



TUgis OpenStreetMap Mapathon

Self-Guided Instructions



Thank you for joining the **TUgis OpenStreetMap Mapathon**. We are excited about sharing OpenStreetMap (OSM) with you and hope that through this Mapathon you learn about this powerful global GIS resource.

These instructions will help you get started with logging into OSM, accessing the Mapathon “Task” manager, and starting on the Mapathon task at your own pace. We will also be available through the conference web platform for real-time help and instruction during the scheduled Mapathon sessions.

Account Setup and Pre-Event Instructions

Before you can begin editing in OpenStreetMap, you will need to create an OpenStreetMap account and take the Walkthrough for the built-in “**ID Editor**”. This process takes about 15 minutes.

To get started:

1. Review this 2-min video from Humanitarian OpenStreetMap Team (HOTOSM): <https://youtu.be/suk8uRpIBQw>
2. **And/or:** review this one-page handout at the end of this document: **OSM Pre-Event Instructions**
3. (Optional) Review “Introduction to OpenStreetMap” slides: <https://maptimebmore.github.io/osm-presentation/>

Using the OSM Tasking Manager

Tasking managers are online tools used to guide Mapathons and other mapping efforts in a particular location for a specific mapping theme. There are three main Tasking Managers that you might be interested in:

<http://tasks.hotosm.org/> <https://tasks.openstreetmap.us/> <https://tasks.teachosm.org/>

For the TUgis Mapathon, we have a dedicated TeachOSM Task to focus our work.

<https://tasks.teachosm.org/project/1111>

To get started:

1. Review this video from HOTOSM about using Tasking Managers: <https://youtu.be/Pus2iFZphDU>
2. Navigate to the Task webpage and login to the Tasking Manager site, <https://tasks.teachosm.org/project/1111>
3. Note that you will have to add your email address to the tasks.teachosm.org site to validate your account.
4. Review the Instructions posted on the Task, including what to map, what imagery to use, and tag guides.
5. Start mapping.

Mapping

For this Mapathon we will be mapping buildings and landcover along the Delmarva Eastern Shore. The mapping instructions are listed on the Task Project page: <https://tasks.teachosm.org/project/1111>

To get started:

1. Review this video from HOTOSM about Mapping Buildings: https://youtu.be/E1YJV6l_rhY
2. The remainder of the instructions are listed on the Task itself.
3. If you have any issues, reach out to us through conference OSM Mapathon Community space.
4. Have fun!

Happy mapping, stay in touch!

maptimebmore@gmail.com | <https://twitter.com/MaptimeBmore> | [MaptimeBmore \(Baltimore, MD\)](#) | [Meetup](#)



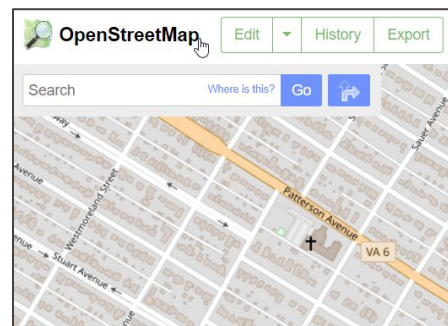
OpenStreetMap Mapathon

Pre-event Instructions

For those of you who are new to OpenStreetMap, here are some steps to take **before** you join the mapathon.

Get to know the OpenStreetMap Interface

We'll be mapping on OpenStreetMap, so take a few minutes to explore the map. Look for your hometown, explore different renderings, and find some landmarks.



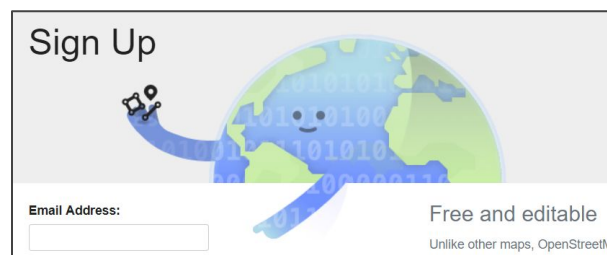
1. Point your browser to: <https://openstreetmap.org>
2. In the search box, enter a place name, e.g. your town, place of interest
3. Using the controls on the right hand side of the map to alter your view
 - Use the +/- to zoom in/out
 - Change the rendering from Mapnik to Transport, Humanitarian, or Cycle map
 - Query items on the map
4. Skim the OpenStreetMap project wiki: <https://wiki.openstreetmap.org>

Create an OpenStreetMap Account

You'll need a free account to add and edit features on OpenStreetMap. In fact, it is essential to participating in the workshop. It takes only a few minutes, so please ensure you have an account before arriving to the workshop.

Important Note: Please use Chrome, Firefox, or Safari. MS Internet Explorer is *not* supported.

1. Point your browser to: <https://openstreetmap.org/>
2. In the upper right-hand corner, click '**Sign Up**'
3. Enter your email address for confirmation
4. Choose and enter your Display Name (i.e. your username)
5. Choose and enter a password
6. Click the blue, '**Sign Up**' button
7. Check your email for confirmation and click the link in the body of the email. Congratulations! You now have your OpenStreetMap account!



Take the iD Editor Walkthrough

OpenStreetMap has an editor built right into the browser, known as iD. The iD editor comes with a short, but comprehensive tutorial for beginners.

1. Point your browser to <https://openstreetmap.org>
2. Log in to your OSM account.
3. Center the map somewhere on your neighborhood & zoom in to block-level.
4. Now click 'Edit' from the OpenStreetMap page and select, 'Edit with iD'
5. Then click, 'Start the Walkthrough' as shown at right.



Note: At any time you can find the Walkthrough from the 'Help' tab in the iD editor.