Communication and Knowledge Transfer in OSM

Introduction

About Myself

- Hanna Krüger
- Username raubraupe
- from Germany
- OSM hobbyist since 2012
- Mechanical Engineer by day

Main Activities

- OSMF and FOSSGIS member
- voluntary work for the German local chapter (FOSSGIS)
- casual mapper
- maintaining OpenStreetMap Wiki (Deleting staff)

Let's Start!

Communication

- Definition:
 - All kind of information shared about OSM related topics
- Examples:
 - Discussions
 - Blogs and Websites
 - Forums and Wikis
 - Social Media
 - Messages and Mails

- Announcements and Ads
- Guidance / Help / FAQ
- Reports
- Feedback (Fix me, Bugs...)
- •

Who communicates?

- Short answer: everyone
- Groups of Players
 - OSMF and Working Groups
 - Local Chapters & Communities
 - Mapper
 - Companies

- Software Developers
- User
- Beginners, Interested Persons
- •

Communication in and between these groups

Different Media for Different Purposes

Offline Communication

Meetings, Mapping Parties, Conferences, Regular's Tables, ...

Pros Cons

- private and personal contact
- socializing
- strengthen communities

- higher effort to participate
- traceability and confirmability
- often no recording or reports

Group Chats

What's App, Telegram, Slack, Matrix,

Pros Cons

- private communication
- conversations and discussions
- just in time reply

- only private access
- little visibility
- no archive

Facebook

Used mainly by Humanitarian Organisation, African and American Communities

Pros

- High reach and popularity of this media
- great for "Ad" content
- easy to communicate in groups

Cons

- limited public access
- badly searchable
- no chronology of timelines
- manipulation by spam and retweet circles

Twitter

Used by many different groups

• eg. Software Developers, Companies, HOT, Official Channels, Mappers

Pros Cons

- Easy to consume (just 280 chars)
- high popularity
- possible to get high reach
- great for 'Ad' content

- sketchy information
- filtered content and opinions
- low attention span

Mailing List

Very popular in Europe and Special Interest Communities

Pros Cons

- popular medium
- high accessibility
- good for detailed and long discussions

• cultural differences complicate participation

- time consuming media
- Archive = Pain in the butt

Boards

OpenSteetMap Forum, Help, Reddit, ...

Only for specific purposes

- Q and A
- Bugs / Fix me
- Guidance

Pros

- well searchable
- just in time

Cons

- only for special purposes
- not suitable for long discussions
- outdated content

Blogs & Websites

Types

- Community
 - Weekly OSM, OpenStreetMap Blog
- Companies
 - Mapbox, OsmAnd, ...
- Personal Blogs

Pros

- detailed content
- well linked
- reports, reviews, announcements

Cons

- relatively low reach
- high inhibition threshold
- time consuming medium

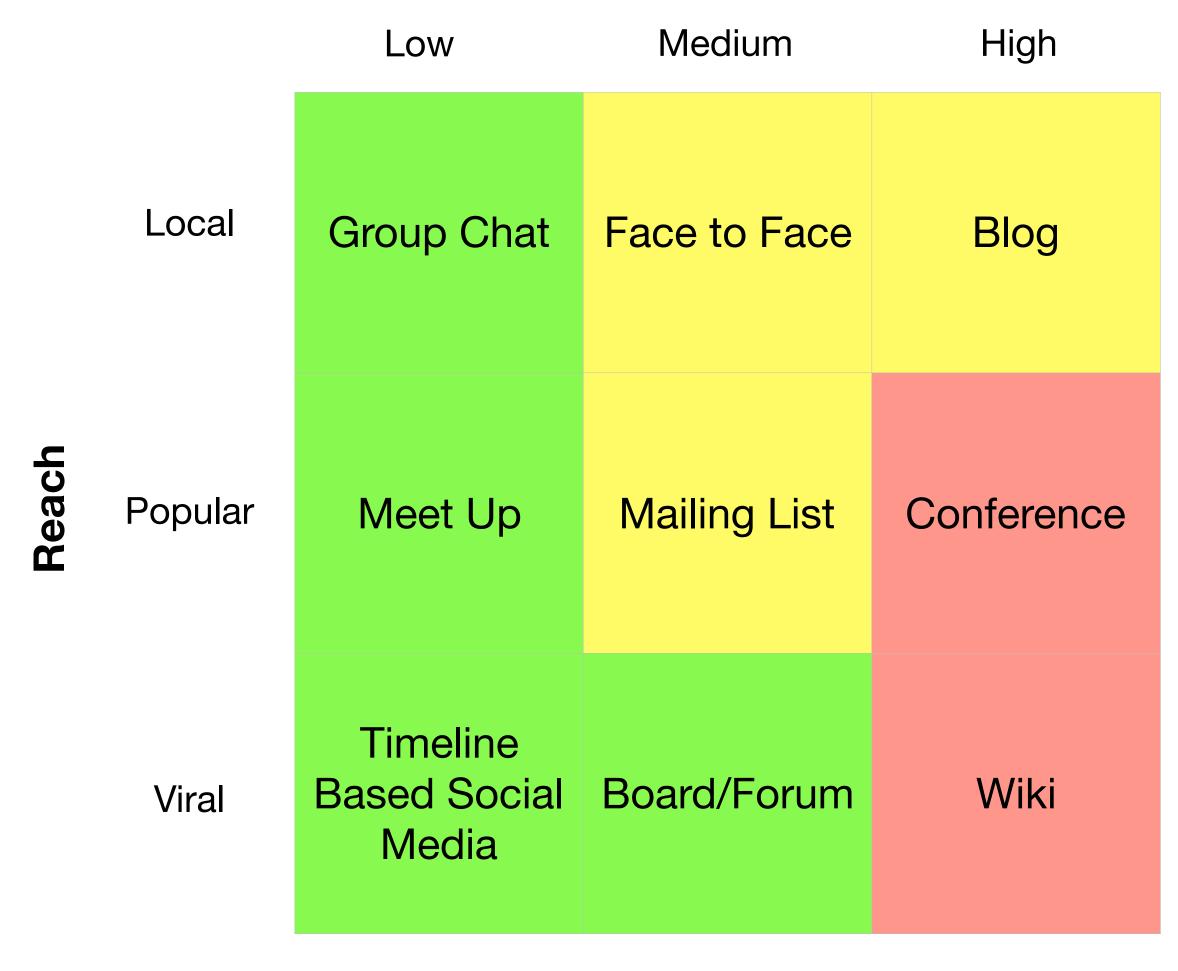
Wiki

OSM Wiki and Local Chapter Wikis (especially European)

Pros
allows sharing all kind of media
complicated syntax
well searchable
mobile access
maintenance

Media for daily use

Inhibition threshold



Benefit of Scattered Communication

- easy to participate
- low inhibition threshold
- strengthen local communities
- strengthen groups of special interest

Downside of scattered Communication

- hard to find and retrieve information
- inconsistent and conflicted information
- impossible to distinguish between
 - Proposal Current State Outdated Version
- hard to collect, spread and transfer knowledge

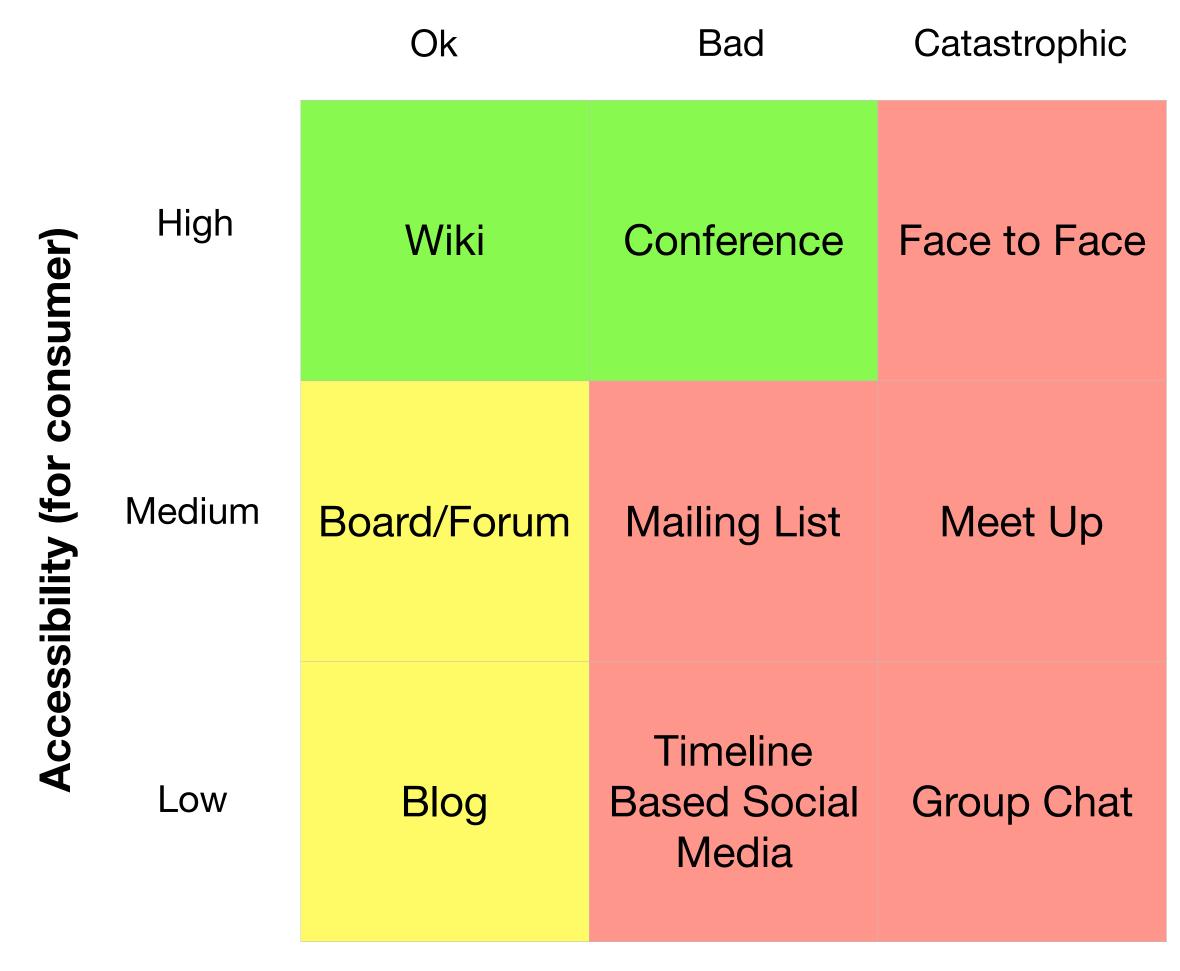
Knowledge Transfer

What is important

- well searchable
- persistence
- high accessibility
- multilingualism
- high refresh period

Media for Knowledge Transfer

Searchability



Problem

- scattered communication characterize OSM
- difficult and time consuming to find information
 - private access
 - conflicting information

Solution?

- choose your communication channels more carefully
 - think about audience and reach
- stop mirroring channels & conversations
- backup important information on global channels
 - Examples: Weekly OSM, Belgian Matrix Channel
- remind yourself to keep information updated

Thanks for your Attention!

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