## TRAFFIC SMAKE GAME NETWORK

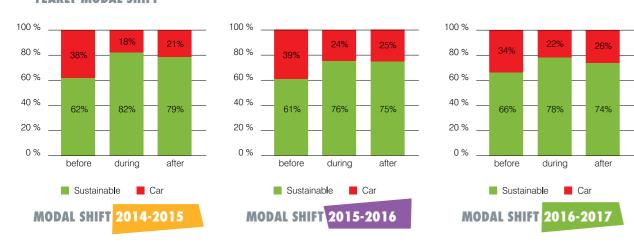
### IMPACT OF THE TRAFFIC SNAKE CAMPAIGN IN NUMBERS

#### Summary of results\*

During the period of 3 project years, TSG took place in 19 countries. So far, the impressive amount of 177 587 pupils and 1 192 schools played the game in a total of 507 cities. The EU-wide savings in this period reached 2 458 853 kilometres of car trips and 397 tonnes of CO<sub>2</sub>.



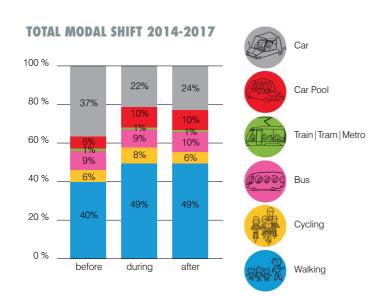


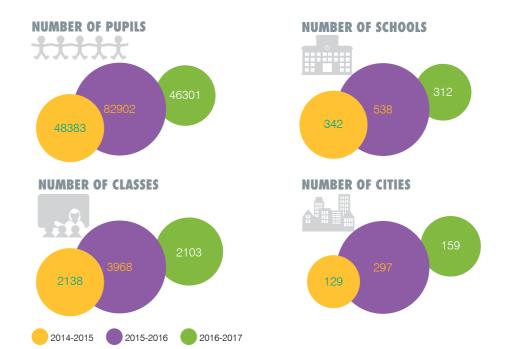


The target of the TSG project was to generate a modal shift with the (travel) behaviour of school children, of at least 15% more sustainable trips during the campaign and a retention effect of at least 7% after the action.

The amount of sustainable trips went from 63% before the campaign to 78% during the campaign. Three weeks after the end of the campaign the share of sustainable trips slightly dropped to 76%, which is still a significant improvement compared to the baseline share. This means that the modal shift goal has been achieved!

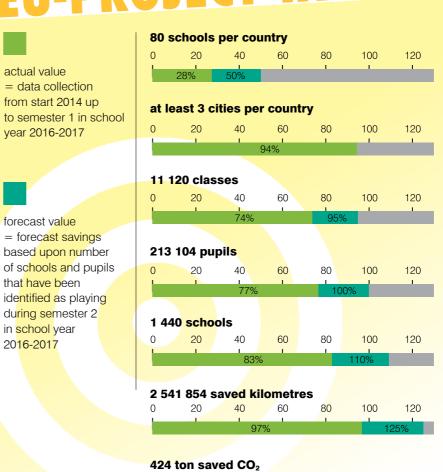
For more details we refer to the TSG evaluation reports, available at <a href="https://www.trafficsnakegame.eu">www.trafficsnakegame.eu</a>.

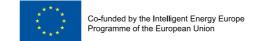




Note: due to publication date of this infographic, school year 2016-2017 only includes factual semester 1 data up to November 2016, it does not yet reflect complete school year results.

# **EU-PROJECT TARGETS**





Disclaimer

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## MOST IMPRESSIVE

+21%

increase of sustainable modes 'during'



Bulgaria

+6% extra

further increase of sustainable modes 'after'



Belgium

+14%

increase in walking share 'during'



Portugal

+5%

increase in cycling share 'during'



Hungary

33 218 pupils

total of pupils reached (2014-2016 period)



Romania

108 municipalities

total of cities reached (2014-2016 period)



Mobiel 21