### OpenStreetMap 101

17 June 2014



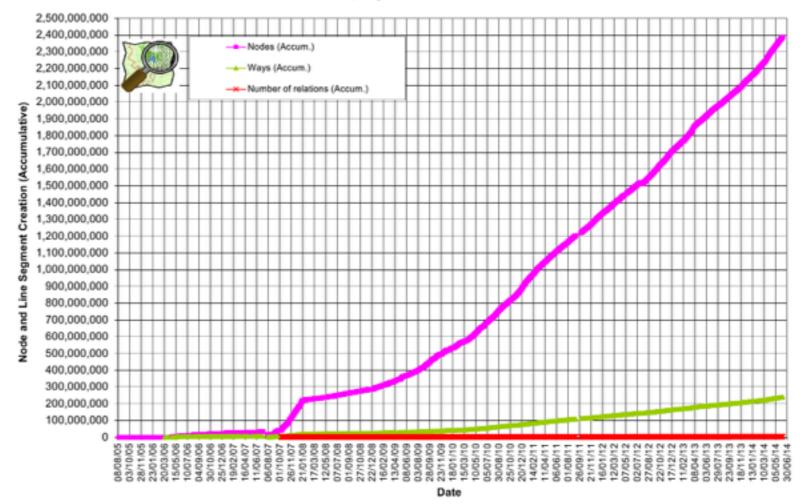


#### OpenStreetMap Overview

- History: Founded by Steve Coast in 2004
- "Wikipedia for maps"
- More than 1.6m users worldwide
- Number of features:
  - ~2.4b nodes
  - ~250m ways

## #maptime

#### OpenStreetMap Database Statistics Node, Way and Relation Creation



#### Why Use OpenStreetMap?

- Free, Open
- Detailed & Functional
- Interesting, fun
- Geography at a 1:1
   Scale
- Community
   Development at a 1:1
   Scale





#### Ground Rules

- No copying from other maps!
- Use the wiki for tagging help



- Don't vandalize
- Don't add fictional features
- · ...and do not copy from other maps!



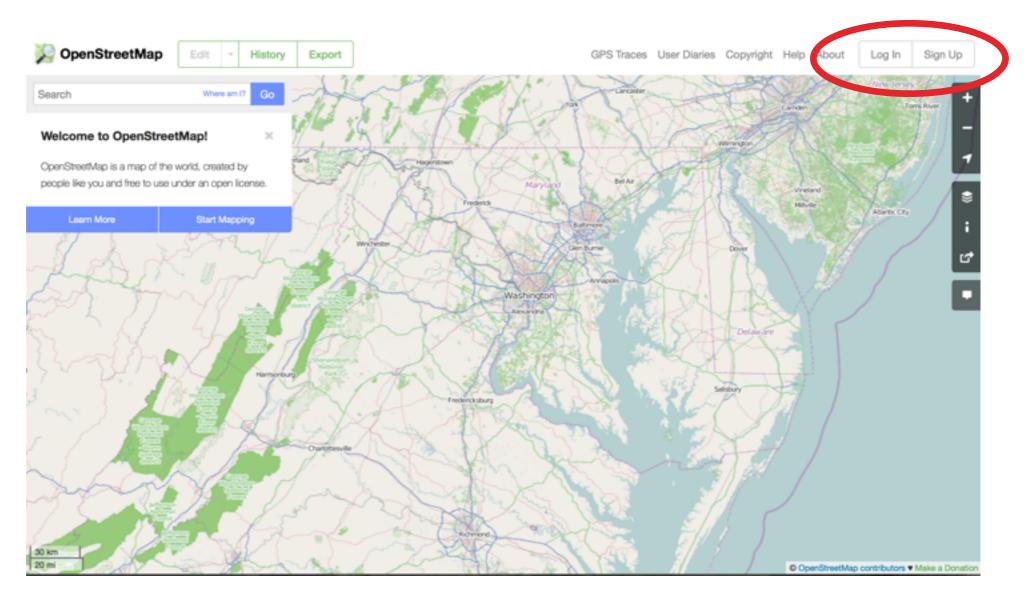
#### First Things First....

- Creating an Account
- The wiki



#### Creating an OpenStreetMap Account

Create (or log in to) your OpenStreetMap Account





#### Create Your Profile

Click 'My Settings'....

· ...and fill in the blanks

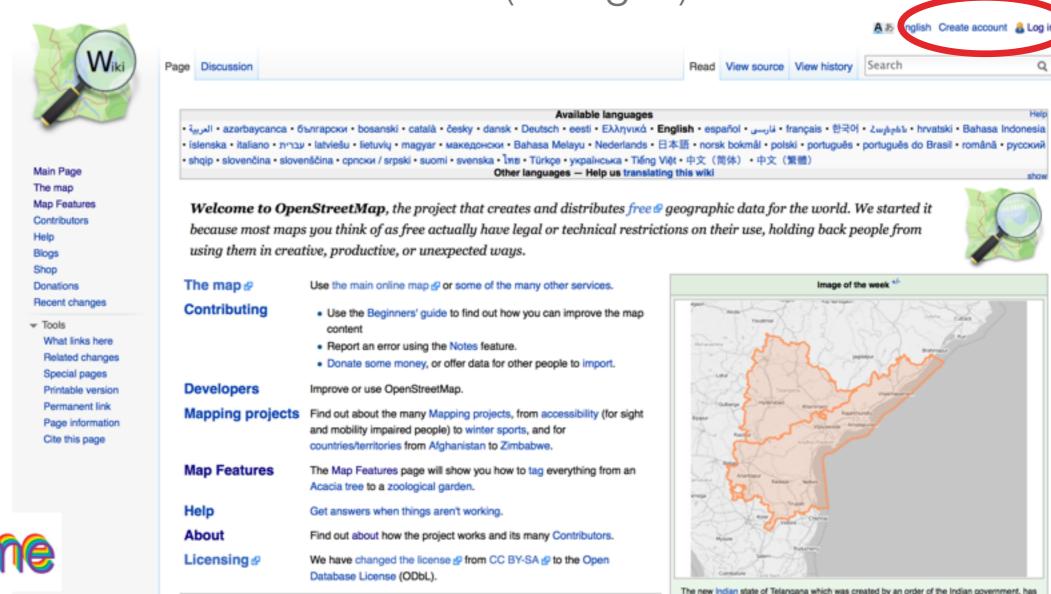
OpenStreetMap	Edit - History Exp	ort
	My settings Return to profile   oauth setting	gs
	Display Name: sejohnson	
	Current Email Address:	
	sejohnson8@gmail.com	(never displayed publicly)
	New Email Address:	
		(never displayed publicly)
	Password:	
	Confirm Password:	
	OpenID:	(what is this?)
	Public editing:	
	Enabled. Not anonymous and can edit data. (what is this?)	
	Contributor Terms:	





#### You'll need help from time to time...

- ...so navigate to the wiki (<a href="http://wiki.openstreetmap.org">http://wiki.openstreetmap.org</a>)
- ... and click 'Create account' (or log in)





#### Editing Geographic Data

- Geographic data is organized into: Points, lines, & polygons
- The editing process: digitize a feature, then 'tag'
- 'Tags' are simply attributes of a feature
- Your first stop for tagging:
  - http://wiki.openstreetmap.org/wiki/Map\_features
  - · ...or point to the wiki and type, 'features' in the search box



#### Feature Types

- Geographic data is organized into points, lines, & polygons
- Point, or **node** feature (ATM, bench, tree, sign post)

·

 Polygons, or closed ways (building, parking lot, ball field, etc.)



Linear, or ways (road, trail, footpath, river, etc.)



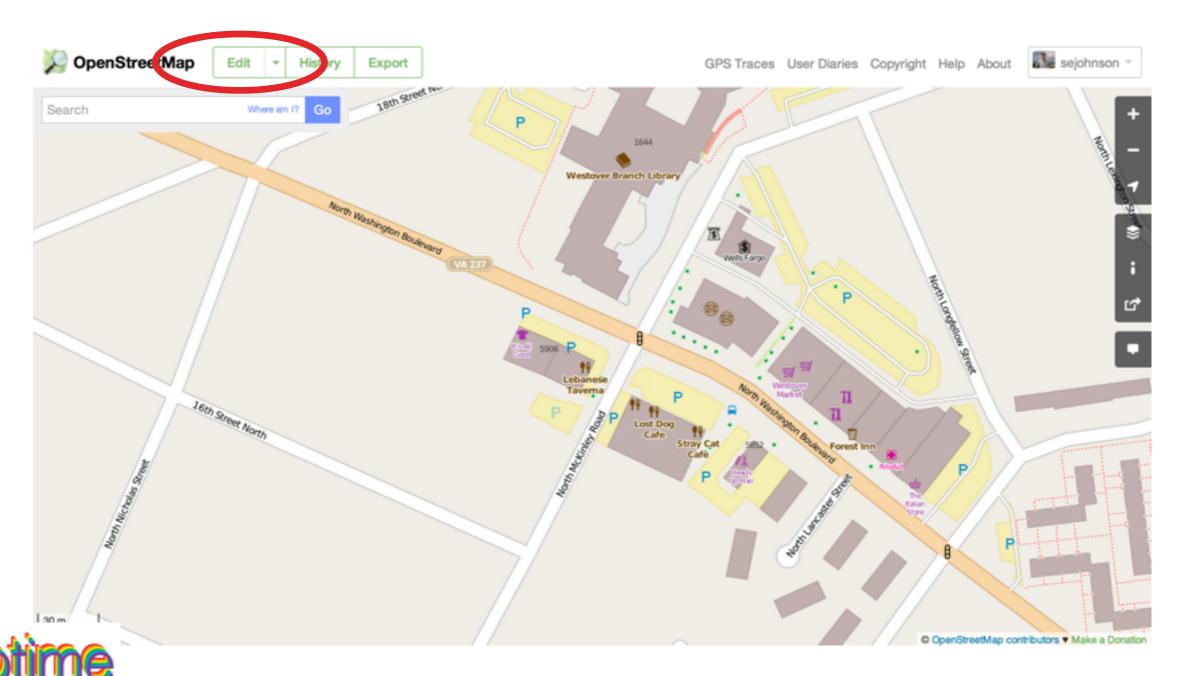


Getting Starting Editing...



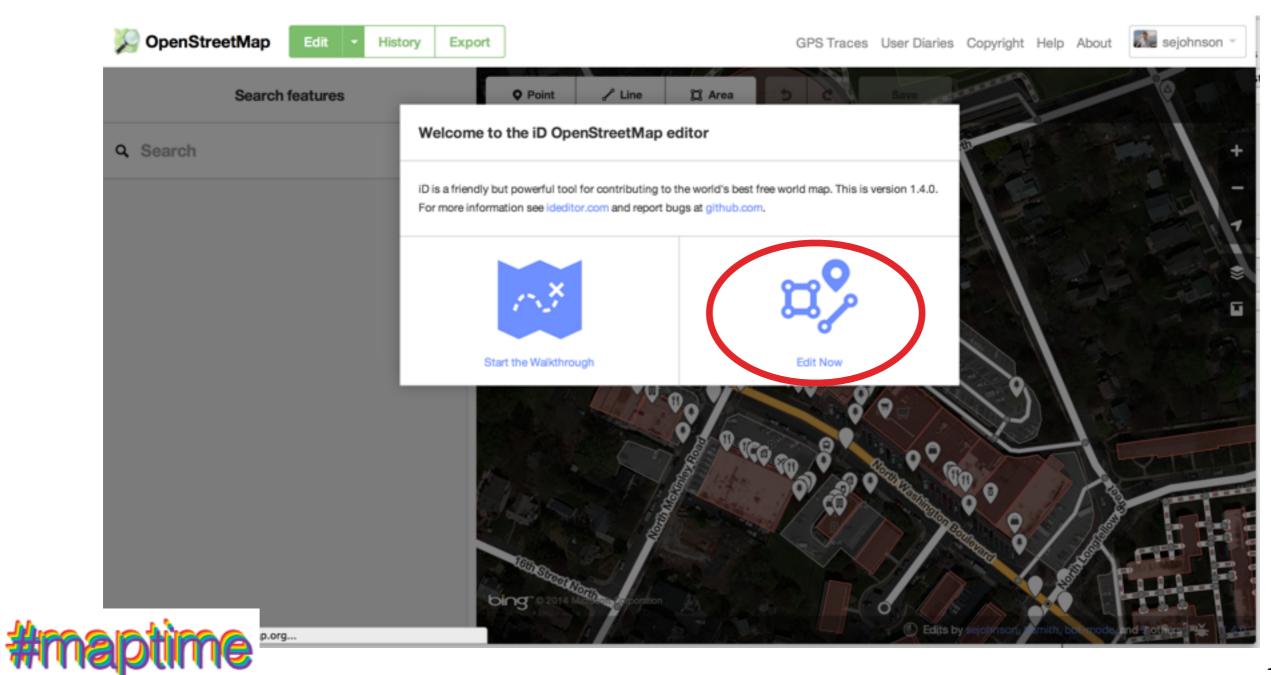
#### Starting the Editing Process

Click 'Edit' to launch the iD editor



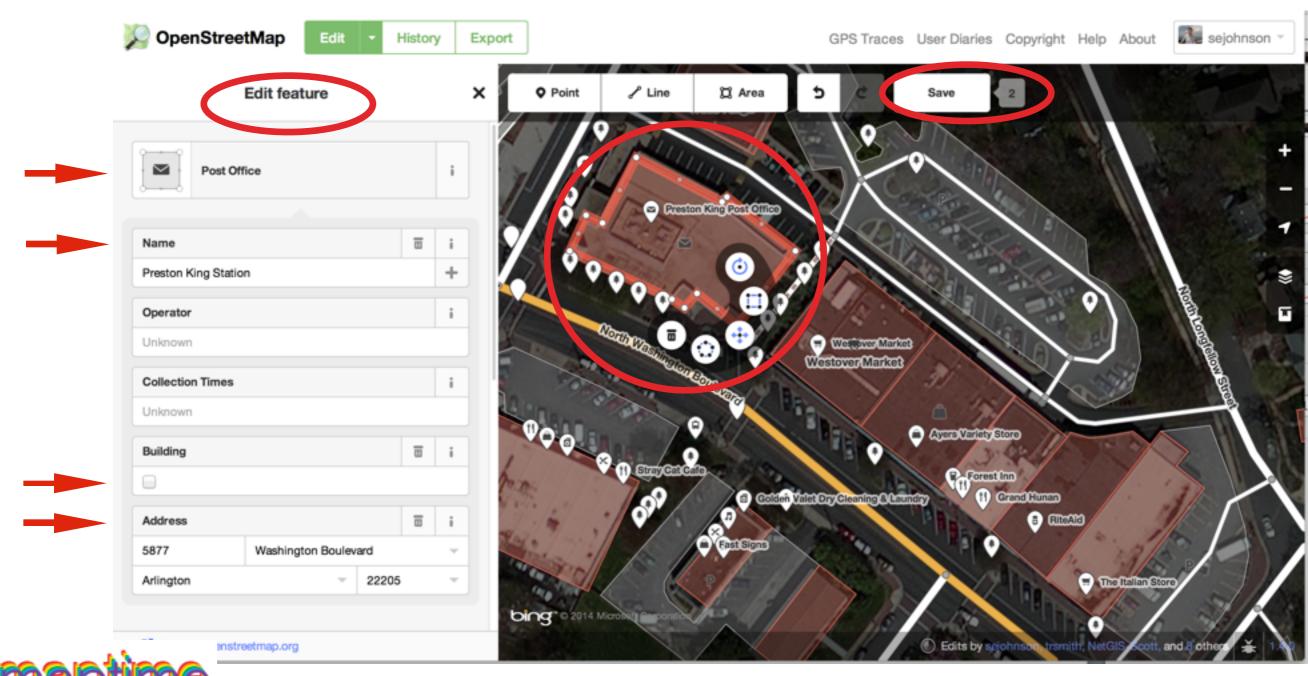
#### Starting the Editing Process

Using iD editor



#### **Editing Process**

iD editor features



#### Try Digitizing One of These Point Features...

- · Refer to 'Map Features' on the wiki for tagging help
- ATM
- Bus/Transit Stop
- Traffic Signals
- Street Crosswalk
- Street Tree



#### Try Digitizing One of These Linear Features...

- Connectivity is important 'snap' to adjoining features
- Driveway
- Parking lot aisle
- Footpath
- Hiking Trail
- Bridge/Tunnel

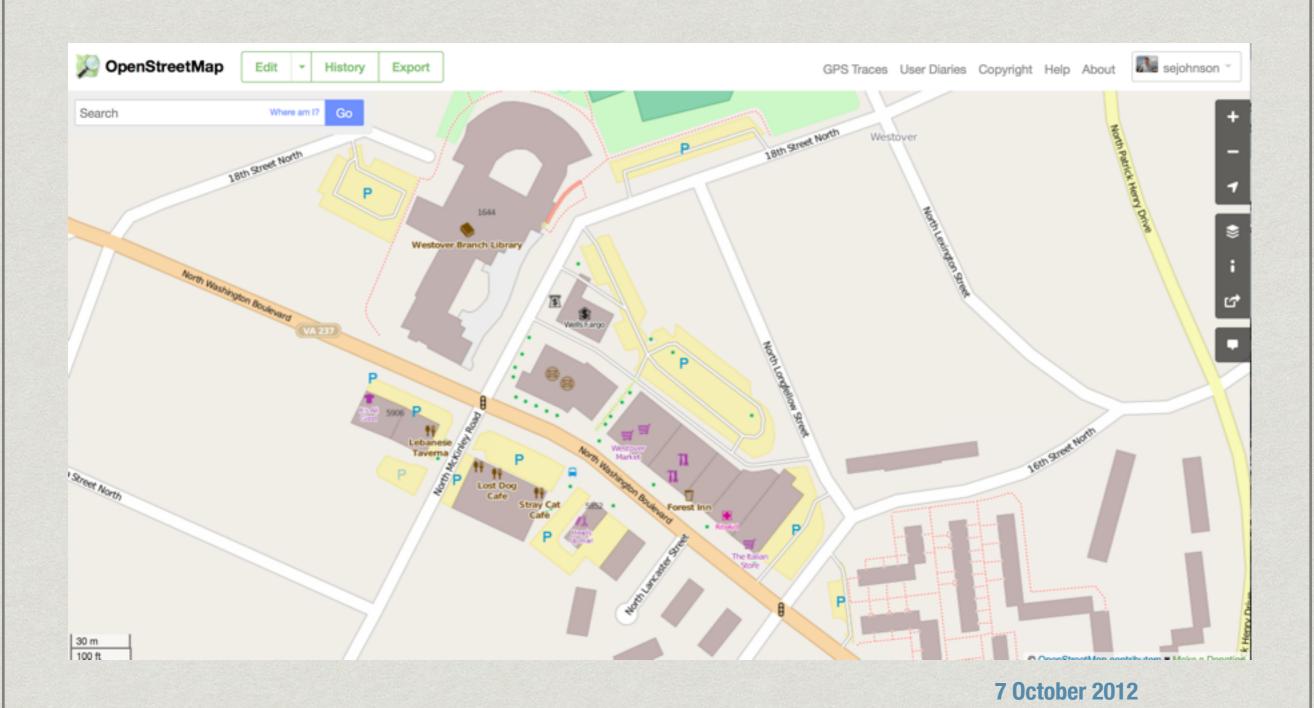


#### Try Digitizing One of These Polygon Features

- Connectivity is important make sure your polygons close
- Your elementary/middle/high school
- Your neighborhood grocery/hardware store
- Your neighborhood bank, dry cleaners, etc.
- A parking lot



# Step 5. Admire Your Work



#### Thank You

- Steven Johnson
  - @geomantic
  - http://github.com/geomantic



