## CODEBOOK QUALITY OF PUBLIC OPEN SPACE TOOL (P.O.S.T.) MOBILE APPLICATION

VARIABLE NAME	DESCRIPTION	TYPE AND VALUES
0.name	Custom name of the POS determined by the user	Text
0.creation_date	Date of POS creation in the app	Text
1.reference	Reference number of the POS determined by the user	Integer
2.address	Address of the POS (street, neighbourhood, city)	Text
3.area	Area of the POS in hectares. Automatically calculated based on mark polygon on Location tab	Decimal Hectares
4.postcode	Postcode of the POS	Text
5.geocode_x	X (longitude) coordinate of the POS centroid.  Automatically defined based on mark polygon	Decimal
	on Location tab	Decimal degrees
5.geocode_y	Y (latitude) coordinate of the POS centroid.  Automatically defined based on mark polygon	Decimal
	on Location tab	Decimal degrees
6.year	Year of establishment of POS	Integer
7.act_formal	The POS is adequate for active-formal uses	Integer
		1=Yes, 0=No Integer
7.act_inf	The POS is adequate for active-informal uses	1=Yes, 0=No
7.passive	The POS is adequate for passive use only	Integer
pass		1=Yes, 0=No
8.tennis	The POS has facilities designed for tennis	Integer
	The POS has facilities designed for tennis	1=Yes, 0=No
8.soccer	The POS has facilities designed for soccer	Integer
. , , , , , , , , , , , , , , , , , , ,		1=Yes, 0=No
8.football	The POS has facilities designed for football	Integer
		1=Yes, 0=No

0 mathall	The DOO has facilities desired for path all	Integer
8.netball	The POS has facilities designed for netball	1=Yes, 0=No
8.cricket	The POS has facilities designed for cricket	Integer
o.cricket	The FOO has lacinities designed for chicket	1=Yes, 0=No
8.baseball	The POS has facilities designed for baseball	Integer
o.baseban	The FOO has lacinited designed for baseball	1=Yes, 0=No
8.walking	The POS has facilities designed for walking	Integer
oag	The Fee flae lacinate accigned for waiting	1=Yes, 0=No
8.cycling	The POS has facilities designed for cycling	Integer
o.cycling	The Foot has lacinites designed for cycling	1=Yes, 0=No
8.fitness	The POS has facilities designed for fitness	Integer
o.niness	The FOO has lacinites designed for hitress	1=Yes, 0=No
8.basketball	The POS has facilities designed for	Integer
o.basketball	basketball	1=Yes, 0=No
8.hockey	The POS has facilities designed for hockey	Integer
o.nockey	The FOO has facilities designed for hockey	1=Yes, 0=No
8.athletics	The POS has facilities designed for athletics	Integer
o.atmetics	The FOO has lacinites designed for atmetics	1=Yes, 0=No
8.rugby	The POS has facilities designed for rugby	Integer
o.rugby	The FOO has lacinites designed for rugby	1=Yes, 0=No
O mlassamassad	The POS has children's play equipment	Integer
8.playground	(swing/s, slide/s, climbing equipment, hanging bars/rings, or other)	1=Yes, 0=No
	T. DOO! 6 W. 6 W. W.	Integer
8.other_act	The POS has facilities for other activities	YES - 1; NO - 0
8.other_act_l	List of other facilities	Text
9.beach_river	The POS is on the beach/river foreshore	Integer
		1=Yes, 0=No
40 water	10.water The POS has water features	Integer
ıv.water		1=Yes, 0=No

11.lake	The POS has a lake	Integer
		1=Yes, 0=No
11.pond	The POS has a pond	Integer
i i.polid	The Foot has a point	1=Yes, 0=No
11.fountain	The POS has a water fountain	Integer
11.10umam	THE FOO has a water lountain	1=Yes, 0=No
11.stream	The POS has a stream	Integer
11.Stream	THE POS Has a stream	1=Yes, 0=No
44 athan wat	The POS has other water features	Integer
11.other_wat	The POS has other water reatures	1=Yes, 0=No
11.other_wat_I	List of the other water features	Text
		Integer
		1=up to 25%
12.area_water	Percentage of the pos occupied by the water feature(s)	2=26%-50%
		3=51%-75%
		4=More than 75%
40 44 - 44 -	Ti - DOO har ather contholic features	Integer
13a.aesthetic	The POS has other aesthetic features.	1=Yes, 0=No
42h otatuae	The POS has statues	Integer
13b.statues	THE FOO Has statues	1=Yes, 0=No
13b.gazebos	The DOC has gazahas/retunds	Integer
130.gazenos	The POS has gazebos/rotunda	1=Yes, 0=No
13b.sculptures	The POS has sculptures	Integer
130.SCuiptures	The POS has sculptures	1=Yes, 0=No
40h dualea	The DOC has dustralowans	Integer
13b.ducks	The POS has ducks/swans	1=Yes, 0=No
40% buildes	TI - DOO hara bailana	Integer
13b.bridge	The POS has bridge	1=Yes, 0=No
13b.rocks	The POS has rocks	Integer

		1=Yes, 0=No
		Integer
13b.other_aest	The POS has additional aesthetic features	1=Yes, 0=No
13b.other_aest_l	List of the additional aesthetic features	Text
		Integer
14.trees	The POS has trees	1=Yes, 0=No
		Integer
15.n_trees	Approximate number of trees present in POS	1=1-50
15.N_u ees	Approximate number of fiees present in a Ge	2=51-100
		3=more than 100
	Trees are placed in the perimeter along all	Integer
16.t_perimall	sides of the POS.	1=Yes, 0=No
	Trees are placed in in the perimeter but not	Integer
16.t_perimsome	on all sides of the POS.	1=Yes, 0=No
		Integer
16.t_along	Trees are placed along walking paths	1=Yes, 0=No
		Integer
16.t_random	Trees are placed randomly	1=Yes, 0=No
10 M 4	The state of the s	Integer
16.other_t	Trees follow other placement patterns	1=Yes, 0=No
16.other_t_l	List of the other tree placement patterns	TEXT
·-		Integer
17.gardens	The POS has gardens	1=Yes, 0=No
		Integer
18a.walkpaths	The POS has walking path/s.	1=Yes, 0=No
40- dualmatha	The DOC has designated dual use nath/s	Integer
18a.dualpaths	The POS has designated dual use path/s.	1=Yes, 0=No
400 mana nathe	The DOS has no nother	Integer
18a.none_paths	The POS has no paths	1=Yes, 0=No

	Integer
	1=Very good
Amount of the chade along the noths	2=Good
Amount of the shade along the paths	3=Medium
	4=Poor
	5-Very poor
The paths within the POS are placed in the	Integer
perimeter along all sides	1=Yes, 0=No
The paths within the POS are placed in the	Integer
perimeter on some sides	1=Yes, 0=No
The paths within the POS are placed	Integer
diagonally	1=Yes, 0=No
The paths within the POS are placed in a	Integer
radial manner	1=Yes, 0=No
The paths within the POS are placed around	Integer
water/visual feature	1=Yes, 0=No
	Integer
Paths follow other placement patterns	1=Yes, 0=No
List of the other paths placement patterns	Text
There is evidence the grass within the POS is	Integer
watered	1=Yes, 0=No
	Integer
Dogs are allowed on leash at all times	1=Yes, 0=No
	Integer
Dogs are allowed on leash at certain times	1=Yes, 0=No
	Integer
Dogs are allowed (no leash specified)	1=Yes, 0=No
	Laboration
Dogs are not allowed	Integer
	The paths within the POS are placed in the perimeter on some sides  The paths within the POS are placed diagonally  The paths within the POS are placed in a radial manner  The paths within the POS are placed around water/visual feature  Paths follow other placement patterns  List of the other paths placement patterns  There is evidence the grass within the POS is watered  Dogs are allowed on leash at all times  Dogs are allowed on leash at certain times

01.1	Net constitution and the contract	Integer
21.d_notspecif	Not specified if dogs are allowed	1=Yes, 0=No
		Integer
22.accessdog	Access for dogs in POS	1=Restricted in some areas
22.accessuog		2=Allowed all Areas
		3=Not specified
22 groffiti		Integer
23.graffiti	The POS has graffiti	1=Yes, 0=No
24.vandalism		Integer
24.ValidaliSili	The POS has evident signs of vandalism	1=Yes, 0=No
25 littor	There is litter throughout the DOC	Integer
25.litter	There is litter throughout the POS	1=Yes, 0=No
26.childplay	The DOS has children's play equipment	Integer
26.Ciliupiay	The POS has children's play equipment	1=Yes, 0=No
27 owing	The DOO has suitable	Integer
27.swing	The POS has swing/s	1=Yes, 0=No
27.slide	The POS has slide/s	Integer
21.311de	The FOO has sliders	1=Yes, 0=No
27.climb	The POS has climbing equipment	Integer
27.011110	The FOO has diffishing equipment	1=Yes, 0=No
27.hangbar	The POS has hanging Bars/Rings	Integer
27 .iidiigbai		1=Yes, 0=No
27.seesaws	The POS has seeSaws/Rockers	Integer
21.3cc3uw3		1=Yes, 0=No
27.bridges	The POS has bridges/tunnels	Integer
27.biiuges		1=Yes, 0=No
27.panels	The POS has activity panels (e.g. noughts &	Integer
crosses)	crosses)	1=Yes, 0=No
27.cubby	The POS has cubby house/s	Integer

_		1=Yes, 0=No
27.other_play	The POS has other play equipment	Integer
		1=Yes, 0=No
27.other_play_l	List the other play equipment	Text
28.sand	The playground surface is made of sand	Integer
20.34114	The playground surface is made of saila	1=Yes, 0=No
28.grass	The playground surface is made of Grass	Integer
20.9.400	The playground candoo to made of crase	1=Yes, 0=No
28.rubber	The playground surface is made of Rubber	Integer
20.1 4.0.20.	me playground candoo to made of reason	1=Yes, 0=No
28.gravel	The playground surface is made of Gravel or	Integer
20.g. a v 0.	pebbles	1=Yes, 0=No
28.wood	The playground surface is made of	Integer
20000	Woodchips	1=Yes, 0=No
28.other_surf	The playground surface is made of Other material	Integer
201011101_0411		1=Yes, 0=No
28.other_surf_l	List of the other surface material of the playground	Text
	Shade in the playground	Integer
29.playshade	(Note that when more than a playground	1=Partial cover/shade
20.6.4.	exists new variables labeled 29.playshade _2, 29.playshade_3, will appear in the dataset)	2=Total cover/shade
		3=No cover/shade
30.barbecues		Integer
00.541500400	The POS has barbecues	1=Yes, 0=No
31.picnic	The POS has picnic tables	Integer
		1=Yes, 0=No
32a.parking	The POS has parking facilities	Integer
		1=Yes, 0=No
32b.n_bays	Number of bays in the parking facilities	Integer
ozo.ii_bays		1=0-20

		2=21-50
		3=more than 50
33.toilets	The POS has public access to toilets	Integer
vo.tonets	THE TOTAL PASING ACCESS TO TORROTO	1=Yes, 0=No
		Integer
		1=7 days per week
34.cafe	The POS has a kiosk/café	2=weekdays only
		3=weekends only
		4=No
35.transport	There is access to public transport within one	Integer
33.transport	block of POS	1=Yes, 0=No
2C continu		Integer
36.seating	The POS has seating places	1=Yes, 0=No
		Integer
37.rooms	The POS has clubrooms/meeting rooms	1=Yes, 0=No
38.bins	The DOO have think in	Integer
30.01115	The POS has rubbish bins	1=Yes, 0=No
20 dogbogo	The POS has dog litter bags	Integer
39.dogbags		1=Yes, 0=No
40.ndogbags	Number of locations in the POS with dog litter	Integer
_	bags	Literati
41.waterdogs	The POS has taps or other water sources accessible for dogs	Integer
	accessible for dogs	1=Yes, 0=No
42.drinkfount	The POS has drinking fountains	Integer
42.driikiodiit		1=Yes, 0=No
43.lighting	The POS has lighting within the POS	Integer
		1=Yes, 0=No
44 L around	Lighting is located around courts, buildings, and equipment	Integer
44.l_around		1=Yes, 0=No
44.l_along	Lighting is located along paths	Integer

		1=Yes, 0=No
44.I_perimall	Lighting is located in the perimeter on all	Integer
	sides	1=Yes, 0=No
44 L novimo	Lighting is located in the perimeter on some sides	Integer
44.I_perimsome		1=Yes, 0=No
		Integer
44.l_random	Lighting is located randomly	1=Yes, 0=No
		Integer
	Visibility of the current ding reads from the	1=Clearly visible from the centre of the POS
45.visroads	Visibility of the surrounding roads from the centre of the POS	2=Road/s partly visible from the centre of the POS
		3=Cannot be seen from the centre of the POS
		Integer
	Visibility of the surrounding houses from the centre of the POS	1=House/s clearly visible from the centre of the POS
46a.vishouse		2=House/s partly visible from the centre of the POS
		3=House/s cannot be seen from the centre of the POS
		Integer
	Number of houses that overlook the POS	1=More than 10
46b.n_houses		2=Between 6 and 10
		3=Between 1 and 5
	There is an area of the POS where you are	Integer
46c.novishouses	unable to clearly see surrounding houses	1=Yes, 0=No
47.minorroads	All roads surrounding the POS are minor roads or cul-de-sacs	Integer
41.minorroads		1=Yes, 0=No
49a aracarahra	The major roads/s have a zebra crossing to	Integer
AXA CINGGIANIA	assist access to the POS	1=Yes, 0=No
48b.crossignals	The major roads/s have a pedestrian crossing with signals to assist access to the	1=Yes, 0=No

	POS	
49a.walking	The POS is interesting for walking	Integer 1=Strongly agree 2=Agree 3=Neither Agree nor Disagree 4=Disagree 5=Strongly disagree
49b.ball	The POS is suitable for casual ball sports	Integer 1=Strongly agree 2=Agree 3=Neither Agree nor Disagree 4=Disagree 5=Strongly disagree
49c.cycling	The POS is suitable for cycling	Integer 1=Strongly agree 2=Agree 3=Neither Agree nor Disagree 4=Disagree 5=Strongly disagree