

# Membuat dan Mengelola Map Campaigner untuk Pemetaan

## Learning Objectives:

- Knowing and understanding how to work with *Map Campaigners*
- Operating *Map Campaigners* to create mapping activities
- Operate *Map Campaigners* to monitor mapping activities

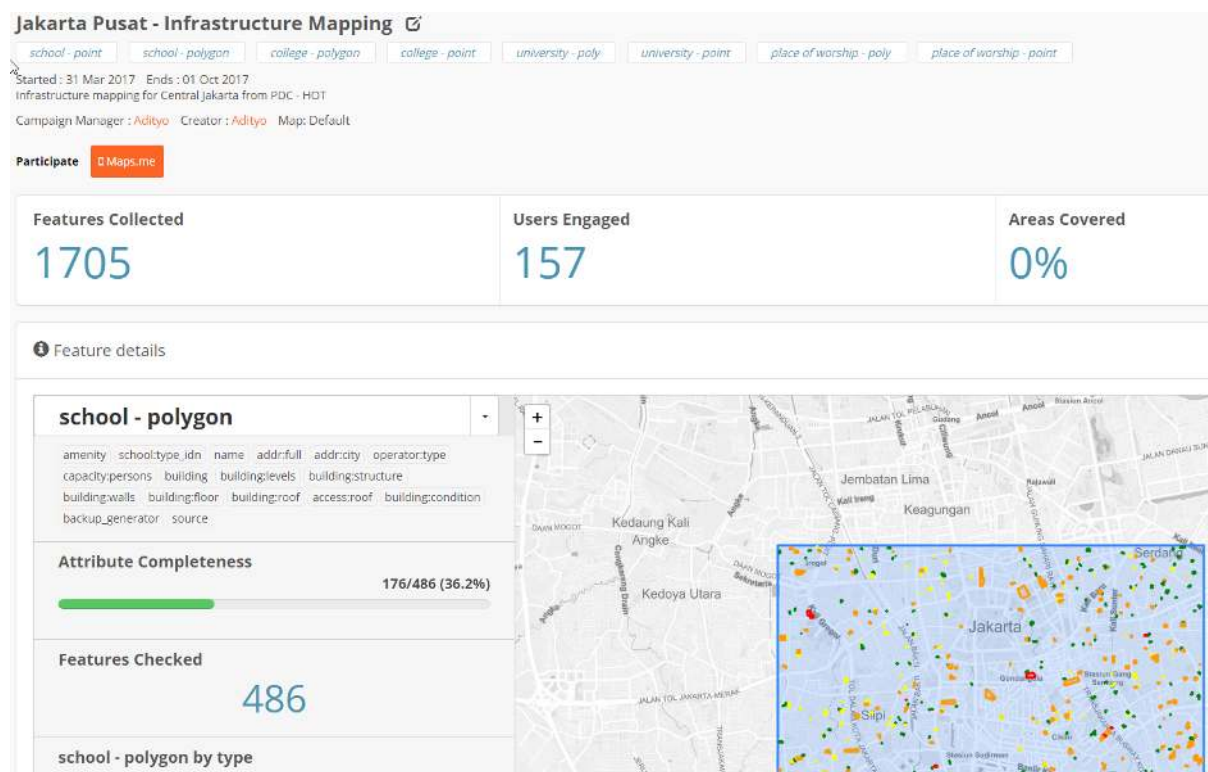
In implementing a mapping project you often need a report regarding the progress of the activity in a statistical data about how many objects have been mapped in the activity. There are several tools that can be used to obtain statistical data. One of the tools that we will learn today is *Map Campaigner*.

## I. What is a *Map Campaigner*?

*Map Campaigner* is a tool that is intended to gather all project managers and also surveyors into one platform. Project manager can arrange activities with specific types according to their needs. Each mapping activity created by the project manager can be specifically regulated regarding the data and objects collected then will be presented in each mapping project.

## II. Benefits and examples of using *Map Campaigner*

*Map Campaigner* aims to make it easier for project managers to monitor their mapping projects. For example here is a mapping activity carried out by the HOT team to map all places of worship, schools, universities and high schools in Central Jakarta. By using *Map Campaigner*, you can see how many total objects have been mapped in this project activity, then how many *OpenStreetMap* users are helping to participate in this mapping project, both voluntarily and incorporated into the mapping project team.



### Example of using Map Campaigner for Central Jakarta

By using *Map Campaigner*, you can also find out how many objects that are complete by definition of *tags* or attributes needed. For example, in the picture above, it can be seen that from the activities of this mapping project successfully obtained 1,705 objects by reaching 157 users (both voluntary and

including surveyor team). *The Map Campaigner* also provides information on the completeness of all data collected, for example from 486 mapped school objects, only 36.2% of these school objects are completely mapped in terms of the information attributes needed for this mapping project.

*The Campaigner Map* also presents a quality assurance feature in terms of the completeness of the attributes of an object in OSM. With *Map Campaigner* you can see how many objects are still incomplete in terms of predetermined data attributes. You can download all of these objects and fix it using JOSM.

#### Errors

315

Status	Name	Date	Comment
error	<a href="#">way:120555908</a>	2017-07-13	Errors: building:floor not found, building:condition not found, backup_generator not found
error	<a href="#">way:120910939</a>	2017-05-17	Errors: backup_generator not found
warning	<a href="#">way:120983739</a>	2017-10-12	Warnings: SMA YAKE is all uppercase
error	<a href="#">way:122152155</a>	2017-05-31	Errors: access:roof not found, backup_generator not found
error	<a href="#">way:122211473</a>	2017-07-13	Errors: capacity:persons not found, building not found, building:levels not found, building:structure not found, building:walls building:condition not found, backup_generator not found
error	<a href="#">way:153303452</a>	2017-07-13	Errors: building:floor not found
error	<a href="#">way:155097158</a>	2017-05-23	Errors: school:type_idn not found, source not found
error	<a href="#">way:155097710</a>	2017-07-13	Errors: building:floor not found
error	<a href="#">way:155098024</a>	2017-07-13	Errors: addr:city not found, operator:type not found, building:floor not found, building:condition not found, backup_generato

Example of checking attributes by Map Campaigner

### III. Creating a New Mapping Project in the *Map Campaigner*

Until now you know what a *Map Campaigner* is and what are the benefits and examples of *Map Campaigners*. You might use *Map Campaigner* for your own mapping project. In order to create a new project, you must *log in* first with your *OpenStreetMap* account. After you have successfully *logged in* with your account, then you need to click on **Create Campaign** button. Next there are several steps after you have successfully *logged in* with *OpenStreetMap* account. After clicking **Create Campaign** button, you will be directed to project creation *campaign* page. On this page there are two stages: **managing basic information** and **organizing work areas**.

#### a. Organizing Basic Information for your Project Campaign

In this section, you will fill in basic information for your project. You must fill in some information on this page:

- **Project name.** In this section, you only need to fill in the name of the project that you are doing.
- **The duration of the project.** In this section, you will set the duration of the project in progress. You can provide a date in the past if the mapping project that you are doing is a mapping project that has already been completed.
- **Project Description.** In this section, you will fill in a description of the project activities.

- **Attributes /tags needed.** In this section you will provide the *OpenStreetMap* attributes needed during the mapping project. For *OpenStreetMap* attributes the required, you can refer to the Wikipedia page<sup>1 2</sup> or to **Data Model *OpenStreetMap*** module. You can choose to use **YAML** (which you already learned in the module *Using YAML on HOT Export*) or with an easy version already provided on this site.

**Use predefined template from system**

Home Choose from template Custom Form Yaml editor

MapCampaigner provides customizable or pre-loaded templates to help you create the types and tags for your campaigns. Our yaml verifies the elements of your types

There are three options to create types for your campaign:

1. Use a pre-loaded type
2. Fill a custom form
3. Use a yaml editor

**Note.** In the yaml editor, you can add more than one type.

**Yaml editor**

put yaml types in here

Edit templates in yaml above.

**Add** **Close**

**GUIDE :**

```

restaurant:
  feature: amenity
  tags:
    - amenity:
      - restaurant
      - fast-food
    - name
    - cuisine
  element_type: Point
shop:
  feature: amenity
  tags:
    - amenity:
      - shop
      - name
    - opening_hours
  element_type: Polygon
  
```

Put types in yaml format. The formats are:

- Whitespace is sensitive. Each child element must be indented below its parent element.
- The first parent, put **title** of custom type.
- The second one 2 key, which are feature and tags.
- **Feature** : This is specific feature of data for this type. For example: building, amenity, etc.
- To make it more specific, add pairing key=value in here. For example: building=school or building=school,university.
- **Tags** : The format is the list, put dash for every line. - Tag is the attribute that checked on the feature. For example : name. This will check "name" attribute is exist or not in the feature. - For specific tag, add new child for that tags (for example amenity). It will check attributes is restaurant or fast-food. - Can put second type (or more) by creating new parent
- **Element type** : Point, Line, Polygon

**Add type**

Home Choose from template Custom Form Yaml editor

**Type**

Name

This is name of this type. For example : Educational Facilities.

Feature

- This is specific feature of data for this type. For example: building, amenity, etc.
- To make it more specific, add pairing key=value in here. For example: building=school or building=school,university.

**Geometry Type**

- Geometry type defines the OSM elements you want to be included in your campaign.
- If no Geometry type is selected, then it will fetch Point, Line and Polygon type elements from OSM.
- Relations are not included.

**Tags**

+ Add tag

- Add new multiple tags for this type.
- Tag is the attribute that checked on the feature. For example : name. This will check "name" attribute is exist or not in the feature.
- For specific tag, add pairing key=value in here. For example: emergency=yes,no. This will check if 'yes' or 'no' is value for emergency attribute.

**Add** **Close**

Display when entering OSM attributes for Map Campaigner

)

Note:

When entering tags / attributes informat YAML. There are a number of things to be aware of:

- \* Use of space is very sensitive here.
- \* One element consists of the main elements and supporting elements
- \* All elements under the main element (supporting elements) must be several spaces apart from the main element
- \* The contents of the supporting elements = features, tags, & element\_type
- \* features are categories in OSM. For more details, you can see OSM wikipedia
- \* To be more specific, you can use sets key & value such as building = school or amenity = hospital
- \* tags are a collection of key & value that will be checked by the system. Please check wikipedia or OSM
- \* element\_type is the type of OSM object to be checked, such as point(point),line(line),or area(polygon)

- **Add another project manager (optional).** In this section you can add other OSM accounts as project *campaign* if the project that you are working on there is more than one project manager. The role of the project manager is that they can add new attributes to be calculated or change the

<sup>1</sup>[https://wiki.openstreetmap.org/wiki/Map\\_Features](https://wiki.openstreetmap.org/wiki/Map_Features)

<sup>2</sup>[https://wiki.openstreetmap.org/wiki/Id:Indonesian\\_Tagging\\_Guidelines](https://wiki.openstreetmap.org/wiki/Id:Indonesian_Tagging_Guidelines)

information that is in their project *campaign* .

The screenshot shows the 'Create Campaign' form in the MAP CAMPAIGNER application. The form is divided into several sections: 'General Information', 'Campaign AOI', 'Advanced Mode', 'Types', 'Managers', and 'Other Options'. Annotations with red boxes and arrows point to specific fields:

- 'Set your campaign name here' points to the 'Campaign name' field.
- 'Set project duration' points to the 'Start Date' and 'End Date' fields.
- 'Set objects type based on OSM key & value' points to the 'Types' section, specifically the 'Add type' button.
- 'Add another campaign manager based on OSM username' points to the 'Managers' section, specifically the 'Add type' button.

The 'General Information' section includes a 'Status' dropdown (set to 'Inactive'), a 'Description' text area, and a 'Tags' section. The 'Campaign AOI' section includes a 'Description' text area. The 'Advanced Mode' section includes a 'Campaign AOI' section with a 'Description' text area. The 'Types' section includes a 'Types' section with a 'Add type' button. The 'Managers' section includes a 'Managers' section with a 'Add type' button. The 'Other Options' section includes a 'Custom Basemap' section with a 'Add custom Basemap' button.

Display on the basic information page

## b. Organizing Work for Campaign Project You

Once you have successfully set the basic information, the next step is you have to organize your project work area. In this section, there are two ways to organize your project work area.

The first way is to use the tools on the left side of the map. You can draw a box or draw freely using the tool. The thing to remember is that **the project campaign area should not exceed 315 km<sup>2</sup>**. If your mapping project has more area than mentioned, it is recommended to divide the mapping project area into several sections so that it can be created in the *Map Campaigner*.

The second way is to use administrative boundary data informat *GeoJSON*. Using this data, you can immediately see the work area of your project that has been divided into several sections.

After setting the project work area, you can specify which team is assigned to the predetermined project area. This team setting is optional and aims to make it easier to monitor the progress of your team.

The screenshot shows the 'Define Campaign Area' page in the MAP CAMPAIGNER application. The page is divided into two main sections: 'Define Campaign Area' and 'Label and Assign Campaign Areas (Optional)'. The 'Define Campaign Area' section includes a map of Jakarta with a red polygon drawn on it. Annotations with red boxes and arrows point to specific elements:

- 'Upload GeoJSON File' points to the 'Upload GeoJSON File' button.
- 'Draw polygon or box for define campaign area. You can also upload GeoJSON file' points to the red polygon on the map.

The 'Label and Assign Campaign Areas (Optional)' section includes a table with columns 'AREA', 'TEAM', and 'STATUS'. The table has one row with the following values:

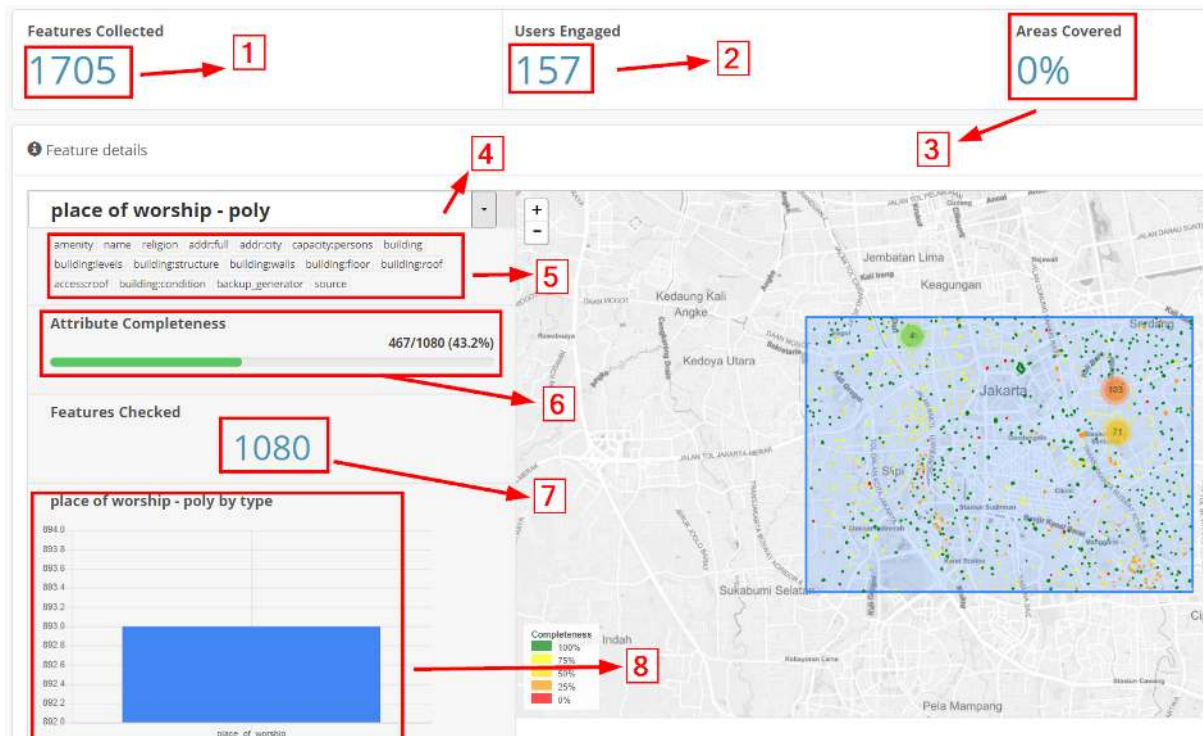
AREA	TEAM	STATUS
Area Name	Team Name	Unassigned

Display on work area settings page



## IV. View Your Project Campaign Page

Having successfully made a campaign, you can go straight to the main page to see the project. When opening the mapping project, you will be presented with some information ranging from statistical data, a list of *errors*, and graphs of users who participated in the mapping.



Display page of Map Campaigner

1. **Feature collected.** This section explains how many total objects are collected in the work area.
2. **User engaged.** Explain how many OSM users are participating in helping to map either voluntarily or not.
3. **Area covered.** Explain what percentage of the area that has been completely mapped.
4. **Feature selection.** To select a predetermined OSM feature.
5. **Selected attribute.** Explain some OSM attributes that must be checked by the system to determine the completeness of its attributes.
6. **Attribute completeness.** Explain what percentage of complete OSM objects have the attributes as specified in the section **selected attribute**.
7. **Feature checked.** Explain the number of OSM objects that have been collected, specific to only one feature in accordance with the section **feature selection**.
8. **Graph.** Explain about the graph of the number of objects in detail

In addition to some of the above, there is also an **Errors** section which explains the list of objects that have not been completed in terms of OSM attributes. In addition you can also see the **User Engagement** section to see the list of OSM users who participated helped map the area along with the number of contributions from each OSM user.

## V. Fixing an Incomplete Objects

Using *Map Campaigner*, you can directly fix OSM objects that are incomplete in terms of their data attributes. To fix it there are two ways.

- First is to fix OSM objects one by one by selecting the object id in the column **Name**. This way you will be directed to the *OpenStreetMap* webpage and then you can immediately change it using **JOSM** or **iD**.

- The second way is to click **Download** button at the bottom of *error* list. By using this, you will download *file.osm* and opened using JOSM. After the file has been downloaded successfully, you can immediately open it in JOSM to directly complete the attributes.

## SUMMARY

Congratulations! You have now successfully learned how to use the *Map Campaigner* for the purposes of your mapping project. By using *Map Campaigner* you will find it easier to find out how many objects have been successfully mapped easily and see which OSM objects do not have complete attributes that are suitable for your project.