

ADDITIONAL INFORMATION

Understanding How Sprint Orienteers Make Decisions

How it works

The application is written using a mixture of HTML and Javascript. In particular the JsPSYCH javascript library. The application is deployed using the google app engine.

Raison d'être

I have been orienteering for some time, inspiration for this project has come from watching many highly experienced orienteers and coaches: Realising that they are much better than me at sprint and not being quite fully convinced at their explanations on 'how they do it'. I also have an interest in the effects of colour blindness as well as 'human factors'.

Code location / License

The code for the application is stored on GitHub "<https://github.com/1andav1es/Osprint-t>". This is licensed under GNU AFFERO GENERAL PUBLIC LICENSE Version 3: (In short this allows you to copy and use this software, but if you modify it you are required to make the modified version freely available).

Co-operation / improvements

This project is not the definitive answer to all questions regarding orienteering it will evolve over time, perhaps becoming more 'game like'. Other people will have ideas for improvement – if you do I am keen to know about them so that we can maintain a single experimental approach rather become a multiplicity of similar experiments with similar aims. People who contribute improvements to the design of the experiment should expect to be named as collaborators in future work.

Contact

If you have any questions please contact me, Ian Davies (+61 4 0006 0971, email. idav@netspace.net.au).