



Dynamic Web Map Services

Summer School on Digital Humanities

Course material available at

https://github.com/AugustoCiuffoletti/DHSS_2025

Augusto Ciuffoletti

8 giugno 2025

Dynamic Web Map Services

- A local application does not facilitate map sharing
- We need an **interactive** web-based map service

- Web Mapping enables cartographers to maintain a shared map



Dynamic Web Map Services

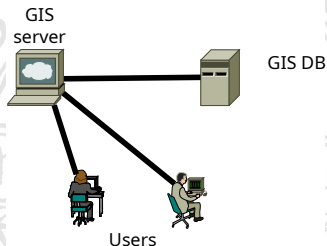
- A local application does not facilitate map sharing
- We need an **interactive** web-based map service

- Web Mapping enables us to gather and maintain a shared map



Dynamic Web Map Services

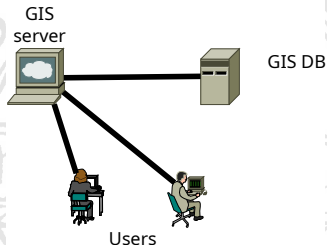
- A local application does not facilitate map sharing
- We need an **interactive** web-based map service



- Web Mapping enables cartographers to maintain a shared map
 - The cartographer accesses the mapping service via a web browser
 - The server generates a map

Dynamic Web Map Services

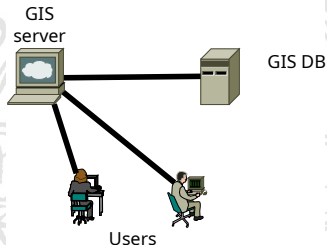
- A local application does not facilitate map sharing
- We need an **interactive** web-based map service



- Web Mapping enables cartographers to maintain a shared map
 - The cartographer accesses the mapping service via a web browser
 - The server generates a web page integrating the map
 - Embedded code connects to a remote database to retrieve and update data
 - The cartographer can then view or input new data

Dynamic Web Map Services

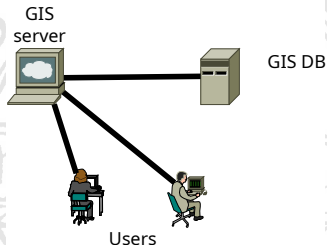
- A local application does not facilitate map sharing
- We need an **interactive** web-based map service



- Web Mapping enables cartographers to maintain a shared map
 - The cartographer accesses the mapping service via a web browser
 - The server generates a web page integrating the map
 - Embedded code connects to a remote database to retrieve and update data
 - The cartographer can modify the view or input new data

Dynamic Web Map Services

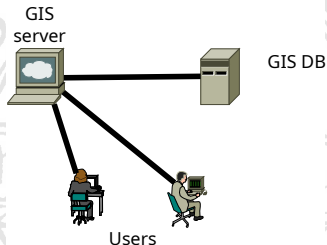
- A local application does not facilitate map sharing
- We need an **interactive** web-based map service



- Web Mapping enables cartographers to maintain a shared map
 - The cartographer accesses the mapping service via a web browser
 - The server generates a web page integrating the map
 - Embedded code connects to a remote database to retrieve and update data
 - The cartographer can modify the view or input new data

Dynamic Web Map Services

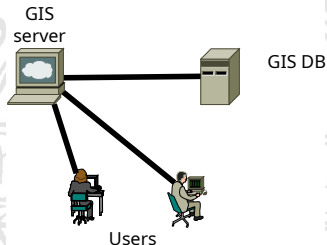
- A local application does not facilitate map sharing
- We need an **interactive** web-based map service



- Web Mapping enables cartographers to maintain a shared map
 - The cartographer accesses the mapping service via a web browser
 - The server generates a web page integrating the map
 - Embedded code connects to a remote database to retrieve and update data
 - The cartographer can modify the view or input new data

Dynamic Web Map Services

- A local application does not facilitate map sharing
- We need an **interactive** web-based map service



- Web Mapping enables cartographers to maintain a shared map
 - The cartographer accesses the mapping service via a web browser
 - The server generates a web page integrating the map
 - Embedded code connects to a remote database to retrieve and update data
 - The cartographer can modify the view or input new data

Web GIS vs. Desktop GIS Applications

- Compared to a desktop GIS application (like QGIS):
 - No installation required
 - No dependency on local computing power
 - Platform-independent (works on any OS)
 - Responsive design (works on desktops, tablet, smartphone)
 - Designed for distributed access (requires access control mechanisms)
 - Development such as JavaScript libraries and specialized

Web GIS vs. Desktop GIS Applications

- Compared to a desktop GIS application (like QGIS):
 - No installation required
 - No dependency on local computing power
 - Platform-independent (works on any OS)
 - Responsive design (different devices: PC, tablet, smartphone)
 - Designed for easy access/control mechanisms
- Development such as JavaScript libraries and specialized

Web GIS vs. Desktop GIS Applications

- Compared to a desktop GIS application (like QGIS):
 - No installation required
 - No dependency on local computing power
 - Platform-independent (works on any OS)
 - Responsive design (works on different devices (PC, tablet, smartphone))
 - Designed for sharing (requires access control mechanisms)
- Development such as JavaScript libraries and specialized

Web GIS vs. Desktop GIS Applications

- Compared to a desktop GIS application (like QGIS):
 - No installation required
 - No dependency on local computing power
 - Platform-independent (works on any OS)
 - Responsive design for different devices (PC, tablet, smartphone)
 - Designed for sharing – requires access control mechanisms
- Developing such a dynamic application requires a specialized JavaScript library

Web GIS vs. Desktop GIS Applications

- Compared to a desktop GIS application (like QGIS):
 - No installation required
 - No dependency on local computing power
 - Platform-independent (works on any OS)
 - Responsive design for different devices (PC, tablet, smartphone)
 - Designed for sharing – requires access control mechanisms
- Developing such a dynamic application requires a specialized JavaScript library

Web GIS vs. Desktop GIS Applications

- Compared to a desktop GIS application (like QGIS):
 - No installation required
 - No dependency on local computing power
 - Platform-independent (works on any OS)
 - Responsive design for different devices (PC, tablet, smartphone)
 - Designed for sharing—requires access control mechanisms
- Developing such a dynamic application requires a specialized JavaScript library

Web GIS vs. Desktop GIS Applications

- Compared to a desktop GIS application (like QGIS):
 - No installation required
 - No dependency on local computing power
 - Platform-independent (works on any OS)
 - Responsive design for different devices (PC, tablet, smartphone)
 - Designed for sharing—requires access control mechanisms
- Developing such a dynamic application requires a specialized JavaScript library

Tools for Web Maps: JavaScript Libraries

- JavaScript enables complex functionalities in web pages
- The **Leaflet** library allows web pages to interact with GIS servers and store user data
- Users can modify and update the map interactively
- This setup creates a complex architecture
- We will explore OpenStreetMap, which is implemented using the *Leaflet* library

Tools for Web Maps: JavaScript Libraries

- JavaScript enables complex functionalities in web pages
- The **Leaflet** library allows web pages to interact with GIS servers and store user data
- Users can modify and update the map interactively
- This setup creates a complex architecture
- We will explore OpenStreetMap, which is implemented using the *Leaflet* library

Tools for Web Maps: JavaScript Libraries

- JavaScript enables complex functionalities in web pages
- The **Leaflet** library allows web pages to interact with GIS servers and store user data
- Users can modify and update the map interactively
- This setup creates a complex architecture
 - The user does not need to design the map (design by the cartographer)
 - The user does not need to store the data (data by the cartographer)
- We will explore OpenStreetMap, which is implemented using the *Leaflet* library

Tools for Web Maps: JavaScript Libraries

- JavaScript enables complex functionalities in web pages
- The **Leaflet** library allows web pages to interact with GIS servers and store user data
- Users can modify and update the map interactively
- This setup creates a complex architecture:
 - The user downloads a web page (designed by the cartographer)
 - The page interacts with a PostGIS server and a raster data repository
- We will explore OpenStreetMap which is implemented using the *Leaflet* library

Tools for Web Maps: JavaScript Libraries

- JavaScript enables complex functionalities in web pages
- The **Leaflet** library allows web pages to interact with GIS servers and store user data
- Users can modify and update the map interactively
- This setup creates a complex architecture:
 - The user downloads a web page (designed by the cartographer)
 - The page interacts with a PostGIS server and a raster data repository
- We will explore OpenStreetMap which is implemented using the *Leaflet* library

Tools for Web Maps: JavaScript Libraries

- JavaScript enables complex functionalities in web pages
- The **Leaflet** library allows web pages to interact with GIS servers and store user data
- Users can modify and update the map interactively
- This setup creates a complex architecture:
 - The user downloads a web page (designed by the cartographer)
 - The page interacts with a PostGIS server and a raster data repository
- We will explore OpenStreetMap, which is implemented using the *Leaflet* library

Tools for Web Maps: JavaScript Libraries

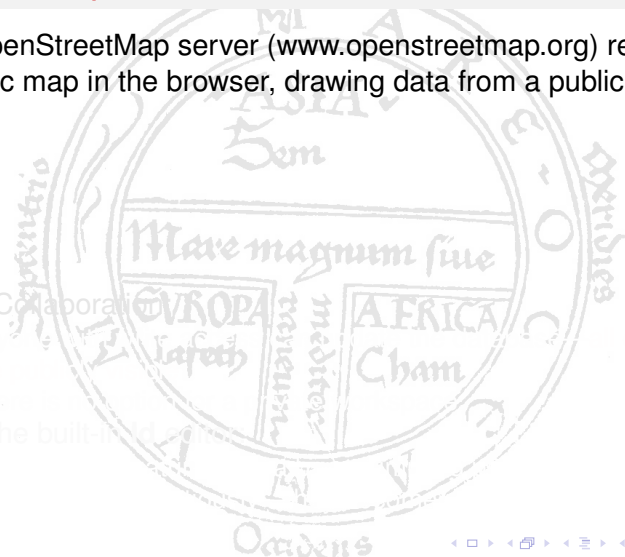
- JavaScript enables complex functionalities in web pages
- The **Leaflet** library allows web pages to interact with GIS servers and store user data
- Users can modify and update the map interactively
- This setup creates a complex architecture:
 - The user downloads a web page (designed by the cartographer)
 - The page interacts with a PostGIS server and a raster data repository
- We will explore OpenStreetMap, which is implemented using the *Leaflet* library

Example of an Open Web Map Service: OpenStreetMap

- The OpenStreetMap server (www.openstreetmap.org) renders a dynamic map in the browser, drawing data from a public database

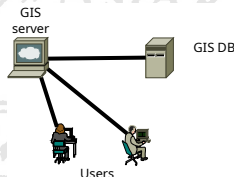
- Public Collaboration

- Using the built-in tools



Example of an Open Web Map Service: OpenStreetMap

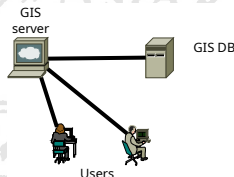
- The OpenStreetMap server (www.openstreetmap.org) renders a dynamic map in the browser, drawing data from a public database



- Public Collaboration
 - Anyone with an Internet connection can edit the database—all changes are public, visible to everyone
 - There is no official workshop
- Using the built-in tools

Example of an Open Web Map Service: OpenStreetMap

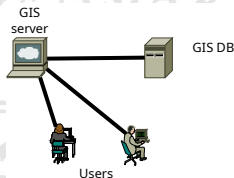
- The OpenStreetMap server (www.openstreetmap.org) renders a dynamic map in the browser, drawing data from a public database



- Public Collaboration:
 - Anyone with write access can update the database—all changes are publicly visible
 - There is no option for a private workspace
- Using the built-in Id editor:

Example of an Open Web Map Service: OpenStreetMap

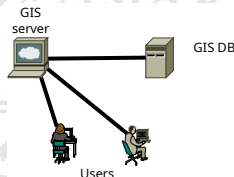
- The OpenStreetMap server (www.openstreetmap.org) renders a dynamic map in the browser, drawing data from a public database



- Public Collaboration:
 - Anyone with write access can update the database—all changes are publicly visible
 - There is no option for a private workspace
- Using the built-in Id editor:

Example of an Open Web Map Service: OpenStreetMap

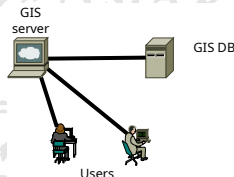
- The OpenStreetMap server (www.openstreetmap.org) renders a dynamic map in the browser, drawing data from a public database



- Public Collaboration:
 - Anyone with write access can update the database—all changes are publicly visible
 - There is no option for a private workspace
- Using the built-in Id editor:
 - Easily create features like Area, swimming pool, or street
 - Save changes called "changesets" immediately visible in the map

Example of an Open Web Map Service: OpenStreetMap

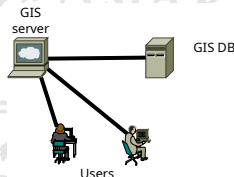
- The OpenStreetMap server (www.openstreetmap.org) renders a dynamic map in the browser, drawing data from a public database



- Public Collaboration:
 - Anyone with write access can update the database—all changes are publicly visible
 - There is no option for a private workspace
- Using the built-in **Id** editor:
 - Easily create features like a bar, swimming pool, or street
 - **Save** changes cautiously—they become immediately visible to everyone

Example of an Open Web Map Service: OpenStreetMap

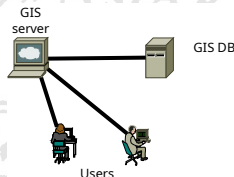
- The OpenStreetMap server (www.openstreetmap.org) renders a dynamic map in the browser, drawing data from a public database



- Public Collaboration:
 - Anyone with write access can update the database—all changes are publicly visible
 - There is no option for a private workspace
- Using the built-in **Id** editor:
 - Easily create features like a bar, swimming pool, or street
 - Save changes cautiously—they become immediately visible to everyone

Example of an Open Web Map Service: OpenStreetMap

- The OpenStreetMap server (www.openstreetmap.org) renders a dynamic map in the browser, drawing data from a public database

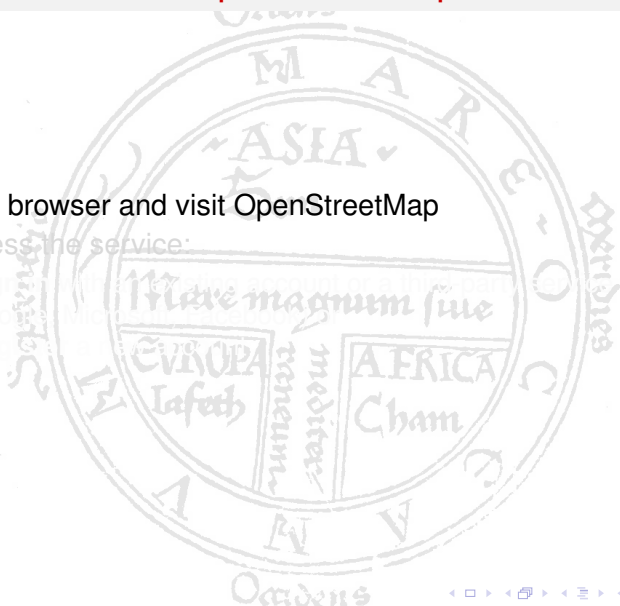


- Public Collaboration:
 - Anyone with write access can update the database—all changes are publicly visible
 - There is no option for a private workspace
- Using the built-in **Id** editor:
 - Easily create features like a bar, swimming pool, or street
 - **Save** changes cautiously—they become immediately visible to everyone

Getting Started with OpenStreetMap

- Open a browser and visit OpenStreetMap
- To access the service:

- Sign up with the OpenStreetMap account or a third party service (e.g. Google, Facebook, etc.)
- Register a new account



Getting Started with OpenStreetMap

- Open a browser and visit OpenStreetMap
- To access the service:
 - Sign in with an existing account or a third-party service (e.g. Google, Microsoft, Facebook) or
 - Register a new account

Getting Started with OpenStreetMap

- Open a browser and visit OpenStreetMap
- To access the service:
 - **Sign in** with an existing account or a third-party service (e.g. Google, Microsoft, Facebook) or
 - Register a new account

Getting Started with OpenStreetMap

- Open a browser and visit OpenStreetMap
- To access the service:
 - **Sign in** with an existing account or a third-party service (e.g. Google, Microsoft, Facebook) or
 - **Register** a new account

Creating a Point Feature in OpenStreetMap

- To add a point feature (**but do not press Save**):

- Zoom in using the trackpad until **Edit** is enabled
- Select the **Edit** option (opens the *iD* editor)
- Zoom until the "Zoom in to edit" banner disappears
- Click the **Point** icon in the top toolbar (it turns blue)
- Click on the map to place the point
- Choose a feature type (e.g. *amenity=restaurant*)
- Fill in the name (e.g. *Laforet*)
- Press **Undo** (back arrow)

Creating a Point Feature in OpenStreetMap

- To add a point feature (**but do not press Save**):
 - Zoom in using the trackpad until **Edit** is enabled
 - Select the **Edit** option (opens the *iD* editor)
 - Zoom until the "Zoom in to edit" banner disappears
 - Click the Point tool in the top toolbar (it turns blue)
 - Click on the map to place the point
 - Choose a feature type (e.g. "amenity") from the sidebar
 - Fill in the "name" field
 - Press Undo (back arrow)

Creating a Point Feature in OpenStreetMap

- To add a point feature (**but do not press Save**):
 - Zoom in using the trackpad until **Edit** is enabled
 - Select the **Edit** option (opens the *iD* editor)
 - Zoom until the "Zoom in to edit" banner disappears
 - Click the Point tool in the top toolbar (it turns blue)
 - Click on the map to place the point
 - Choose a feature type (e.g. "water" or "amenity")
 - Fill in the name
 - Press Undo (back arrow)

Creating a Point Feature in OpenStreetMap

- To add a point feature (**but do not press Save**):
 - Zoom in using the trackpad until **Edit** is enabled
 - Select the **Edit** option (opens the *iD* editor)
 - Zoom until the "Zoom in to edit" banner disappears
 - Click the **Point** tool in the top toolbar (it turns blue)
 - Click on the map to place the point
 - Choose a feature type (e.g. **Cafe**) from the left sidebar
 - Fill in the name and other details
 - Press **Undo** (back arrow)

Creating a Point Feature in OpenStreetMap

- To add a point feature (**but do not press Save**):
 - Zoom in using the trackpad until **Edit** is enabled
 - Select the **Edit** option (opens the *iD* editor)
 - Zoom until the "Zoom in to edit" banner disappears
 - Click the **Point** tool in the top toolbar (it turns blue)
 - Click on the map to place the point
 - Choose a feature type (e.g. *Cafe*) from the left sidebar
 - Fill in relevant attributes
 - Press **Undo** (back arrow)

Creating a Point Feature in OpenStreetMap

- To add a point feature (**but do not press Save**):
 - Zoom in using the trackpad until **Edit** is enabled
 - Select the **Edit** option (opens the *iD* editor)
 - Zoom until the "Zoom in to edit" banner disappears
 - Click the **Point** tool in the top toolbar (it turns blue)
 - Click on the map to place the point
 - Choose a feature type (e.g., Café) from the left sidebar
 - Fill in relevant attributes
 - Press Undo (back arrow next to "Save")

Creating a Point Feature in OpenStreetMap

- To add a point feature (**but do not press Save**):
 - Zoom in using the trackpad until **Edit** is enabled
 - Select the **Edit** option (opens the *iD* editor)
 - Zoom until the "Zoom in to edit" banner disappears
 - Click the **Point** tool in the top toolbar (it turns blue)
 - Click on the map to place the point
 - Choose a feature type (e.g., **Café**) from the left sidebar
 - Fill in relevant attributes
 - Press **Undo** (back arrow next to "Save")

Creating a Point Feature in OpenStreetMap

- To add a point feature (**but do not press Save**):
 - Zoom in using the trackpad until **Edit** is enabled
 - Select the **Edit** option (opens the *iD* editor)
 - Zoom until the "Zoom in to edit" banner disappears
 - Click the **Point** tool in the top toolbar (it turns blue)
 - Click on the map to place the point
 - Choose a feature type (e.g., **Café**) from the left sidebar
 - Fill in relevant attributes
 - Press **Undo** (back arrow next to "Save")

Creating a Point Feature in OpenStreetMap

- To add a point feature (**but do not press Save**):
 - Zoom in using the trackpad until **Edit** is enabled
 - Select the **Edit** option (opens the *iD* editor)
 - Zoom until the "Zoom in to edit" banner disappears
 - Click the **Point** tool in the top toolbar (it turns blue)
 - Click on the map to place the point
 - Choose a feature type (e.g., **Café**) from the left sidebar
 - Fill in relevant attributes
 - Press **Undo** (back arrow next to "Save")

Additional Editing in OpenStreetMap

- To draw a Line or Area:
 - Click to place each vertex
 - Press *Esc* or double click to finish
- To edit an existing feature

● Keyboard shortcuts

● Pressing **Save** commits changes to OpenStreetMap—please refrain from saving too often

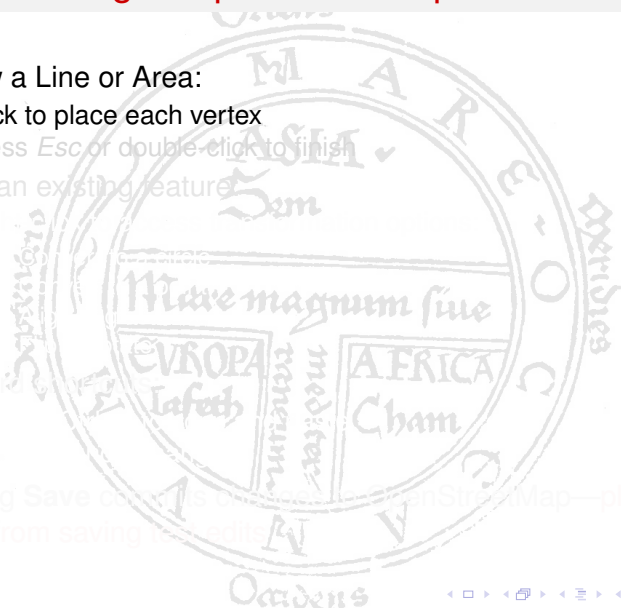


Additional Editing in OpenStreetMap

- To draw a Line or Area:
 - Click to place each vertex
 - Press *Esc* or double-click to finish
- To edit an existing feature

● Keyboard shortcuts

● Pressing **Save** commits changes to OpenStreetMap—please refrain from saving too often



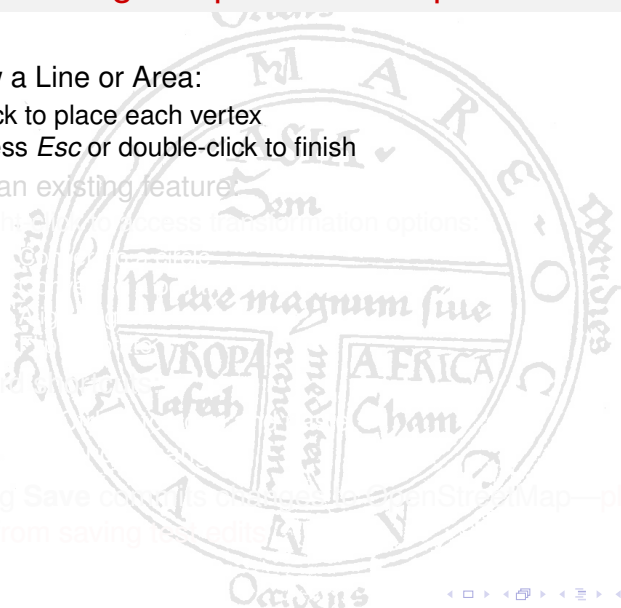
Additional Editing in OpenStreetMap

- To draw a Line or Area:
 - Click to place each vertex
 - Press *Esc* or double-click to finish
- To edit an existing feature:

- Right-click to access transformation options:

- Keyboard shortcuts:

- Pressing **Save** commits changes to OpenStreetMap—please refrain from saving repeated edits.



Additional Editing in OpenStreetMap

- To draw a Line or Area:
 - Click to place each vertex
 - Press *Esc* or double-click to finish
- To edit an existing feature:
 - Right-click to access transformation options:

• Keyboard

• Pressing **Save** commits changes to OpenStreetMap—please refrain from saving the edits

Additional Editing in OpenStreetMap

- To draw a Line or Area:
 - Click to place each vertex
 - Press *Esc* or double-click to finish
- To edit an existing feature:

- Right-click to access transformation options:

- Convert to a circle
- Convert to a point
- Align angles to 90°
- Split or rotate

- Keyboard shortcuts

- Pressing **Save** commits your changes to OpenStreetMap—please refrain from saving the edits

Additional Editing in OpenStreetMap

- To draw a Line or Area:
 - Click to place each vertex
 - Press *Esc* or double-click to finish
- To edit an existing feature:
 - Right-click to access transformation options:
 - Convert to a circle
 - Convert to a point
 - Align angles to 90°
 - Split or rotate

• Keyboard shortcuts

• Pressing **Save** commits your changes to OpenStreetMap—please refrain from saving repeated edits

Additional Editing in OpenStreetMap

- To draw a Line or Area:
 - Click to place each vertex
 - Press *Esc* or double-click to finish
- To edit an existing feature:
 - Right-click to access transformation options:
 - Convert to a circle
 - Convert to a point
 - Align angles to 90°
 - Flip or rotate

• Keyboard shortcuts:

• Pressing **Save** commits changes to OpenStreetMap—please refrain from saving the edits

Additional Editing in OpenStreetMap

- To draw a Line or Area:
 - Click to place each vertex
 - Press *Esc* or double-click to finish
- To edit an existing feature:
 - Right-click to access transformation options:
 - Convert to a circle
 - Convert to a point
 - Align angles to 90°
 - Flip or rotate
- Keyboard shortcuts:

- Pressing **Save** commits your changes to OpenStreetMap—please refrain from saving the edits

Additional Editing in OpenStreetMap

- To draw a Line or Area:
 - Click to place each vertex
 - Press *Esc* or double-click to finish
- To edit an existing feature:
 - Right-click to access transformation options:
 - Convert to a circle
 - Convert to a point
 - Align angles to 90°
 - Flip or rotate

- Keyboard shortcuts:

- Ctrl+C / Ctrl+V to copy and paste
- Ctrl+Z to undo changes

- Pressing Save commits changes to OpenStreetMap—please refrain from saving the edits

Additional Editing in OpenStreetMap

- To draw a Line or Area:
 - Click to place each vertex
 - Press *Esc* or double-click to finish
- To edit an existing feature:
 - Right-click to access transformation options:
 - Convert to a circle
 - Convert to a point
 - Align angles to 90°
 - Flip or rotate
- Keyboard shortcuts:
 - **Ctrl+C** / **Ctrl+V** to copy and paste
 - **Ctrl+Z** to undo changes
- Pressing **Save** commits changes to OpenStreetMap—please refrain from saving test edits

Additional Editing in OpenStreetMap

- To draw a Line or Area:
 - Click to place each vertex
 - Press *Esc* or double-click to finish
- To edit an existing feature:
 - Right-click to access transformation options:
 - Convert to a circle
 - Convert to a point
 - Align angles to 90°
 - Flip or rotate
- Keyboard shortcuts:
 - **Ctrl+C** / **Ctrl+V** to copy and paste
 - **Ctrl+Z** to undo changes
- Pressing **Save** commits changes to OpenStreetMap—please refrain from saving test edits

Additional Editing in OpenStreetMap

- To draw a Line or Area:
 - Click to place each vertex
 - Press *Esc* or double-click to finish
- To edit an existing feature:
 - Right-click to access transformation options:
 - Convert to a circle
 - Convert to a point
 - Align angles to 90°
 - Flip or rotate
- Keyboard shortcuts:
 - **Ctrl+C** / **Ctrl+V** to copy and paste
 - **Ctrl+Z** to undo changes
- Pressing **Save** commits changes to OpenStreetMap—please refrain from saving test edits

Additional Editing in OpenStreetMap

- To draw a Line or Area:
 - Click to place each vertex
 - Press *Esc* or double-click to finish
- To edit an existing feature:
 - Right-click to access transformation options:
 - Convert to a circle
 - Convert to a point
 - Align angles to 90°
 - Flip or rotate
- Keyboard shortcuts:
 - **Ctrl+C** / **Ctrl+V** to copy and paste
 - **Ctrl+Z** to undo changes
- Pressing **Save** commits changes to OpenStreetMap—**please refrain from saving test edits**

Lab Activity

- Scenario: South of Pescara lies "Francavilla al Mare," a seaside resort town
 - Locate "Lido Merope"
 - Add an Area for the beach
 - Set Beach Resort as the **feature type**
 - Set the **Name** field to "Spiaggia del Lido Merope"
 - Undo...