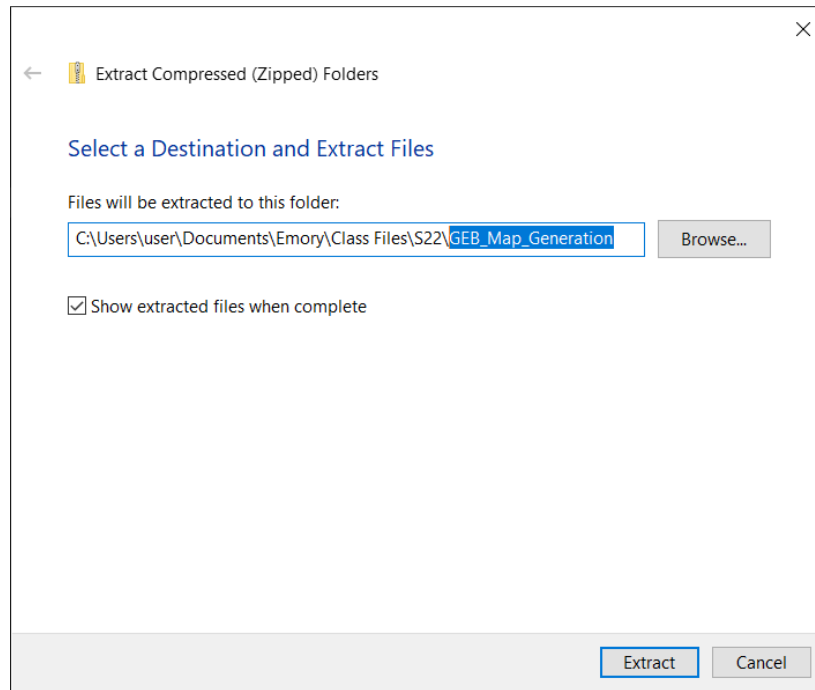


GEB Map Generation Workflow Guide

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Step 1: Download Necessary Files

- a) Download and save the GEB_Map_Generation folder to your device in its entirety from the DEV OneDrive
- b) This will come as a zipped file. Extract the file contents.
 - For Windows users be sure your file path DOES NOT contain the highlighted text. This makes it so that the contents are not nested in two folders of the same name.



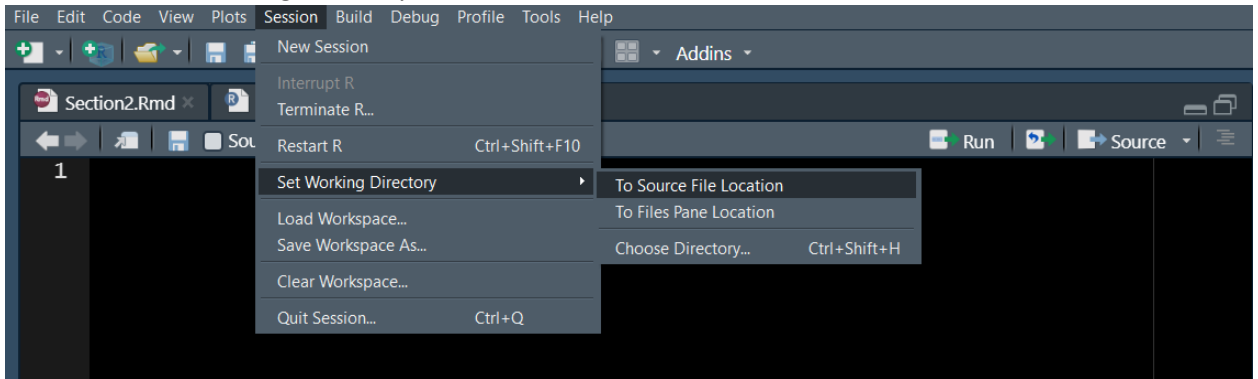
Step 2: Preparing the Data Set

- a) Open the GEB_Data.csv file located in the Raw_Data folder.
- b) There is some pseudo data already filled in. This is just meant to give you an example of what sample data may look like. You can go ahead and delete everything aside from column headings.
- c) In the REGIONS column, list the regions that the GEB report states are undergoing events
- d) In the ISO_CODE3 column, refer to [this link](#) to enter the region's 3 digit ISO code.
 - Note: some regions may have several names, so be sure to check alternate names if you can't find the code for a country
- e) For columns H, F, W, S, and N, denote whether a region has undergone a Health, Food Security, Shelter & Nutrition, WASH, Security, or Natural Disaster event as indicated in the GEB report.
 - 0 indicates no event, 1 indicates event
- f) Once filled in, save the file. This should be saved as a csv with same name in the same location (there is no need to "save as")

- g) Close the file

Step 3: Generating the Map

- a) Open the `create_GEB_map.R` file in R studio
- b) Set the working directory to the source file location. This can be done by navigating to Sessions → Set Working Directory → To Source File Location.



- c) If you want to edit the map name you can do so at the designated code line noted in the comments
- d) From here you should be able to run all the code by highlighting the entire code and clicking the Run button (or Win: alt+enter, Mac: cmd+enter).
 - o It is recommended you run the code line by line instead, just in case an error pops up. This is so you know what line of code is causing the error.
- e) Check the console to see the status of the code. Once the code has run (~2 minutes), check the `Map` folder. There should be a PNG file of your map.