Case study TU/e: Evaluating the walkability of the Groene Loper

The use and perception of the Groene Loper by pedestrians

The Groene Loper at the TU/e campus is designed to be a zone for pedestrians. However, no study has been done to evaluate how the pedestrians perceive and use the Groene Loper. This study evaluates the perception and use of pedestrians by combining different research methods. By mapping and classification, different zones are specified. These are further narrowed down to two specific zones for the surveys and video observation. In the survey, questions are asked about the perception, together with design related questions about the physical environment. The data of the video observation is used to map the routes of the pedestrian and cyclists, to get an insight into the different users, still standing pedestrians and pedestrians who walked outside the paths. Together these methods will give insight and understanding of how pedestrians behave, how the perception is and what can be improved.

The Groene Loper is overall perceived as a pleasant place to stay, although the zones do not provide a vibrant learning environment and pedestrians feel less safe from cyclists. The results of this study can be used to improve the Groene Loper or be a guideline for new pedestrian based areas at the TU/campus.

Written by:

M. Coppers, B. van Druten, P. Haring, A. Raaijmakers, A. Seweuster

Keywords:

walkability, pedestrians, urban evaluation, urban environment, use and perception.

Introduction

Over the last decades 'walkability' has become an important field of research in order to understand how to optimize spaces for pedestrians (Lo, 2009). Urban experts have for decades advocated for an urban environment designed with the pedestrian in mind (Gehl & Rogers, 2010; Jacobs, 1961; Lynch, 2005; Speck, 2013). But despite their efforts, the focus of urban planning and design has long gone to understanding how to create streets and highways to improve the safety and efficiency only for motorized modes (Forsyth & Southworth, 2008; Lo, 2009). While focusing on motorized modes and ignoring the pedestrian experience, the streets got devoid of public life while losing its intimacy and transparency (Forsyth & Southworth, 2008). However, over the last years, there can be seen a tendency towards optimizing the space for pedestrians, moving away from the motorized modes (Forsyth & Southworth, 2008). With new research on health and economics, the benefits of a walkable environment are becoming more evident (Ewing & Handy, 2009; Forsyth & Southworth, 2008; Lee & Talen, 2014; Lo, 2009). Walking is a form of 'green transport' and it thus can provide health benefits for its users but also for the environment which becomes more sustainable (Forsyth & Southworth, 2008; Speck, 2013). A walkable environment can also provide economic benefits, it attracts for example young people who prefer urban living - who in their turn attract companies - and a walkable life can generate considerable savings for a household, which can, in turn, be spent locally (Speck, 2013).

With the benefits of a walkable environment becoming more evident, research towards a walkable environment is increasing. In contrast to earlier qualitative research more research is now focusing on a way to measure walkability (Lo, 2009). Studies have been done to urban design qualities (Ewing & Handy, 2009), pedestrian paths and pedestrian movement (Naghavi & Abdul Hamid, 2014), zoning for pedestrians (Bloomberg, n.d.), a GIS-based approach to measure walkability (Lee & Talen, 2014), or linking the perception of the pedestrian to design elements (Park, Kim, Choi, & Seo, 2013). Therefore, how walkability is measured depends on the point of view from which one looks at it. Walking cannot be captured by one discipline since it is a multidisciplinary activity and it, therefore, requires multidisciplinary metrics to measure it (Lo, 2009). This study does not create a metric or measure for walkability but it rather evaluates the Groene Loper by combining qualitative and quantitative research.

The Groene Loper is a zone at the TU/e campus which is redesigned in 2014 by MTD Landschapsarchitecten. MTD Landschapsarchitecten intended to make the Groene Loper a scenic walk, with the pedestrian as its main focus. It is designed as a place for slow traffic. The place needed to inspire to be a meeting point, with workplaces and seating elements who provided views on the Dommel and where the greenery was used as a connecting factor (MTD Landschapsarchitecten, 2014). While the intentions of the designers were clear, there has not been any research

done to see if this vision was realized. Therefore, the aim of this study is to evaluate how the Groene Loper at the TU/e campus is perceived and used by the pedestrian. In order to investigate the walkability of the Groene Loper different research methods where used. Through a literature review, a better understanding of the relationship between walking and the urban environment is obtained. By mapping and classification of the Groene Loper, the characteristics of the different zones become clear. This data is used to narrow down the research to two particular zones where the research will continue. In order to get an understanding of how the pedestrian experience the Groene Loper and what the perception of the surrounding environment is, surveys will be conducted in these zones. By combining the data from the surveys, classification and video observation this study evaluates the Groene Loper, hereby looking if it provides a walkable urban environment.

The result of this study can be used to evaluate if the intention of the designer is translated into the current situation. It can also be used in order to improve the walkability of the Groene Loper. The TU/e wants to be a leading and innovative University and therefore want its campus to be a showcase which has to strengthen its image of sustainability and innovation (TU/e, 2011). A walkable environment can attract talent, new students and can have numerous health and economic benefits for its users (Lee & Talen, 2014; Speck, 2013). It also creates a place where people want to stay and where interaction can take place (Forsyth & Southworth, 2008; Speck, 2013).

Methodology

In order to evaluate how the pedestrians perceive and use the Groene Loper, data is collected through five different research techniques. Literature study is done to get an overview of the current research in walkability and it led to the following research design (Fig. 1).

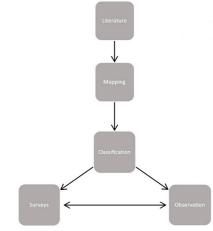


Figure 1. Research design

Inventorisation of the Groene Loper is done through mapping and classification, followed by surveys in combination with video observation. This will give insight and understanding of how pedestrians behave, how the perception is and what can be improved.

Due to the limited amount of time to conduct the research, this research will focus on two zones in particular. The two zones are chosen in collaboration with the company Heijmans with the improvement of the campus in mind. These zones are zone 2 and 6 which are named zone A and B respectively in the rest of the research (Fig.2).



Figure 2. Map of zone A and B

Mapping and classification

With mapping qualitative data is gained in order to evaluate and get an overview of all the pedestrian paths of the Groene Loper. These paths are highlighted in a map. Next, the Groene Loper is divided into different zones with their own characteristics. With classification, we continued the research and checked if the zone-mapping is correctly done. This physical classification is done with an inventory of the mapped pedestrian paths based on the different characteristics and specific elements. With this, quantitative and qualitative data is gained. Data for mapping and classification is collected by using digital maps and observations. Maps are made by using computer software.

Survey

The survey provides subjective, quantitative insight into the perception and experience of the pedestrians of a particular zone. An equal survey, in Google Form, is conducted for both zones. The surveys are distributed outside at the Groene Loper and inside at the different canteens of the TU/e buildings; Vertigo, Matrix, Metaforum, Gemini and Flux. Both surveys are conducted during lunchtime in the timeslot 12.30-13.30 at three different days, namely Monday 17th, Thursday 20th and Friday 21st of December 2018. The timeslot corresponds with the video observations. Direct responses are received by using digital devices containing the survey and indirect responses are received by distributing QR-codes during lunch time. The aim is to receive a minimal sample size of 30 responses per zone.

Based on research of Park, Kim, Choi & Seo (2013) a distinction is made between the perception factors and physical environment for the set-up of the survey. This research argues that there is no direct relationship between a physical element and the decision to walk, but it is a combination of several elements. They proposed a conceptual step, perception, where four

perception factors are extracted: pleasantness, vitality, unsafety, and complexity. These influence the decisionmaking process to walk in a certain area. The perception factors are the dependent values and are related to the physical environment, the independent values (Fig.3). In this research, the perception factors pleasantness, vitality, safety, and complexity are used. Unsafety is replaced by safety to prevent to give a certain meaning in the answers. Four categories are distinguished for the physical environment for the set up of the survey namely, pedestrian path design, street furniture, and surrounding elements, functionality, and routing. Per category of the perception factors and the physical environment four or five questions are conducted (Appendix 1). The 5 point Likert-scale is used for grading the answers in the survey research (1 strongly disagree; 2 disagree; 3 neutral; 4 agree; 5 strongly agree). The results have an ordinal ranking level.



Figure 3. Framework survey

The data originating from the survey is analyzed by using Microsoft Excel and SPSS. A comparison between zone A en B is made by using a diverging stacked bar chart. To conduct the analysis some questions are rewritten so that the most positive answer is 'strongly agree' and the most negative answer is 'strongly disagree'. Based on this visual presentation the responses can be interpreted. To get an insight into how the physical environment affects the perception the Spearman correlation analysis is conducted in SPSS. For both zones all the perception questions have been checked on a correlation with the physical environment factors, the results are visualized in a matrix. The correlations are tested two-tailed and a correlation coefficient with a significance below 0.05 (p<0.05) is considered significant.

Research in Urbanism and Architecture II

Video observation

The video observation provides objective data and insight into the use of a particular zone. Research of Naghavi and Hamid (2014) shows that by using basic camera videotapes it is possible to get an understanding of the pedestrian's movement and their quantity. These observations are conducted during the same period as the surveys but on different days to prevent people from behaving differently while conducting the surveys. The observation is done during lunchtime on 12th, 17th and 19th of December 2018. This quantitative research will focus mainly on pedestrian circulation. Three themes are researched: how are the pedestrian paths used, by whom are they used, and where do conflicts between pedestrians and cyclists occur? Data is collected by recording the zones with the use of video cameras in considered positions (Fig. 4 and 5). For zone B only the left part is being analyzed because of camera limitations. Because of the number of pedestrians and cyclists through the frame during the video observations, each zone is divided into different entries and different grass areas to count all the users (Fig. 6 till 9).

For analyzing the video observations mapping is used to map the routes of the pedestrians and cyclists who walked outside the designed paths and to get insight in where pedestrians and cyclists are standing still. The quantitative data is visualized in a table concerning numerical quantities, to get insight into the numbers of different users of the paths, pedestrians standing still and pedestrians walking outside the paths. The surveys, which provide subjective insight in the perception of the pedestrians in combination with the objective, quantitative data from the video observations enables insight in the use and experience of the particular zones. By linking this to the classification of the physical environment, this study aims to evaluate how the Groene Loper at the TU/e campus is perceived and uses by the pedestrian.

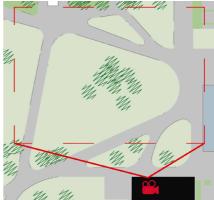


Figure 4. Camera position zone A

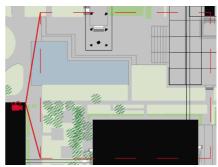


Figure 5. Camera position zone B

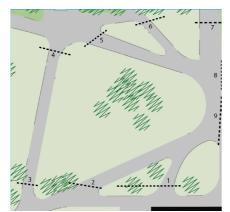


Figure 6. Entries zone A

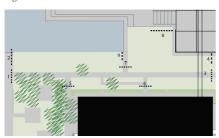


Figure 7. Entries zone B

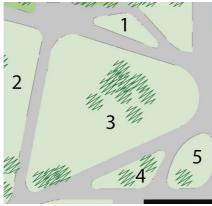


Figure 8. Grass areas zone A

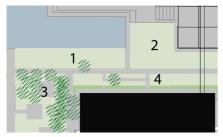


Figure 9. Grass areas zone B

Results

Mapping

Mapping of the pedestrian paths at the Groene Loper shows that the Groene Loper consists only of slow traffic routes. All the fast traffic is positioned in circulations outside the Groene Loper. Two different types of paths can be distinguished, namely paths that are designed to get from point A to point B, and paths that are designed to stay in. A map is made showing all the slow traffic routes of the Groene Loper (Fig. 10).

Striking about figure 10 is that different elements are distinguishable on the basis of different characteristics (Table 1). Therefore the Groene Loper is divided into different zones on the basis of visual and physical cohesion (Fig. 11).

With mapping, insight into the structure of the Groene Loper is gained. With classification, the subdivision of the Groene Loper in different zones will be tested.

Table 1. Location and characteristics zones

Zone	Location	Characteristics			
	T ! 1	Small path, meandering through the			
1.	Limbopad	Dommel dal.			
2(4)	KOE-field, between Auditorium	Big open green spaces, with small rounded			
2 (A) and Vertigo buildings.		paths			
3	Underneath the Atlas building	Square like pedestrian zone, alongside the			
3	Oliderneath the Atlas building	pond			
4	Markthal	Covered square			
5	Path from Metaforum to Flux	Wide path, with on one side Gemini and on			
5	Path from Metaforum to Flux	the other side the Flux-field			
		Small long path, covering almost the entire			
6 (B)	Path from Vertigo to Flux				
		Groene Loper, with changing surroundings			

Classification

The results of the research method classification (Appendix 2) show that there is a distinction in different zones on the Groene Loper with different characteristics per zone. Important findings are that there is a similarity in the materialization of the paths, namely all concrete, and the minimal height differences in the zones. Furthermore, in all of the zones, there are almost no seating elements situated.

A big difference is seen in the dimensions of the paths. There is a great variety in the lengths and

Research in Urbanism and Architecture II





widths of the path, but also in the distance to the nearest building. Besides that, a big difference is the number of trees, green and water that is visible.

With classification, insight in the visual and physical cohesion of the zones is gained. With classification, the subdivision of the Groene Loper in different zones is tested correctly. This research will continue by investigating two of the six zones due to time limitations.

Survey

The two of the six zones by which this research continues are zone two and six which are named zone A and B respectively. By analyzing and comparing the outcomes of the survey of zone A en B, quantitative insight is generated in the perception and use of the zones. The survey of zone A has 42 responses (N=42) and zone B has 43 responses (N=43). Table 2 and 3 show the comparison of zone A and zone B. Table 2 belongs to the perception factors: pleasantness, vitality, safety, and complexity. Table 3 belongs to the physical environment.

The results of the perception factors questions in the survey show that both zones are a pleasant place to walk and that respondents enjoy being there. In both zones, respondents think they can safely walk without being hassled, that the zones are easy to navigate and that the Groene Loper connects well with the buildings. During day- and night time respondents feel safe when walking around in both zones.

In contrast to that, both zones are not perceived as an anonymous place and respondents think that both zones are not a place to meet new people. Respondents do not think the zones are supporting a learning environment and they do not feel safe from cyclists.

Results with noticeable differences in response are that both zones do not support the interaction with other people, but in zone A results are

more positive than in zone B. Zone A is perceived as a vibrant place, while zone B is not. In zone B respondents think they can cross the pedestrian paths safely and that the paths are logical, while in zone A the results for this are neutral.

Both in zone A and B, the responses if the zones provide an interesting walk and if the pedestrian paths are designed for pedestrians are neutral.

The results of the physical environment questions in the survey show that in both zones the surface of the pedestrian paths is perceived as pleasant to walk on and as flat without height differences. Respondents perceive the pedestrian paths as well maintained and at night as sufficiently lit. The routing is perceived as very clear in both zones and respondents think the pedestrian paths are well connected and have a clear structure.

In contrast to that, both zones are not providing enough seating elements, the pedestrian paths are not perceived as designed only for pedestrians and respondents think the paths do not have lots of obstacles.

Results with noticeable differences in response are that in comparison to zone A the path in zone B is experienced as less wide enough. In both zones, the landscape is perceived as not attractive, but in zone A the results are more positive than in zone B. In zone A the pedestrian paths and bicycle paths are perceived as designed for shared space while in zone B it is perceived as not. Respondents think that in zone B the pedestrian paths are efficient in going from point a to b, while in zone A neutral. In both zones the surrounding environment does not provide intimacy, but in zone B the results are more positive than in zone A. Respondents think that a collision with cyclists occurs often in both zones, but more in zone A than in zone B.

Both in zone A and B the responses if the

Research in Urbanism and Architecture II

Table 2. Perception factors

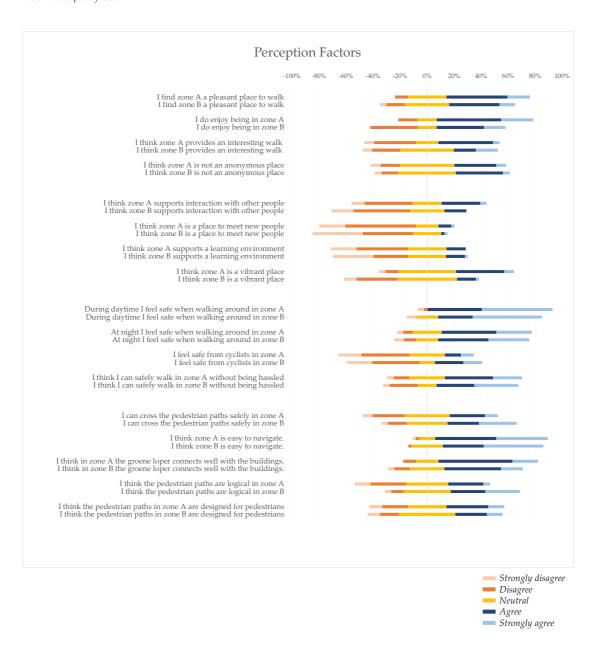
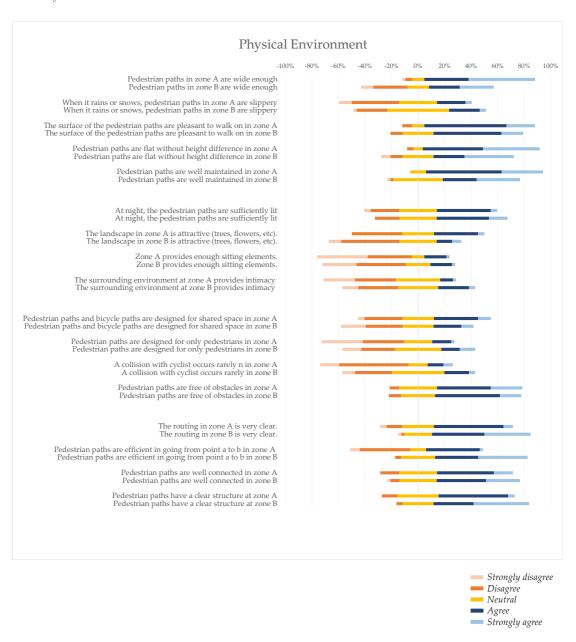


Table 3. Physical environment



surface of the pedestrian paths are experienced as slippery when it rains or snow are neutral.

Since the perception factors are related to the physical environment correlation analysis is used to find design elements that influence the perception of the Groene Loper. As seen in the correlation tables (Appendix 3 and 4) some of the correlations differ between the two zones. The physical environment is something the designers can change and the positive perception is something designers want to achieve. Hence, it is important to see the relationship between each other to improve both the environment and the perception of the environment.

When improving the intimacy of both zones, the possibility to meet new people can improve. In zone B improving intimacy appears to also increase the learning environment. Adding sitting elements as well improves the learning environment, this is not only true for zone B but also applicable in zone A. Furthermore, in zone B adding sitting elements does have an influence on the interaction between people and meeting new people.

When in both zones the attractiveness of the landscape is improved, it is likely that both zones will be experienced as an even more vibrant place. Furthermore, safety from cyclists is another factor that can be improved. Because collisions with cyclists often occur, people do not feel safe from cyclists and the pedestrians don't feel like they can always cross the paths safely. Pedestrians do feel safe at night because both zones are well lit.

With the survey the data of the perception of the pedestrians is gained, whereby during the video observations insight and understanding is gained of how the users of the Groene Loper move through space.

Video observation

To combine the perception of the users of the Groene Loper with the actual situation, video observations are used. The results show similarities and differences between the two zones. Although the total amount of pedestrians and cyclists are higher in zone A than in zone B, the ratio pedestrians and cyclists are almost the same (Appendix 5 and 6).

Where the zones do not differentiate from each other is the human movement. In both zones, the people standing still (Fig. 12 till 17) caused evasive movements with the cyclists and the pedestrians. In zone B it caused cyclists and pedestrians walking over the grass. Zone A has wider paths than zone B, possibly causing pedestrians not walking over the grass, but only evasive movements. In the video observation of 12th of December, there are people promoting in the east of the zone causing lots of people and standing still.

Another cause for evasive movements is cyclists. Cyclists have different speeds than the pedestrians, causing them to move around the pedestrians and zigzag through the zones. Most of the time cyclists made maneuvers, but also pedestrians needed to make maneuvers, because of cyclists coming to close.

Results with notable differences are the number of pedestrians walking beside the pedestrian paths. Figure 18 till 26 show the amount and routing of pedestrians and cyclists beside the paths in zone A and B. Correlating this to the total amount of people walking in the zones it results that 5,6% walked beside the paths in zone A and 61,3% in zone B.

Figure 18 till 20 show that in zone A a direct route between the Vertigo building and the Auditorium building is missing, causing people walking over the grass. Figure 21 till 23 show that in zone B rounded corners are missing, causing pedestrians cutting the corners between perpendicular paths. Common about

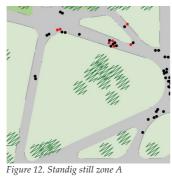


Figure 12. Standig still zone A December 12th 2018

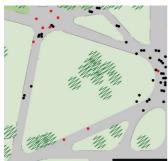


Figure 13. Standig still zone A December 17th 2018



Figure 14. Standig still zone A
December 19th 2018

- Pedestrian
- Pedestrian with bicycle



Figure 15. Standig still zone B December 12th 2018

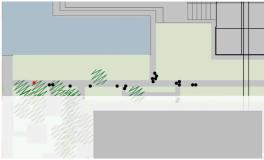


Figure 16. Standig still zone B December 17th 2018



Figure 17. Standig still zone B December 19th 2018

- $\bullet \ \ Pedestrian$
- Pedestrian with bicycle

Pedestrian Cyclist



Figure 18. Routing besides the path zone A December 12th 2018

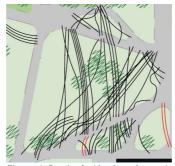


Figure 19. Routing besides the path zone A December 17th 2018

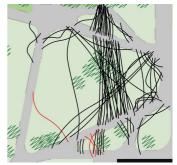


Figure 20. Routing besides the path zone A December 19th 2018

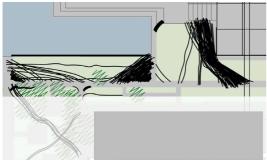


Figure 21. Pedestrian routing besides the path zone B December 12th 2018



Figure 24. Cyclists routing besides the path zone B

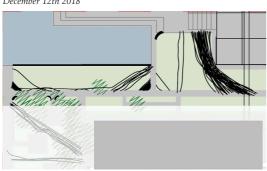


Figure 22. Pedestrian routing besides the path zone B December 17th 2018

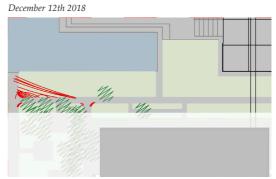


Figure 25. Cyclists routing besides the path zone B December 17th 2018



Figure 23. Pedestrian routing besides the path zone B December 19th 2018



Figure 26. Cyclists routing besides the path zone B December 19th 2018

both zones is that pedestrians tend to take the shortest route and that pedestrians need to step outside the paths to dodge other pedestrians or cyclists.

The ratio evasive movements and people standing still are different in the two zones, while the number of users is the same. This relates back to the difference in design in zone A and B. The style of zone A is a romantic landscape design with organically shaped paths, while zone B contains a rectangular design with perpendicular paths. Because of the organically shaped paths in zone A the corners are not cut by the pedestrians, but a direct routing from point a to b is missing. Zone B provides a direct routing from point a to b, but because of the perpendicular paths pedestrians are cutting the corners for walking the fastest route.

Comparative analysis

Comparing the video observation (objective) with the perception of the users (survey, subjective) and the classification (the current situation, objective) gives an overview of the researched situation.

A lot of the results between the zones are roughly the same. This can be related to the fact that both zones are part of the Groene Loper without any strict boundaries. The differences in the results can be related to the characteristics of the zones.

The differences between the behavior of people are mostly because of the design of the different zones. In zone A, pedestrians walk over the grass to get from Vertigo building to Auditorium building or the other way around, while in zone B the corners are cut. This can be related back to the design as seen in the classification. This can also be related back to some of the answers in the survey. The paths are more logical perceived in zone B than zone A and the pedestrians find the paths more efficient in going from point a to b in zone B than in zone A.

The classification shows that there are almost no sitting elements in both zones. This is in line

with the results of the survey, the users as well think that there are not enough sitting elements. The lack of sitting elements can cause people standing still in the middle of the paths, as seen in the video observation, causing evasive movements.

The users of the zones did not perceive the zones as safe from cyclists. A significant amount of pedestrians found that they could not cross the paths safely and most pedestrians found that a collision with cyclists happens often. Although there were no actual collisions between the cyclists and the pedestrians during the video observations, there were a lot of evasive movements visible. In zone A the paths are wide enough for people to avoid collisions, but in zone B pedestrians and cyclists were forced to move over the grass.

Zone A is experienced as a more vibrant place then zone B, this relates to the characteristics of the direct environment. Zone A is described in the classification as park-like and zone B as a geometric straight path. Therefore, the paths in zone B are perceived as more logical than in zone A.

Discussion and conclusion

The results of the research offer insight to the extent that the Groene Loper at the TU/e campus provides a walkable environment. The surveys, which provide subjective insight in the perception of the pedestrians, in combination with the objective, quantitative data from the video observations enables insight in the use and experience of the particular zones. By linking this to the classification of the physical environment of the zones, it enables a complete and overall insight of the walkability of a certain zone at the Groene Loper.

The design of the Groene Loper is intended to create a walkable environment. It aimed to be an attractive environment where social interaction and meeting occurs. The results demonstrate that not all these design intentions are met in the actual situation. It appears that zone A and B are perceived as a pleasant place to be, routing is logical and the pedestrians feel overall safe by walking there. However, other aspects improvements can be made. The results indicate that although it is overall perceived safe, pedestrian feels less safe from cyclist an. Both zones do not provide an environment which supports interaction or provides a learning environment, however zone A is perceived as a more vibrant space as zone B.

To create an environment that simulates interaction and a place to stay, the results suggest that improvements can be made by adding sitting elements or by creating a more intimate zone. Sitting elements have a positive correlation with social interaction and providing a learning environment.

The study, however, is limited due to restricted time and resources. The research focused on zone A and B, respectively zone two and six, instead of all the zones classified in the Groene Loper. The video observations are conducted during lunchtime at three different days. This gives no overall insight about the use during the entire day. Likewise, the surveys have a limited sample size. For this reason, the accuracy might be not

sufficient. A sample size of 100-200 responses per survey would provide more reliable results for the correlation analysis. Moreover, the research is conducted during the winter period, means that it is unlikely that the results will be the same during the summer period. Finally, the situation of the Groene Loper is currently changed due to the opening of a new education building located at the Groene Loper, which means future situations might differ from the researched situation.

The results of this study can be used to improve the Groene Loper or be a guideline for new pedestrian based areas at the TU/campus. In a broader field, the methodology, conducted in this research offers a framework for similar evaluations of the walkability of a certain urban environment. It enables insight into improvements of the walkability of this area.

The limitations of this research can be addressed in future research. It is recommended to repeat the research for also the other zones to receive a complete insight of the Groene Loper.

References

Bloomberg, M. R. (n.d.). *Pedestrian Level of Service Study*, Phase 1, 167.

Ewing, R., & Handy, S. (2009). Measuring the Unmeasurable: Urban Design Qualities Related to Walkability. Journal of Urban Design, 14(1), 65–84. https://doi.org/10.1080/13574800802451155

Forsyth, A., & Southworth, M. (2008). *Cities Afoot—Pedestrians, Walkability and Urban Design*. Journal of Urban Design, 13(1), 1–3. https://doi.org/10.1080/13574800701816896

Gehl, J., & Rogers, L. R. (2010). *Cities for People* (1 edition). Washington, DC: Island Press. Jacobs, J. (1961). The Death and Life of Great American Cities (Reissue edition). New York: Vintage.

Lee, S., & Talen, E. (2014). Measuring Walkability: A Note on Auditing Methods. Journal of Urban Design, 19(3), 368–388. https://doi.org/10.1080/13574809.2014.890040

Lo, R. H. (2009). *Walkability: what is it?* Journal of Urbanism: International Research on Placemaking and Urban Sustainability, 2(2), 145–166. https://doi.org/10.1080/17549170903092867

Lynch, K. (2005). The image of the city (Nachdr.). Cambridge, Mass.: MIT PRESS.

MTD Landschapsarchitecten. (2014, July 24). *Campus en Groene Loper TU/e Eindhoven geselecteerd voor Jaarboek* 2014. Retrieved January 24, 2019, from https://www.mtdls.nl/nl/actueel/nieuwsarchief/q/nid/280/title/campus-en-groene-loper-tu/e-eindhoven-geselecteerd-voor-jaarboek-2014

Naghavi, S., & Abdul Hamid, A. H. (2014). Retrospection on the Design of Pedestrian Pathways in a Public Area Interface. MATEC Web of Conferences, 17, 01006. https://doi.org/10.1051/matecconf/20141701006

Park, S.-H., Kim, J.-H., Choi, Y.-M., & Seo, H.-L. (2013). Design elements to improve pleasantness, vitality, safety, and complexity of the pedestrian environment: evidence from a Korean neighbourhood walkability case study. International Journal of Urban Sciences, 17(1), 142–160. https://doi.org/10.1080/12265934.2013.776283

Speck, J. (2013). Walkable City: How Downtown Can Save America, One Step at a Time (Reprint edition). New York: North Point Press

So-Hyun Park, Jun-Hyung Kim, Yee-Myung Choi & Han-Lim Seo (2013) Design elements to improve pleasantness, vitality, safety, and complexity of the pedestrian environment: evidence from a Korean neighbourhood walkability case study, International Journal of Urban Sciences, 17:1, 142-160, DOI: 10.1080/12265934.2013.776283

TU/e. (2011, September 11). MTD Landschapsarchitecten ontwerpt Groene Loper voor TU/e-campus.

Retrieved January 25, 2019, from https://www.tue.nl/nieuws/nieuwsoverzicht/23-09-2011-mtd-landschapsarchitecten-ontwerpt-groene-loper-voortue-campus/

Research in Urbanism and Architecture II

Survey Questions

The surveys about Zone A and B are conducted by QR-codes which lead to a google form. In this appendix Zone, A or Zone B is replaced by Zone X.

Experience of the Groene Loper in zone B at the TU/e campus

Thank you for taking part in this survey about measuring the experience of the pedestrian in zone X at the 'Groene Loper'. By completing this survey we try to get a better understanding of your experience in this zone. The survey should only take 3-4 minutes to complete. Be assured that all the answers you provide will be collected anonymously. The first part of the survey will be about your perception, the second part about the physical environment of the Groene Loper. Below you can find a map to see where zone X is.

The 5 point Likert-scale is used for to grading the answers in the survey research

1 (strongly	2 (agree)	3 (neutral)	4 (agree)	5 (strongly
disagree)				agree)

Perception factors

Pleasantness

- 1. I find zone X a pleasant place to walk.
- 2. I do not enjoy being at zone X
- 3. I think zone A provides an interesting walk (attractive buildings, attractive landscape, special elements, etc)
- 4. I think zone X is an anonymous place.

Vitality

- 5. I think zone X supports interaction with other people
- 6. I think zone X is a place to meet new people.
- 7. I think zone X supports a learning environment.
- 8. I think zone X is a vibrant place.

Safety

- 9. I feel safe when walking around zone X
- 10. At night I feel fearful when walking around zone X
- 11. I feel safe from cyclists at zone X
- 12. I think I can safely walk at zone X without being hassled.
- 13. I can cross the pedestrian paths safely at zone X.

Complexity

- 14. I think zone X is easy to navigate.
- 15. I think in zone X the Groene Loper connects well with the buildings.
- 16. I think the pedestrian paths are logical at zone X.
- 17. I think the pedestrian paths at zone X are designed for pedestrians.

Physical environment

Pedestrian path design

- 1. Pedestrian paths at zone X are narrow/wide enough.
- 2. When it rains or snows, pedestrian paths at zone X are slippery.
- 3. The surface of the pedestrian paths is pleasant to walk on at zone X.
- 4. Pedestrian paths are flat without height difference at zone X.
- 5. Pedestrian paths are well maintained at zone X.

Street furniture and surrounding environment

- 1. At night, the pedestrian paths are sufficiently lit
- 2. The landscape at zone A is attractive (trees, flowers, etc).
- 3. Zone X provides enough sitting elements.
- 4. The surrounding environment at zone A provides intimacy (a cozy and private or relaxed atmosphere)

Functionality

- 1. Pedestrian paths and bicycle paths are designed for shared space in zone X
- 2. Pedestrian paths are designed for only pedestrians in zone X
- 3. A collision with a cyclist occurs often in zone X
- 4. Pedestrian paths have lots of obstacles at zone X.

Routing

- 1. The routing at zone X is very clear.
- 2. Pedestrian paths are efficient in going from point a to b at zone X.
- 3. Pedestrian paths are frequently disconnected in zone X.
- 4. Pedestrian paths have a clear structure at zone A

Demographic factors

1. Age

```
(<15, 16-20, 21-25, 26-30, 31-35, 36-40, 41-45, 46-50, 51-55, 56-60, 61-65, 66-70, 71-75, 76-80, 81>)
```

2. Sex

(male, female, other)

3. Type of user (more options possible)

(Employee TU/e - research/education, Employee TU/e - supporting, Employee - other organization then TU/e Student TU/e Student Fontys Student Summa Student - active board/committee Resident International Visitor others...

Thank you for completing the survey!

Thank you for taking time to complete this survey. We truly value your response. It will contribute to our analyses to get a better understanding of the Groene Loper.

	zone 1	zone 2 (A)		zone 4	zone 5	zone 6 (B)
width pedestrian path	6 m	5 - 6 m		61,5 m	11 m, 25 m	3 m
lenght pedestrian path	270 m	490 m	108,5 m	75 m	141 m	426 m
		concrete tiles, semi-stone	big concrete tiles, semi-		big concrete tiles, semi-	big concrete tiles, semi-
materialization path	solid concrete path	bond	stone bond	solid concrete slap	stone bond	stone bond
	the landscape / vertical					
	steel elements as border					
	towards the river. It		big water element along			
	connetcs the train/bus		the south side of the area.			
	station with the TU/e, the		It is the square beneath			
	path is crossed by a		the Atlas building, which		seating elements along the	
demarcation path	biclyle path.	no demarcation	has coloms on the area.	outside the roof	north side of the path.	no demarcation
P						
						1 tree at the north side of
					12 trees at the north side	the path, 9 trees at the
amount of trees	1 tree	17 trees	0 trees	0 trees	of the path	south side of the path
		no seatings at the path, in	no seatings around, the			
		the green area between	steps could be used as		L	
		the paths are diverse	seating, mostly used in	seating around the green	Strip with seating along	
seatings	no seatings	seating possiblilities	the summe	planter	he north side of the path	none
distance to nearest buildig -						
North	0 m	18 m	9,5 m	0 m	17 m	26 m
distance to nearest buildig -						
East	14 m	37m	0 m	30 m	31 m	92 m
distance to nearest buildig -						
South	67 m	0 m	43 m	27,5 m	45 m	2,5 m
	07 III	0 m	TO III	ш در ب	TU III	∠,J III
distance to nearest buildig -	Las					
West	108 m	357 m	-	-	23 m	13 m
	The path has a rolling					
	character, differences		two steps on the west of	The whole zone is 6		
	height between 0 - 3 meter	none /minimal height	the zone, 6 steps on the	stairssteps higher than the	none /minimal height	none /minimal height
height differences	are experienced	differences	east of the zone	surrounding zones	differences	differences
characteristic path	organic shaped	organic shaped	square like area	square like area	east side a square like area	straight path
	The path is also a bridge over "de Dommel", the path is demarcted by the			It has a roof, piano, big suares with benches,		Footbridge on level 1 crosses the path, yellow picnic table on the north
		In the middle of the three	waterelement on the couth			
	lifted up path and the	In the middle of the three	waterelement on the south	entrance to the canteen		the north side, some
and delegants	lifted up path and the vertical steal elements	paths is a green area with	side, overstep of the	entrance to the canteen and staircase to entrance	G. 1 1	the north side, some artworks along the north
special elements	lifted up path and the			entrance to the canteen	Steel artwork	the north side, some artworks along the north
special elements characteristic environment - North	lifted up path and the vertical steal elements	paths is a green area with	side, overstep of the building (Atlas)	entrance to the canteen and staircase to entrance	Steel artwork Green strip with trees and plants and building entrance with height differences (Gemini)	the north side, some artworks along the north and south side of the path Waterelement, Markthal (metaforum), entrance
characteristic environment -	lifted up path and the vertical steal elements along the path grass area with diverse trees, the dommel which is flowing through is park environment and a building situated in this	paths is a green area with seatings building (auditorium) entrance by stairs, in front of this building a row of	side, overstep of the building (Atlas)	entrance to the canteen and staircase to entrance of Metaforum.	Green strip with trees and plants and building entrance with height	artworks along the north and south side of the path Waterelement, Markthal (metaforum), entrance with height differences of closest building (CERES),
characteristic environment - North	lifted up path and the vertical steal elements along the path grass area with diverse trees, the dommel which is flowing through is park environment and a building situated in this park	paths is a green area with seatings building (auditorium) entrance by stairs, in front of this building a row of trees	side, overstep of the building (Atlas)	entrance to the canteen and staircase to entrance of Metaforum. building (metaforum)	Green strip with trees and plants and building entrance with height differences (Gemini)	the north side, some artworks along the north and south side of the path waterelement, Markthal (metaforum), entrance with height differences of closest building (CERES),
characteristic environment - North characteristic environment -	lifted up path and the vertical steal elements along the path grass area with diverse trees, the dommel which is flowing through is park environment and a building situated in this park park environment with waterelement and a	paths is a green area with seatings building (auditorium) entrance by stairs, in front of this building a row of trees Building (atlas, water	side, overstep of the building (Atlas)	entrance to the canteen and staircase to entrance of Metaforum. building (metaforum) Steps to the next zone and	Green strip with trees and plants and building entrance with height differences (Gemini) Building entrance with	the north side, some artworks along the north and south side of the patl Waterelement, Markthal (metaforum), entrance with height differences of closest building (CERES),
characteristic environment -	lifted up path and the vertical steal elements along the path grass area with diverse trees, the dommel which is flowing through is park environment and a building situated in this park environment with	paths is a green area with seatings building (auditorium) entrance by stairs, in front of this building a row of trees	side, overstep of the building (Atlas) Grass, building (atlas)	entrance to the canteen and staircase to entrance of Metaforum. building (metaforum)	Green strip with trees and plants and building entrance with height differences (Gemini)	the north side, some artworks along the north and south side of the path waterelement, Markthal (metaforum), entrance with height differences of closest building (CERES), grass/event area
characteristic environment - North characteristic environment - East characteristic environment -	lifted up path and the vertical steal elements along the path grass area with diverse trees, the dommel which is flowing through is park environment and a building situated in this park park environment with waterelement and a building with a terrass. Park environment and behind this park a busy	paths is a green area with seatings building (auditorium) entrance by stairs, in front of this building a row of trees Building (atlas, water element and grass. Building (Vertigo and de	side, overstep of the building (Atlas) Grass, building (atlas) Markthal Waterelement, building(entrance to the canteen and staircase to entrance of Metaforum. building (metaforum) Steps to the next zone and building (ceres) Grass, path and building	Green strip with trees and plants and building entrance with height differences (Gemini) Building entrance with height differences (Flux)	the north side, some artworks along the north and south side of the path and south side of the path Waterelement, Markthal (metaforum), entrance with height differences of closest building (CERES), grass/event area Grass area Grass with artworks/sitting elements building entrance (Matrix), other buildings,
characteristic environment - North characteristic environment - East	lifted up path and the vertical steal elements along the path grass area with diverse trees, the dommel which is flowing through is park environment and a building situated in this park park environment with waterelement and a building with a terrass. Park environment and behind this park a busy	paths is a green area with seatings building (auditorium) entrance by stairs, in front of this building a row of trees Building (atlas, water element and grass. Building (Vertigo and de Zwarte doos)	side, overstep of the building (Atlas) Grass, building (atlas) Markthal Waterelement, building(entrance to the canteen and staircase to entrance of Metaforum. building (metaforum) Steps to the next zone and building (ceres) Grass, path and building	Green strip with trees and plants and building entrance with height differences (Gemini) Building entrance with height differences (Flux)	the north side, some artworks along the north and south side of the path and south side of the path waterelement, Markthal (metaforum), entrance with height differences of closest building (CERES), grass/event area Grass area Grass with artworks/sitting elements building entrance (Matrix), other buildings,
characteristic environment - North characteristic environment - East characteristic environment - South	lifted up path and the vertical steal elements along the path grass area with diverse trees, the dommel which is flowing throught is park environment and a building situated in this park park environment with waterelement and a building with a terrass. park environment and behind this park a busy road	paths is a green area with seatings building (auditorium) entrance by stairs, in front of this building a row of trees Building (atlas, water element and grass. Buidling (Vertigo and de Zwarte doos) grass field with trees, a	side, overstep of the building (Atlas) Grass, building (atlas) Markthal Waterelement, building(entrance to the canteen and staircase to entrance of Metaforum. building (metaforum) Steps to the next zone and building (ceres) Grass, path and building	Green strip with trees and plants and building entrance with height differences (Gemini) Building entrance with height differences (Flux)	the north side, some artworks along the north and south side of the path and south side of the path waterelement, Markthal (metaforum), entrance with height differences of closest building (CERES), grass/event area Grass area Grass with artworks/sitting elements building entrance (Matrix), other buildings, parking area
characteristic environment - North characteristic environment - East characteristic environment - South	lifted up path and the vertical steal elements along the path grass area with diverse trees, the dommel which is flowing through is park environment and a building situated in this park park environment with waterelement and a building with a terrass. park environment and behind this park a busy road	paths is a green area with seatings building (auditorium) entrance by stairs, in front of this building a row of trees Building (atlas, water element and grass. Building (Vertigo and de Zwarte doos) grass field with trees, a river "de Dommel" and a	side, overstep of the building (Atlas) Grass, building (atlas) Markthal Waterelement, building(matrix)	entrance to the canteen and staircase to entrance of Metaforum. building (metaforum) Steps to the next zone and building (ceres) Grass, path and building (Helix and Matrix)	Green strip with trees and plants and building entrance with height differences (Gemini) Building entrance with height differences (Flux) Grass/event area	the north side, some artworks along the north and south side of the patl waterelement, Markthal (metaforum), entrance with height differences of closest building (CERES), grass/event area Grass area Grass with artworks/sitting elements building entrance (Matrix), other buildings, parking area Building (Vertigo), park
characteristic environment - North characteristic environment - Zast	lifted up path and the vertical steal elements along the path grass area with diverse trees, the dommel which is flowing throught is park environment and a building situated in this park park environment with waterelement and a building with a terrass. park environment and behind this park a busy road	paths is a green area with seatings building (auditorium) entrance by stairs, in front of this building a row of trees Building (atlas, water element and grass. Buidling (Vertigo and de Zwarte doos) grass field with trees, a	side, overstep of the building (Atlas) Grass, building (atlas) Markthal Waterelement, building(matrix) Grass field	entrance to the canteen and staircase to entrance of Metaforum. building (metaforum) Steps to the next zone and building (ceres) Grass, path and building	Green strip with trees and plants and building entrance with height differences (Gemini) Building entrance with height differences (Flux) Grass/event area Small square with tree Geometric straight path character with grass/event	the north side, some artworks along the north and south side of the path and south side of the path waterelement, Markthal (metaforum), entrance with height differences of closest building (CERES), grass/event area Grass area Grass with artworks/sitting elements building entrance (Matrix), other buildings, parking area Building (Vertigo), park like surrounding (zone 2)
characteristic environment - North characteristic environment - Zast characteristic environment - Nouth characteristic environment - West characteristics direct environment:	lifted up path and the vertical steal elements along the path grass area with diverse trees, the dommel which is flowing throught is park environment and a building situated in this park environment with waterelement and a building with a terrass. park environment and behind this park a busy road busy road and park environment with waterelement and a building with a terrass.	paths is a green area with seatings building (auditorium) entrance by stairs, in front of this building a row of trees Building (atlas, water element and grass. Building (Vertigo and de Zwarte doos) grass field with trees, a river "de Dommel" and a bicycle path. park-like character with diverse pedestrian paths, a green area between the	side, overstep of the building (Atlas) Grass, building (atlas) Markthal Waterelement, building(matrix) Grass field buildings and large water	entrance to the canteen and staircase to entrance of Metaforum. building (metaforum) Steps to the next zone and building (ceres) Grass, path and building (Helix and Matrix) Other zone, waterelement almost like a building with walls and a roof. Open spaces to go	Green strip with trees and plants and building entrance with height differences (Gemini) Building entrance with height differences (Flux) Grass/event area Small square with tree Geometric straight path character with grass/event	the north side, some artworks along the north and south side of the path waterelement, Markthal (metaforum), entrance with height differences of closest building (CERES), grass/event area Grass area Grass with artworks/sitting elements building entrance (Matrix), other buildings, parking area Building (Vertigo), park like surrounding (zone 2) One continious route from the beginning to the end of the Groene Loper. Geometric straight path
characteristic environment - North characteristic environment - East characteristic environment - South characteristic environment - West characteristics direct environment:	lifted up path and the vertical steal elements along the path grass area with diverse trees, the dommel which is flowing throught is park environment and a building situated in this park environment with waterelement and a building with a terrass. park environment and behind this park a busy road busy road and park environment with waterelement and a building with a terrass.	paths is a green area with seatings building (auditorium) entrance by stairs, in front of this building a row of trees Building (atlas, water element and grass. Buidling (Vertigo and de Zwarte doos) grass field with trees, a river "de Dommel" and a bicycle path. park-like character with diverse pedestrian paths, a green area between the paths	side, overstep of the building (Atlas) Grass, building (atlas) Markthal Waterelement, building(matrix) Grass field buildings and large water	entrance to the canteen and staircase to entrance of Metaforum. building (metaforum) Steps to the next zone and building (ceres) Grass, path and building (Helix and Matrix) Other zone, waterelement almost like a building with walls and a roof. Open spaces to go	Green strip with trees and plants and building entrance with height differences (Gemini) Building entrance with height differences (Flux) Grass/event area Small square with tree Geometric straight path character with grass/event	the north side, some artworks along the north and south side of the path side o
characteristic environment - North characteristic environment - East characteristic environment - South characteristic environment - West characteristics direct environment: green valer	lifted up path and the vertical steal elements along the path grass area with diverse trees, the dommel which is flowing through is park environment and a building situated in this park environment with waterelement and a building with a terrass. park environment and behind this park a busy road and park environment busy road and park environment park-like character with grassfiels, a small river and diverse trees ****	paths is a green area with seatings building (auditorium) entrance by stairs, in front of this building a row of trees Building (atlas, water element and grass. Building (Vertigo and de Zwarte doos) grass field with trees, a river "de Dommel" and a bicycle path. park-like character with diverse pedestrian paths, a green area between the paths ****	side, overstep of the building (Atlas) Grass, building (atlas) Markthal Waterelement, building(matrix) Grass field buildings and large water element	entrance to the canteen and staircase to entrance of Metaforum. building (metaforum) Steps to the next zone and building (ceres) Grass, path and building (Helix and Matrix) Other zone, waterelement almost like a building with walls and a roof. Open spaces to go through to the other zones * -	Green strip with trees and plants and building entrance with height differences (Gemini) Building entrance with height differences (Flux) Grass/event area Small square with tree Geometric straight path character with grass/event area at the south side -	the north side, some artworks along the north and south side of the path waterelement, Markthal (metaforum), entrance with height differences of closest building (CERES), grass/event area Grass area Grass with artworks/sitting elements building entrance (Matrix), other buildings, parking area Building (Vertigo), park like surrounding (zone 2) One continious route from the beginning to the end of the Groene Loper. Geometric straight path character. **
characteristic environment - North characteristic environment - East characteristic environment - South characteristic environment - West characteristics direct environment:	lifted up path and the vertical steal elements along the path grass area with diverse trees, the dommel which is flowing through is park environment and a building situated in this park environment with waterelement and a building with a terrass. park environment and behind this park a busy road and park environment busy road and park environment park-like character with grassfiels, a small river and diverse trees ****	paths is a green area with seatings building (auditorium) entrance by stairs, in front of this building a row of trees Building (atlas, water element and grass. Buidling (Vertigo and de Zwarte doos) grass field with trees, a river "de Dommel" and a bicycle path. park-like character with diverse pedestrian paths, a green area between the paths	side, overstep of the building (Atlas) Grass, building (atlas) Markthal Waterelement, building(matrix) Grass field buildings and large water element	entrance to the canteen and staircase to entrance of Metaforum. building (metaforum) Steps to the next zone and building (ceres) Grass, path and building (Helix and Matrix) Other zone, waterelement almost like a building with walls and a roof. Open spaces to go	Green strip with trees and plants and building entrance with height differences (Gemini) Building entrance with height differences (Flux) Grass/event area Small square with tree Geometric straight path character with grass/event area at the south side *	the north side, some artworks along the north and south side of the path and south side of the side
characteristic environment - North characteristic environment - East characteristic environment - South characteristic environment - West characteristics direct environment: green valer	lifted up path and the vertical steal elements along the path grass area with diverse trees, the dommel which is flowing through is park environment and a building situated in this park environment with waterelement and a building with a terrass. park environment and behind this park a busy road and park environment busy road and park environment park-like character with grassfiels, a small river and diverse trees ****	paths is a green area with seatings building (auditorium) entrance by stairs, in front of this building a row of trees Building (atlas, water element and grass. Building (Vertigo and de Zwarte doos) grass field with trees, a river "de Dommel" and a bicycle path. park-like character with diverse pedestrian paths, a green area between the paths ****	side, overstep of the building (Atlas) Grass, building (atlas) Markthal Waterelement, building(matrix) Grass field buildings and large water element	entrance to the canteen and staircase to entrance of Metaforum. building (metaforum) Steps to the next zone and building (ceres) Grass, path and building (Helix and Matrix) Other zone, waterelement almost like a building with walls and a roof. Open spaces to go through to the other zones * -	Green strip with trees and plants and building entrance with height differences (Gemini) Building entrance with height differences (Flux) Grass/event area Small square with tree Geometric straight path character with grass/event area at the south side -	the north side, some artworks along the north and south side of the patl waterelement, Markthal (metaforum), entrance with height differences o closest building (CERES), grass/event area Grass area Grass with artworks/sitting elements building entrance (Matrix), other buildings, parking area Building (Vertigo), park like surrounding (zone 2) One continious route from the beginning to the end of the Groene Loper. Geometric straight path character. ** *****

Correlation Analysis	Zone A				
find zone A a pleasant place to walk	Pedestrian paths are flat without height difference in zone A	.518**	At night I feel safe when walking around in zone A	At night, the pedestrian paths are sufficiently lit	.403**
		.000			.008
	At night, the pedestrian paths are sufficiently lit	.405**	I feel safe from cyclists in zone A	Zone A provides enough sitting elements.	.423**
do enjoy being in zone A	Pedestrian paths in zone A are wide enough	.003		A collision with cyclists rearly occurs in zone A	.497**
	Pedestrian paths are flat without height difference in zone A	.553**	hassled	Pedestrian paths are well maintained in zone A	.336*
	redestrian patits are that without neight difference in 20th A	.000	nassied	r cuestifait pauts are weit maintained in zone A	.029
	Pedestrian paths are well maintained in zone A	.457**		A collision with cyclists rearly occurs in zone A	.345*
	,	.002			.025
	Pedestrian paths and bicycle paths are designed for shared space in zone A	.332*	I can cross the pedestrian paths safely in zone A	A collision with cyclists rearly occurs in zone A	.403**
	. , ,	.032			.008
	Pedestrian paths are free from obstacles in zone A	.317*	I think zone A is easy to navigate.	Pedestrian paths and bicycle paths are designed for shared space in zone A	.452**
		.041			.003
	Pedestrian paths have a clear structure at zone A	.333*	with the buildings.	Pedestrian paths in zone A are wide enough	.394**
I think zone A provides an interesting walk		.031			.010
think zone A is not an anonymous place	Pedestrian paths in zone A are wide enough	.391*		Pedestrian paths are flat without height difference in zone A	.471**
, ,		.010			.002
	The surrounding environment at zone A provides intimacy	374*		Pedestrian paths and bicycle paths are designed for shared space in zone A	.361*
	(a cosy and private or relaxed atmosphere)	.015			.019
	Pedestrian paths are free from obstacles in zone A	.460**		A collision with cyclists rearly occurs in zone A	.358*
		.002			.020
	The routing in zone A is very clear.	.449**		Pedestrian paths are well connected in zone A	.528**
	,	.003		•	.000
think zone A supports interaction with other people			I think the pedestrian paths are logical in zone A	The surface of the pedestrian paths are pleasant to walk on in zone A	352*
I think zone A is a place to meet new people	The surrounding environment at zone A provides intimacy	.402**			.022
	(a cosy and private or relaxed atmosphere)	.008		Zone A provides enough sitting elements.	.541**
think zone A supports a learning environment	Zone A provides enough sitting elements.	.323*			.000
		.037		The routing in zone A is very clear.	.441**
	The routing in zone A is very clear.	.313*			.003
		.043		Pedestrian paths are efficient in going from point a to b in zone A	.517**
	Pedestrian paths have a clear structure at zone A	.363*			.000
		.018		Pedestrian paths are well connected in zone A	.428**
think zone A is a vibrant place	The landscape in zone A is attractive (trees, flowers, etc).	.345*		·	.005
-		.025		Pedestrian paths have a clear structure at zone A	.552**
	The routing in zone A is very clear.	.460**	1		.000
		.002	for pedestrians	Pedestrian paths in zone A are wide enough	.362*
	Pedestrian paths are well connected in zone A	.336*	1 -		.018
		.029		Pedestrian paths are designed for only pedestrians in zone A	.481**
	Pedestrian paths have a clear structure at zone A	.348*	1		.001
		.024		Pedestrian paths are free from obstacles in zone A	.305*
Ouring daytime I feel safe when walking around in zo	When it rains, pedestrian paths are not slippery	.306*	1	-	.049
		.049			
	At night, the pedestrian paths are sufficiently lit	.389*			
		.011			

^{**} Correlation is significant at the 0.01 level (2-tailed)
* Correlation is significant at the 0.05 level (2-tailed).

Correlation Coefficient Sig. (2-tailed)

Correlation Analysis find zone B a pleasant place to walk	Zone B Pedestrian paths in zone B are wide enough	.456**	I feel safe from cyclists in zone B	Pedestrian paths in zone B are wide enough	
	When it rains, pedestrian paths are not slippery	.002	+	When it rains, pedestrian paths are not slippery	.1
	The surface of the pedestrian paths are pleasant to walk on in zone B	.000		The surface of the pedestrian paths are pleasant to walk on in zone B	.0
		.015			.1
	Pedestrian paths are well maintained in zone B	.400**		At night, the pedestrian paths are sufficiently lit	
	The surrounding environment at zone B provides intimacy (a cosy and private or relaxed atmosphere)	.398**		Zone B provides enough sitting elements.	i.
	Pedestrian paths and bicycle paths are designed for shared space in zone B	.374*		The surrounding environment at zone B provides intimacy (a cosy and private or relaxed atmosphere)	
	A collision with cyclists rearly occurs in zone B	.014		Pedestrian paths and bicycle paths are designed for shared space in zone B	3 .
	Pedestrian paths are free from obstacles in zone B	.017 .535** .000		A collision with cyclists rearly occurs in zone B	
	Pedestrian paths have a clear structure at zone B	.330*	I think I can safely walk in zone B without being hassled	Pedestrian paths in zone B are wide enough	
lo enjoy being in zone B	Pedestrian paths in zone B are wide enough	.031		When it rains, pedestrian paths are not slippery	
	When it rains, pedestrian paths are not slippery	.003	1	The surface of the pedestrian paths are pleasant to walk on in zone B	-
	The surface of the pedestrian paths are pleasant to walk on in zone B	.010	+	Pedestrian paths are flat without height difference in zone B	
	Pedestrian paths are flat without height difference in zone B	.000		Pedestrian paths are well maintained in zone B	
	Pedestrian patris are nat without neight difference in zone b	.018		The surrounding environment at zone B provides intimacy (a cosy and	
	Pedestrian paths are well maintained in zone B	.375* .013		private or relaxed atmosphere)	
	Pedestrian paths are free from obstacles in zone B	.340° .026		Pedestrian paths and bicycle paths are designed for shared space in zone B	
hink zone B provides an interesting walk (attractive tildings, attractive landscape, special elements, etc)	Pedestrian paths are designed for only pedestrians in zone B	.306*		A collision with cyclists rearly occurs in zone B	
hink zone B is not an anonymous place				The routing in zone B is very clear.	_
hink zone B supports interaction with other people	Zone B provides enough sitting elements.	.444**		Pedestrian paths have a clear structure at zone B	
nink zone B is a place to meet new people	Zone B provides enough sitting elements.	.339*	I can cross the pedestrian paths safely in zone B	Pedestrian paths in zone B are wide enough	
	The surrounding environment at zone B provides intimacy (a cosy and private or relaxed atmosphere)	.344*	, , , , , , , , , , , , , , , , , , , ,		
	* *	.024		The surface of the pedestrian paths are pleasant to walk on in zone B	
nink zone B supports a learning environment	The landscape in zone B is attractive (trees, flowers, etc).	.015		At night, the pedestrian paths are sufficiently lit	
	Zone B provides enough sitting elements.	.356*		Pedestrian paths and bicycle paths are designed for shared space in zone B	
	The surrounding environment at zone B provides intimacy (a cosy and private or relaxed atmosphere)	.383*		recuestrati patits and oncycle patits are designed for strated space in zone in	,
hink zone B is a vibrant place	When it rains, pedestrian paths are not slippery	.011		Pedestrian paths are designed for only pedestrians in zone B	
	The landscape in zone B is attractive (trees, flowers, etc).	.014	_	A collision with cyclists rearly occurs in zone B	
	The surrounding environment at zone B provides intimacy (a cosy and private or relaxed atmosphere)	.013	I think zone B is easy to navigate.	When it rains, pedestrian paths are not slippery	
uring daytime I feel safe when walking around in	resaxed annosphere)	.000		The surface of the pedestrian paths are pleasant to walk on in zone B	
ne B	Pedestrian paths in zone B are wide enough	.435**		Pedestrian paths are flat without height difference in zone B	_
	When it rains, pedestrian paths are not slippery	.430**		Pedestrian paths are well maintained in zone B	
	The surface of the pedestrian paths are pleasant to walk on in zone B	.592**		Zone B provides enough sitting elements.	
	Pedestrian paths are flat without height difference in zone B	.488**	1	Pedestrian paths are free from obstacles in zone B	
	Pedestrian paths are well maintained in zone B	.513**	1	*	
	The landscape in zone B is attractive (trees, flowers, etc).	.000 303*	+	The routing in zone B is very clear.	
	A collision with cyclists rearly occurs in zone B	.048	+	Pedestrian paths are efficient in going from point a to b in zone B	
	Pedestrian paths are free from obstacles in zone B	.023		Pedestrian paths have a clear structure at zone B	
		.010	I think in zone B the groene loper connects well with the buildings.	Zone B provides enough sitting elements.	
	The routing in zone B is very clear.	.374*	I think the pedestrian paths are logical in zone B	The surface of the pedestrian paths are pleasant to walk on in zone B	_
	Pedestrian paths are efficient in going from point a to b in zone B	.402**		Pedestrian paths are flat without height difference in zone B	
	Pedestrian paths are well connected in zone B	.357*		Pedestrian paths are well maintained in zone B	_
	Pedestrian paths have a clear structure at zone B	.468**	†		
night I feel safe when walking around in zone B	When it rains, pedestrian paths are not slippery	.002		Pedestrian paths are designed for only pedestrians in zone B	
	The surface of the pedestrian paths are pleasant to walk on in zone B	.032	+	Pedestrian paths are free from obstacles in zone B	
	Pedestrian paths are flat without height difference in zone B	.004	1	The routing in zone B is very clear.	
	Pedestrian paths are well maintained in zone B	.011		Pedestrian paths are efficient in going from point a to b in zone B	_
	At night, the pedestrian paths are sufficiently lit	.020	1	Pedestrian paths are well connected in zone B	
	At night, the pedestrian paths are sufficiently iff The routing in zone B is very clear.	.039	1	Pedestrian paths have a clear structure at zone B	
		.037	I think the pedestrian paths in zone A are designed for pedestrians	Pedestrian paths in zone B are wide enough	
	Pedestrian paths are efficient in going from point a to b in zone B	.363*		The surface of the pedestrian paths are pleasant to walk on in zone B	_
	Pedestrian paths are well connected in zone B	.033		Pedestrian paths are well maintained in zone B	_
	Pedestrian paths have a clear structure at zone B	.488**		·	
		.001		Pedestrian paths are designed for only pedestrians in zone B	
				A collision with cyclists rearly occurs in zone B	
				Pedestrian paths are free from obstacles in zone B	
				Pedestrian paths are efficient in going from point a to b in zone B	
				Pedestrian paths are well connected in zone B	
				Pedestrian paths have a clear structure at zone B	

^{**} Correlation is significant at the 0.01 level (2-tailed)

		Wednesday	Monday	Wednesday	total	percentage	percentage
Zone A		12/Dec	17/Dec	19/Dec	number	per entry	total
number of podestrians		1431	1578	1247	4276	100.00%	75 15% podestrions
number of pedestrians	enter 1	82				4.75%	
	enter 1 enter 2	281					
	enter 2 enter 3	l				20.60%	
		95				7.32%	
	enter 4	102				6.38%	
	enter 5	27				3.81%	
	enter 6	274	202	220	696	16.28%	
	enter 7	123	171	108	402	9.40%	
	enter 8	172	205	151	528	12.35%	
	enter 9	275	340	202	817	19.11%	
number of cyclists		501	465	448	1414	100.00%	24.85% cyclists
,	enter 1	19				2.40%	•
	enter 2	136				26.45%	
	enter 3	84					
		l				15.56%	
	enter 4	44				8.35%	
	enter 5	18				4.88%	
	enter 6	0				0.07%	
	enter 7	128			392	27.72%	
	enter 8	0	4	1	5	0.35%	
	enter 9	72	61	68	201	14.21%	
scooters		4	. 0	1			
	enter 1	0	0	0			
	enter 2	2					
	enter 3	0					
	enter 4	0					
		l					
	enter 5	0					
	enter 6	0					
	enter 7	2					
	enter 8	0	0	0			
	enter 9	0	0	0			
ars		3	2	0			
	enter 1	0	0	0			
	enter 2	1	. 0	0			
	enter 3	0	0	0			
	enter 4	2	. 0	0			
	enter 5	0					
	enter 6	0					
		l					
	enter 7	0					
	enter 8	0					
	enter 9	0	1	0			
otaal					5690		
ise							
edestrian crossing the	grass (amount)	98	61	81	240	5.61%	
	grass 1	31					
	grass 2	2					
	grass 3	45					
		l					
	grass 4	17					
	grass 5	3					
yclists crossing the gra		1				0.64%	
	grass 1	0					
	grass 2	0					
	grass 3	1	. 0	1			
	grass 4	0	2	3			
	grass 5	0					
tanding still	0.000	78				3.95%	
	pedestrian	71				3.73 /0	
	-	'1	44	34			
	pedestrian with bike	7	7				
		. 7	. 7	6			

		Wednesday	Monday	Wednesday			
Zone B		12/Dec	17/Dec	19/Dec	total number	percentage per entry	percentage total
number of pedestrians		769					
	1 enter west enter west	295	222	209	726	38.54%	
		29	7	23	- 50	2 120/	
	2 pond	l					
	3 enter east	85	106	74	265	14.07%	
	enter east	20	20	15	01	4.200/	
	4 markthal	36					
	5 enter south	26	36	35	97	5.15%	
	enter south						
	6 matrix entrance	43					
	7 enter north	207	100	121	428	22.72%	
	enter north						
	8 markthal	35	12	41	. 88	4.67%	
	enter north						
	9 pond	13	3	11	27	1.43%	
mount of cyclists		301	204	206	711	100.00%	27.40% cyclists
	1 enter west	166	114	128	408	57.38%	
	enter west						
	2 pond	0	0	0	0	0.00%	
	3 enter east	120		69			
	enter east						
	4 markthal	0	0	0	0	0.00%	
	5 enter south	15					
			10		50	-1.0-270	
	enter south	_				0.0001	
	6 matrix entrance	0					
	7 enter north	0	1	1	. 2	0.28%	
	enter north						
	8 markthal	0	0	0	0	0.00%	
	enter north						
	9 pond	0					
Scooter		0					
	enter west	0	0	0	0		
	enter west						
	pond	0	0	0	0		
	enter east	0	0	0	0		
	enter east						
	markthal	0	0	0	0		
	enter south	0	0	2	. 2		
	enter south						
	matrix entrance	0	0	0	0		
	enter north	0					
	enter north						
	markthal	0	0	0	0		
	enter north						
	pond	0	0	0	0		
otaal	1,		0	0	2595		
					2070		
ıse							
edestrian crossing the	grass (amount)	468	285	401	1154	61.25%	
	grass 1	199	88	151			
	grass 2	141					
	grass 3	79					
	grass 4	49					
	-						
yclists crossing the gr	ass	32	35	18	85	11.95%	
,	grass 1	15					
	grass 2	2					
	grass 2 grass 3	13					
	grass 4	2					
	grass 4	2	. 5	4			
tanding still		33	15	21	69	3.66%	
amunig sull	pedestrian	33				3.00%	
	-] 32	. 13	20			
	pedestrian with		_				
	bike	1	2	1			

Case study TU/e: Evaluating the walkability of the Groene Loper

Acknowledgements

We would like to thank Milou van Mierlo from Mens & Omgeving from Heijmans Infra for the interest in our paper and support. We also like to show our gratitude to George Liu, the tutor of the course Research in Urbanism and Architecture II, for comments and support throughout the process of this research.