Support

Requesting new features & raising issues

- 1. Open SDG documentation
- 2. Open SDG issue log
- 3. Open SDG Google Groups



1. Open SDG documentation

Open SDG documentation is available at https://open-sdg.org/

Documentation contains info about:

- setting up a platform
- configuring and customising a platform
- a list of FAQs
- lots of other helpful information



Welcome to the Open SDG community

Open SDG is an open source, free-to-reuse platform for managing and publishing data and statistics related to the UN Sustainable Development Goals (SDGs). It is built exclusively with open-source libraries and tools and can be hosted and maintained using free services.

Key features include:

- Machine-readable data
- Data visualizations: graphs, data tables, and maps
- Multilingual: already available in the six official UN languages and more, using the SDG Translations resource
- Fully customisable

For more information on features see our Open SDG Features page.

Have a question? Try our Frequently Asked Questions page.

Interested in setting up your own version of Open SDG? Use our Quick Start guide.

Want to know more about who else has Open SDG and why? See our 'Open SDG users section', including a List of users and various case studies.

We hope this documentation is helpful for getting your Open SDG project started. If you have comments, feedback, or want to get involved with the Open SDG community then please contact us.



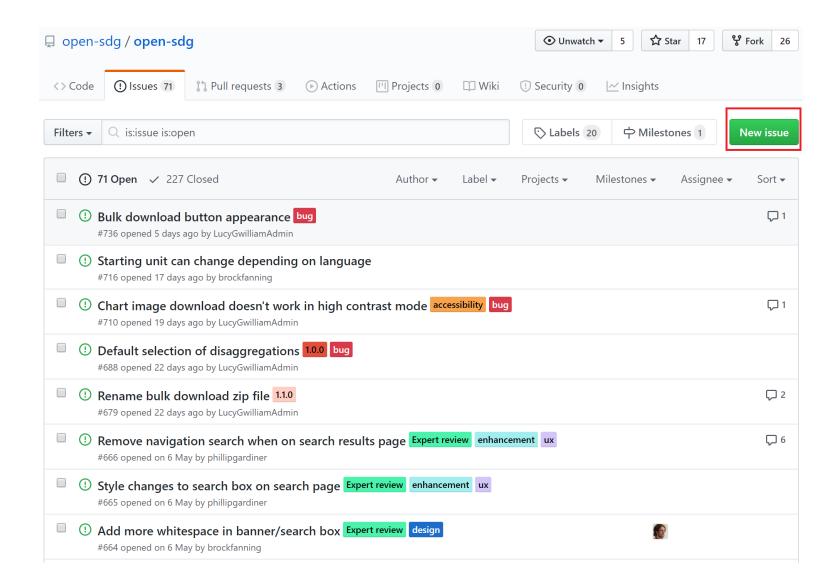
2. Open SDG issues log:

Open issues

A list of open issues is available at

https://github.com/open-sdg/open-sdg/issues

Anyone can view the issues and all that is needed to comment on an issue is a GitHub account!

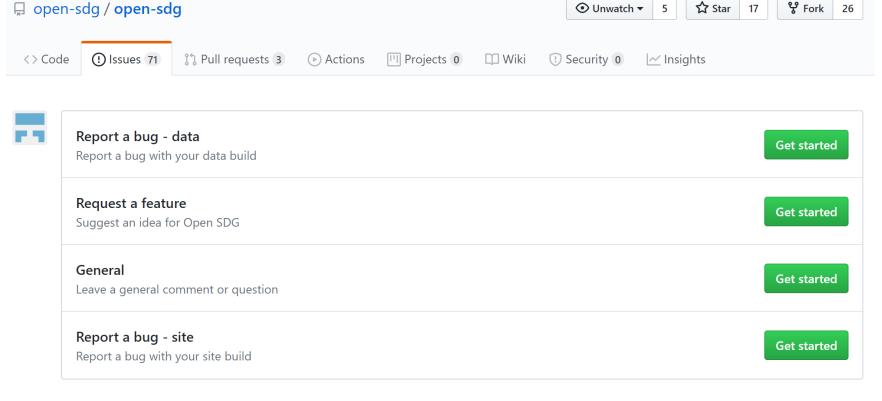




2. Open SDG issues log:

Creating new issues

Issue templates are available to help with creating issues

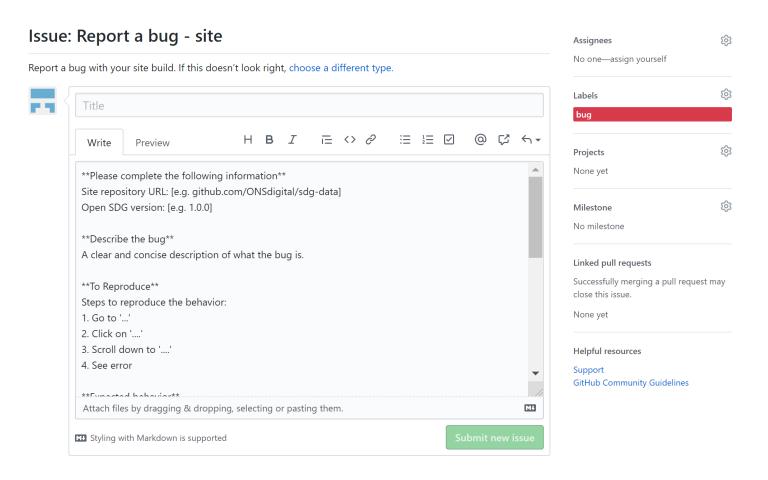




2. Open SDG issues log:

Issue template example

Depending on the template you choose, you will be asked some questions to allow us to identify the problem and prioritise it.





3. Open SDG Google Groups

