# GIScience Computer Practical

*Citizen science: mapping for humanitarian response*

[GEES Applicant Visit Day]

# Background

# TEst

In this practical, you are going to learn how to contribute to the OpenStreetMap (OSM) project, helping map parts of the world at risk of humanitarian disaster. To do that, you will be using satellite images that will help you identify objects on the ground, such as buildings or roads, so you can draw them, effectively adding them to the map. The selection of areas in need will be taken care of by the Humanitarian OpenStreetMap Team (HOT).

# TEst

OSM is the largest collective effort to create a digital free map of the entire World contributed by volunteers. Think of it as the WikiPedia of maps. Started in 2004 at UCL, it has grown substantially over the years and, currently, parts of the map provide better quality data than comercial alternatives such as Google Maps.

The HOT is the arm of OSM that is concerned with maximizing the impact of the Map for humanitarian purposes. As such, it connects traditional efforts in humanitarian relief with the OSM. Having reliable and accurate spatial data is crucial for humanitarian missions because it allows to manage scarce resources in more efficient ways. One of its missions is to keep updated the Tasking Manager, a list of urgent parts of the world to be mapped. In this practical, we will be using the Tasking Manager to select the area that we will be editing.

If you are interested in these issues, follow up on these links:

- OpenStreetMap info page
  `http://www.openstreetmap.org/about`
- HOT project page: `http://hotosm.org/`
- Link to the Task Manager: `http://tasks.hotosm.org/`

# What to do

# 1.

Bla bla

# Credits

# Credits

This set of slides are heavily inspired by:

- Haggett, P. 2008. "The Local Shape of Revolution: Reflections on Quantitative Geography at Cambridge in the 1950s and 1960s," *Geographical Analysis*, 40, 336–352.
- Murray, A. T. 2010. "Quantitative Geography," *Journal of Regional Science*, 50, 1, 143-163.

Of course any mistakes and errors remain entirely of myself

# License



Materials available at
`https://github.com/darribas/quant_geog`