This seminar will address a case study of developing an integrated land use and transportation plan within the San Francisco Bay Area using UrbanSim integrated with an Activity-Based Travel Model, and using 3D visualization to help engage citizens in understanding the scenarios being evaluated.

Bio:

Paul Waddell is a professor of City and Regional Planning at the University of California, Berkeley, where he teaches and conducts research on modeling and planning in the domains of land use, housing, economic geography, transportation, and the environment. He has led the development of the UrbanSim model of urban development, now used by Metropolitan Planning Organizations and other local and regional agencies for operational planning purposes in a variety of U.S. metropolitan areas such as Detroit, Houston, Phoenix, Salt Lake City, San Francisco, and Seattle, as well as internationally in a growing list of cities in Europe, Asia, and Africa. His current research focuses on the assessment of the impacts of land use regulations and transportation investments on outcomes such as spatial patterns of real estate development and prices, travel behavior, emissions, and resource consumption. He is also working on ways to engage public participation in making complex policy choices.

Over the past five years, Professor Waddell has served as PI or Co-PI on numerous research grants from the National Science Foundation, the Environmental Protection Agency, the Federal Highway Administration, and state and local governments.