



POLITECNICO
MILANO 1863

MIGRATE - MIGRation pATterns in Europe

Developed & presented by a research team from Politecnico di Milano:



Eng. Martina
Aiello



Eng. Candan
Eylül Kilsedar

Prof. Maria
Antonia Brovelli



Dr. Marco
Minghini



Prof. Marco
Gianinetto



Eng. Mayra Alejandra
Zurbarán Nucci

MIGRATE - A game-based learning application

- ✓ The first Web mapping application
 - developed with a gamification approach
- ✓ With the purposes of
 - deriving insights on people's perception of migration
 - educating and raising awareness about migration in Europe
- ✓ Application architecture
 - using open data



The Migrants' Files

- built with open source software



python™

django



PostgreSQL



OpenLayers



jQuery



- ✓ Website: <http://geomobile.como.polimi.it/migrate>
- ✓ Source code (EUPL): <https://github.com/kilsedar/migrate>

MIGRATE - The game

- ✓ Each game is composed of 6 questions
 - 1 true/false, 2 multiple choice, 2 map-based, 1 text-based
 - limited time (30 seconds) given to answer each question


The number of refugees who returned to their countries of origin was higher in 2015 than in 2014.

☐ TRUE

☐ FALSE

Submit

The number of refugees who returned to their countries of origin was higher in 2015 than in 2014.

☒ TRUE 

☐ FALSE

Next

Data source: UNHCR - The UN Refugee Agency
The number of refugees returned to their countries of origin was 126000 in 2014 and 201400 in 2015.

- ✓ Computation of user score & update of leaderboard
- ✓ First MIGRATE challenge (from TODAY to January 5, 2017)
 - top 10 players will get awards!