

MOBILITY & TRAVEL ADAPTION

“IT SOMETIMES SEEMS AS IF ALL THE WORLD IS ON THE MOVE.” ^[1]

MOBILITY DIVISION BY URRY ^[1]

MOBILITY BACK IN THE DAYS

MOBILITY ADAPTION THROUGH GLOBALISATION

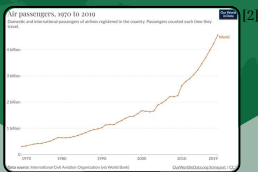


CORPOREAL MOBILITY



- **physical movement** -> the travel of **people** for various reasons e.g. work, leisure or escape
- time-space modalities
- **regular** (such as daily commuting) or **once in a lifetime** (such as escape or migration)

- long distances used to be time-consuming, uncomfortable and expensive
- travelled by e.g. horse carriage or sailing ships
- short trips by walking
- long-distance travel was rare and a privilege of the wealthy



- faster, safer, relatively affordable and more accessible travel over long distances
- air travel, cruise ships, high-speed trains and motorways
- short trips using e-scooters or bicycles

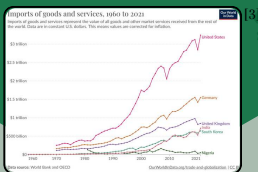


MOBILITY OF OBJECTS



- **physical movements of objects**
- material culture and the exchange of goods across different distances
- **global economy** -> producers, consumers and retailers
- **personal relationships** -> giving and receiving of gifts and souvenirs

- international travel was slow, expensive and less reliable
- complex logistics for long distances
- prone to delays and losses
- personal gifts and souvenirs hard to send
- limited to what could be transported by land or ship -> limited trade to local or regional markets



- more efficient and better networked trade routes
- development of container transportation, air freight and logistics has transformed global trade
- containerisation, GPS tracking and improved customs clearance through technologies
- acceleration of transportation
- easy to ship personal gifts or souvenirs

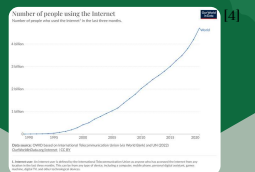


IMAGINATIVE MOBILITY



- **travel mentally** to distant places without having to physically travel
- images and reports in the media help to get to know other cultures, landscapes and ways of life

- few information about faraway places
- information provided by books, travelogues or personal experiences
- difficult to access these information to get an idea of other countries and cultures



- introduction of the tv, internet and social media has enabled images and stories from around the world to be shared in real time
- broader perception of other places
- increased desire to travel, while promoting a better understanding of global diversity
- online maps, pictures and travel blogs allow people to imagine about different places in the world

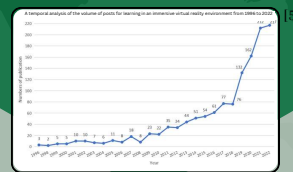


VIRTUAL MOBILITY



- **travel** by using **digital technologies** to interact with other places and people in real time
- overcome social and geographical barriers by enabling people to share experiences, information and feelings over long distances

- virtual mobility experiences limited and technically rudimentary
- simulations and virtual environments weren't widespread and had limited interactivity
- long distance interactions were limited to letters, phone calls and later emails



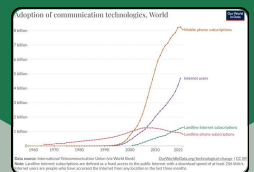
- high-quality virtual reality technologies
- possibility to take immersive virtual journeys
- explore places and interact with people around the globe without physically travelling

COMMUNICATIVE MOBILITY



- **travel** through **person to person messages**
- via e-Mail, messenger, telephone, letters
- instant or almost instantaneous transmission of messages, affecting social relations and the organization of daily life

- international communication and information exchange was time-consuming, unreliable, expensive or not even possible
- letters could take weeks or months to reach their destination
- not accessible to everyone



- email, social media, video conferences and instant messages
- quick communication and cost effectively with anyone in the world in almost no time
- accessible to almost everyone
- conduct business and maintain relationships



Accessibility, potential and acceptance of mobility vary for different people and places!