# **Questionnaire for Neighbourhood Amenities**

A participant will either answer questions of the social, cultural, or economic category.

The questionnaire consists of three parts:

**Open-Ended Recall Question** – makes the participant recall what they can remember.

Participant gets ask what amenities they can remember.

- gives a more diverse set of answers than closed-ended questions.
- answers will be compared throughout the orientation methods.

**Recognition Question** – makes the participant identify and recognize previously encountered information.

Participants get ask to pick the right amenities out of a list.

- can be evaluated with the **Signal Detection Theory (SDT)**, used for decision-making in psychology for recognition tests.
- the recognition accuracy can then be graphically represented by a **Receiver Operating** Characteristic Analysis (ROC).

Real amenities will be mixed with made-up once. For every category there are roughly the same number of misleading amenities to choose from.

**Distance Recall Test** – understand how well participants remember the spatial environment and the amenities infrastructure.

Participants have to mark down amenities according to their distance to the place they have visited in VR

- evaluation with Accuracy, Completion & Comparative Metrics
  - Accuracy Metrics Number of correctly identified location (with distance errors between marked and actual locations)
  - Completion Metrics total locations recalled
  - o **Comparative** Metrics compare performance across all orientation methods

### **Social Category**

#### **Open-Ended Recall Question**

"List all the <u>social amenities</u> you remember seeing in the VR environment. Include as many details as you can."

#### **Recognition Question**

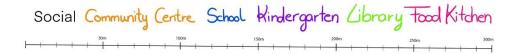
Which of the following social elements did you encounter in the VR environment?

- Community Centre
- Senior Centre
- School
- o Youth Club
- Kindergarten
- University
- Library
- Food Kitchen

### **Distance Recall Test**

Please mark the following <u>social amenities</u> according to their distance from the main square with the corresponding colour.

(Community Centre, School, Kindergarten, Library, Food Kitchen)



## **Cultural** Category

## **Open-Ended Recall Question**

"List all the <u>cultural amenities</u> you remember seeing in the VR environment. Include as many details as you can."

### **Recognition Question**

Which of the following cultural elements did you encounter in the VR environment?

- Castle
- o Culture Centre
- o Galerie
- o Kino
- Theatre Club
- o Retirement Home
- Museum
- Concert Hall

### **Distance Recall Test**

Please mark the following <u>cultural amenities</u> according to their distance from the main square with the corresponding colour.

(Castle, Galerie, Theatre Club, Museum)



### **Economic** Category

#### Retail

### **Open-Ended Recall Question**

"List all the <u>retail amenities</u> you remember seeing in the VR environment. Include as many details as you can."

#### **Recognition Question**

Which of the following retail elements did you encounter in the VR environment?

- Pharmacy
- o Florist
- Bookshop
- Pet Store
- Grocery Store
- Stationary Store
- Shopping

#### **Distance Recall Test**

Please mark the following <u>retail amenities</u> according to their distance from the main square with the corresponding colour.

(Pharmacy, Bookshop, Grocery Store, Shopping)



## Hospitality

### **Open-Ended Recall Question**

"List all the <u>hospitality amenities</u> you remember seeing in the VR environment. Include as many details as you can."

# **Recognition Question**

Which of the following hospitality elements did you encounter in the VR environment?

- Bakery
- o Bar
- o Nightclub
- Coffee Shop
- o Spa & Wellness
- Restaurant
- o Wellness Centre
- Hotel
- o Motel

#### **Distance Recall Test**

Please mark the following <u>hospitality amenities</u> according to their distance from the main square with the corresponding colour.

(Bakery, Bar, Coffee Shop, Restaurant, Hotel)



#### Service

# **Open-Ended Recall Question**

"List all the <u>service amenities</u> you remember seeing in the VR environment. Include as many details as you can."

### **Recognition Question**

Which of the following service elements did you encounter in the VR environment?

- Doctor
- o Casino
- Car Repair
- o Gas station
- o Bike Repair Shop
- o **Zoo**
- Copy Shop
- Pet Grooming
- Photographer
- Physiotherapy
- Hairdresser
- o Taxi
- o Gym
- Massage Studio
- Post Office
- Travel Agency
- Lawyer

#### **Distance Recall Test**

Please mark the following <u>service amenities</u> according to their distance from the main square with the corresponding colour.

(Doctor, Car Repair, Copy Shop, Photographer, Hairdresser, Gym, Post Office, Travel Agency)



### **Correct Distances for Distance Recall Test:**

### Social

(Community Centre (303m), School (290m), Kindergarten (89m), Library (87m), Food Kitchen (120m))

## Cultural

(Castle (20m), Galerie (207.5m), Theatre Club (200m), Museum (20m))

## **Economics - Retail**

(Pharmacy (119.5m), Bookshop (105m), Grocery Store (263m), Shopping (105m))

### **Economics - Hospitality**

(Bakery (113m), Bar (133.5m), Coffee Shop (72.5m), Restaurant (98m), Hotel (187m))

## Economics - Service

(Doctor (148.5m), Car Repair (182m), Copy Shop (52m), Photographer (250m), Hairdresser (121m), Gym (164m]), Post Office (267m), Travel Agency (134m))