Transforming Persuasive Cities towards Sustainable Wellbeing

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Abstract. Future cities will beneficially influence human behavior in dynamic and quantifiable ways. These are the cities that understand, feel and care. The actualization of ethical persuasive and Socially Influencing Systems (SIS) will ensure residents of their inclusion in a community committed to achieving sustainable wellbeing as defined by the individual. Offering comprehensive technical resources to all can effectively network residents, marketplace, education, health and community development leaders. By utilizing SIS and Captology methods, Persuasive Cities will responsibly acquire and utilize data to leverage the power of intrinsic motivation and provide resources for sustainable wellbeing. Implementation of four persuasive elements into the design of these cities will encourage and induce sustainable transformations towards wellbeing.

Keywords: Persuasive Cities, Transforming Sociotech Design, Wellbeing.

1 Smart Identification System Utilizing SIS Framework

To determine the ecosystem of the city [4], a Mobile App will be provided to facilitate real time connectivity [1] as well as a form of comprehensive digital identification. Personal data is imported into the scannable system including license, insurance and registration, medical alerts and basic demographics. The App ID allows unlimited access to *How Can I Help You* kiosks (HCIH), *Smart Mobile Units* (SMU), and *Smart Hubs* to provide information about services, and resources. IDs are also available as wearables, enabling users to opt-in to fitness initiatives [4].

2 How Can I Help You?

It has been shown that sociotech tools can reach individuals proactively and conveniently while enabling mutually beneficial interaction [3]. HCIH kiosks are positioned in neighborhoods in quantity according to need. Voice recognition technology, and a simple interface allows users can seek out information on desired topics in 15-minute maximum sessions. This responsive system provides local solutions and suggestions

while gathering data on community concerns and identifying distinct behavioral patterns [4]. Sample categories include family, employment, health, politics or general search. The message implied and inferred is one of 24/7 concern for sustained wellbeing of every resident.

3   Smart Mobile Units

Equipped with digital billboard technology, Smart Mobile Units (SMUs) broadcast resources and services provided, as well as affirming, inspiring quotes proven to facilitate the attitude changes necessary for ongoing community development [4]. Using crowdsourced data, SMUs actualize the role of classification in the ecosystem of future cities [4]. Services provided are relevant to neighborhood needs on predictable schedules to build positive habit creation into the ethos of the city [1]. Categories of SMUs include Education Units (EU), Health and Nutrition Units (HNU), and Smart Hubs. EUs offer educational workshops led by contributors trained by Behavior Design Technicians, all topics will be presented using Behavior Design basic pedagogy [1]. HNUs will offer practical health and nutrition resources and classes based on the needs of the neighborhoods served. SMU participants and volunteers earn points redeemable for incentives provided by merchants and institutions. Smart Hubs are java style cafe centers offering technological resources.

4   Citywide Digital Messaging Strategy

As a means of indoor environment SIS [2] integration a streaming channel is available through the app to broadcast quality programs produced 'by the city for the city.' Educational holistic health features as well as breaking and positive news stream 24/7. The content is interactive with opportunities to learn more on specific topics and headlines. Because the systems are connected [1], fun and interesting data can be shared to celebrate American culture. Whereas outdoor digital messaging consists of compelling information presented at locations in public spaces.

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