### Digital Creativity for developing Digital Maturity Future Skills

Macro-theme presentation

# Mobility and energy

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Digital Creativity for developing Digital Maturity Future Skills



Co-funded by the Erasmus+ Programme of the European Union

#### **Energy as the basis for mobility**



all mobilities require energy

- Walking at 4 km/h for 15 minutes
  ➢ 65 Wh
- eq. to the energy consumed by LED bulb on for 8 hours

#### **Current context**

- Geopolitical: energy crisis in Europe
  - Energy supply from Russian Federation
- Environmental: climate change
  - Desire to reduce CO2 emissions



#### Why does it affect mobility?

Final energy consumption by sector, EU, 2020 (% of total, based on terajoules)



(1) International aviation and maritime bunkers are excluded from category Transport.

Source: Eurostat (online data code: nrg\_bal\_s)



Means of transport mainly based on imported fossil fuels: oil products (> 90 % for transport sector)

- Reduction of energy consumption
- Energy transition
  - Change of energy sources
    - > decarbonized and renewables
  - Change of energy vectors
    - > electricity, hydrogen

#### Local situation on energy and mobility

Loire department

- Decarbonized electricity (French electric grid)
- Heating systems use mainly gas and oil
- Significant share of **personal transportation**
- Saint-Etienne, Roanne and surroundings: well served by public transportation



population density



### **Challenges for mobility and energy**



Optimize all energy consumptions caused by mobility

Consider the impact of a change on the other sectors' energy consumption (like industry, heating...)

Take into account **people's concerns**:

- Price
- Reliability
- Security

- Range
- Material used

#### **Start-Up: Raidlay**

## Travel equipment and accessories manufacturer



mudguard



use technology to make eco-responsible objects for mobility



