

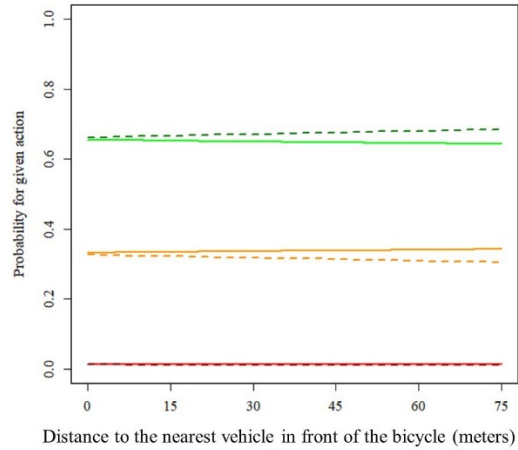
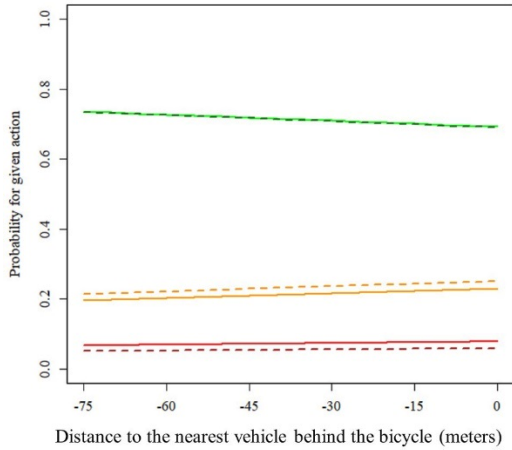
# Cycling in virtual reality: modelling behaviour in an immersive environment

Martyna Bogacz, Stephane Hess, Charisma Choudhury, Chiara Calastri, Faisal Mushtaq, Muhammad Awais, Mohsen Nazemi, Michael van Eggermond, Alex Erath

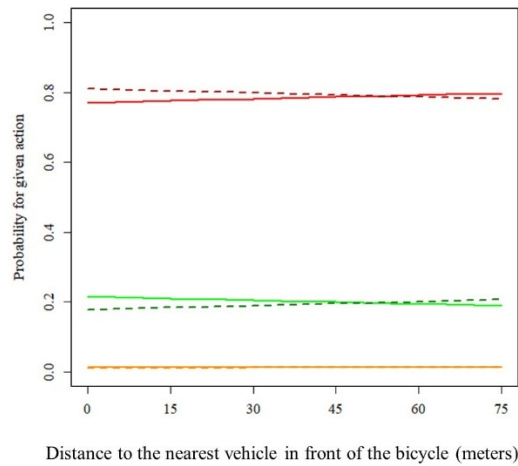
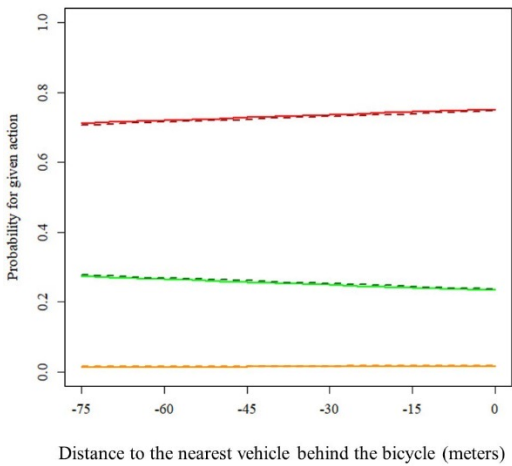
## Online Appendix

### Example of the impact of distance to cars on the choice of the next action.

Currently accelerating



Currently braking



Currently freewheeling

