ADDITIONAL INFORMATION

Understanding How Sprint Orienteers Make Decisions

How it works
The application is written using a mixture of HTML and Java. In particular the JsPSYCH library.
It is deployed using the google app engine.

Acknowlegements
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'.

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 sprint orienteering, the approach
will be improved. 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
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