

## WP3–Representative models of Built Environment Typologies (BETs) prone to SUOD/SLOD. Case studies selection and data collection

**T3.3 Selection and survey of significant real-world case studies. Scan to BIM and implementation of risk parameters to set scenarios for VR. Case studies VR/AR representation. Users' exposure data collection.**

### D3.3.3 – Users' Exposure for selected study cases

**ABSTRACT.** Emergency conditions provoked by SUOD and SLOD strictly depend on the Built Environments (BEs) and users features, and the timetable in which the event itself occurs. Previous analyses in D3.2.3 provide a methodology basing on a typological approach to quantify the users' exposure according to their (a) motion capabilities, behavioral issues, and socioeconomic status, (b) the BE features in which they move by taking into account both the square and the spaces directly communicating with it (outdoor and indoor), and (c) the day time and type considered (day/night, working days/holidays). Study cases are selected according to previous analyses in D3.3.1 related to the BETs definition and the VR/AR models implementation for multi-hazard scenarios. Results are organized by descriptors by distinguishing overall and time-dependent outcomes (i.e., daily and hourly) according to the users' vulnerability, familiarity with the BE, and features of the BE itself. Findings will support the next WP6 as they represent a critical step for implementing VR/AR simulations, training strategies and evaluation tools.

