

## Urban Happiness data (urbOnni-2009)

### Data description:

This data is collected as part of the Urban Happiness project and includes the following datasets: Home locations, everyday errand points, Helsinki experience points, and Espoo experience points.

### Who collected (person/organization):

The dataset is collected in department of Built Environment, Aalto University, Finland, in Prof. Marketta Kyttä's research team.

Funding: The research was financed by the National Technology Agency of Finland. In addition, the cities of Espoo, Helsinki, and Turku, Ministry of the Environment, the Finnish Transport Agency, FCG Planeko Ltd, and Skanska Ltd helped to finance the project.

### when collected the data:

Data is collected in 2009

### Data characteristics:

Age range: Data is collected from individuals aged 15-65

Geographical area: The data is collected from Helsinki and Espoo

Spatial reference: ETRS89\_TM35FIN\_E\_N

### Data quality:

Tools and methods: The data was collected using the Maptionnaire tool (maptionnaire.com) (aka. SoftGIS) from a randomly collected sample of 15982 individuals.

Link to survey (if applicable): NA

Anonymization: The home locations are spatially anonymized using a customized Gaussian perturbation algorithm developed by the research team. Largest displacements were typically applied in the least dense areas. Sensitive data and attributes are removed.

Other points have been also randomly anonymized to a lesser extent.

### Distribution:

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### Metadata reference:

Who documented the data: The data is prepared for publishing by SoftGIS team (softgis-be@aalto.fi)

Preparation date: September 2019

### Data organization, entity, and attributes:

The spatial data includes four ESRI shapefiles consisting point features. The data also include a table in CSV format and a metadata file as PDF.

## **1. Home points (shp)**

Description: Home location of individuals as marked by them\*

\*Anonymized: Tool v 1.4 (1.1.2000.0.1.4.0/8.200.300.G1/5)

Fields:

uid: unique identifier

City: name of city

NB: Neighborhood

gender: Male or Female

Age: 1: Under 15 2: 15 to 65 3: Over 65 0: NA

## **2. Personal variables (csv)**

Description: Personal information provided by the individuals in the survey

Fields:

uid=Unique Identifier

Have\_kids= Do you have kids

TravelCard= Number of Travel Cards in the household

cars= Number of cars in the household

Bicycles= Number of Bicycles in the household

AnswerPlace= Where did you answer this survey from?

HH\_income= Household income

Health= Please evaluate your current state of health (worst possible – best possible)

QOL= Please evaluate how good your life as a whole has been during the past month (worst possible – best possible)

Happiness= Please evaluate your current level of happiness (worst possible – best possible)

*What do my surroundings look like?*

AppearanceENV= Scenery

FunctionalityENV= Possibilities for activities

AtmosphereENV = The atmosphere of the environment

SocialENV = The social environment

LivingcostPos= Cost of living is affordable

LivingcostNeg= Living is too pricey here

HistoryPos= History is present here

HistoryNeg=History is absent here

Densitygood= The area is nicely dense

TooDense = The area is too dense

SparseGood= The density of development is nicely low

TooSparse= the development is too low here (too sparse)

EnvBeauty= The surrounding environment is beautiful

EnvUgly= The surrounding environment is ugly

EnvClean= The surrounding environment is tidy and clean

EnvDirty = The surrounding environment is untidy and dirty

CanInfluences = It is possible to personalize the environment

CantInfluenceLooks= It is NOT possible to personalize the environment

Finished= Here the surroundings are finished

Unfinished= Here the surroundings are unfinished

*What do my surroundings feel like?*

AtmLively= Lively

AtmDead = Not lively (Dull)

PlaceInviting= Inviting

PlaceNonInvit= Non-inviting

Childfriendly = Child friendly

NonChildFriendly= Not child friendly

Goodnature = In this place nature is present

FarfromNature= In this place nature is absent

QuietPlace= This place is silent

NoisyPlace = this place is noisy

Peacefull= this place tranquil and calm

NoPeace= This place is hectic

Relaxing= This place is relaxing

Cantrelax= This place is stressful

SuitablySurprising= This place is not predictable

TooPredictable=This place is predictable

What can I do in my surroundings?

CarSmooth= Here use of private car is smooth

CarDifficult= Here use of private car is difficult

GoodHobbyActivity= There are many opportunities for hobbies and other activities here

BadHobbyActivity= There are few opportunities for hobbies and other activities here

PTGood= In this place using public transportation is smooth

PTBad= In this place using public transportation is complicated

GoodBikeWalk = Here walking or cycling is smooth

BadBikeWalk= Here walking or cycling is complicated

GoodCulture= here the cultural life is vivid

BadCulture= Here the cultural life is quiet

PoorRoadSafety= Here the traffic is dangerous

GoodRoadSafety= here the traffic is safe

RealizeLifestyle= Here I can live according to my lifestyle

NotRealizeLifestyle= Here I cannot live according to my lifestyle

GoodService= here the services are good

BadService= here the services are poor

*What is the social life like in my surroundings?*

GoodReput= Reputation of this place is good

BadReput= reputation of this place is bad

DivResidents = There is a good diversity of residents here

NonDivResidents = the residence are not very diverse here

ResCareEnv= Here the residents take care of the surroundings

ResCareEnvNeg= Here the residents do not take care of the surroundings

ResHarmony

ResHarmonyNeg

SocialLively= Social life is vivid here

SocialLivelyDead= Social life is dull here

SafetyPos= This place feels secure

SafetyNeg= this place feels insecure

MyImportantPoep1e= Here the people significant to me are nearby

MyImportantPoep1eNeg= Here the people significant to me are far away

ResidentsCareOthers= here the residents care for each other

ResidentsCareOthersneg= here the residents do not care for each other

ActivityPosMarkNO= Number of positive activity points marked by the individual

ActivityNegMarkNO= Number of negative activity points marked by the individual

SocPositiveMarkNO= Number of positive social points marked by the individual

SocNegMarkNO= Number of negative social points marked by the individual

PhysPosMarkNO= Number of positive physical environment points marked by the individual

PhysNegMarkNO= Number of negative physical environment points marked by the individual

AmbPosMarkNO= Number of positive ambiance points marked by the individual

AmbNegMarkNO= Number of negative ambiance points marked by the individual

POS\_total= Total number of positive place markings by the individual

NEG\_total= Total number of negative place markings by the individual

EEP\_NO= Number of everyday errand points marked by the individual (e.g. Shop, School, daycare)

### **3. Everyday errand points (shp)**

Description: Everyday places as marked by the individuals \*

\*Anonymized: Tool dep v 1 (40.100)

Fields:

uid: unique identifier

Service: Type of destination

City: name of the city

### **4. ExperiencePoints\_All\_Helsinki**

Description: Places marked\* by the participants in Helsinki as places where they feel happy

\*Anonymized: Tool dep v 1 (40.100)

Fields:

uid: unique identifier

Qual\_Type: Type of quality point (Functional, appearance, Atmosphere, social)

Quality: Positive or Negative

### **4. ExperiencePoints\_All\_Espoo**

Description: Places marked\* by the participants in Espoo as places where they feel happy

\*Anonymized: Tool dep v 1 (40.100)

Fields:

uid: unique identifier

Qual\_Type: Type of quality point (Functional, appearance, Atmosphere, social)

Quality: Positive or Negative