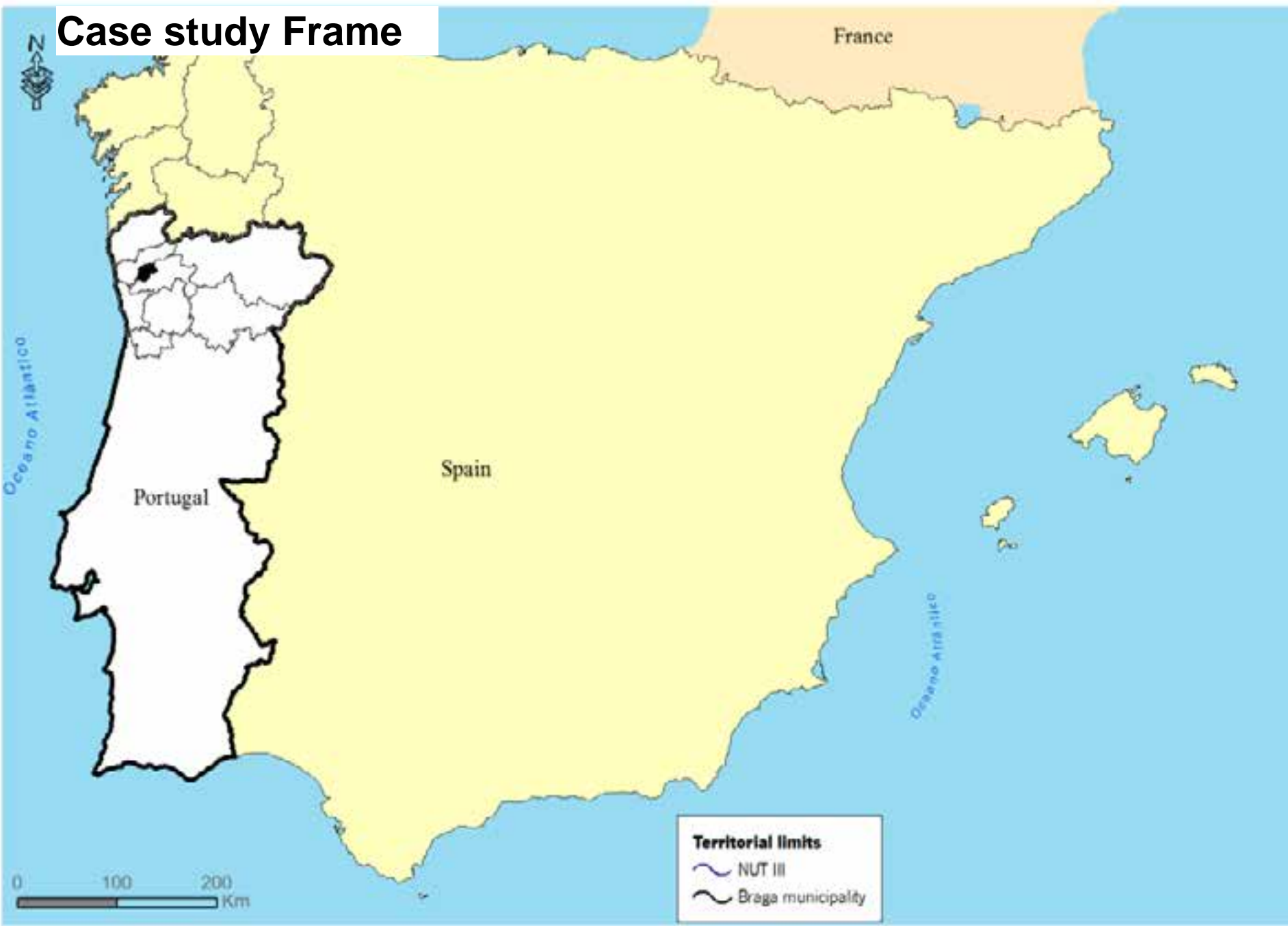
Pharmacies walking time travel was modeled through a G.I.S

Network  
analyst

Real/perceived  
time travel

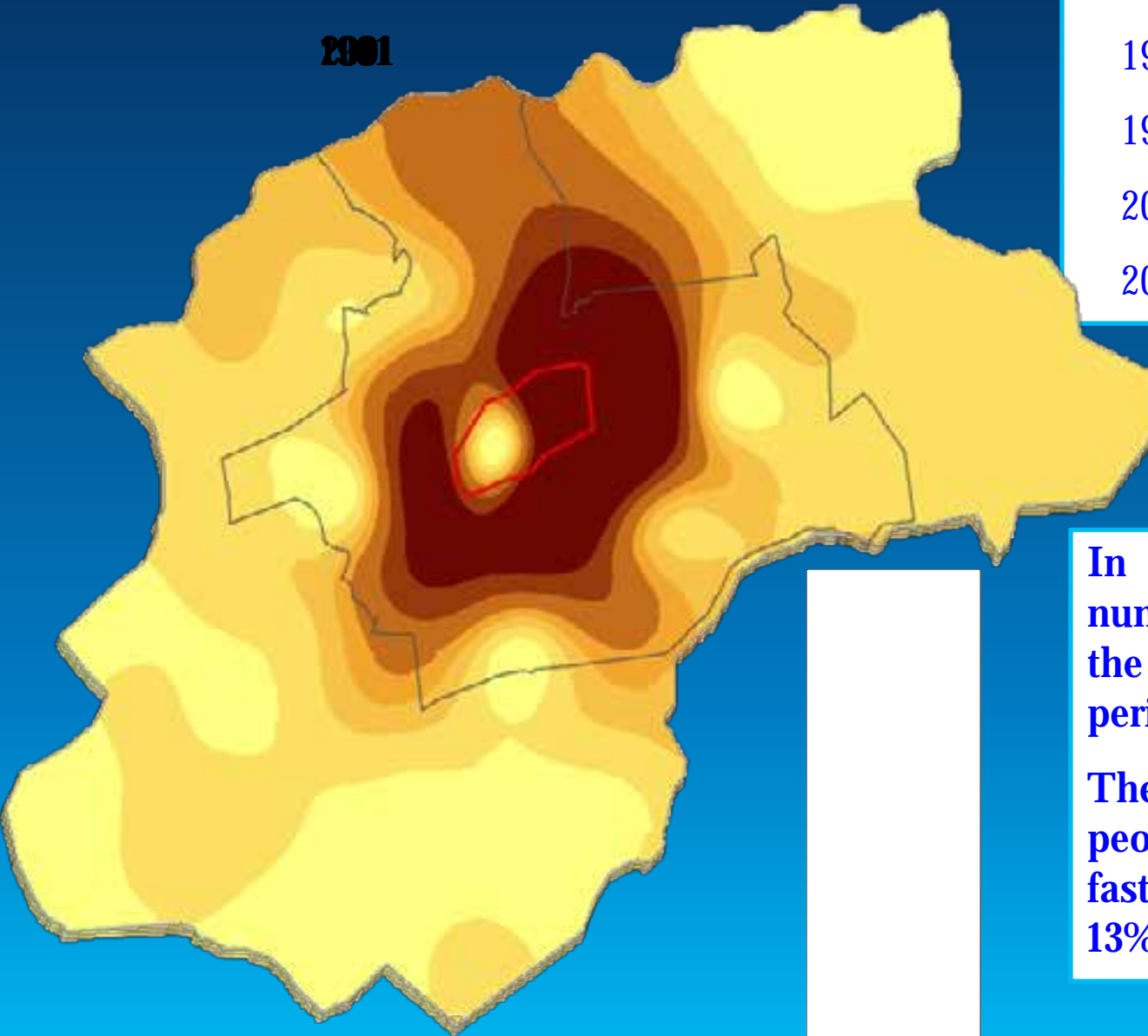
Real time:  
different walking  
speed according  
to age and  
street slope

# Case study Frame



# Case study Frame

2001



## Demographic growth

1981: 125.454 inhabitants

1991: 141.256 inhabitants

2001: 164.192 inhabitants

2011: 181.819 inhabitants

In the last decade the number of inhabitants in the city grew while in the periphery it decreased

The proportion of older people is increasing at a faster rate (9% in 1981 to 13% in 2009)





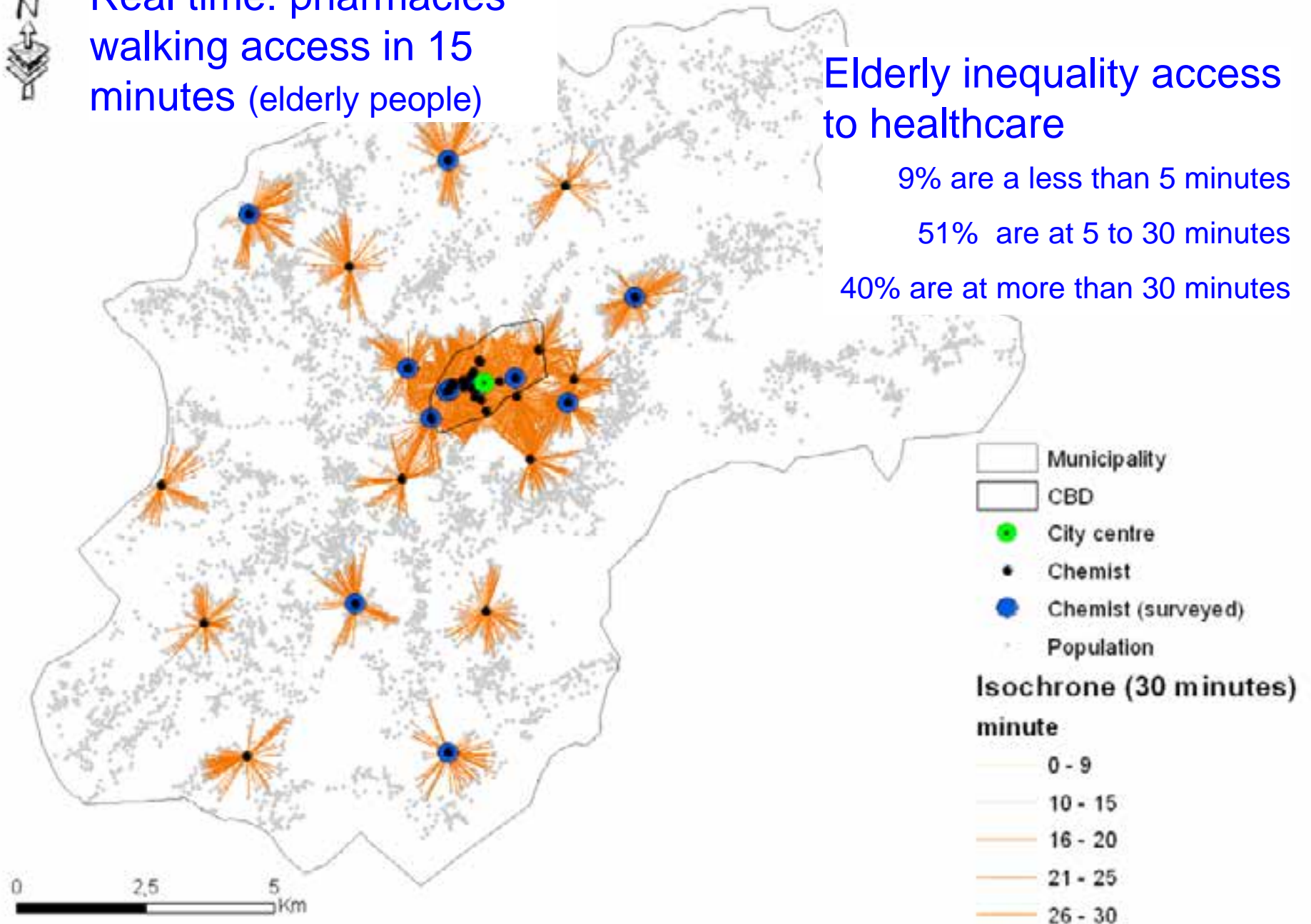
Real time: pharmacies  
walking access in 15  
minutes (elderly people)

Elderly inequality access  
to healthcare

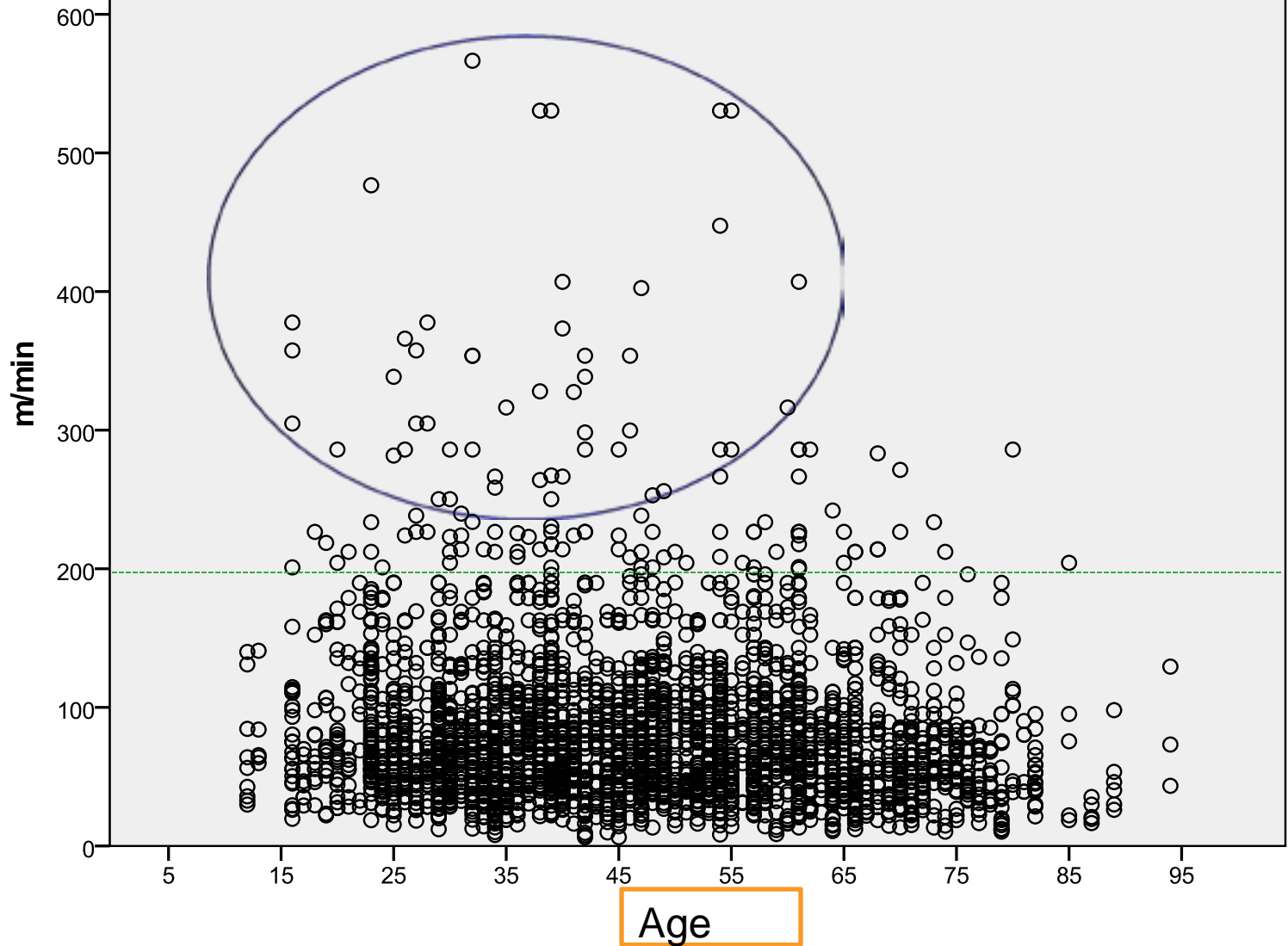
9% are a less than 5 minutes

51% are at 5 to 30 minutes

40% are at more than 30 minutes



# Perceived walking travel time by age

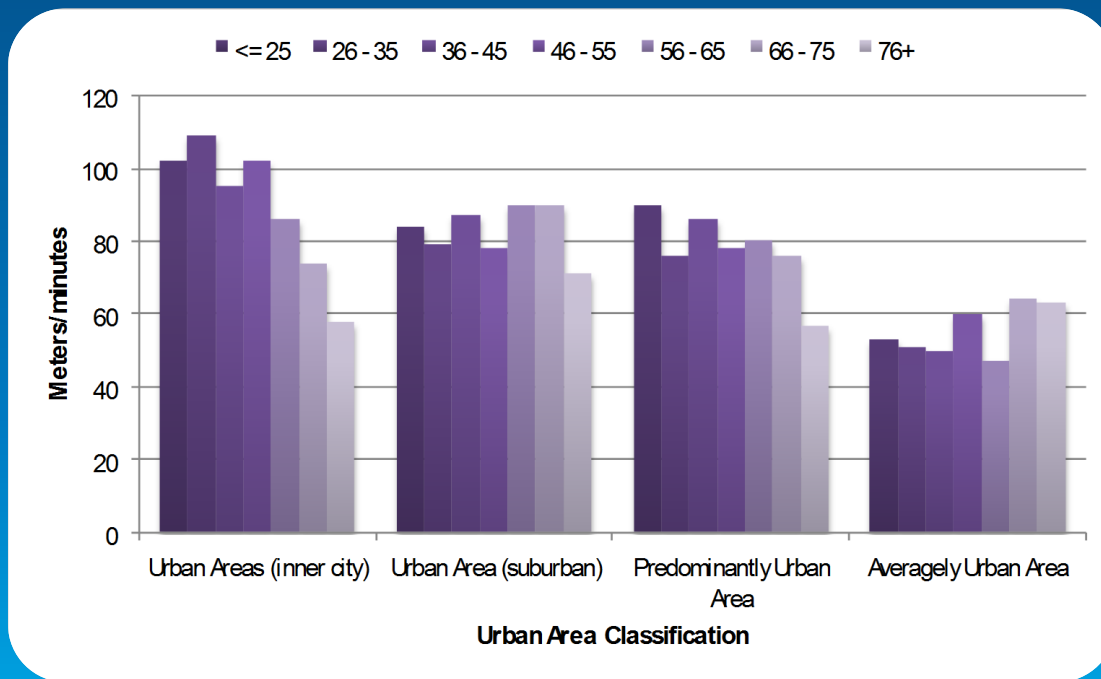


# Perceived walking travel time and urban environment

91 meters (inner city) to 53 meters (peripheral areas)

The average of the elderly perceived velocity are 66 meters/minute

The average of the youth/adult perceived velocity are 83 meters/minute



Elderly maintain the same velocity throughout all areas

Youth revealed to walk faster in the city center than in the other areas

## Perceived walking time travel

Perceived time travel *from –to* and *to-from* was similar

Elderly people have a time travel perception above the youth/adult

Youth/Adult walking time perception was nearest the real time

Differences in walking time perception were found according the demographic groups and transport mode used

Elderly perception range from 1 to 90 minutes while youth/adult ranged between 1 and 120 minutes

Majority of people perceived a walking velocity lesser than 100 m/min

Walking velocity growth as education level growth

People with no level of education have the lower velocity perception

Retired people also have the lower velocity perception

Perceived time travel and street slope

**4% of answers differentiated in estimated walking time travel to/from the chemist**

**90% were surveyed in the city center**

All of the answers were related to streets with + than 5% slope

Half of them were elderly and usually accessed the chemist on foot (49%) or by public transit (23%)

Car drivers were not sensible to the influence of street slope on time travel. They also expressed more difficulty in answering, than the other groups

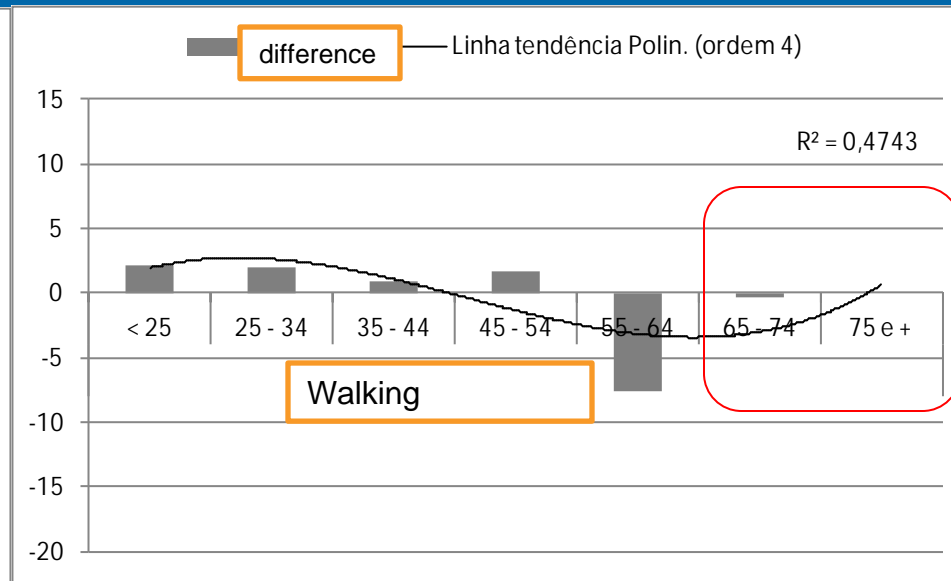
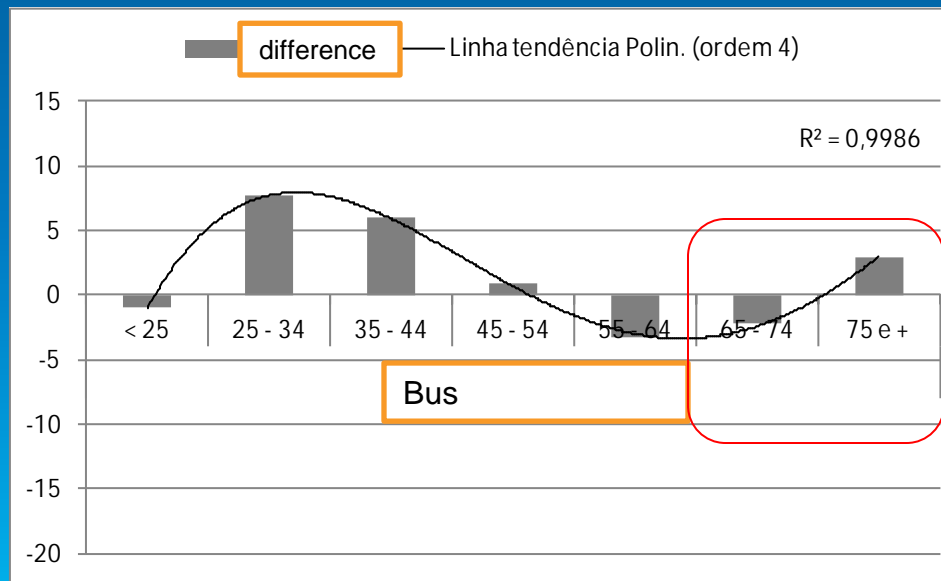
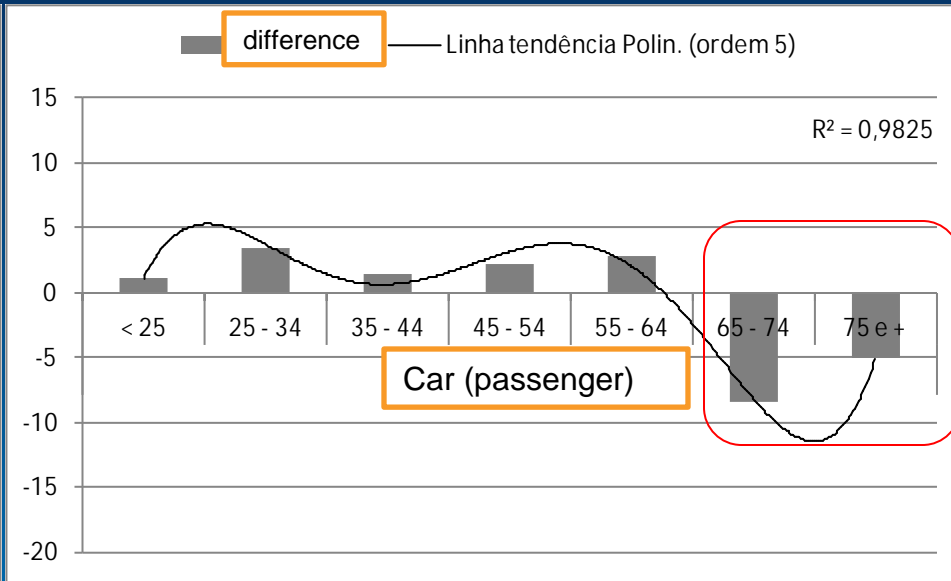
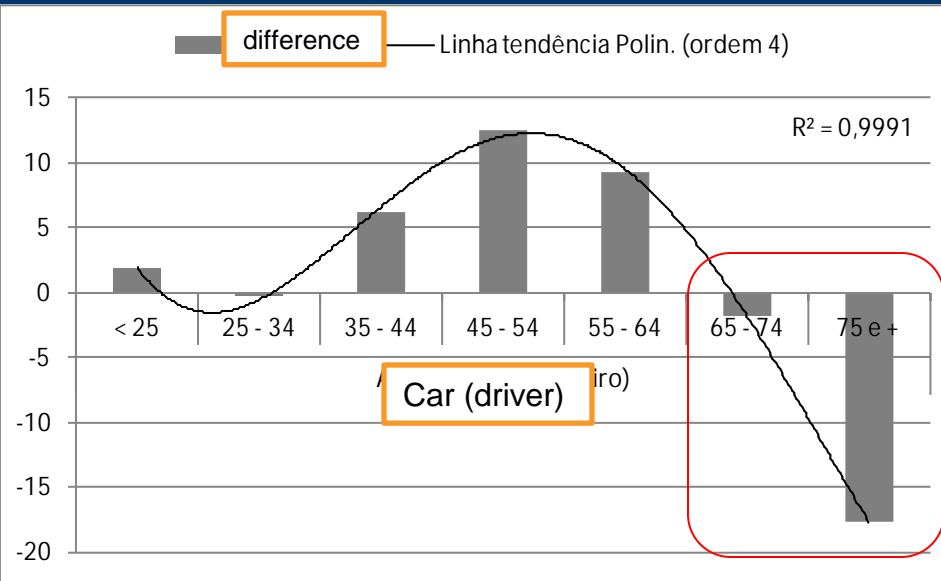
**Household income:**

**500 to 1.000 euros (42%)**

**1.000 to 2.500 euros (28%)**

**39% was due to destinations up to 500 meters away from the chemist**

# Difference between walking time perception and real time



## G.I.S. and walking time real/perceived

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graph TD; A[G.I.S. and walking time real/perceived] --> B(C.B.D.); A --> C(Peripheral area)
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C.B.D.

Peripheral area

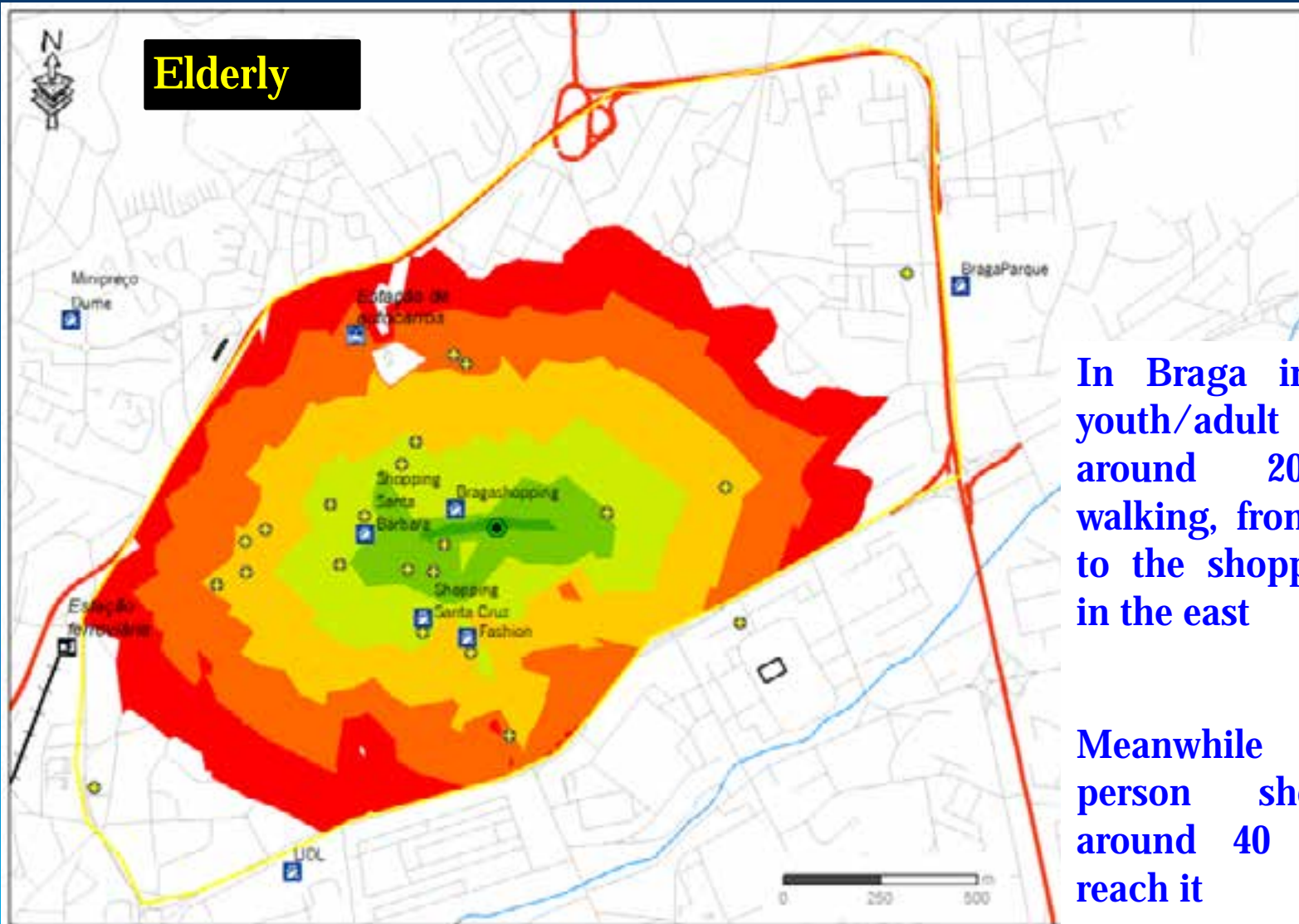
Real time vs. perceived time

City Centre



# Real time

**Elderly**

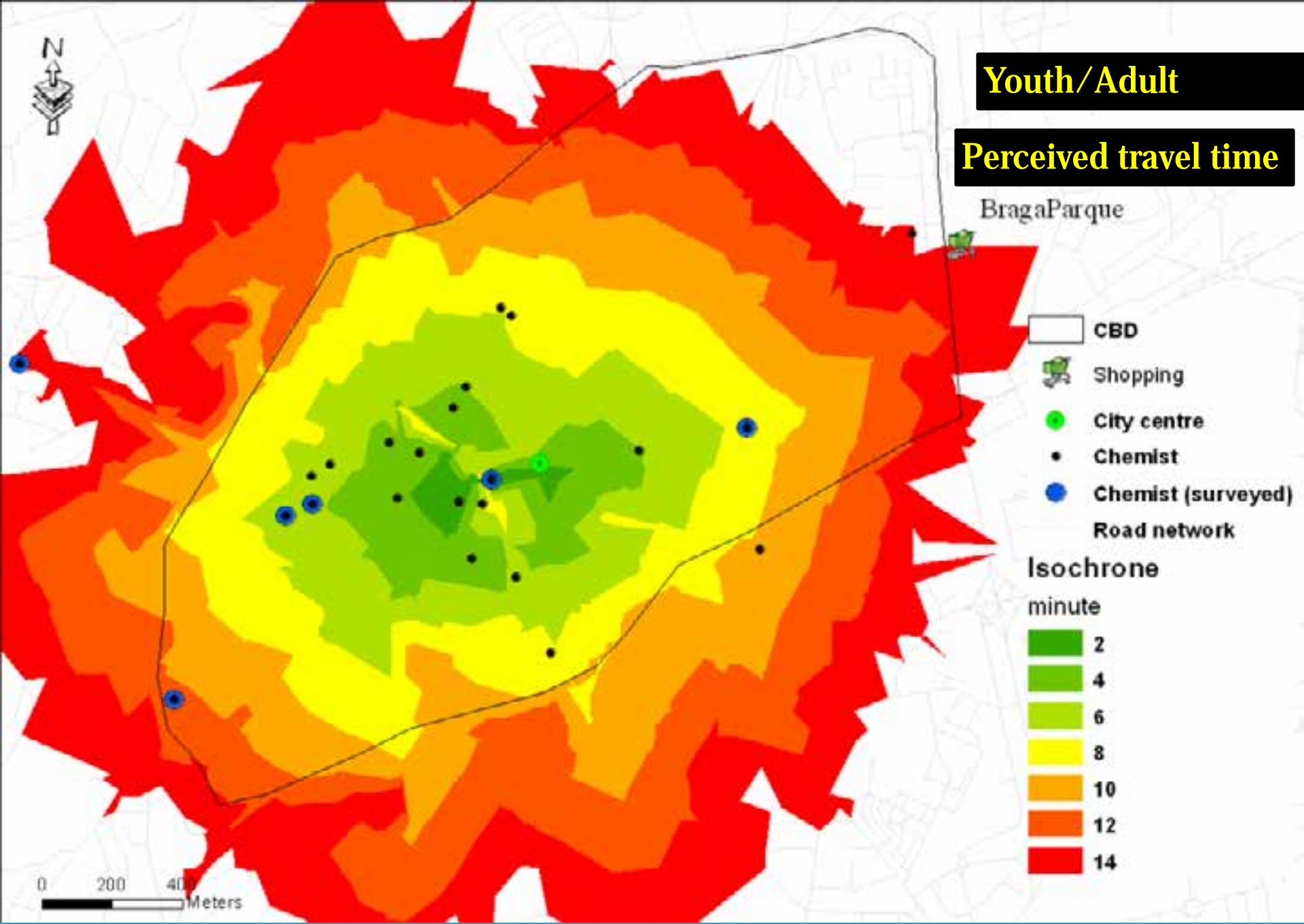


In Braga inner city a youth/adult should take around 20 minutes walking, from the center to the shopping located in the east

Meanwhile an elderly person should take around 40 minutes to reach it

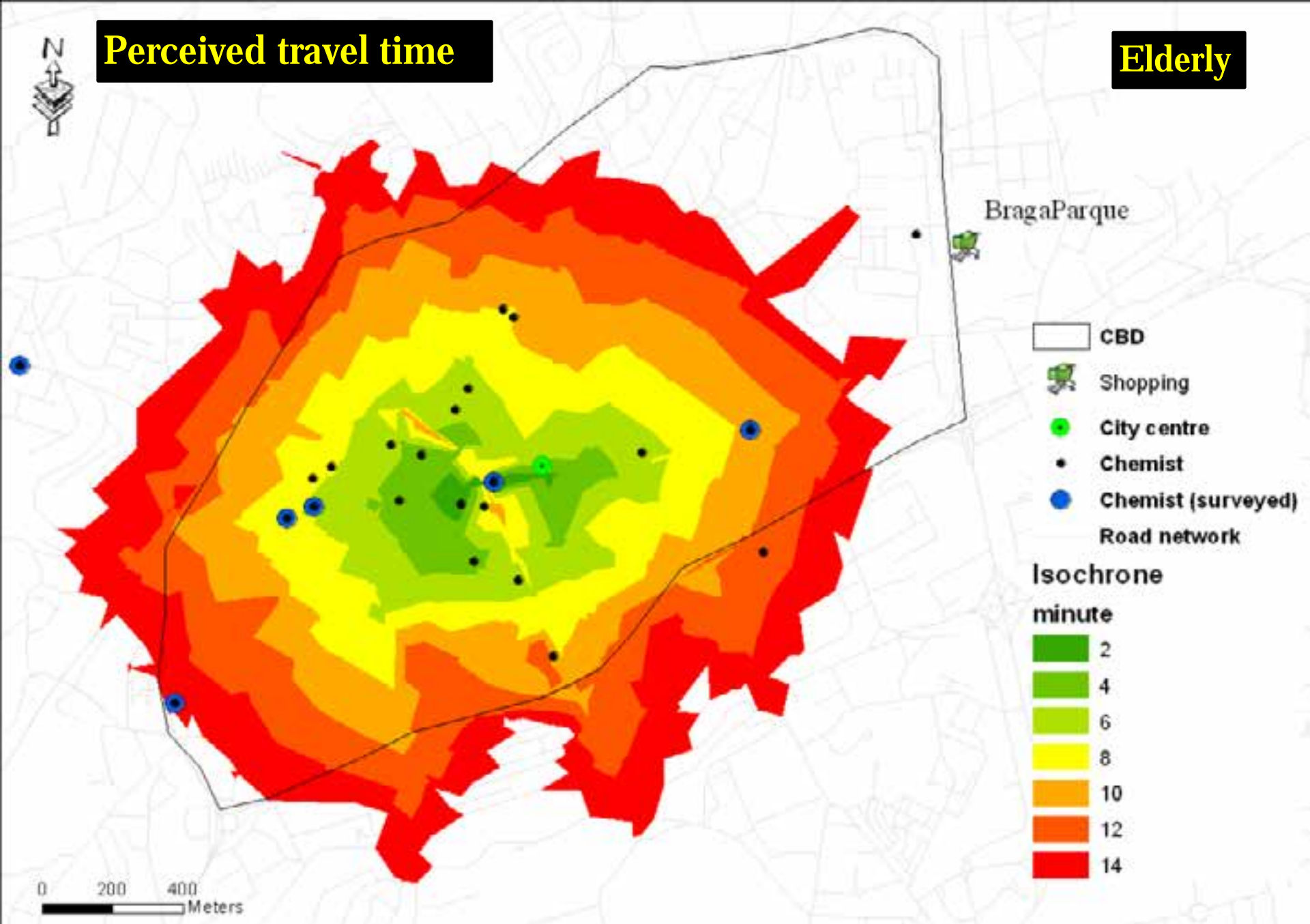
# Youth/Adult

## Perceived travel time



# Perceived travel time

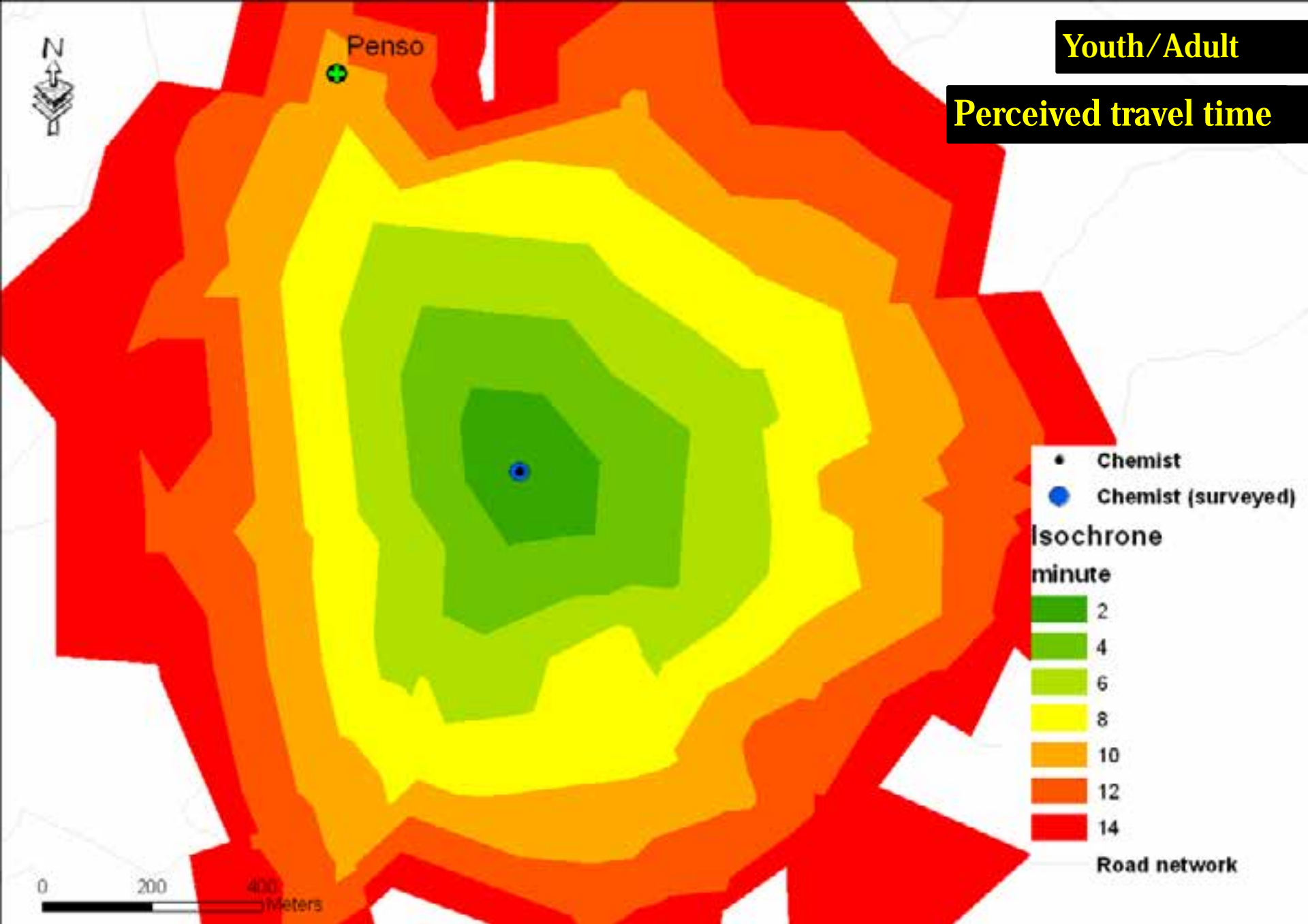
# Elderly



Peripheral area

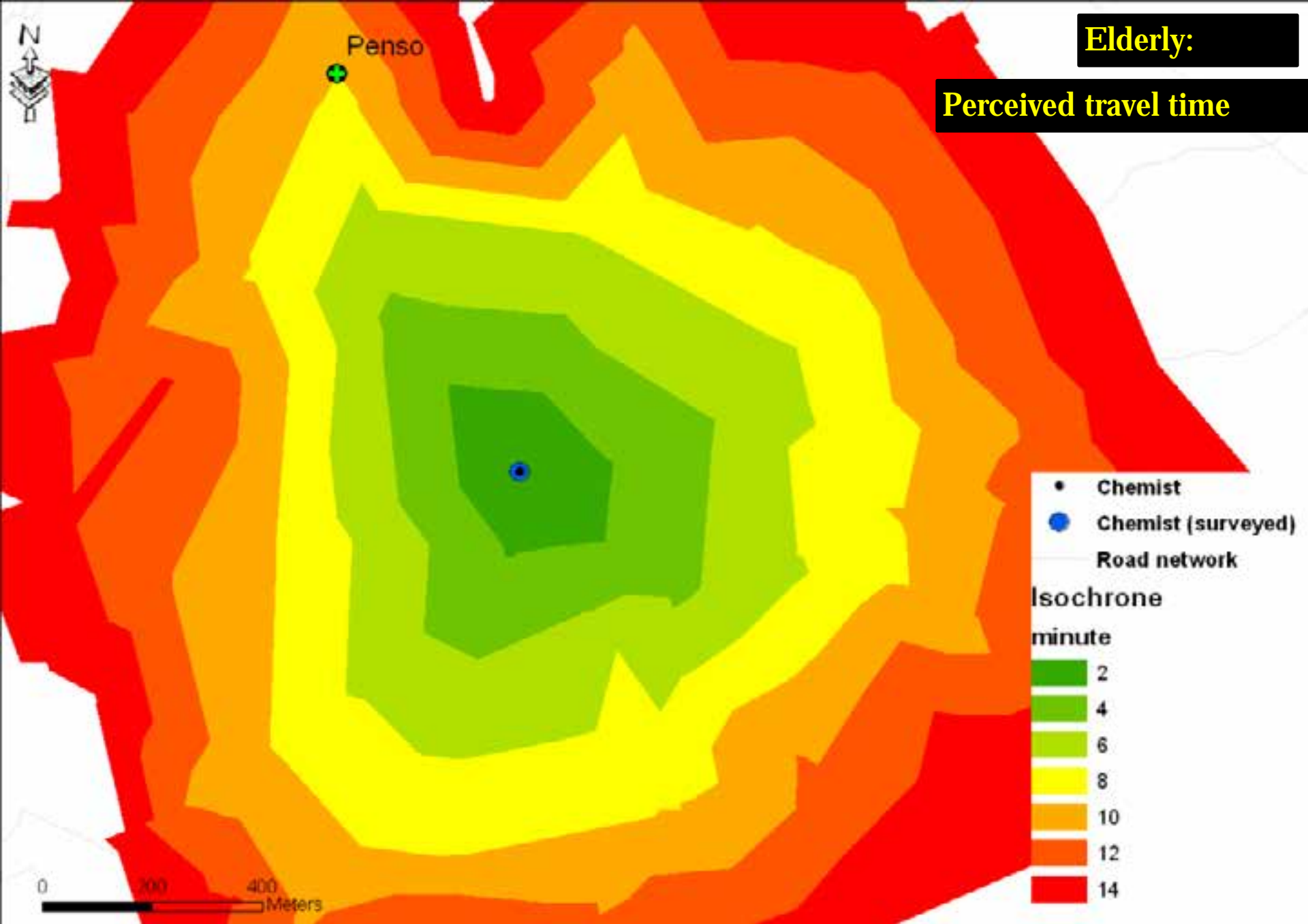
**Youth/Adult**

**Perceived travel time**



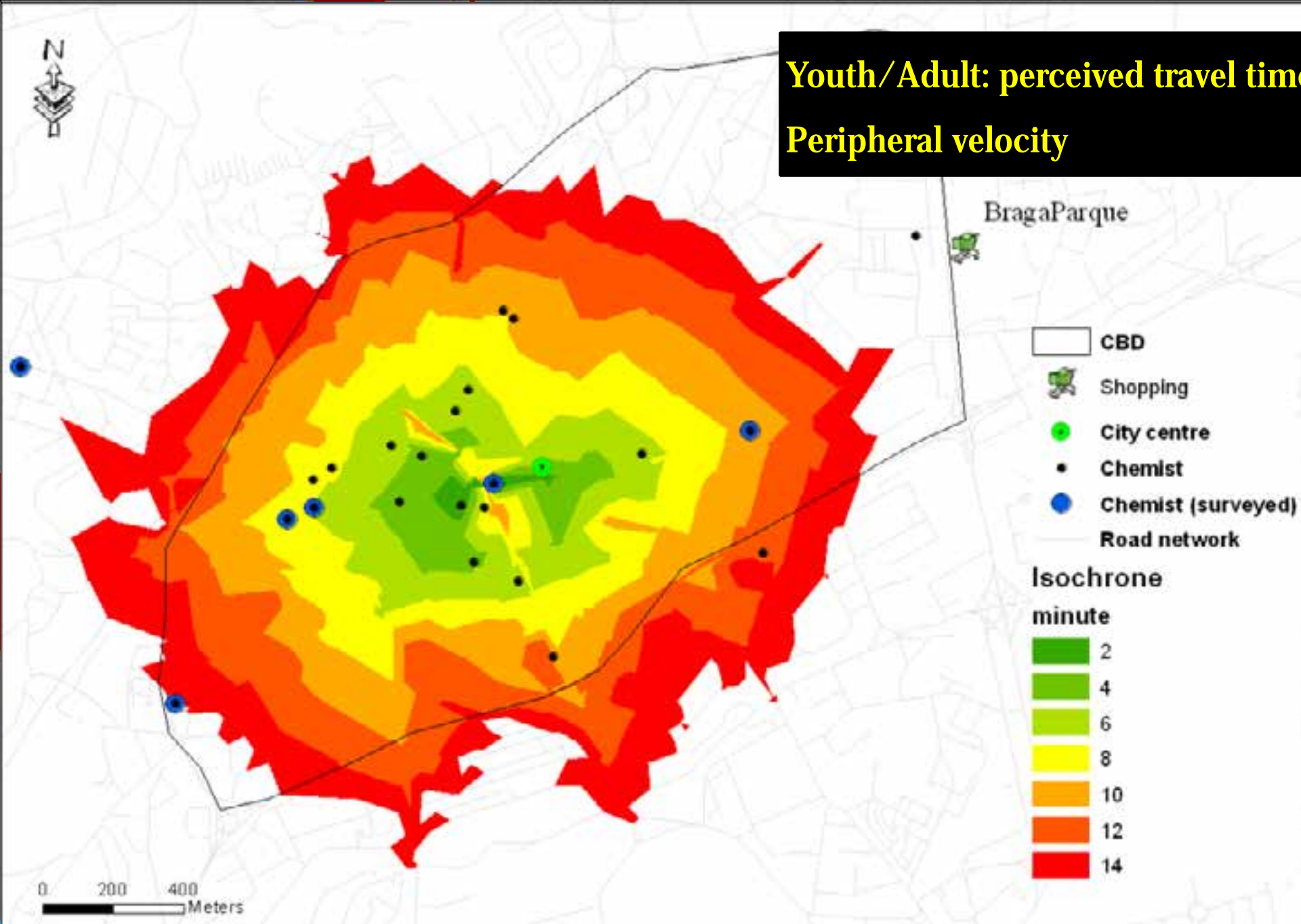
**Elderly:**

**Perceived travel time**



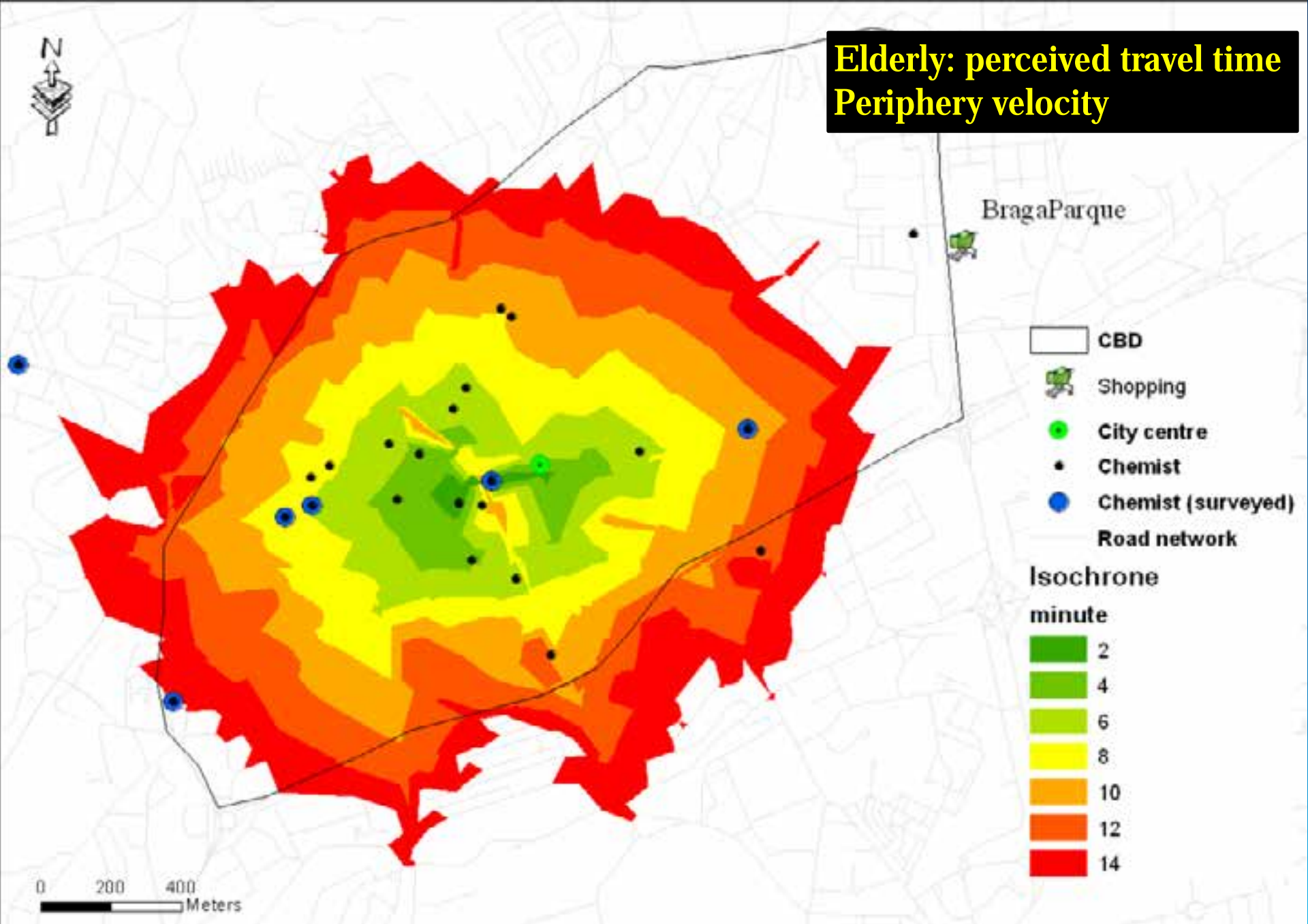
What if the perceived velocity  
at the periferal area is  
modeled for the city centre

# Youth/Adult: perceived travel time Peripheral velocity





# Elderly: perceived travel time Periphery velocity



## Final remarks

G.I.S. is a powerful tool to integrate socio-spatial analysis and to develop a Social Exclusion map based on walking accessibility

Walking time perception vary strongly between age, sex, built environment, education level or street slope

People which walk more have more sensibility to street slope and to travel time perception

Age walking velocity affects the accessibility results

Perceived time travel is important for urban planning and vary strongly between youth/adult people according to the urban area typology or mobility behavior

**Thank you**

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