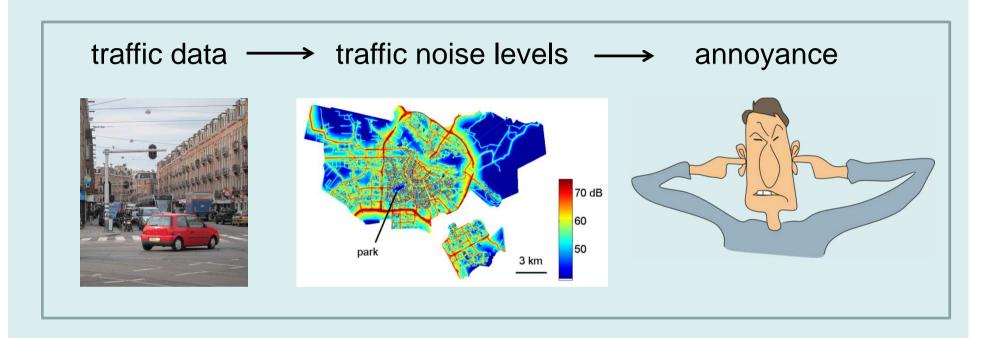






# noise maps





how many people are annoyed at home?

how many people are annoyed in parks?





# CityHush project – TNO contribution

two methods - effects of traffic noise

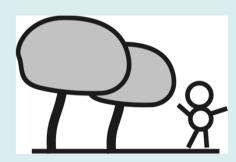
### annoyance at home



refined method

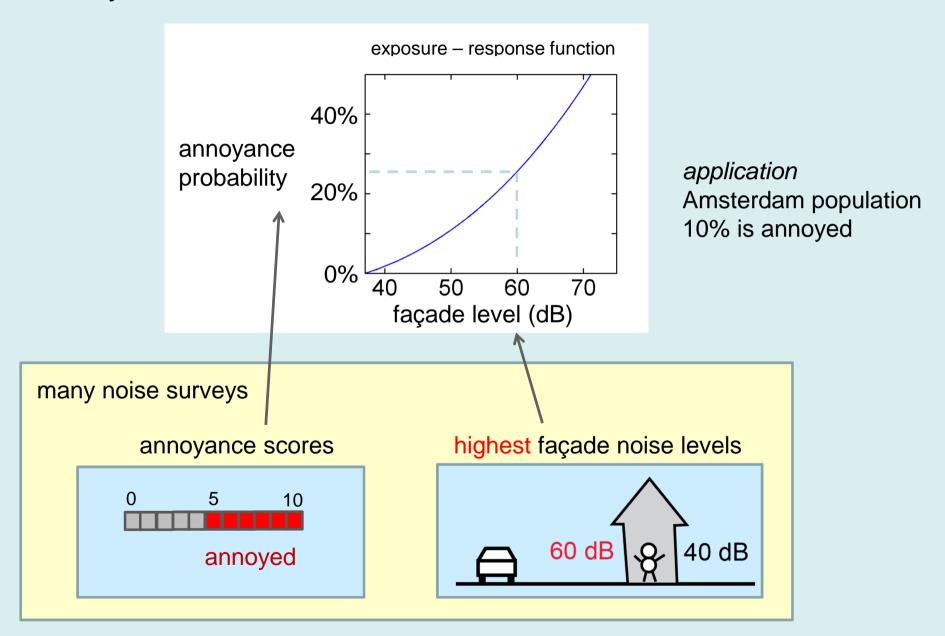
based on literature

### effects in parks



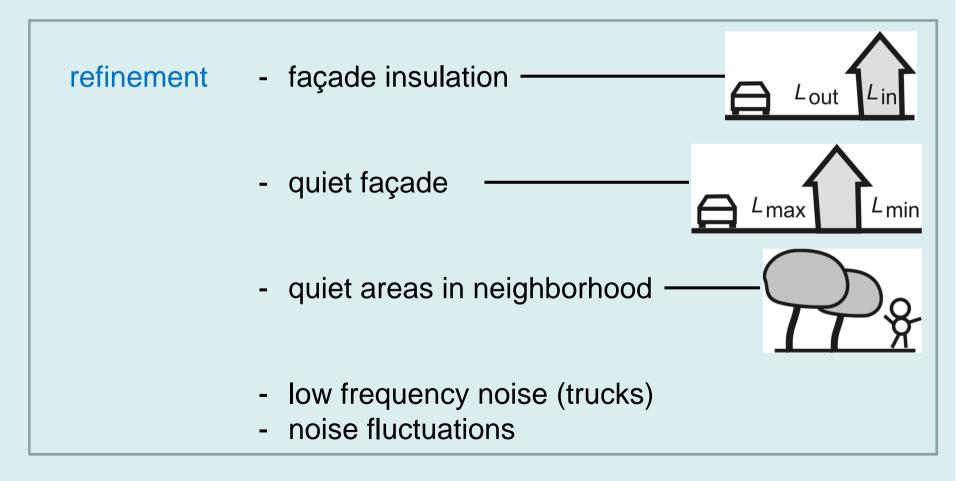
new method

based on experiment in park in Delft



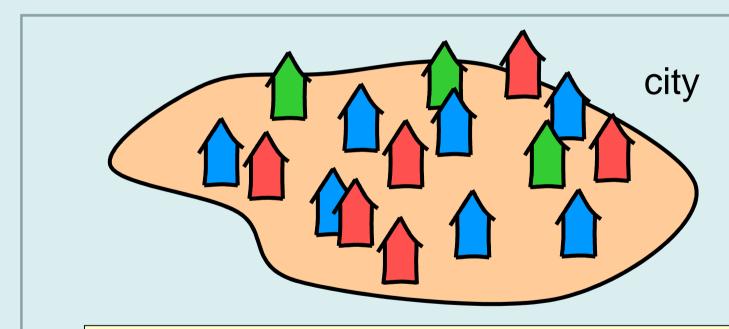
basic estimate highest façade noise level





average insulation 20 dB





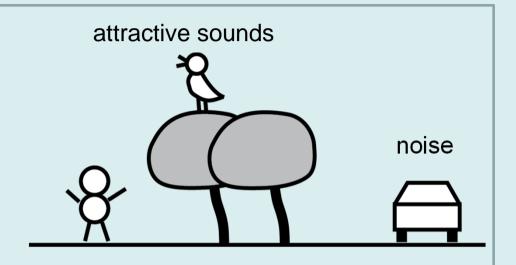
insulation annoyance

30 dB less 15%

20 dB average 25%

10 dB more 40%

traffic noise annoyance overall sound environment



Swedish study 2006



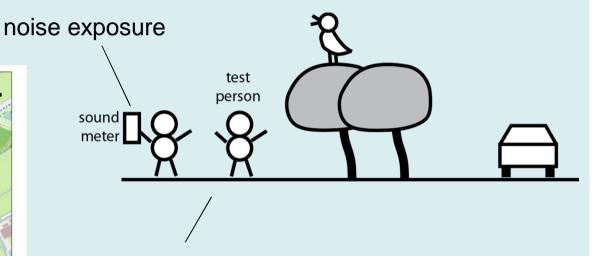
city parks, 55 dB suburban parks, 45 dB

60% rate sound environment as good 90% rate sound environment as good

M.E. Nilsson, B. Berglund

park in Delft, 52 test persons





heart rate, blood pressure (no effects)

### questions

- traffic noise annoyance
- overall sound environment

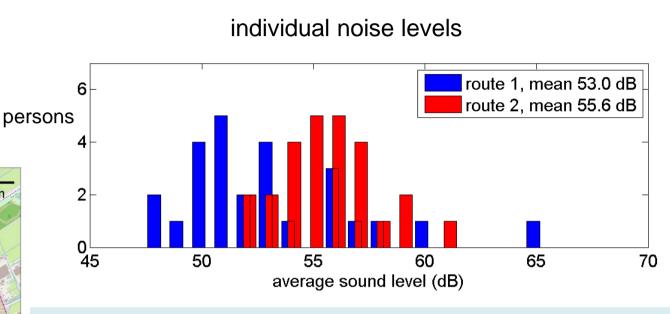




50

60

70 decibel

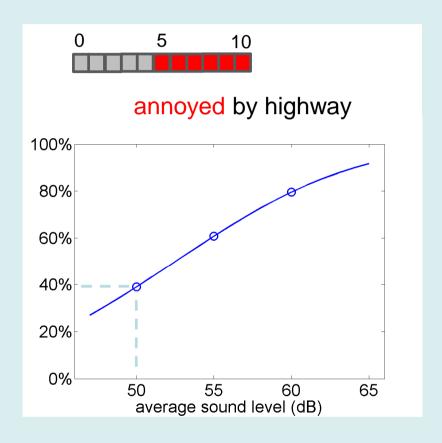


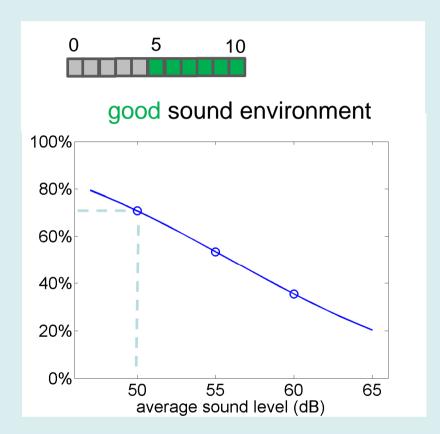


10 000 cars per hour  $\rightarrow$  50 dB

#### sound level variations

- traffic variations
- wind direction
- local sources (people, mopeds, birds)





at 50 dB: 40% is annoyed by highway

70% says sound environment is good

1. acceptable in city park

2. annoyed park visitors



1000 visitors per day  $\rightarrow$  600 annoyed

### conclusions

### two methods - effects of traffic noise

### annoyance at home



refined method

façade insulation quiet façade

. . .

effects in parks



new method

acceptable traffic noise levels in park

# backup sheets

# traffic noise at home - façade noise level



highest façade noise level

$$L_{\text{max}} = 60 \text{ dB}$$



Lden

### averaging over time

day-evening-night façade level

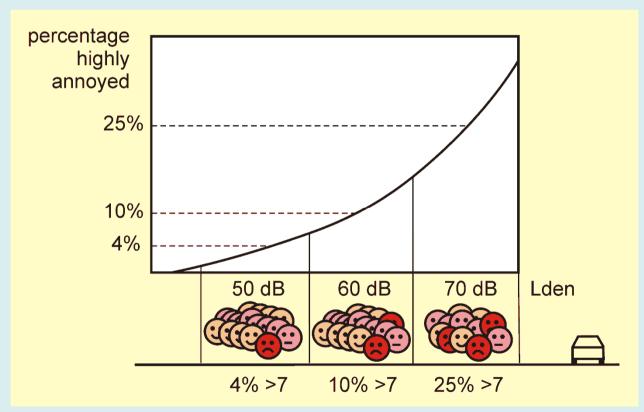
day (7-19h) 0 dB penalty evening (19-23h) 5 dB penalty night (23-7h) 10 dB penalty

## traffic noise at home – annoyance prediction

many noise surveys

how annoyed are you on a 0 - 10 scale?





application6% of Amsterdam population is highly annoyed

