

PhD-onderzoek in de media:

- <http://nos.nl/op3/artikel/2148038-wat-doe-je-als-er-een-natuurramp-gebeurt.html>
- <http://www.volkskrant.nl/wetenschap/wat-doe-je-als-er-een-ramp-dreigt~a4440037/>
- <https://www.bnr.nl/radio/wetenschap-vandaag/10315168/gamen-helpt-slachtoffers-bij-natuurrampen-voorkomen>
- <https://www.nemokennislink.nl/publicaties/rennen-voor-je-leven-in-een-computersimulatie>

Publicaties:

- Berg, M. van den, Nes, R. van and Hoogendoorn, S.P. (2018). Estimating Choice Models to Quantify the Effect of Herding on the Decision to Evacuate: Application of a serious gaming experimental set-up. *Transportation Research Record*, 2672(1), 161–170.
<https://doi.org/10.1177/0361198118784404>.
- Berg, M. van den. The Influence of Herding on Departure Choice in Case of Evacuation: Design and analysis of a serious gaming experimental set-up, T2016/22, December 2016, TRAIL Thesis Series, the Netherlands. URL: <http://repository.tudelft.nl/islandora/object/uuid%3Adc3bb80c-781f-4eb6-b331-356a0165bdef?collection=research>
- Berg, M. van den, Kinkel, E., Nes, R. van, Daamen, W. and Hoogendoorn, S.P.(2014). The influence of herding behaviour on departure time choice in case of an evacuation. Presented at the 3rd symposium of the European association for research in transportation (hEART).
- Berg, M. van den, Doirado, E., Lint, J.W.C. van, Nakasone, A., Hoogendoorn, S.P., Prendinger, H., Nes, R. van (2012). Application of a 3D multi-user virtual environment for research on travel choice behaviour. The case of a tsunami. Roorda, M. Miller, E. (Eds.), *International conference on travel behaviour research* (pp. 103-125), USA: International Association for Travel Behaviour Research.
- Doirado, E., Berg, M. van den, Lint, J.W.C. van, Hoogendoorn, S.P., Prendinger, H. (2012). Everscape: The making of a disaster evacuation experience. Konstan, J.A., Chi, E.H., Höök, K. (Eds.), *Proceedings ACM SIGCHI Conference on Human Factors in Computing Systems - Extended abstracts CHI'12* (pp. 2285-2290), New York: ACM.
- Berg, M. van den, Doirado, E., Nes, R. van, Lint, J.W.C. van, Prendinger, H., Hoogendoorn, S.P. (2012). Data collection by serious gaming. *Trail-beta congress 2012 Delft*.