

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 on Location tab	Decimal Decimal degrees
5.geocode_y	Y (latitude) coordinate of the POS centroid. Automatically defined based on mark polygon on Location tab	Decimal 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
7.act_inf	The POS is adequate for active-informal uses	Integer 1=Yes, 0=No
7.passive	The POS is adequate for passive use only	Integer 1=Yes, 0=No
8.tennis	The POS has facilities designed for tennis	Integer 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

8.netball	The POS has facilities designed for netball	Integer 1=Yes, 0=No
8.cricket	The POS has facilities designed for cricket	Integer 1=Yes, 0=No
8.baseball	The POS has facilities designed for baseball	Integer 1=Yes, 0=No
8.walking	The POS has facilities designed for walking	Integer 1=Yes, 0=No
8.cycling	The POS has facilities designed for cycling	Integer 1=Yes, 0=No
8.fitness	The POS has facilities designed for fitness	Integer 1=Yes, 0=No
8.basketball	The POS has facilities designed for basketball	Integer 1=Yes, 0=No
8.hockey	The POS has facilities designed for hockey	Integer 1=Yes, 0=No
8.athletics	The POS has facilities designed for athletics	Integer 1=Yes, 0=No
8.rugby	The POS has facilities designed for rugby	Integer 1=Yes, 0=No
8.playground	The POS has children's play equipment (swing/s, slide/s, climbing equipment, hanging bars/rings, or other)	Integer 1=Yes, 0=No
8.other_act	The POS has facilities for other activities	Integer 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
10.water	The POS has water features	Integer 1=Yes, 0=No

11.lake	The POS has a lake	Integer 1=Yes, 0=No
11.pond	The POS has a pond	Integer 1=Yes, 0=No
11.fountain	The POS has a water fountain	Integer 1=Yes, 0=No
11.stream	The POS has a stream	Integer 1=Yes, 0=No
11.other_wat	The POS has other water features	Integer 1=Yes, 0=No
11.other_wat_l	List of the other water features	Text
12.area_water	Percentage of the pos occupied by the water feature(s)	Integer 1=up to 25% 2=26%-50% 3=51%-75% 4=More than 75%
13a.aesthetic	The POS has other aesthetic features.	Integer 1=Yes, 0=No
13b.statues	The POS has statues	Integer 1=Yes, 0=No
13b.gazebos	The POS has gazebos/rotunda	Integer 1=Yes, 0=No
13b.sculptures	The POS has sculptures	Integer 1=Yes, 0=No
13b.ducks	The POS has ducks/swans	Integer 1=Yes, 0=No
13b.bridge	The POS has bridge	Integer 1=Yes, 0=No
13b.rocks	The POS has rocks	Integer

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

18b.shadepaths	Amount of the shade along the paths	Integer
		1=Very good
		2=Good
		3=Medium
		4=Poor
		5-Very poor
19.p_perimall	The paths within the POS are placed in the perimeter along all sides	Integer
		1=Yes, 0=No
19.p_perimsome	The paths within the POS are placed in the perimeter on some sides	Integer
		1=Yes, 0=No
19.p_diagonal	The paths within the POS are placed diagonally	Integer
		1=Yes, 0=No
19.p_radial	The paths within the POS are placed in a radial manner	Integer
		1=Yes, 0=No
19.p_around	The paths within the POS are placed around water/visual feature	Integer
		1=Yes, 0=No
19.other_p	Paths follow other placement patterns	Integer
		1=Yes, 0=No
19.other_p_l	List of the other paths placement patterns	Text
20.grass	There is evidence the grass within the POS is watered	Integer
		1=Yes, 0=No
21.d_leashall	Dogs are allowed on leash at all times	Integer
		1=Yes, 0=No
21.d_leascert	Dogs are allowed on leash at certain times	Integer
		1=Yes, 0=No
21.d_noleash	Dogs are allowed (no leash specified)	Integer
		1=Yes, 0=No
21.d_notallow	Dogs are not allowed	Integer
		1=Yes, 0=No

21.d_notspecif	Not specified if dogs are allowed	Integer 1=Yes, 0=No
22.accessdog	Access for dogs in POS	Integer 1=Restricted in some areas 2=Allowed all Areas 3=Not specified
23.graffiti	The POS has graffiti	Integer 1=Yes, 0=No
24.vandalism	The POS has evident signs of vandalism	Integer 1=Yes, 0=No
25.litter	There is litter throughout the POS	Integer 1=Yes, 0=No
26.childplay	The POS has children's play equipment	Integer 1=Yes, 0=No
27.swing	The POS has swing/s	Integer 1=Yes, 0=No
27.slide	The POS has slide/s	Integer 1=Yes, 0=No
27.climb	The POS has climbing equipment	Integer 1=Yes, 0=No
27.hangbar	The POS has hanging Bars/Rings	Integer 1=Yes, 0=No
27.seesaws	The POS has seeSaws/Rockers	Integer 1=Yes, 0=No
27.bridges	The POS has bridges/tunnels	Integer 1=Yes, 0=No
27.panels	The POS has activity panels (e.g. noughts & crosses)	Integer 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 1=Yes, 0=No
28.grass	The playground surface is made of Grass	Integer 1=Yes, 0=No
28.rubber	The playground surface is made of Rubber	Integer 1=Yes, 0=No
28.gravel	The playground surface is made of Gravel or pebbles	Integer 1=Yes, 0=No
28.wood	The playground surface is made of Woodchips	Integer 1=Yes, 0=No
28.other_surf	The playground surface is made of Other material	Integer 1=Yes, 0=No
28.other_surf_l	List of the other surface material of the playground	Text
29.playshade	Shade in the playground (Note that when more than a playground exists new variables labeled 29.playshade_2, 29.playshade_3, ... will appear in the dataset)	Integer 1=Partial cover/shade 2=Total cover/shade 3=No cover/shade
30.barbecues	The POS has barbecues	Integer 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 1=0-20

		2=21-50 3=more than 50
33.toilets	The POS has public access to toilets	Integer 1=Yes, 0=No
34.cafe	The POS has a kiosk/café	Integer 1=7 days per week 2=weekdays only 3=weekends only 4=No
35.transport	There is access to public transport within one block of POS	Integer 1=Yes, 0=No
36.seating	The POS has seating places	Integer 1=Yes, 0=No
37.rooms	The POS has clubrooms/meeting rooms	Integer 1=Yes, 0=No
38.bins	The POS has rubbish bins	Integer 1=Yes, 0=No
39.dogbags	The POS has dog litter bags	Integer 1=Yes, 0=No
40.ndogbags	Number of locations in the POS with dog litter bags	Integer
41.waterdogs	The POS has taps or other water sources accessible for dogs	Integer 1=Yes, 0=No
42.drinkfount	The POS has drinking fountains	Integer 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 1=Yes, 0=No
44.l_along	Lighting is located along paths	Integer

		1=Yes, 0=No
44.l_perimall	Lighting is located in the perimeter on all sides	Integer 1=Yes, 0=No
44.l_perimsome	Lighting is located in the perimeter on some sides	Integer 1=Yes, 0=No
44.l_random	Lighting is located randomly	Integer 1=Yes, 0=No
45.visroads	Visibility of the surrounding roads from the centre of the POS	Integer 1=Clearly visible 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
46a.vishouse	Visibility of the surrounding houses from the centre of the POS	Integer 1=House/s clearly visible from the centre of the POS 2=House/s partly visible from the centre of the POS 3=House/s cannot be seen from the centre of the POS
46b.n_houses	Number of houses that overlook the POS	Integer 1=More than 10 2=Between 6 and 10 3=Between 1 and 5
46c.novishouses	There is an area of the POS where you are unable to clearly see surrounding houses	Integer 1=Yes, 0=No
47.minorroads	All roads surrounding the POS are minor roads or cul-de-sacs	Integer 1=Yes, 0=No
48a.crosszebra	The major roads/s have a zebra crossing to assist access to the POS	Integer 1=Yes, 0=No
48b.crosssignals	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
49b.ball	The POS is suitable for casual ball sports	5=Strongly disagree
		Integer
		1=Strongly agree
		2=Agree
		3=Neither Agree nor Disagree
49c.cycling	The POS is suitable for cycling	4=Disagree
		5=Strongly disagree
		Integer
		1=Strongly agree
		2=Agree
49c.cycling	The POS is suitable for cycling	3=Neither Agree nor Disagree
		4=Disagree
		5=Strongly disagree