

Ireland's Destination Earth Workshop 4th October 2023

Local Digital Twins for Engagement and Evidence-based Decision Making

Presented by

Dr. Mani Dhingra, Smart Cities Digital Twin Manager, Dublin City Council Ms. Aleksandra Kocon, Smart Cities Technician, Dublin City Council Ms. Grace D'Arcy, Engagement Programme Manager, Smart Docklands





SMART DUBLIN

An initiative of the FOUR DUBLIN LOCAL AUTHORITIES to engage with smart technology providers, researchers and citizens to solve challenges and improve city life.











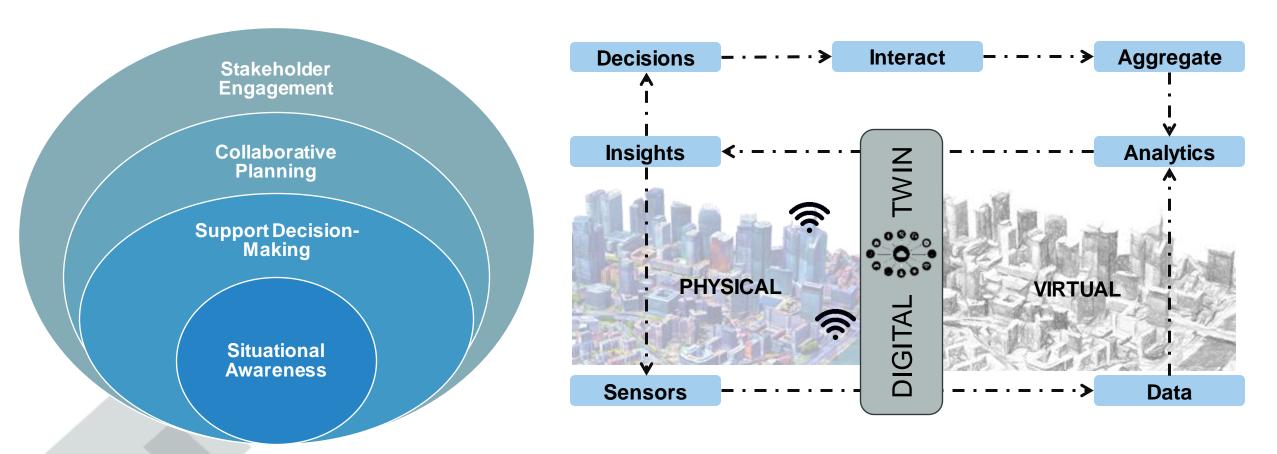


Future is happening now!!



Digital Twin Programme @ DCC

Unlocking Tomorrow's Possibilities with Digital Twins



Quadruple Helix of Innovation



Communities

Academy of Near Future and EPE programme at ADAPT, resident networks and PPNs



A smart city tech programme for upskillers and students

NearFuture.ie





















Knowledge Institutions

ADAPT, Insight centre for Data Analytics, CONNECT centre Digital Twin Programme

Private Partners

Microsoft. Google, Bentley, SMEs





























Local Public Authority
Smart Dublin and Dublin City
Council













Comhairle Cathrach Bhaile Átha Cliath Dublin City Council









Digital Twin projects at DCC

Smart DCU Digital Twin

Dublin Fire Brigade models

Docklands SDZ models

Smart Tourism using AR for engagement

1. Smart DCU Digital Twin







Bentley[®]

- Smart DCU (Dublin City University) a university campus as a microcosm of the city, ideal for piloting smart city innovations
- Smart DCU Digital Twin project launched in 2021 as a collaboration between Insight SFI Research Centre for Data Analytics at DCU, DCC, Bentley Systems, KTU
- Phase 1 funding ensured that all campuses had 3D models built and some very light loT data overlaid.
- Phase 2 collaboration to ensure integration of 4D analytics, real-time sensors, internal models and immersive technologies for engagement to create DCU Immersive Real-Time Digital Twin
- Autism Friendly routing planned

Project's vision: create a **cognitive Digital Twin** that can make decisions to improve the operational efficiency and the experience of people who live, work or visit the campus.





2. Dublin Fire Brigade D-TER (Digital Twin for Emergency Response)

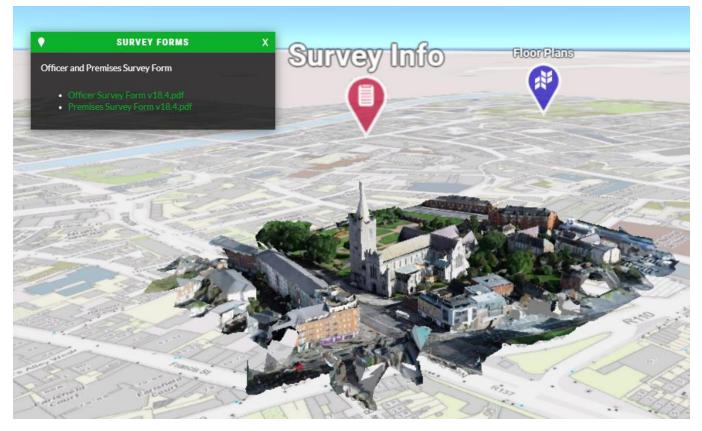
Brief:

- Dublin Fire Brigade (DFB) has generated <u>reality</u> <u>mesh models of multiple sites</u> in the city using drones. Some of these sites include <u>Trinity</u> <u>College, Christchurch, St. Patrick's</u> <u>Cathedral, Poolbeg, Hugh Lane</u> etc.
- The models are used for <u>emergency pre-incident planning and personnel training</u> by the DFB officials especially for the ones which are considered as <u>high-risk zones</u>.



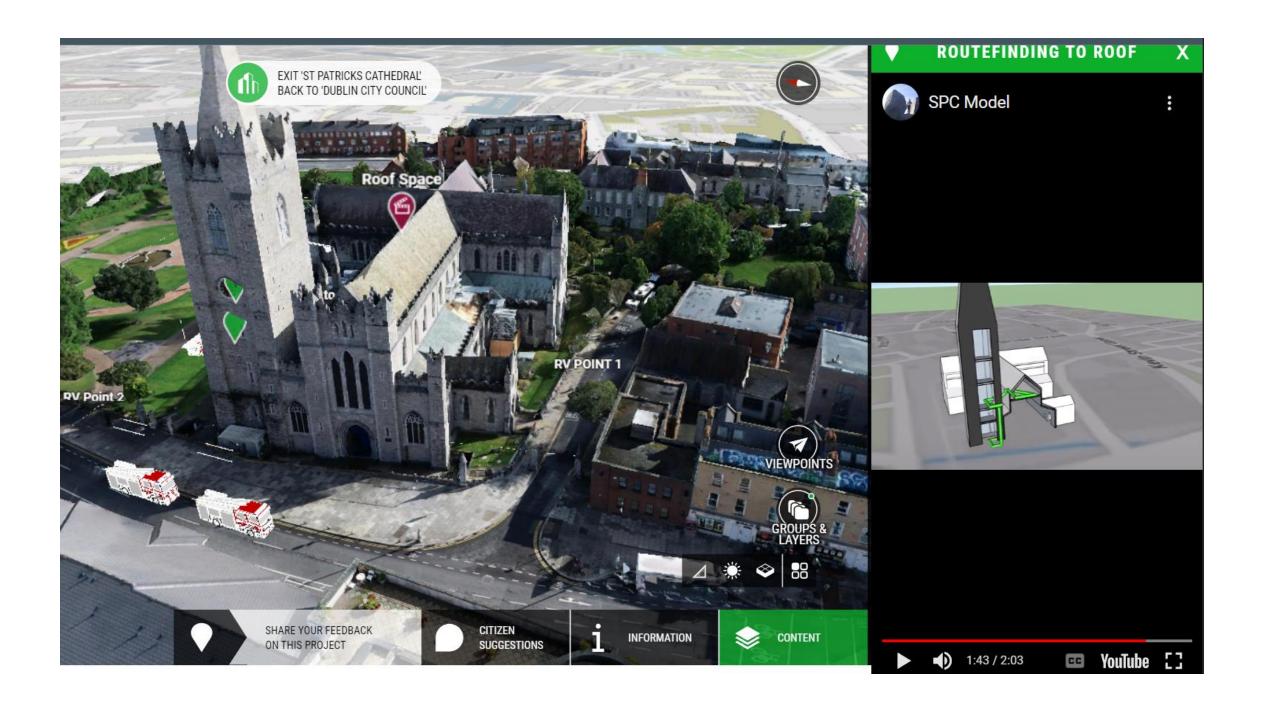
Implementation:

Drone surveys were used to develop photogrammetric models of selected sites and **Bentley's OpenCities planner** is used to visualize 3D models and few GIS spatial layers.



i. BOC Gas project

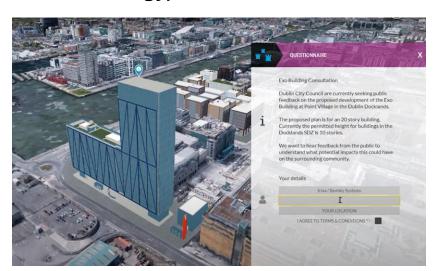
ii. St.Patrick's Cathedral project



3. Docklands SDZ models

Docklands Strategic Development Zone has **multiple 3D models** created for different purposes -

- Block model Approx. 5 sq.km block 3D model with varying level of details in fbx format (LOD2 using facemapping, few buildings with LOD 3 and BIM level details) subset of this model was released on Dublinked for 2019 3D hackathon event (many researchers have used it for digital twin work at TCD)
- 2. VR model operable in Unreal's Twinmotion for immersive experience
- 3. Reality mesh model available in OpenCities Planner (drone capturing and mobile mapping utilizing LIDAR technology)





www.3ddatahack.ie









4. Smart Tourism using AR for engagement

- DCC Smart Tourism Programme, supported by Failte Ireland, develops solutions based on Augmented and Virtual Reality for immersive engagement.
- Dublin Discovery Trails hosts 'Doors into the Docklands' and 'DiscovAR' apps for DCC area

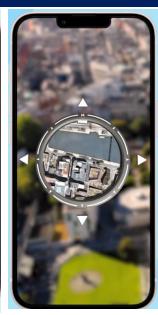


'DiscovAR' – utilising 3D Google tiles the app allow users explore Dublin from anywhere in a word, learn about interesting places and take a part in a quest.



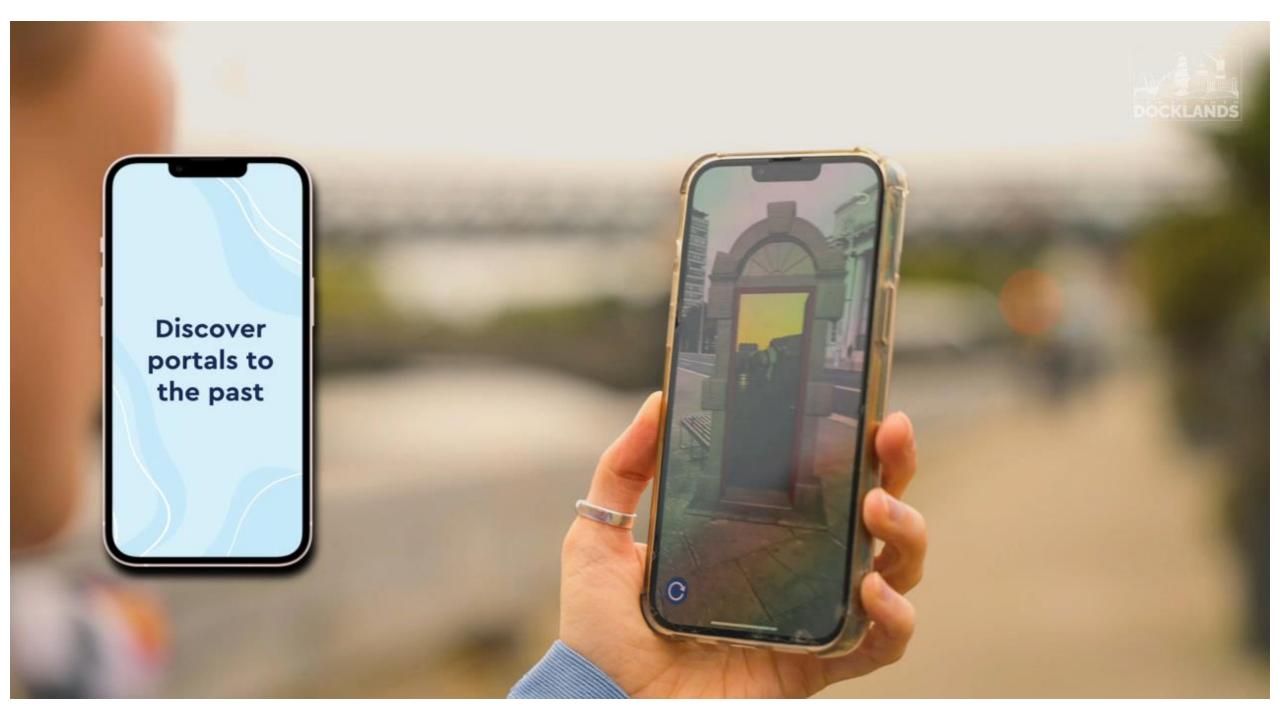
app - visitors to the Docklands' app - visitors to the Docklands are brought on a tour of the historic areas via GPS-enabled walking trails enhanced with AR/VR experiences that users can undertake at their own pace.











ACADEMY BY NEAR FUTURE

Empowering young people to tackle 21stcentury city challenges

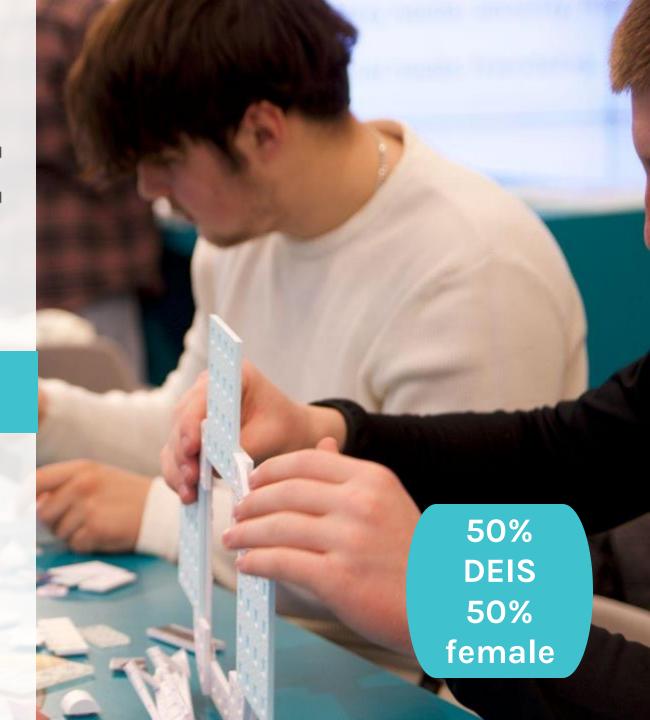
Over 1500 students reached nationally!













Action Projects



Marino College - Fairview Park Report



CBS Westland Row - Letter to Leadership



Planting initiative in St Wolstans Secondary School

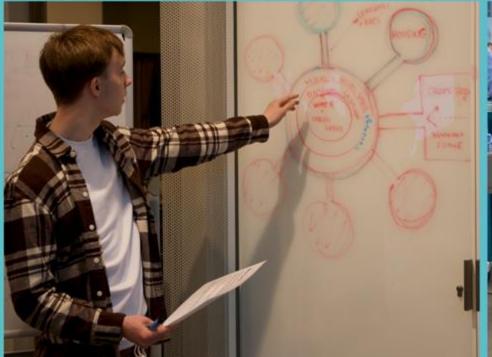


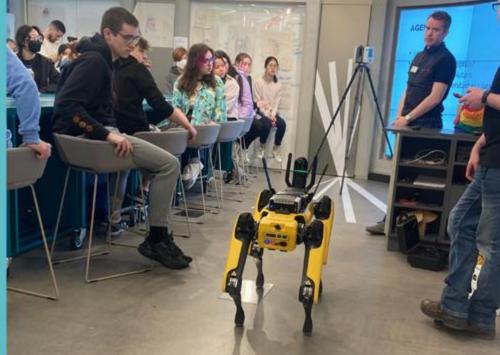
Active Travel initiatives in Assumption Secondary School















Interactive workshops & tech demos





Prototyping ideas & presenting to city leaders



Future Directions

Explore innovative solutions for urban planning activities in a controlled environment that mimics the real city

Viable tool for storytelling and communicating plans, policies, and outcomes to citizens

Equips consultation team with more tools to answer and demonstrate solutions to public through **interactive** and immersive simulations

Foster cross-departmental collaboration between various planning agencies



Allow scenario planning before implementation, reducing the risk and increasing the public trust

Provide accelerated feedback loops to make designs and construction more precise

Include people with diverse digital literacy levels in decision-making using visual learning, less complicated and more relatable data



2D / 3D model systems

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Connected to static data, metadata and BIM systems



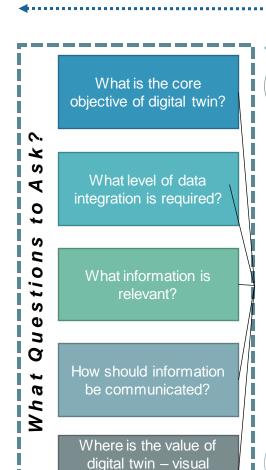
Enrich model with real-time data



Two-way integration with physical twin

Al driven decision-making

Mapping Target Users and Types of Digital Twins



communication or data insights?

Local Councillors / public representatives

Public bodies and city councils

Planning allied departments

Research and academia

Public networks / community-based organizations

Public and communities



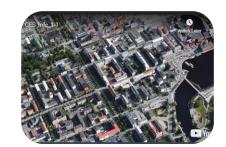
Geo-referenced and navigable platform (e.g., 3D Web-GIS)



Immersive technologies (AR/VR) using communicative simulations



Interactive and hyperconnected GIS-based environment



Geo-animations and simulation environment

Use Case Type I: Visual and Interactive Twins

Target Audience- Public/Citizens

Purpose - to engage with non-technical target groups

Examples

- ✓ Smart DCU digital twin for autism-friendly navigation
- ✓ Prototypes of Docklands digital twin for community engagement
- ✓ Complementing the process of public consultation for DCC projects





Geo-animation for Santry River Restoration and Greenway

Docklands model for citizen feedback

Use Case Type II: Dynamic and Intelligent Twins

Target Audience –technical or semi-skilled stakeholders

Purpose – informed planning decisions and situational awareness

Potential Partnerships

- ✓ Digital Twin for Engagement (Dublin City Council's Smart City approach) with ICHEC under EuroCC2 Digital Innovation Flagship using Open Data and Docklands 3D model
- ✓ Multi-thematic planning use case for Smart D8 (a health and wellness district) by identifying planning relationships between different datasets such as air quality, parks and green area density, health and social services, active travel routes, housing, noise, community initiatives and other infrastructures
- ✓ Digital twin for emergency response by Dublin Fire Brigade for personnel training
- ✓ Exploring Citizen Science and Feedback for Digital Twins









Broader Impact



"JUST and GREEN transition LEAVING-NO-ONE-BEHIND in Digital Age ""

Proof of Concept

Trial and Test LDT use-cases

-Ethical and Governance
Framework for design and
deployment phases + Evaluate

Capacity Building

Build a Collaborative Ecosystem
-DT Interest Group @ DCC
-Local Stakeholder Groups

New Opportunities

Future partnerships
- EU funding calls and work with private enterprises
-EuroCC's DIF call

Community of Practice















Thank you!

Visit Homepage - Smart Dublin to know more.