**Qatar SP App Structure**

The specification for the first phase of the SP App development has been designed so that the SP can either be:

* Undertaken immediately at the end of the household interview, if there is adequate time and the relevant household member is prepared to do it then; or
* Be undertaken on a separate visit, arranged with those household members that are prepared to undertake the SP.

In both cases the aim is to extract from the HHI all the necessary background information for the person who is selected to undertake the SP so that the SP exercise can be kept to the minimum time possible.

There are 7 elements to the SP App as follows:

1. Creation of a new output data file from the HHI which summarises for each person selected information about them and a listing of the places they visit, trips they make, and the travel characteristics of interest;
2. Routine to use the above data file to:
   1. Create new attributes that can be used in selecting the most relevant person to undertake the SP and in identifying the SP design to be used; and
   2. Tailor the values in the SP design to be representative of the trip being made by the selected individual
3. A set of extra questions that are required prior to undertaking the SP games. These are some simple attitudinal ranking questions which will be used in the SP analysis
4. Description of the SP games that the respondent will be presented with
5. The SP games themselves which will use a common frame and simply pick up the defined attributes and variables for the relevant SP design, identified in step 2, from a library of designs.
6. Some final questions after the SP games to identify how realistic the respondent felt the scenarios were, and which of the modal options did they mainly concentrate on in making their choices; and
7. The output SP data file structure.

Steps 1, 2 and 7 are illustrated in the attached excel spreadsheet,*sp\_person\_file.xls*, which shows the:

* Data fields required from the full HHI data, and how they should be ordered;
* The processes/calculations to derive the additional variables that are required which includes:
  + In vehicle time;
  + Trip purpose; and
  + nearest proposed Metro station to the origin, and destination of each trip and the distance to the Metro stations
* the origin and destination Metro stations are then used to extract Metro travel time, fare, and number of interchanges from lookup tables as shown in the worksheet; and
* the required output SP data file structure is also shown in the spreadsheet.

I have yet to specify exactly how the person to undertake the SP will be determined and the appropriate design then selected – i.e. the Block SP Design to be imported from the database of designs. I will set this up over the next couple of days. The process, once specified, will provide the person number from the household to undertake the SP with and the SP Block Design to be used to populate the SP Game Frame.

The SP questionnaire will have following sections:

* Introductory Statement
* Attitudinal questions
* Description of SP games
* SP Games – 9 scenarios
* Questions on SP understanding and realism
* Contingent Valuation

***Step 3: Attitudinal Questions***

Would you please state how much you agree with each of the following statements. (Please tick one box for each statement)

Strongly Strongly

Disagree Agree

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  |  |  |  |  |  |  |  | 1 |  | 2 |  | 3 |  | 4 |  | 5 |  | 6 |  | 7 |  | 8 |  | 9 |  | 10 |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Attitudes 1 | | | | | | | |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Attitudes 2 | | | | | | | |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Attitudes 3 | | | | | | | |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Attitudes 4 | | | | | | | |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Attitudes 5 | | | | | | | |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Attitudes 6 | | | | | | | |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Attitudes 7 | | | | | | | |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Attitudes 8 | | | | | | | |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Attitudes 9 | | | | | | | |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Attitudes 10 | | | | | | | |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |

(Note: Text for questions to be added later)

***Step 4: Description of SP Games***

**We would like you to think about a time in the future where you were making this journey again and you have a choice between a number of different and improved transport services.**

We will be showing you 9 games, where you will be asked to choose between 4 of the following possible transport options.

|  |  |
| --- | --- |
| Image result for cherokee car images | Image result for cherokee car images  **Passenger** |
| ***Car Driver*** Travel in a car that you own or have access to. | ***Car Passenger***  Travel as a car passenger where you would pay a share of the travel costs, for example toll and parking costs. |
| qtaxi.jpg | Image result for doha metro images |
| ***Taxi*** Travel by taxi. | ***Metro*** Walk to nearest Metro station and use Metro to your destination. |
| Image result for cherokee car imagesImage result for doha metro images | Image result for cherokee car imagesImage result for doha metro images  **Passenger** |
| ***Park and Ride*** Drive to nearest park-and-ride site and park your vehicle, and then use Metro to your destination. | ***Drop Off and Ride***.  Be driven to nearest Metro station and then dropped off, and then use Metro to your destination |

 For each transport service, there is a different travel time, frequency and cost.

|  |  |
| --- | --- |
| ***In vehicle time***  ***Congestion time***  ***Walk time from origin to station***  ***Walk time from station to destination*** | This is the time spent travelling in the vehicle or on the service.  This is the amount of the in vehicle time that is due to congestion  This is the time taken to walk from your origin to the Metro station  This is the time taken to walk from the Metro station to your destination |
| ***Waiting Time***  ***Interchanges***  ***Fare*** | For Metro services, this is how long you would need to wait on average.  This is the number of times you would need to change Metro services to complete your journey  This is the one way fare by Metro or Taxi in Riyals |
| ***Fuel Cost***  ***Toll Cost***  ***Destination Parking Cost / Park and Ride Parking Cost*** | This is the one-way cost (or half the return cost) of the trip in Riyals.  This is the one way toll cost at the time of your travel  This is half of the total parking cost that would be paid for the trip. |

**You will need to choose the best travel option if you had to use one of them for your journey today based on the time and costs shown, and also the worst option. Everything else remains the same as it is today.**

***Step 5: SP Game Frame***

Mode\_1

Mode\_2

Mode\_4

Best

Worst

Qatar Transport Master Plan Study

Mode of Travel

Travel Times and Costs

**Travel Times**

T\_1 at\_1 min

T\_2 at\_2 min

T\_3 at\_3 min

T\_4 at\_4 min

T\_5 at\_5 min

**Travel Costs**

C\_1 ac\_1 Riyals

C\_2 ac\_2 Riyals

C\_3 ac\_3 Riyals

**Travel Times**

T\_6 at\_6 min

T\_7 at\_7 min

T\_8 at\_8 min

T\_9 at\_9 min

T\_10 at\_10 min

**Travel Costs**

C\_4 ac\_4 Riyals

C\_5 ac\_5 Riyals

C\_6 ac\_6 Riyals

**Travel Times**

T\_16 at\_16 min

T\_17 at\_17 min

T\_18 at\_18 min

T\_19 at\_19 min

T\_20 at\_20 min

**Travel Costs**

C\_10 ac\_10 Riyals

C\_11 ac\_11 Riyals

C\_12 ac\_12 Riyals



**Travel Times**

T\_11 at\_11 min

T\_12 at\_12 min

T\_13 at\_13 min

T\_14 at\_14 min

T\_15 at\_15 min

**Travel Costs**

C\_7 ac\_7 Riyals

C\_8 ac\_8 Riyals

C\_9 ac\_9 Riyals

Mode\_3



The SP game variables and their values will be picked up from the relevant “Block” and “Game” as determined by the selection of the respondent and their current trip information.

For example the first row of a “Block” and “Game” will provide the actual mode header to be used, and the picture file to be loaded under each header. The following rows will then provide the names and values of the variables to be used in each column. In this way the same frame can be used to accommodate any combination of modes, variables, and values. Also the order in which the modes and the variables are presented to the respondent can be varied between the games to prevent respondents focussing on the first presented modes and variables.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Block1 | Game1 | Mode\_1 | Mode\_2 | Mode\_3 | Mode\_4 | png\_1 | png\_2 | png\_3 | png\_4 |
| Block1 | Game1 | T\_1 | at\_1 | T\_6 | at\_6 | T\_11 | at\_11 | T\_16 | at\_16 |
| Block1 | Game1 | T\_2 | at\_2 | T\_7 | at\_7 | T\_12 | at\_12 | T\_17 | at\_17 |
| Block1 | Game1 | T\_3 | at\_3 | T\_8 | at\_8 | T\_13 | at\_13 | T\_18 | at\_18 |
| Block1 | Game1 | T\_4 | at\_4 | T\_9 | at\_9 | T\_14 | at\_14 | T\_19 | at\_19 |
| Block1 | Game1 | T\_5 | at\_5 | T\_10 | at\_10 | T\_15 | at\_15 | T\_20 | at\_20 |
| Block1 | Game1 | C\_1 | ac\_1 | C\_4 | ac\_4 | C\_7 | ac\_7 | C\_10 | ac\_10 |
| Block1 | Game1 | C\_2 | ac\_2 | C\_5 | ac\_5 | C\_8 | ac\_8 | C\_11 | ac\_11 |
| Block1 | Game1 | C\_3 | ac\_3 | C\_6 | ac\_6 | C\_9 | ac\_9 | C\_12 | ac\_12 |

Below is an example of the SP data to be used to populate the SP display frame.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Block1 | Game1 | Car | Metro | Park-and-Ride | Taxi | car.png | metro.png | pnr.png | taxi.png |
| Block1 | Game1 | Journey Time | 30 | In Vehicle Time | 30 | In Vehicle Time | 30 | Taxi Journey Time | 30 |
| Block1 | Game1 | Congestion Time | 10 | Walk time to stop | 10 | Wait Time | 6 | Congestion Time | 10 |
| Block1 | Game1 |  |  | Wait time | 6 | Interchanges | 1 |  |  |
| Block1 | Game1 |  |  | Interchanges | 0 | Walk time to station | 5 |  |  |
| Block1 | Game1 |  |  | Walk time from station | 5 | Car Journey Time | 5 |  |  |
| Block1 | Game1 | Toll Cost | 10 | Fare | 5 | Fare | 10 | Fare | 30 |
| Block1 | Game1 | Fuel Cost | 4 |  |  | Parking Cost at Station | 3 |  |  |
| Block1 | Game1 | Parking Cost | 10 |  |  |  |  |  |  |

The screen should then appear as below.

Car

Metro

Taxi

Best

Worst

Qatar Transport Master Plan Study

Mode of Travel

Travel Times and Costs

**Travel Times**

Journey time 30 min

Congestion time 10 min

**Travel Costs**

Toll cost 10 Riyals

Fuel cost 4 Riyals

Parking cost 10 Riyals

**Travel Times**

In vehicle time 30 min

Walk time to stop 10 min

Wait time 6 min

Interchanges 0

Walk time from station 5 min

**Travel Costs**

Fare 5 Riyals

**Travel Times**

Taxi journey time 30 min

Congestion time 10 min

**Travel Costs**

Fare 30 Riyals



**Travel Times**

In vehicle time 30 min

Wait time 6 min

Interchanges 0

Walk from station 5 min

Car journey time 5 min

**Travel Costs**

Fare 10 Riyals

Station parking cost 3 Riyals

Park-and-Ride



The input SP design files will be in X blocks of 9 games. This way any number of blocks can be designed and the data imported based on the previously described selection process.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Block1 | Game1 | Mode\_1 | Mode\_2 | Mode\_3 | Mode\_4 | png\_1 | png\_2 | png\_3 | png\_4 |
| Block1 | Game1 | T\_1 | at\_1 | T\_6 | at\_6 | T\_11 | at\_11 | T\_16 | at\_16 |
| Block1 | Game1 | T\_2 | at\_2 | T\_7 | at\_7 | T\_12 | at\_12 | T\_17 | at\_17 |
| Block1 | Game1 | T\_3 | at\_3 | T\_8 | at\_8 | T\_13 | at\_13 | T\_18 | at\_18 |
| Block1 | Game1 | T\_4 | at\_4 | T\_9 | at\_9 | T\_14 | at\_14 | T\_19 | at\_19 |
| Block1 | Game1 | T\_5 | at\_5 | T\_10 | at\_10 | T\_15 | at\_15 | T\_20 | at\_20 |
| Block1 | Game1 | C\_1 | ac\_1 | C\_4 | ac\_4 | C\_7 | ac\_7 | C\_10 | ac\_10 |
| Block1 | Game1 | C\_2 | ac\_2 | C\_5 | ac\_5 | C\_8 | ac\_8 | C\_11 | ac\_11 |
| Block1 | Game1 | C\_3 | ac\_3 | C\_6 | ac\_6 | C\_9 | ac\_9 | C\_12 | ac\_12 |
| Block1 | Game2 | Mode\_1 | Mode\_2 | Mode\_3 | Mode\_4 | png\_1 | png\_2 | png\_3 | png\_4 |
| Block1 | Game2 | T\_1 | at\_1 | T\_6 | at\_6 | T\_11 | at\_11 | T\_16 | at\_16 |
| Block1 | Game2 | T\_2 | at\_2 | T\_7 | at\_7 | T\_12 | at\_12 | T\_17 | at\_17 |
| Block1 | Game2 | T\_3 | at\_3 | T\_8 | at\_8 | T\_13 | at\_13 | T\_18 | at\_18 |
| Block1 | Game2 | T\_4 | at\_4 | T\_9 | at\_9 | T\_14 | at\_14 | T\_19 | at\_19 |
| Block1 | Game2 | T\_5 | at\_5 | T\_10 | at\_10 | T\_15 | at\_15 | T\_20 | at\_20 |
| Block1 | Game2 | C\_1 | ac\_1 | C\_4 | ac\_4 | C\_7 | ac\_7 | C\_10 | ac\_10 |
| Block1 | Game2 | C\_2 | ac\_2 | C\_5 | ac\_5 | C\_8 | ac\_8 | C\_11 | ac\_11 |
| Block1 | Game2 | C\_3 | ac\_3 | C\_6 | ac\_6 | C\_9 | ac\_9 | C\_12 | ac\_12 |
| Block1 | Game3 | Mode\_1 | Mode\_2 | Mode\_3 | Mode\_4 | png\_1 | png\_2 | png\_3 | png\_4 |
| Block1 | Game3 | T\_1 | at\_1 | T\_6 | at\_6 | T\_11 | at\_11 | T\_16 | at\_16 |
| Block1 | Game3 | T\_2 | at\_2 | T\_7 | at\_7 | T\_12 | at\_12 | T\_17 | at\_17 |
| Block1 | Game3 | T\_3 | at\_3 | T\_8 | at\_8 | T\_13 | at\_13 | T\_18 | at\_18 |
| Block1 | Game3 | T\_4 | at\_4 | T\_9 | at\_9 | T\_14 | at\_14 | T\_19 | at\_19 |
| Block1 | Game3 | T\_5 | at\_5 | T\_10 | at\_10 | T\_15 | at\_15 | T\_20 | at\_20 |
| Block1 | Game3 | C\_1 | ac\_1 | C\_4 | ac\_4 | C\_7 | ac\_7 | C\_10 | ac\_10 |
| Block1 | Game3 | C\_2 | ac\_2 | C\_5 | ac\_5 | C\_8 | ac\_8 | C\_11 | ac\_11 |
| Block1 | Game3 | C\_3 | ac\_3 | C\_6 | ac\_6 | C\_9 | ac\_9 | C\_12 | ac\_12 |
| Block1 | Game4 | Mode\_1 | Mode\_2 | Mode\_3 | Mode\_4 | png\_1 | png\_2 | png\_3 | png\_4 |
| Block1 | Game4 | T\_1 | at\_1 | T\_6 | at\_6 | T\_11 | at\_11 | T\_16 | at\_16 |
| Block1 | Game4 | T\_2 | at\_2 | T\_7 | at\_7 | T\_12 | at\_12 | T\_17 | at\_17 |
| Block1 | Game4 | T\_3 | at\_3 | T\_8 | at\_8 | T\_13 | at\_13 | T\_18 | at\_18 |
| Block1 | Game4 | T\_4 | at\_4 | T\_9 | at\_9 | T\_14 | at\_14 | T\_19 | at\_19 |
| Block1 | Game4 | T\_5 | at\_5 | T\_10 | at\_10 | T\_15 | at\_15 | T\_20 | at\_20 |
| Block1 | Game4 | C\_1 | ac\_1 | C\_4 | ac\_4 | C\_7 | ac\_7 | C\_10 | ac\_10 |
| Block1 | Game4 | C\_2 | ac\_2 | C\_5 | ac\_5 | C\_8 | ac\_8 | C\_11 | ac\_11 |
| Block1 | Game4 | C\_3 | ac\_3 | C\_6 | ac\_6 | C\_9 | ac\_9 | C\_12 | ac\_12 |
| Block1 | Game5 | Mode\_1 | Mode\_2 | Mode\_3 | Mode\_4 | png\_1 | png\_2 | png\_3 | png\_4 |
| Block1 | Game5 | T\_1 | at\_1 | T\_6 | at\_6 | T\_11 | at\_11 | T\_16 | at\_16 |
| Block1 | Game5 | T\_2 | at\_2 | T\_7 | at\_7 | T\_12 | at\_12 | T\_17 | at\_17 |
| Block1 | Game5 | T\_3 | at\_3 | T\_8 | at\_8 | T\_13 | at\_13 | T\_18 | at\_18 |
| Block1 | Game5 | T\_4 | at\_4 | T\_9 | at\_9 | T\_14 | at\_14 | T\_19 | at\_19 |
| Block1 | Game5 | T\_5 | at\_5 | T\_10 | at\_10 | T\_15 | at\_15 | T\_20 | at\_20 |
| Block1 | Game5 | C\_1 | ac\_1 | C\_4 | ac\_4 | C\_7 | ac\_7 | C\_10 | ac\_10 |
| Block1 | Game5 | C\_2 | ac\_2 | C\_5 | ac\_5 | C\_8 | ac\_8 | C\_11 | ac\_11 |
| Block1 | Game5 | C\_3 | ac\_3 | C\_6 | ac\_6 | C\_9 | ac\_9 | C\_12 | ac\_12 |
| Block1 | Game6 | Mode\_1 | Mode\_2 | Mode\_3 | Mode\_4 | png\_1 | png\_2 | png\_3 | png\_4 |
| Block1 | Game6 | T\_1 | at\_1 | T\_6 | at\_6 | T\_11 | at\_11 | T\_16 | at\_16 |
| Block1 | Game6 | T\_2 | at\_2 | T\_7 | at\_7 | T\_12 | at\_12 | T\_17 | at\_17 |
| Block1 | Game6 | T\_3 | at\_3 | T\_8 | at\_8 | T\_13 | at\_13 | T\_18 | at\_18 |
| Block1 | Game6 | T\_4 | at\_4 | T\_9 | at\_9 | T\_14 | at\_14 | T\_19 | at\_19 |
| Block1 | Game6 | T\_5 | at\_5 | T\_10 | at\_10 | T\_15 | at\_15 | T\_20 | at\_20 |
| Block1 | Game6 | C\_1 | ac\_1 | C\_4 | ac\_4 | C\_7 | ac\_7 | C\_10 | ac\_10 |
| Block1 | Game6 | C\_2 | ac\_2 | C\_5 | ac\_5 | C\_8 | ac\_8 | C\_11 | ac\_11 |
| Block1 | Game6 | C\_3 | ac\_3 | C\_6 | ac\_6 | C\_9 | ac\_9 | C\_12 | ac\_12 |
| Block1 | Game7 | Mode\_1 | Mode\_2 | Mode\_3 | Mode\_4 | png\_1 | png\_2 | png\_3 | png\_4 |
| Block1 | Game7 | T\_1 | at\_1 | T\_6 | at\_6 | T\_11 | at\_11 | T\_16 | at\_16 |
| Block1 | Game7 | T\_2 | at\_2 | T\_7 | at\_7 | T\_12 | at\_12 | T\_17 | at\_17 |
| Block1 | Game7 | T\_3 | at\_3 | T\_8 | at\_8 | T\_13 | at\_13 | T\_18 | at\_18 |
| Block1 | Game7 | T\_4 | at\_4 | T\_9 | at\_9 | T\_14 | at\_14 | T\_19 | at\_19 |
| Block1 | Game7 | T\_5 | at\_5 | T\_10 | at\_10 | T\_15 | at\_15 | T\_20 | at\_20 |
| Block1 | Game7 | C\_1 | ac\_1 | C\_4 | ac\_4 | C\_7 | ac\_7 | C\_10 | ac\_10 |
| Block1 | Game7 | C\_2 | ac\_2 | C\_5 | ac\_5 | C\_8 | ac\_8 | C\_11 | ac\_11 |
| Block1 | Game7 | C\_3 | ac\_3 | C\_6 | ac\_6 | C\_9 | ac\_9 | C\_12 | ac\_12 |
| Block1 | Game8 | Mode\_1 | Mode\_2 | Mode\_3 | Mode\_4 | png\_1 | png\_2 | png\_3 | png\_4 |
| Block1 | Game8 | T\_1 | at\_1 | T\_6 | at\_6 | T\_11 | at\_11 | T\_16 | at\_16 |
| Block1 | Game8 | T\_2 | at\_2 | T\_7 | at\_7 | T\_12 | at\_12 | T\_17 | at\_17 |
| Block1 | Game8 | T\_3 | at\_3 | T\_8 | at\_8 | T\_13 | at\_13 | T\_18 | at\_18 |
| Block1 | Game8 | T\_4 | at\_4 | T\_9 | at\_9 | T\_14 | at\_14 | T\_19 | at\_19 |
| Block1 | Game8 | T\_5 | at\_5 | T\_10 | at\_10 | T\_15 | at\_15 | T\_20 | at\_20 |
| Block1 | Game8 | C\_1 | ac\_1 | C\_4 | ac\_4 | C\_7 | ac\_7 | C\_10 | ac\_10 |
| Block1 | Game8 | C\_2 | ac\_2 | C\_5 | ac\_5 | C\_8 | ac\_8 | C\_11 | ac\_11 |
| Block1 | Game8 | C\_3 | ac\_3 | C\_6 | ac\_6 | C\_9 | ac\_9 | C\_12 | ac\_12 |
| Block1 | Game9 | Mode\_1 | Mode\_2 | Mode\_3 | Mode\_4 | png\_1 | png\_2 | png\_3 | png\_4 |
| Block1 | Game9 | T\_1 | at\_1 | T\_6 | at\_6 | T\_11 | at\_11 | T\_16 | at\_16 |
| Block1 | Game9 | T\_2 | at\_2 | T\_7 | at\_7 | T\_12 | at\_12 | T\_17 | at\_17 |
| Block1 | Game9 | T\_3 | at\_3 | T\_8 | at\_8 | T\_13 | at\_13 | T\_18 | at\_18 |
| Block1 | Game9 | T\_4 | at\_4 | T\_9 | at\_9 | T\_14 | at\_14 | T\_19 | at\_19 |
| Block1 | Game9 | T\_5 | at\_5 | T\_10 | at\_10 | T\_15 | at\_15 | T\_20 | at\_20 |
| Block1 | Game9 | C\_1 | ac\_1 | C\_4 | ac\_4 | C\_7 | ac\_7 | C\_10 | ac\_10 |
| Block1 | Game9 | C\_2 | ac\_2 | C\_5 | ac\_5 | C\_8 | ac\_8 | C\_11 | ac\_11 |
| Block1 | Game9 | C\_3 | ac\_3 | C\_6 | ac\_6 | C\_9 | ac\_9 | C\_12 | ac\_12 |

Then repeated for each of the blocks, which will each be a separate set of SP design variables. The block to be used will be derived from respondent details in earlier questions.

***Step 6: Final Questions for after SP games completed.***

1. How easy did you find this exercise?

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1 | Very Easy | 2 | Quite Easy | 3 | Easy | 4 | Quite Difficult | 5 | Very Difficult |

If difficult, why? (Please give reasons)

|  |
| --- |
| Text1 |

2. When you were considering the different options, did you consider all the variables or did you focus on particular ones, if so please state which.

|  |  |
| --- | --- |
| 1 | Considered all |

|  |  |  |
| --- | --- | --- |
| 2 | Particular information | Text2 |

3. How realistic did you find this exercise?

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1 | Very Realistic | 2 | Quite Realistic | 3 | Realistic | 4 | Quite Unrealistic | 5 | Very Unrealistic |

(Then if in the SP games the respondent always chose Car the following should be asked.)

4. We see that you have always chosen car in this exercise. Would you please tell us the main reasons why?

|  |
| --- |
| Text3 |

5. Thinking about this journey again, how much would a 10 minute saving be worth to you?

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Would a 10 minute saving be worth less than 1 Riyal | Yes |  | No |  |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Would a 10 minute saving be worth less than 2 Riyal | Yes |  | No |  |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Would a 10 minute saving be worth less than 3 Riyal | Yes |  | No |  |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Would a 10 minute saving be worth less than 4 Riyal | Yes |  | No |  |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Would a 10 minute saving be worth less than 5 Riyal | Yes |  | No |  |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Would a 10 minute saving be worth less than 6 Riyal | Yes |  | No |  |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Would a 10 minute saving be worth less than 7 Riyal | Yes |  | No |  |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Would a 10 minute saving be worth less than 8 Riyal | Yes |  | No |  |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Would a 10 minute saving be worth less than 9 Riyal | Yes |  | No |  |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Would a 10 minute saving be worth less than 10 Riyal | Yes |  | No |  |

(Note: This question should be displayed one line at a time – if the respondent replies No then the next question row should be asked and this should be repeated until the respondent replies Yes. Then the survey is finished)