

OpenStreetMap Mapathon

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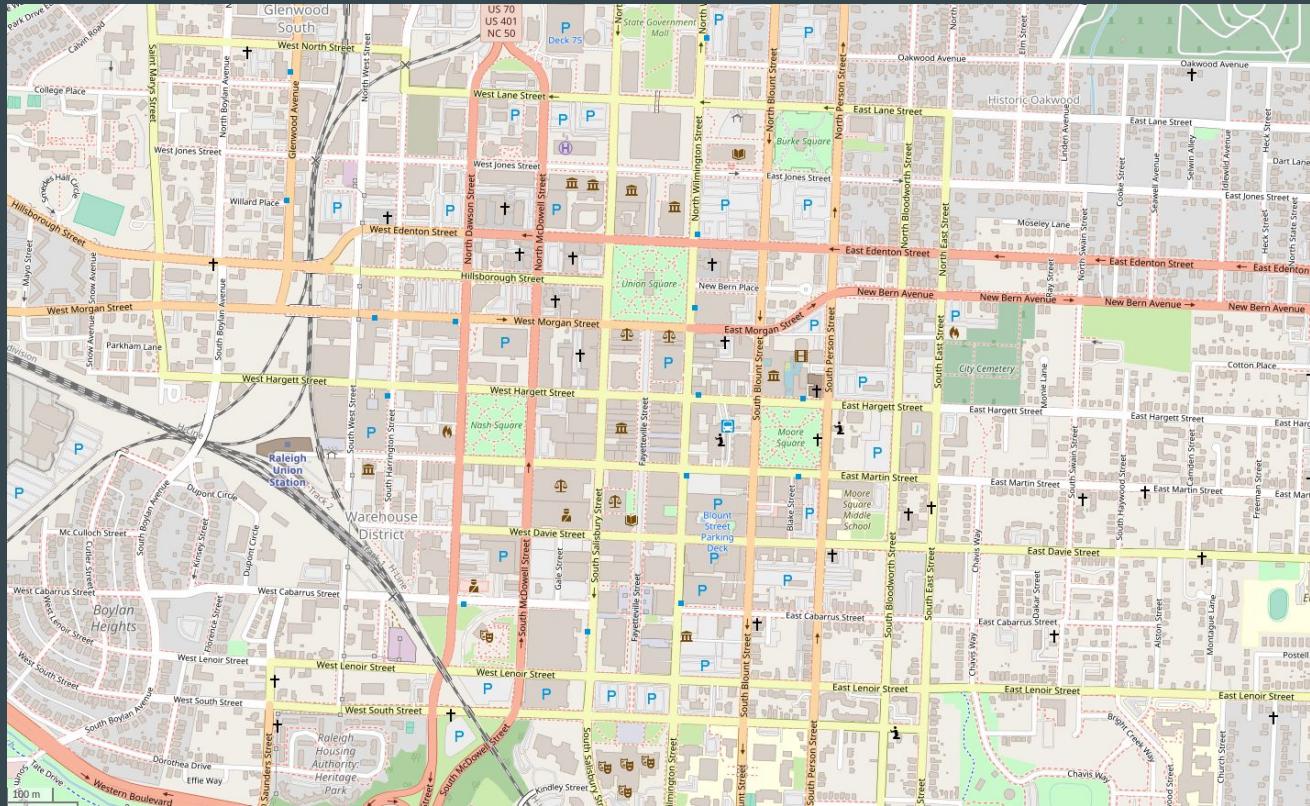
Leila Alderman
NC Clear Path

Agenda

- OpenStreetMap Overview
- NC Clear Path
-

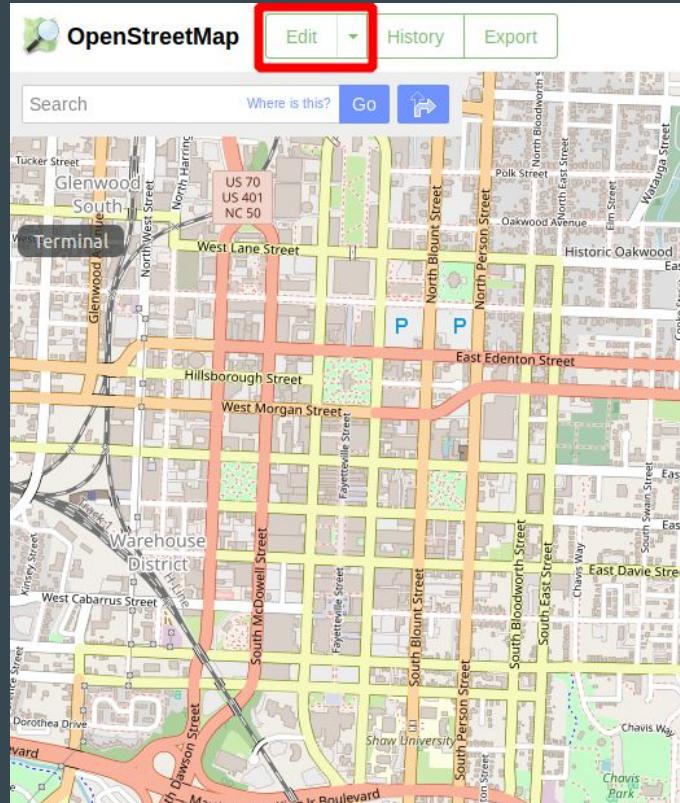
OpenStreetMap Overview

OpenStreetMap



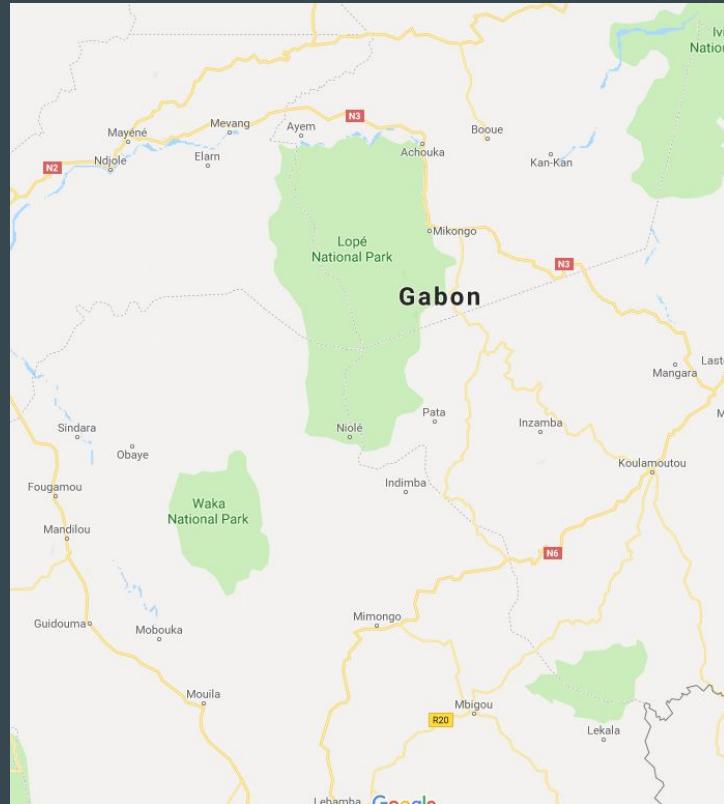
OSM: The Wikipedia of Maps

- “OpenStreetMap is a free, editable map of the whole world that is being built by volunteers largely from scratch and released with an open-content license.”
 - OSM actively encourages new and interesting uses of its map data.



Why make OpenStreetMap?

- Maps that we think of as free often aren't.
- In many countries, you pay taxes that fund government mapping projects and then must also pay to get a copy of these maps.
- For-profit companies have little incentive to map poor areas of the world.



Using OpenStreetMap

- OSM is best leveraged with apps
 - Maps.me
- Many sites and applications use OSM
 - Snapchat
 - Weather.com
 - TripAdvisor
 - Craigslist
- Coding with OSM
 - Leaflet default
 - Mapbox
 - switch2osm.org



Humanitarian Mapping

- Humanitarian OpenStreetMap Team (HOT)
- International non-profit
- Supports humanitarian disaster management
- Encourages community development



HOT Initiatives

- Create maps that enables disaster responders to reach those in need
- Create maps of high vulnerability areas where data is scarce, putting millions on the map
- Provide training, equipment, and knowledge exchange



NC Clear Path

Won first place at Civic Camp



Pitched at All Things Open

The image shows a presentation on a stage. A woman in a dark blazer and jeans stands at a podium, speaking into a microphone. Behind her, a man in a red baseball cap and dark shirt stands with his arms crossed. To the right, a large projection screen displays a slide titled "Kevin's story" with a quote and a photo. The quote reads: "Using a tool like directions on Google Maps doesn't really help me get around. Actually sometimes this does more harm than good. I'm sent down streets I can't cross, or up inclines that are impossible to climb. It can be deeply frustrating." Below the quote is a photo of a person in a wheelchair navigating a paved path with grassy areas and some debris. In the bottom right corner of the slide, there is a logo for "LEAR PATH" featuring a stylized person icon.

Kevin's story

"Using a tool like directions on Google Maps doesn't really help me get around. Actually sometimes this does more harm than good. I'm sent down streets I can't cross, or up inclines that are impossible to climb. It can be deeply frustrating."

Won first place at Datapalooza



NC Clear Path seeks to provide safe and accessible trip planning on pedestrian ways for those with limited mobility

Kevin's story

“Using a tool like directions on Google Maps doesn’t really help me get around. Actually sometimes this does more harm than good. I’m sent down streets I can’t cross, or up inclines that are impossible to climb. It can be deeply frustrating.”



54.5 million

people in the USA need assistive devices or
have trouble walking more than a quarter mile

What obstructs pedestrian paths?

Short-term obstacles:

- Tree branches
- Building construction

Long-term obstacles:

- Lack of curb cuts
- Broken, uneven, and/or overgrown sidewalks

Permanent obstacles:

- Steep hills (both uphill and downhill)



A Seattle City Hall, 600 4th Ave, Seattle, Washington



B Seattle Central Library, 1000 4th Ave, Seattle, Washington

 Wheelchair

Avoid uphill steepness above 8%

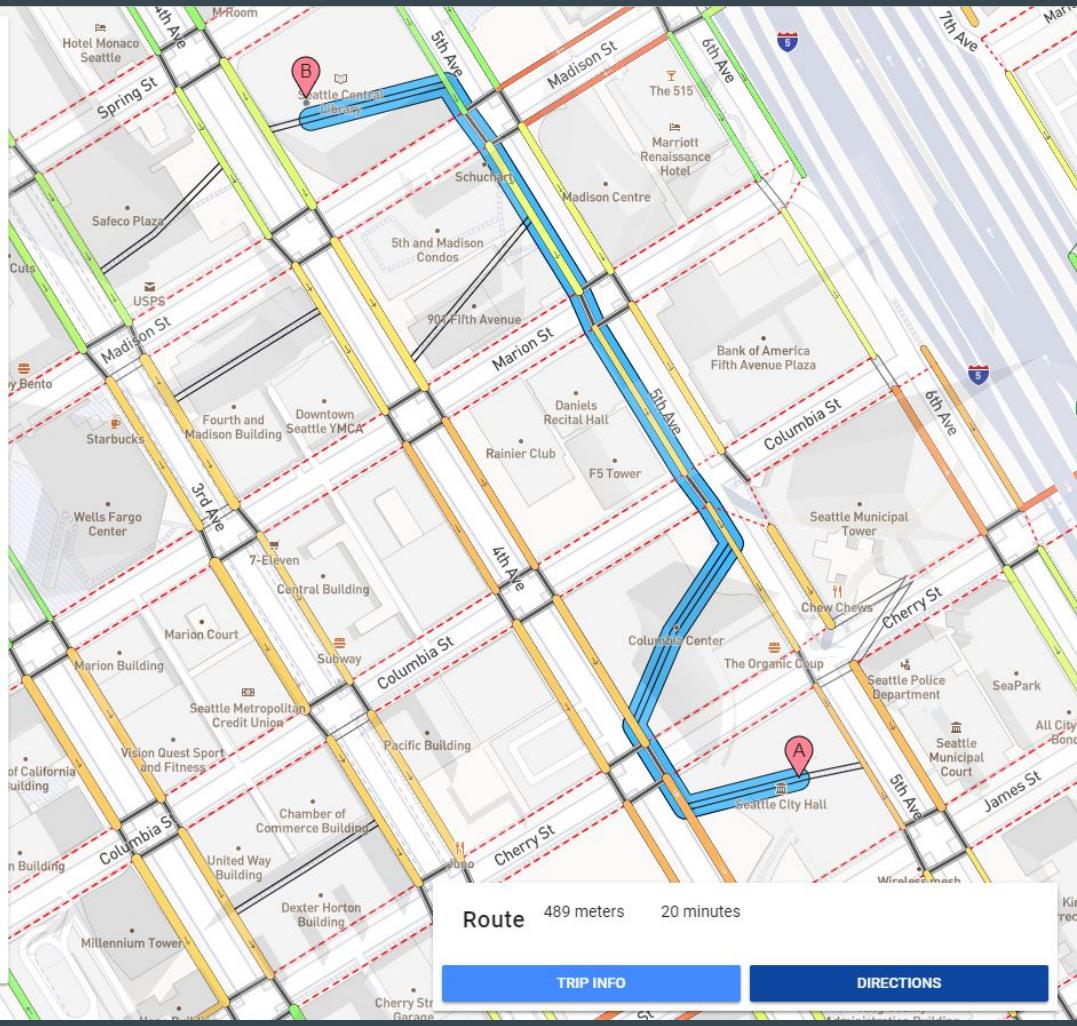


Avoid downhill steepness below 10%

 Require curb ramps[RESET TO DEFAULTS](#)

10/18/2018

8:33 PM



Map legend

Movement speed due to incline

- High speed (flat)
- Medium speed (moderate incline)
- Low speed (steep)
- Inaccessible

Crossings

- Unmarked crossing
- Marked crossing
- Inaccessible

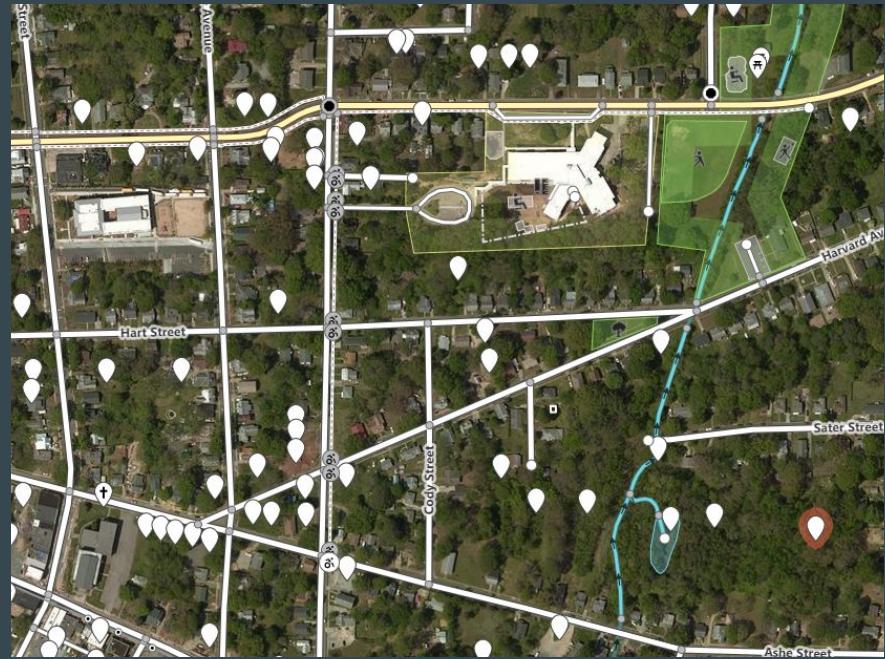


Bringing AccessMap to NC

- OpenStreetMap is currently lacking sidewalk data for North Carolina
- We need to add this data to OSM

How?

- Import GIS sidewalk data from city open data sources
- Host mapathons to create additional sidewalk data



Mapathons

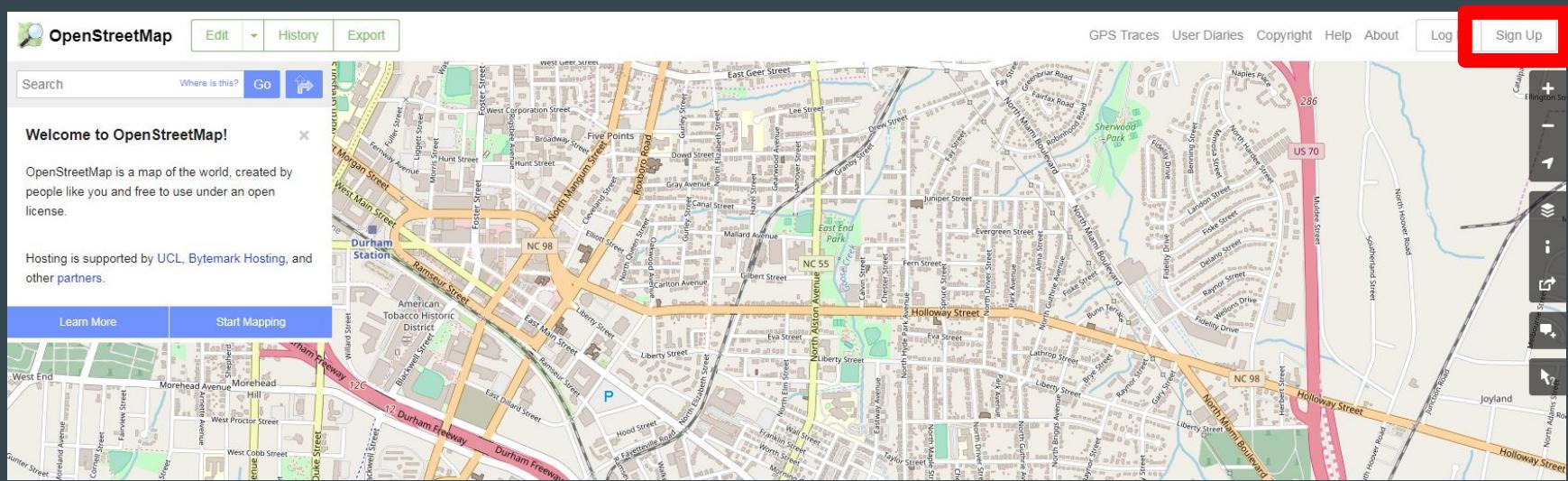
- No coding or mapping knowledge required!
- Raise awareness of this issue while crowd-sourcing the solution
- Increase exposure to open-source mapping



Let's get mapping!

OpenStreetMap

- Go to <https://openstreetmap.org>
- Click the “Sign Up” button in the upper right corner



Create an OpenStreetMap account

- Enter your email address
- Select a username and password
- Agreement page: select “Rest of the world”
- Please check the box at the bottom of this page to consider your contributions to OpenStreetMap to be public domain
 - This ensures that the mapping data you add will be open and available to everyone
- Go to your email and click on the confirmation link
- Click on “Start Mapping”

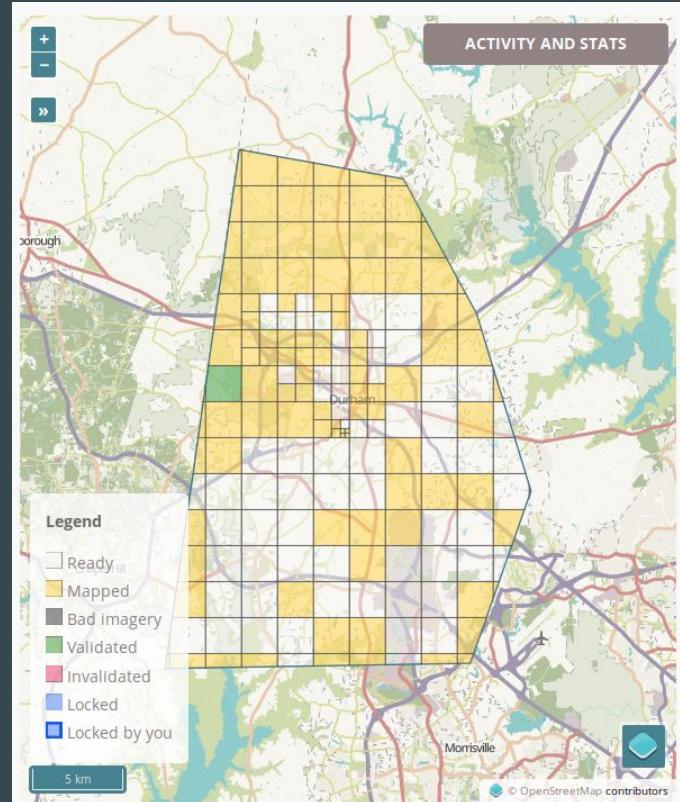
iD Editor mapping tutorial

- Once you've confirmed your email address, select "Start the Walkthrough"
- Let's all work through this together!



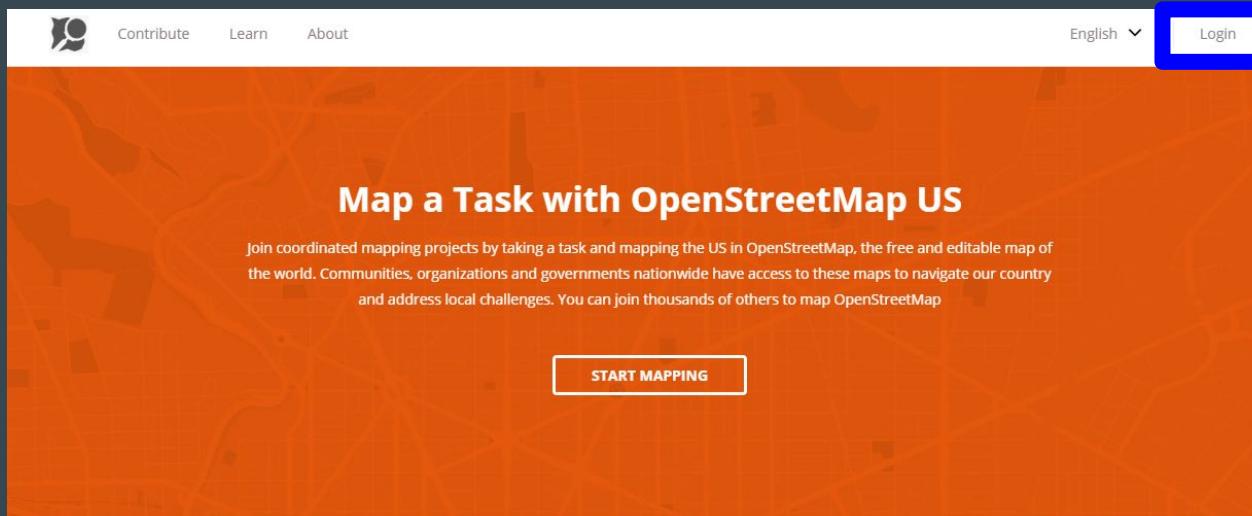
Tasking Manager

- Used for collaborative mapping efforts
- Divides up the area to be mapped into small squares
- Tracks project progress and prevents duplicate work



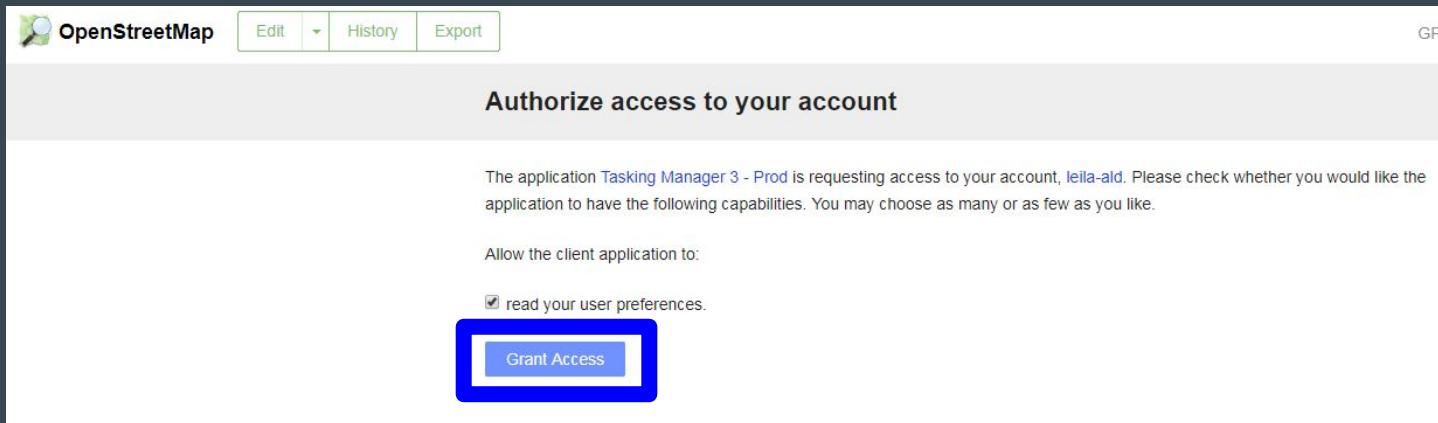
Login to US HOT Tasking Manager

- Go to <https://tasks.openstreetmap.us/>
- In the upper right corner, click “Login”



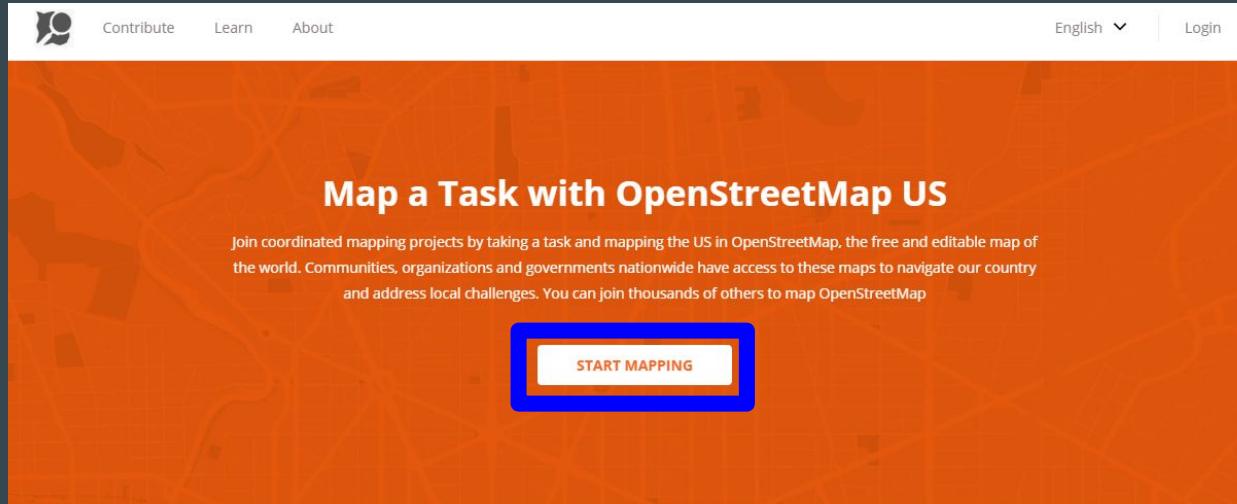
Authorize your OpenStreetMap account

- On the authorize screen, click “Grant Access” to connect to your OpenStreetMap account



Start mapping

- Navigate back to the main page
- Click “Start Mapping”
- Go to <https://tasks.openstreetmap.us/project/117>



Project map

- The map shows the current project area with color coded squares indicating progress
- Locked squares are currently being worked on
- Select “Map” to get started

Screenshot of the Osmus project map interface.

The top navigation bar includes links for Contribute, Learn, and About. Below the navigation is a horizontal menu with tabs for Instructions (which is active), Map, Validate, and Questions and Comments.

The main content area features a heading "Instructions" followed by a "Changeset Comment" section containing the text "#osmus-tasks-92".

A central call-to-action box contains the text "Ready to get started?" and a note: "Contribute by mapping or validating work that has already been done." It includes two large buttons: a blue "MAP" button and an orange "VALIDATE" button.

To the right of the call-to-action is a map showing a geographic area with various colored squares overlaid, representing project progress. The map includes a legend with symbols for "Locked", "Working", and "Completed". A grid overlay is visible over the map area.

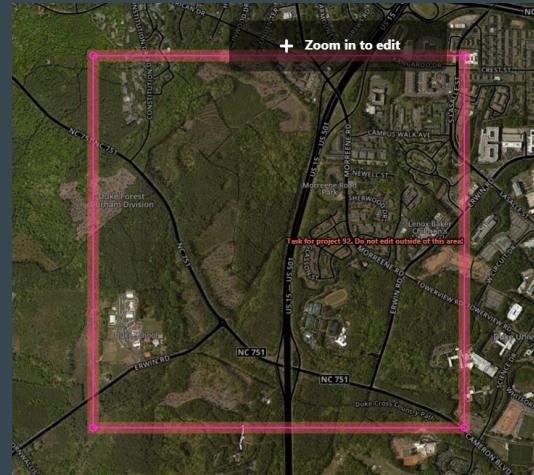
NC Clear Path - Raleigh project

- Select an area to map
 - click on an available square on the map or
 - click “Select a random task”
- Click “Start Mapping” to lock this area for editing

The screenshot shows a user interface for a mapping task. At the top, there are four tabs: "Instructions", "Map" (which is highlighted with a red underline), "Validate", and "Questions and Comm". Below the tabs, the main content area is divided into sections. The first section, titled "Mapping", contains the text "This task is available for mapping" and two buttons: a blue-bordered "START MAPPING" button and an orange "SELECT ANOTHER TASK" button. The second section, titled "History", contains the text "Nothing has happened yet.". The third section, titled "Advanced", contains the text "Advanced task information and editing options". A small arrow icon is positioned to the left of the "Advanced" title.

Select an area to map

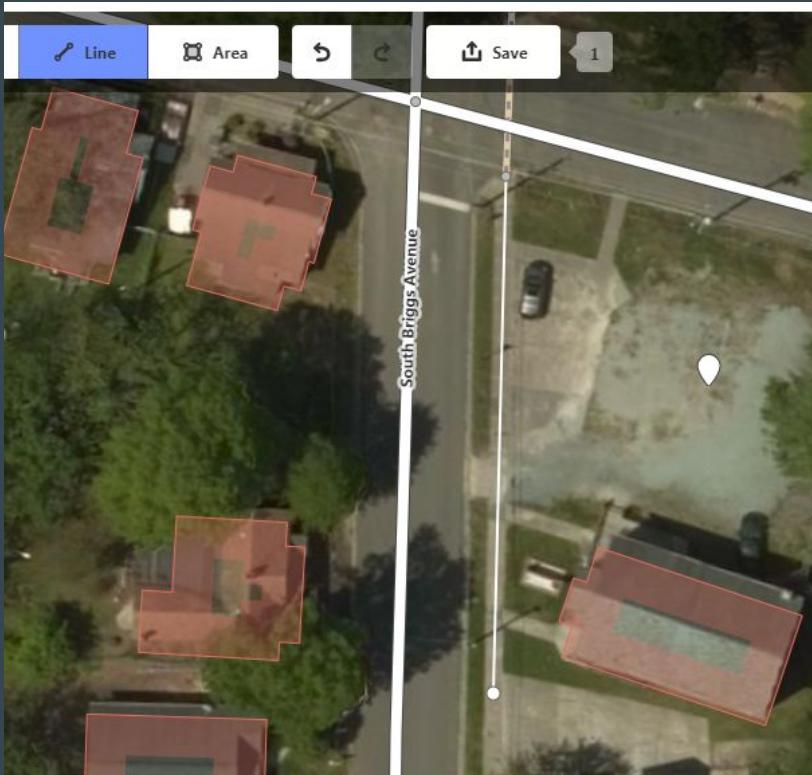
- Click “Start Editor”
- The map editor will open in a new window with a pink square overlay
- This square indicates the mapping area that you have checked out
- Don’t map outside of this square!



Mapping Sidewalks

Sidewalk elements

- Trace sidewalks using the Line tool
 - Select “Sidewalk”
-
- *Optional:* tag the sidewalk surface
(i.e., concrete, gravel, grass)
 - *Optional:* tag the smoothness



Smoothness guidelines

Good: Racing bike



Bad: Normal cars



Intermediate: Wheelchair



Very bad: Light-duty off-road vehicles



Footpaths

- For any walkways not adjacent to a roadway, use “Footpath” instead of “Sidewalk”

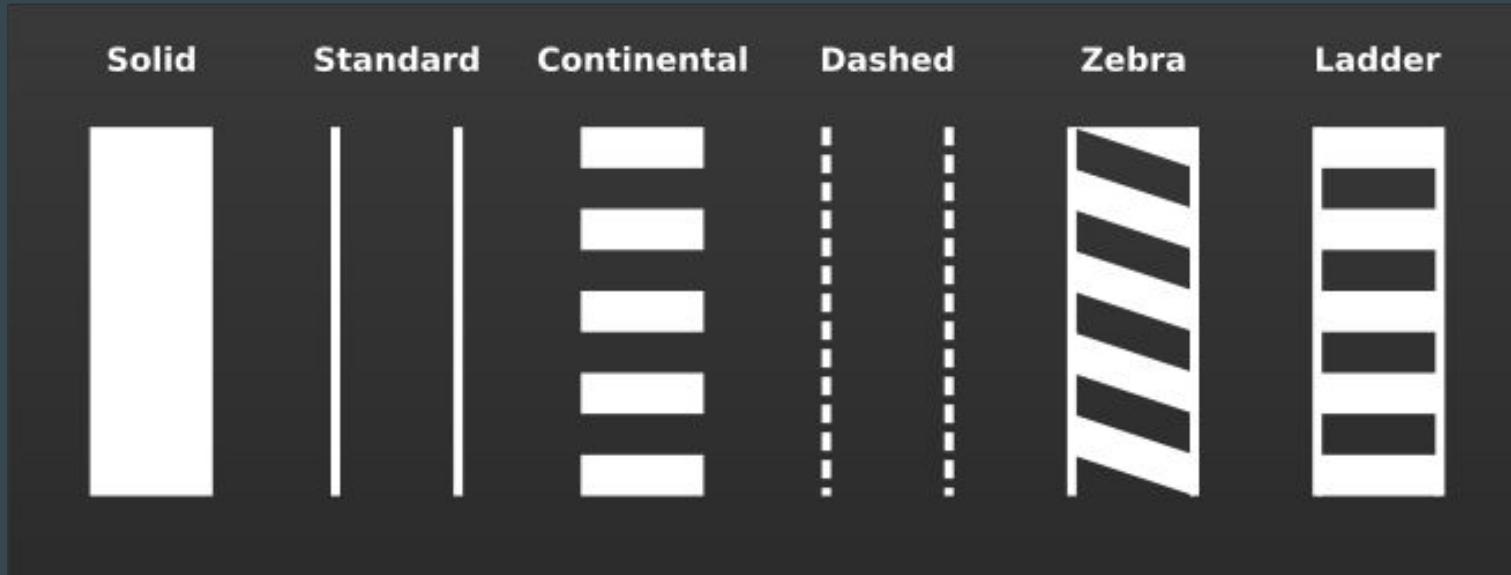


Street crossings

- Draw sidewalks up to where they intersect the road
- Using the Line tool, draw a new line across the road for the pedestrian crossing
- Select “Street Crossing”
- Select the type of crossing:
 - For any type of marked crossing, use “marked”.
 - For a crossing that is not marked at all, use “unmarked”.

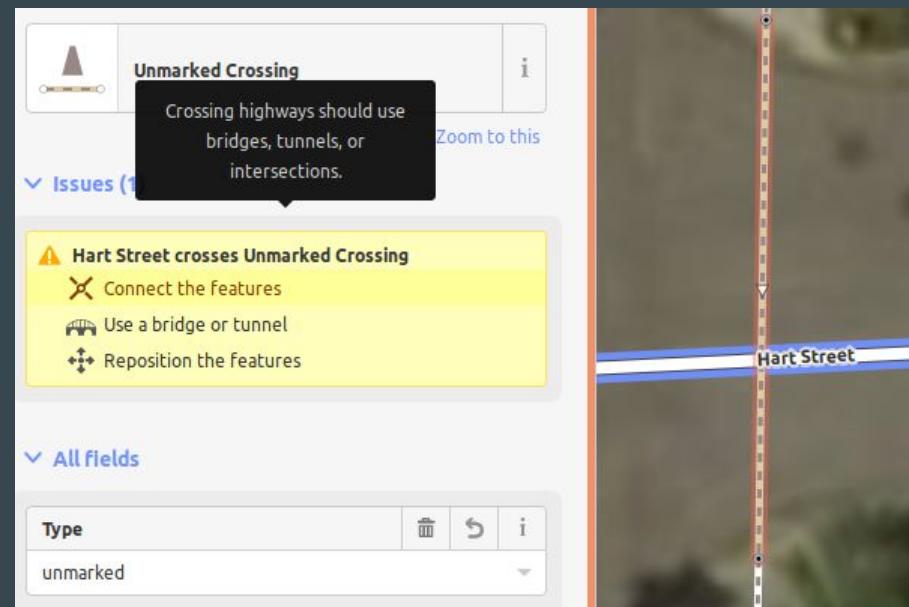


Street crossings: “Marked” examples



Street crossings: Connect to streets

- All street crossings should connect to the streets they cross
 - Create a node at the street as you draw the crossing;
 - Split the crossing at the street after you've drawn the crossing; or
 - Select "Connect the features" on the warning that pops up on the crossing



Curbs

- Curbs are nodes where a sidewalk and crossing meet
- In OSM, called “kerb”
- Feature type is “Other”
 - Not “Kerb” type

The screenshot shows the node editor interface for an OSM node. At the top, there's a small circular icon, the text "Other", and an information icon (i). Below this is a button labeled "Zoom to this".

Underneath, there's a section titled "All fields" with a dropdown menu set to "Description, Elevation, Fix Me...".

Further down, there's a section titled "All tags (2)" containing two rows of tags:

| | | | |
|----------------|---------|--|--|
| kerb | lowered | | |
| tactile_paving | no | | |

A large gray "+" button is located at the bottom of the tag list.

Curb types

Raised: > 1"



Lowered: ~ 1"



Flush: ~ 0"



Curb: Tactile paving

- Optionally, tag “Tactile Paving”
- Textured surfaces that indicate lowered curbs at street crossings
- Helpful for providing tactile sensation as a warning to blind users



Mapping obstructions

- Add a node to the sidewalk
- Tag as “barrier=*
- Add “wheelchair=no” attribute
- Add “foot=yes” attribute



Don't use Google Maps street view!!

- Although it's tempting, don't do it!
- All of the data in Google Maps is copyrighted
- It's **not** free, open data
- That's why we have OSM!

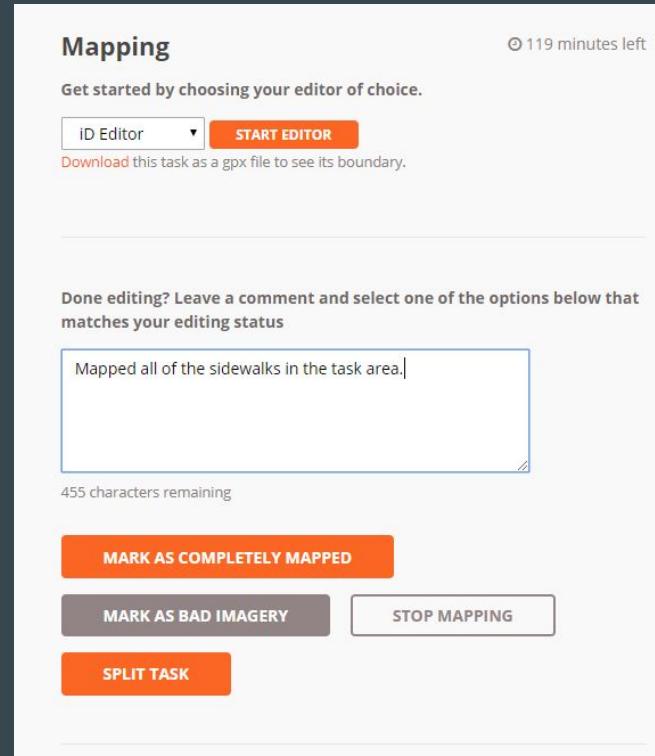


Save in iD Editor

- To save your changes, click on “Save” along the top of the screen
- Add Changeset Comments
 - Include a summary of the work you did
- Include hashtags:
 - #osmus-tasks-117
 - #nc-clear-path
 - #mapathon
- Select “Sources: aerial imagery”
- Optional: Click the check box to request that someone review your edits
- Upload!

Close out of Tasking Manager

- After you've finished editing the map and you've saved your edits, go back to the HOT Tasking Manager screen
- Add a note to describe your work
- If you finished mapping the entire task area, click “Mark as completely mapped”
- Otherwise, click “Stop mapping” so that someone else can pick this up later



Thank you!

Contact info:
leila.alderman@gmail.com

<https://nc-clear-path.github.io/>

Open NC Slack channel

Additional Resources

- <http://learnosm.org>
 - great beginner's guide
- <https://labs.mapbox.com/mapping/>
 - OSM mapping guides, from beginner to advanced
- https://wiki.openstreetmap.org/wiki/Main_Page
 - OSM's wiki, which has lots of great information
 - It may not be the best resource for how to map sidewalks, though.
- <https://osmus-slack.herokuapp.com/>
 - OSM US-based Slack chat
 - Amazing resource for asking questions!
- <http://vespucci.io/>
 - Vespucci is a mobile app that lets you map on the go