# **Indicators**

HOUSING INDICATORS

* **Variable\_Overcrowding:**
* **Variable\_Dwelling\_type:** 
  + **Owned:**
    - If the house is owned and a villa, luxurious independent apartment, modern house, or modest apartment: 0
    - If the house is owned and an old independent house: 40
    - If the house is owned and part of a building: 60
    - If the house is owned and an occupied facility: 70
    - If the house is owned and of formwork/wood/zinc or other type: 80
    - If the house is owned and a nest/tent or not available: 100
  + **Rented**:
    - If the house is rented and a villa, luxurious independent apartment, modern house, or modest apartment: 0
    - If the house is rented and an old independent house: 40
    - If the house is rented and part of a building: 50
    - If the house is rented and an occupied facility: 70
    - If the house is rented and of formwork/wood/zinc or other type: 80
    - If the house is rented and a nest/tent or not available: 100
  + **Endowments**:
    - If the house is endowed and a villa, luxurious independent apartment, modern house, or modest apartment: 20
    - If the house is endowed and an old independent house: 40
    - If the house is endowed and part of a building, occupied facility, or other type: 80
    - If the house is endowed and of formwork/wood/zinc: 90
    - If the house is endowed and a nest/tent or not available: 100
  + **Other:** 
    - If the house ownership is of other type and a villa, luxurious independent apartment, modern house, modest apartment, or an old independent house: 0
    - If the house ownership is of other type and part of a building: 60
    - If the house ownership is of other type and occupied facility: 70
    - If the house ownership is of other type and made of formwork/wood/zinc or other type: 80
    - If the house ownership is of other type and a nest/tent or not available: 100
* **Variable\_Wall\_type**:
  + **Damage category 1**:
    - If the dwelling walls damage level is 1 and made of cement or stone: 50
    - If the dwelling walls damage level is 1 and made of clay: 80
    - If the dwelling walls damage level is 1 and made of wood: 90
    - If the dwelling walls damage level is 1 and made of other types or not available: 100
  + **Damage category 2**:
    - If the dwelling walls damage level is 2 and made of cement or stone: 40
    - If the dwelling walls damage level is 2 and made of clay: 70
    - If the dwelling walls damage level is 2 and made of wood: 80
    - If the dwelling walls damage level is 2 and made of other types or not available: 100
  + **Damage category 3**:
    - If the dwelling walls damage level is 3 and made of cement or stone: 20
    - If the dwelling walls damage level is 3 and made of clay: 60
    - If the dwelling walls damage level is 3 and made of wood: 70
    - If the dwelling walls damage level is 3 and made of other types or not available: 100
* **Variable\_Roof\_type**:
  + **Damage category 1**:
    - If the dwelling roof damage level is 1 and made of cement: 40
    - If the dwelling roof damage level is 1 and made of wood: 90
    - If the dwelling roof damage level is 1 and made of bricks/asbestos: 50
    - If the dwelling roof damage level is 1 and made of other types or not available: 100
  + **Damage category 2**:
    - If the dwelling roof damage level is 2 and made of cement: 20
    - If the dwelling roof damage level is 2 and made of wood: 80
    - If the dwelling roof damage level is 2 and made of bricks/asbestos: 50
    - If the dwelling roof damage level is 2 and made of other types or not available: 100
  + **Damage category 3**:
    - If the dwelling roof damage level is 3 and made of cement: 20
    - If the dwelling roof damage level is 3 and made of wood: 70
    - If the dwelling roof damage level is 3 and made of bricks/asbestos: 50
    - If the dwelling roof damage level is 3 and made of other types or not available: 100
* **Variable\_Floor\_type**:
  + **Damage category 1**:
    - If the dwelling floor damage level is 1 and made of clay/soil, wood, or not available: 100
    - If the dwelling floor damage level is 1 and made of cement: 60
    - If the dwelling floor damage level is 1 and made of tile/marble/ceramic: 40
  + **Damage category 2**:
    - If the dwelling floor damage level is 2 and made of clay/soil or wood: 90
    - If the dwelling floor damage level is 2 and made of cement: 50
    - If the dwelling floor damage level is 2 and made of tile/marble/ceramic: 20
    - If the dwelling floor damage level is 2 and not available: 100
  + **Damage category 3**:
    - If the dwelling floor damage level is 3 and made of clay/soil: 90
    - If the dwelling floor damage level is 3 and made of cement: 40
    - If the dwelling floor damage level is 3 and made of wood: 80
    - If the dwelling floor damage level is 3 and made of tile/marble/ceramic: 20
    - If the dwelling floor damage level is 3 and not available: 100
* **Variable\_Cooking\_fuel**:
  + Type of fuel the HH uses for cooking is gas or kerosene: 0
  + Type of fuel the HH uses for cooking is firewood/animal waste: 60
  + Type of fuel the HH uses for cooking is not available: 90
* **Variable\_Toilet\_type**:
  + Type of the toilet for the HH is an Arab shared toilet: 70
  + Type of the toilet for the HH is syringe shared: 60
  + Type of the toilet for the HH is an Arab not shared toilet: 40
  + Type of the toilet for the HH is syringe not shared: 30
  + Not available: 100
* **Variable\_Water\_source and Variable\_Drinking\_water\_source:**
  + Water source and drinking water source is pump: 20
  + Water source and drinking water source is dam/well/gail/eye: 50
  + Water source and drinking water source is a public: 70
  + Water source and drinking water source is another type: 90
  + Not available: 100
* **Variable\_Electricity\_source:**
  + Electricity source is a public network: 60
  + Electricity source is another source: 20
  + Not available: 100
* **Variable\_Sewage\_water\_source:**
  + Sewage water source is public: 60
  + Sewage water source is private: 20
  + Not available: 100
* **Variable\_Duration\_to\_reach\_nearest\_market:**

ASSETS

* HH properties:
  + If the HH owns a kitchen, TV, Mobile phone…: 0
  + If the HH doesn’t own a
* Kitchen: 100
* TV: 90
* Mobile phone: 90
* Car: 80
* Fridge: 70
* Washing machine: 60
* AC: 60
* Computer: 50
* Internet: 50
* Heater: 50
* Sweing machine: 40
* Solar panel: 10
* Bike: 10
* Automatic washing machine: 10
* **Variable\_HH\_properties:**
* Total score of HH properties
* **Variable\_Livestock:**
* If the HH lives in an urban area and owns livestock: 80
* If the HH lives in an urban area and does not own livestock: 40
* If the HH lives in a rural area and owns livestock: 0
* If the HH lives in a rural area and does not own livestock: 100
* If the HH lives in a remote area and owns livestock: 0
* If the HH lives in a remote area and does not own livestock: 100
* **Variable\_Real\_estate:**
  + If the HH lives in an urban area and owns livestock: 80
  + If the HH lives in an urban area and does not own livestock: 40
  + If the HH lives in a rural area and owns livestock: 0
  + If the HH lives in a rural area and does not own livestock: 100
  + If the HH lives in a remote area and owns livestock: 0
  + If the HH lives in a remote area and does not own livestock: 100
* **Variable\_Agricultural\_land:**
  + If the HH lives in an urban area and owns an agricultural land 0-0.5 acres: 60
  + If the HH lives in an urban area and owns an agricultural land 0.5-1 acres: 50
  + If the HH lives in an urban area and owns an agricultural land 1-2 acres: 40
  + If the HH lives in a rural area and owns an agricultural land 0-0.5 acres: 80
  + If the HH lives in a rural area and owns an agricultural land 0.5-1 acres: 70
  + If the HH lives in a rural area and owns an agricultural land 1-2 acres: 60
  + If the HH lives in a remote area and owns an agricultural land 0-0.5 acres: 70
  + If the HH lives in a remote area and owns an agricultural land 0.5-1 acres: 60
  + If the HH lives in a remote area and owns an agricultural land 1-2 acres: 50
  + If the HH lives in an urban/rural/remote area and owns an agricultural land above 2 acres: 0

HEALTH

* **Variable\_Chronic\_disease:**
  + If HH member suffers from any chronic disease: 100
* **Variable\_Nutrition\_disease:**
  + If HH member suffers from any nutrition disease: 100
* **Variable\_Common\_disease:**
  + If HH member suffers from any common disease: 100
* **Variable\_Total\_Disability:**
  + If HH member has a total disability: 100
* **Variable\_Partial\_Disability:**
  + If HH member has partial disability: 80
* **Variable\_Other\_Disability:**
  + If HH has any other disability: 60
* **Variable\_Polio:**
  + If HH member suffers from poliomyelitis: 100
* **Variable\_Measles:**
  + If HH member suffers from measles: 100
* **Variable\_Diphtheria:**
  + If HH member suffers from diphtheria: 100
* **Variable\_Health\_insurance:**
  + HH has no health insurance: 100
* **Variable\_Duration\_to\_reach\_nearest\_hospital:**
* **Chronic disease or disability indicator: (each of the previous ones mentioned)**

Education

* **Variable\_Enrolment:**
* **Variable\_Illiteracy rate**:
* **Variable\_Adults\_below\_high\_education:**
* **Variable\_Kids\_outside\_school**:
* **Variable\_Duration\_to reach\_nearest\_school:**
* **Variable\_NEET: Outside education, employment or training:**

Dependency

* **Variable\_Economic\_dependency**:
* **Variable\_Unemployment\_rate**:
* **Variable\_Temporary\_job**:

* **Variable\_Child\_Labour**:
* **Variable\_female\_ratio**:
* **Variable\_Old\_age\_dependency\_rate**:
* **Variable\_Young\_age\_dependency\_rate**: