

# 10 years of MapRoulette

Looking back, and ahead

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SOTM 2022, Firenze

Thanks  
to all who made it possible  
for us to be here today.

Celebrate connections.  
Celebrate OSM.

Let's turn the clock back 14 years...

# [Talk-us] TIGER Map Updates

Ian Dees [ian.dees@gmail.com](mailto:ian.dees@gmail.com)

Sun Dec 30 02:26:31 GMT 2007

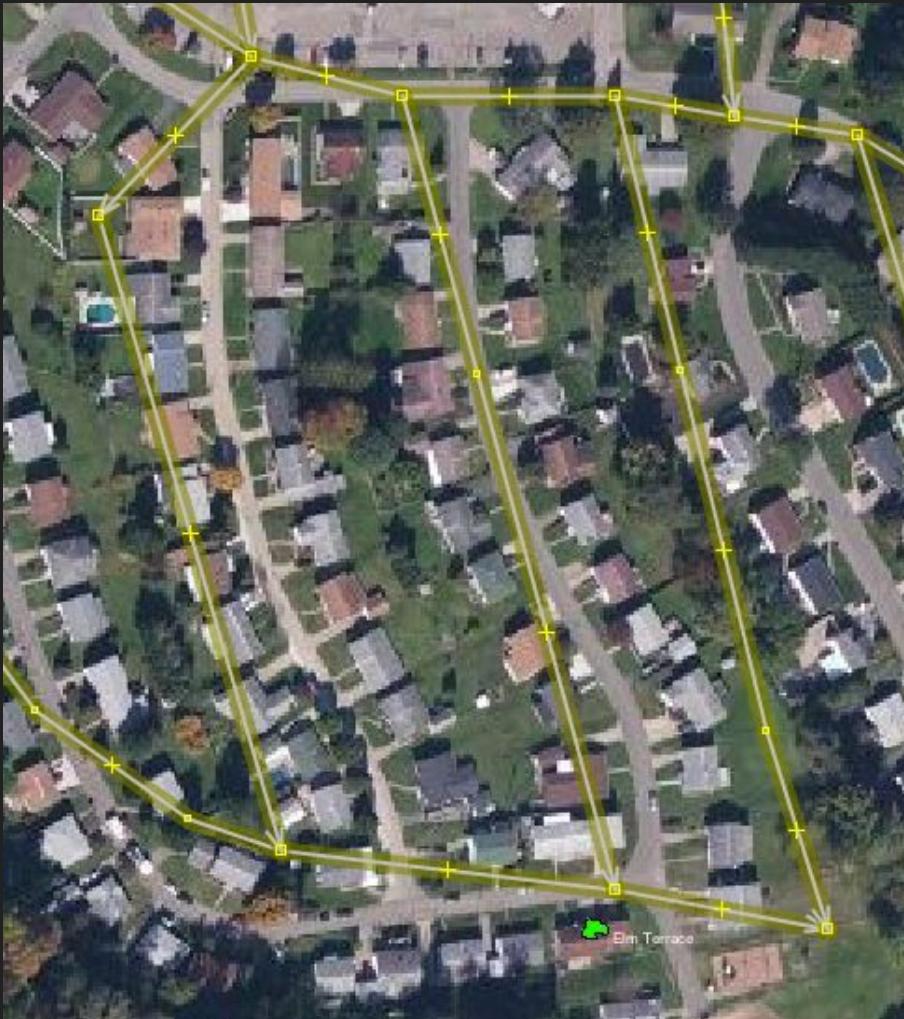
- Previous message: [\[Talk-us\]](#) [\[OSM-talk\]](#) [\[Talk-GB\]](#) "Unsurfaced road" and "Byway"?
  - Next message: [\[Talk-us\]](#) [TIGER Map Updates](#)
  - **Messages sorted by:** [\[ date \]](#) [\[ thread \]](#) [\[ subject \]](#) [\[ author \]](#)
- 

Hi there,

I just spent a few hours working on Milwaukee, WI and started browsing the wiki. I noticed that someone is importing TIGER line data. I didn't get the impression that anyone was positive about whether pre-existing OSM data would be merged with TIGER data or if one or the other would get erased or duplicated.

Should I keep making changes to the map or should I wait for the TIGER data to show up?

-Ian







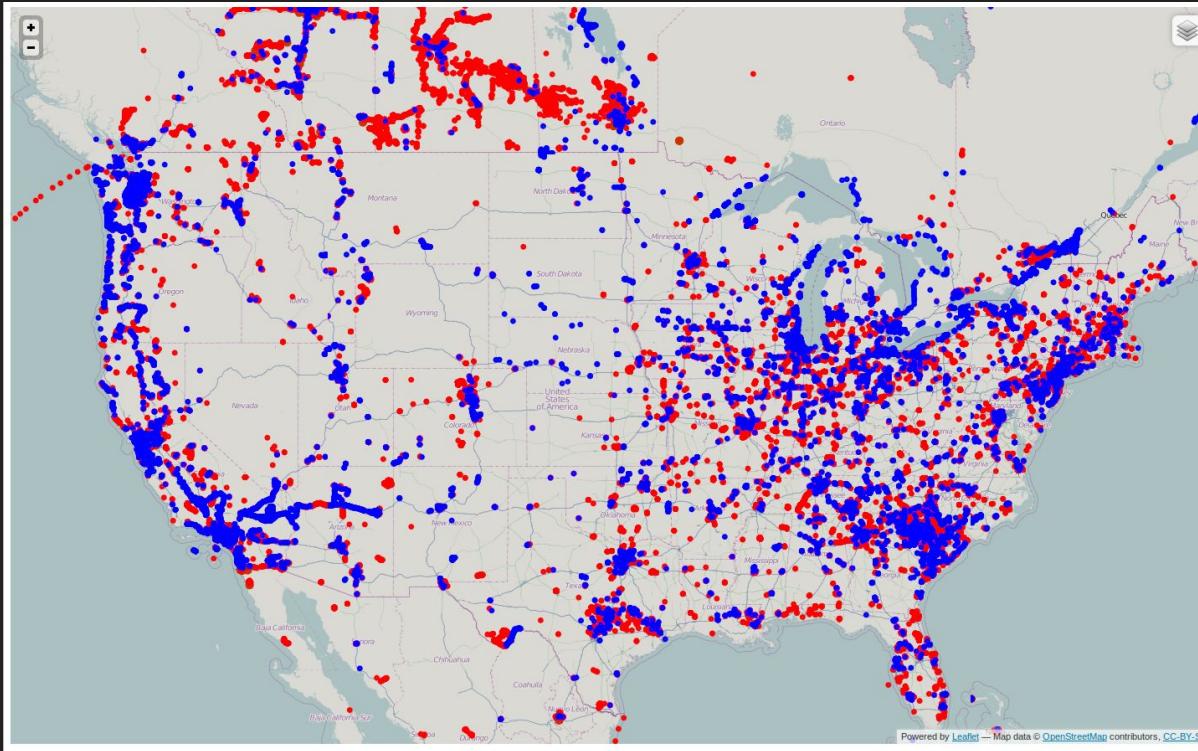
# Then the License Change happened (2012)

OSM changed the license of the map data from Creative Commons to ODbL in 2012. All mappers who had contributed needed to agree to keep their data in the map.

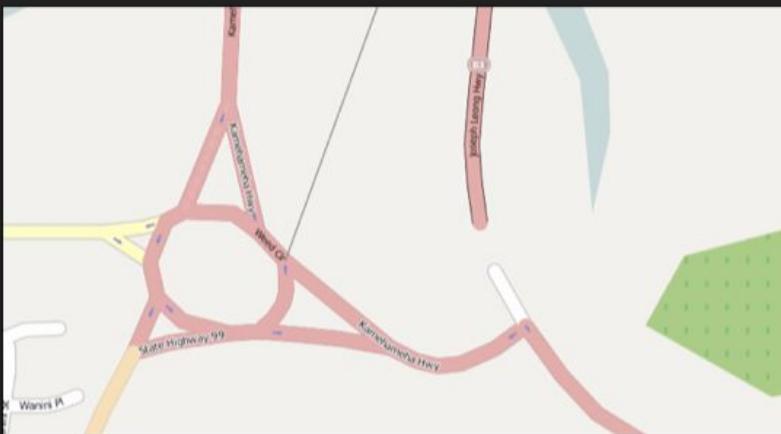
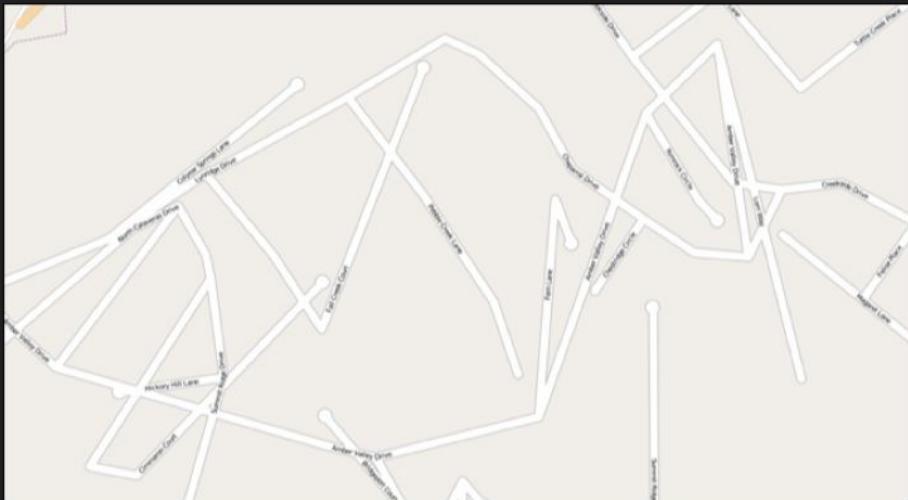
This made the situation in the United States **worse**

**Map Data** from mappers who could not be reached or didn't agree **was deleted**

# 2012 - License Change Redaction



Great blog post about the effort to contact mappers about the license change here  
<http://ksmMapper.blogspot.com/2012/10/licensed-to-map-what-happened-to-la.html.html>





*"a tiger holding a map screaming, sad", DALL-E 2*

**An enormous clean up and improvement effort was needed**

**The community was still quite small in  
2012**

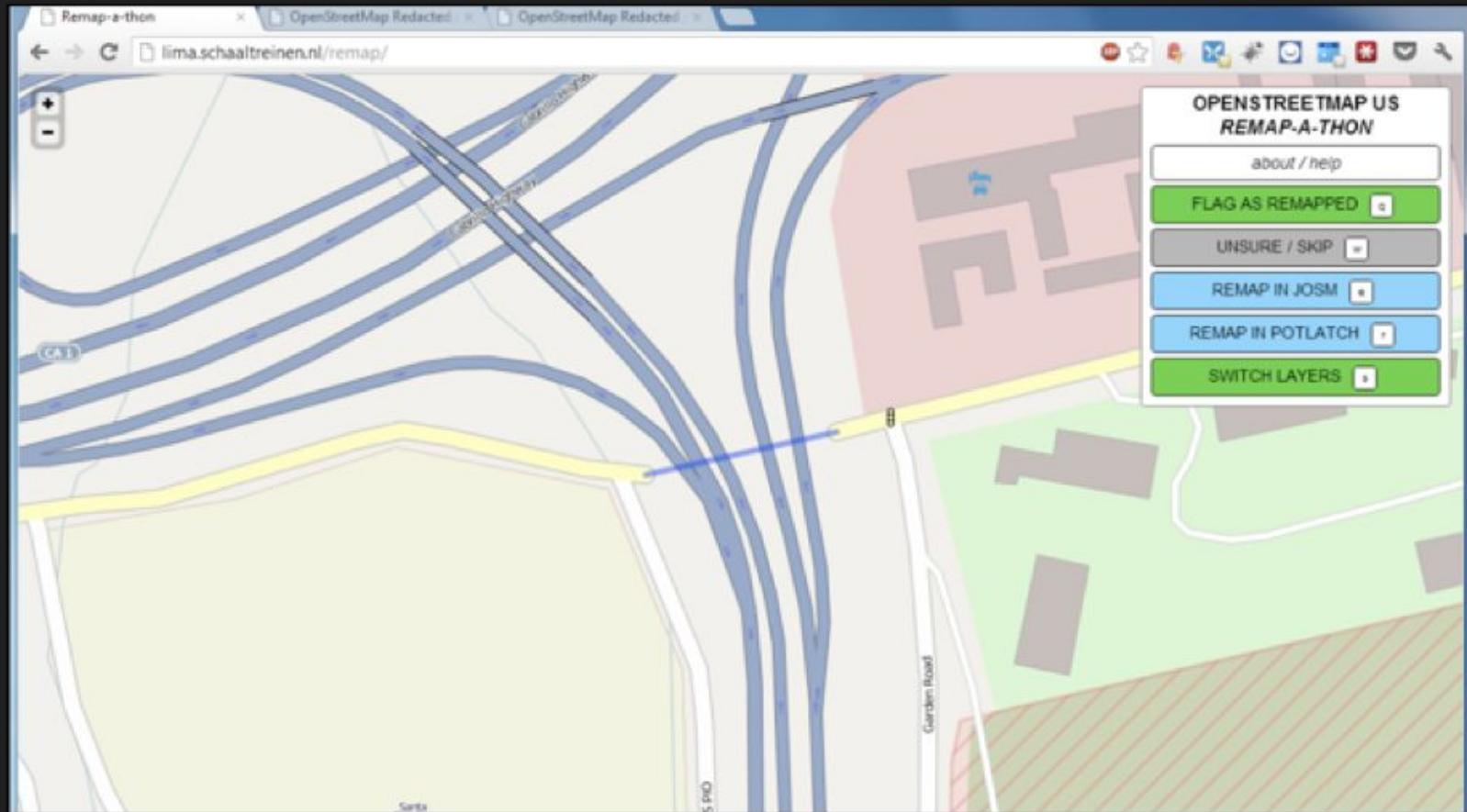
<100 daily active mappers

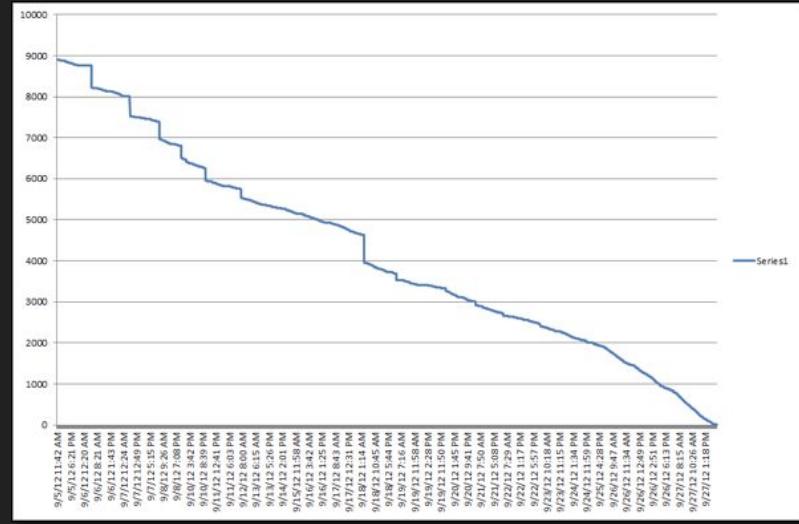
**Something was needed to organize the work**

So the idea of MapRoulette was born: A tool to work on small, randomly assigned tasks

The aims were:

1. To make a huge mapping effort feel **more doable by breaking it up in small tasks**
2. Make repetitive mapping **more fun**





Remapping all motorways / trunks in 1 week

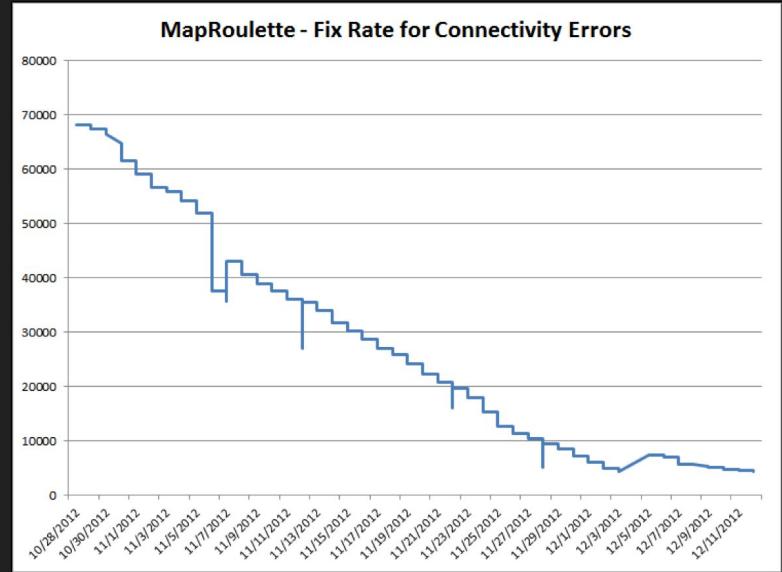
Remapping all other roads in 3 more weeks

# 11,000 total fixes in 4 weeks

(with <200 daily active mappers in the US)

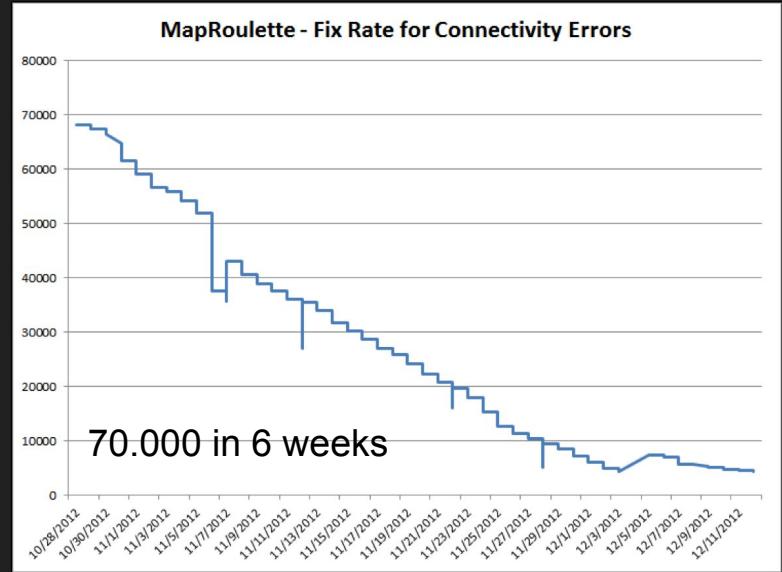
# MapRoulette proved to be a great way to focus the community on a mapping goal

So I decided to try other projects!



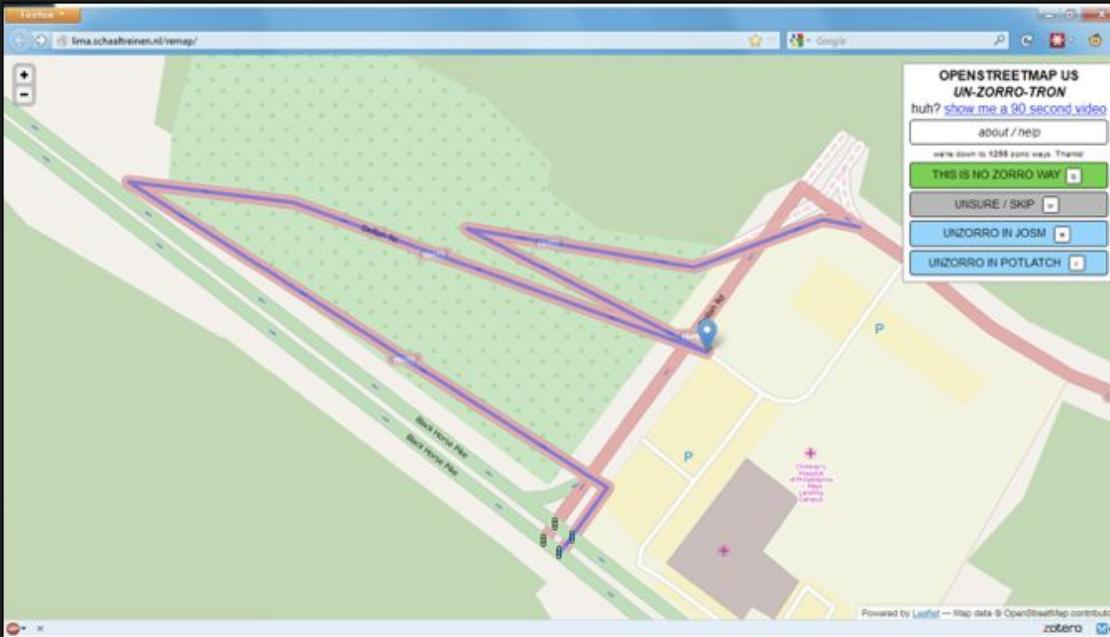
# MapRoulette proved to be a great way to focus the community on a mapping goal

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# Zorro Ways

(ways that have unusual sharp angles)



Finally, I decided to give the tool a name

# MapRoulette

and make it more useful by

letting anyone create their own tasks

## Most Requested Features

"I want to work on my local area only"

"I want to submit my own challenges"

"I want non-US challenges"

"I want more different things to work on"

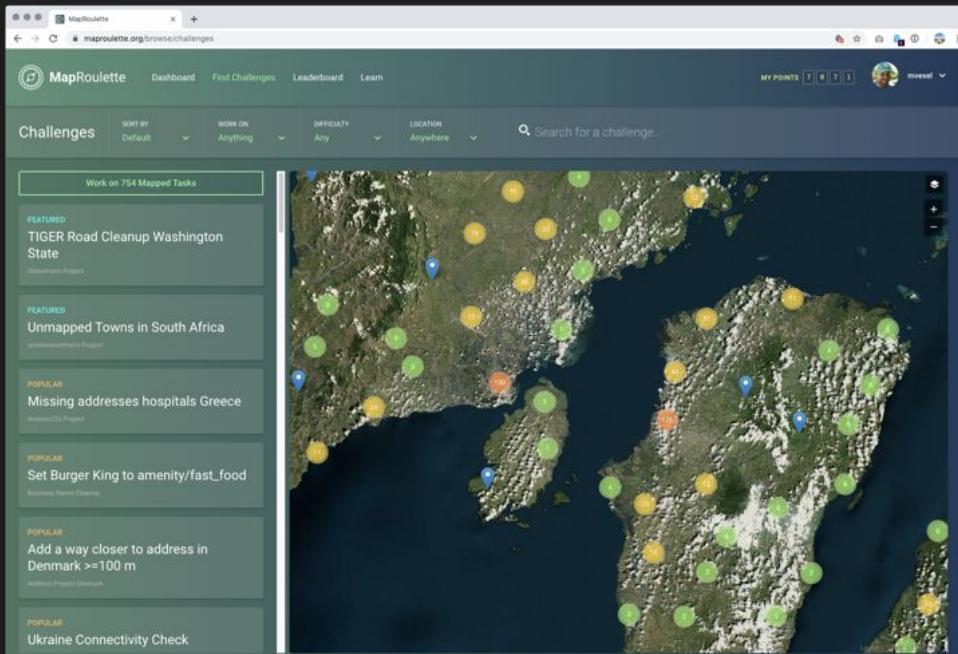
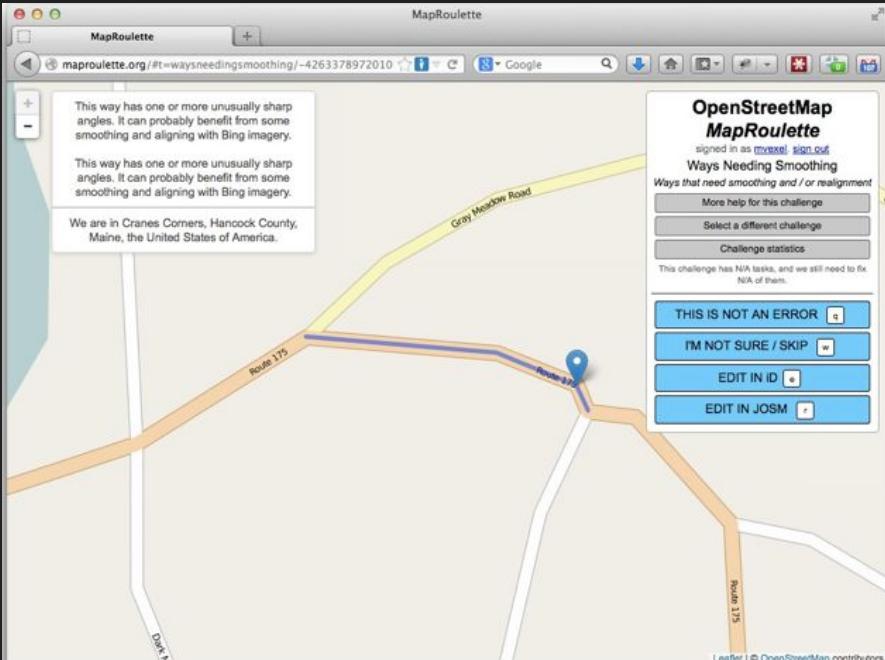
- Built in, needs user interface

- There's an API for submitting & maintaining challenges

- We have multiple parallel challenges



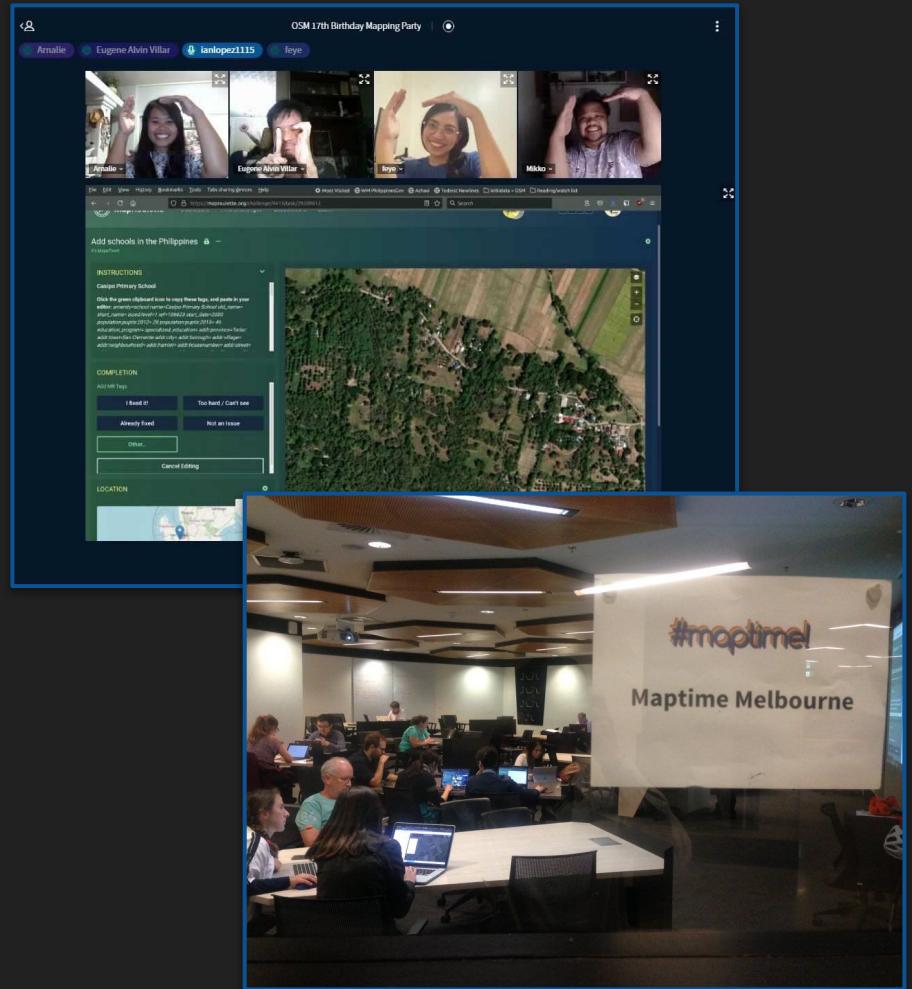
# Fast forward to today



2012

2022

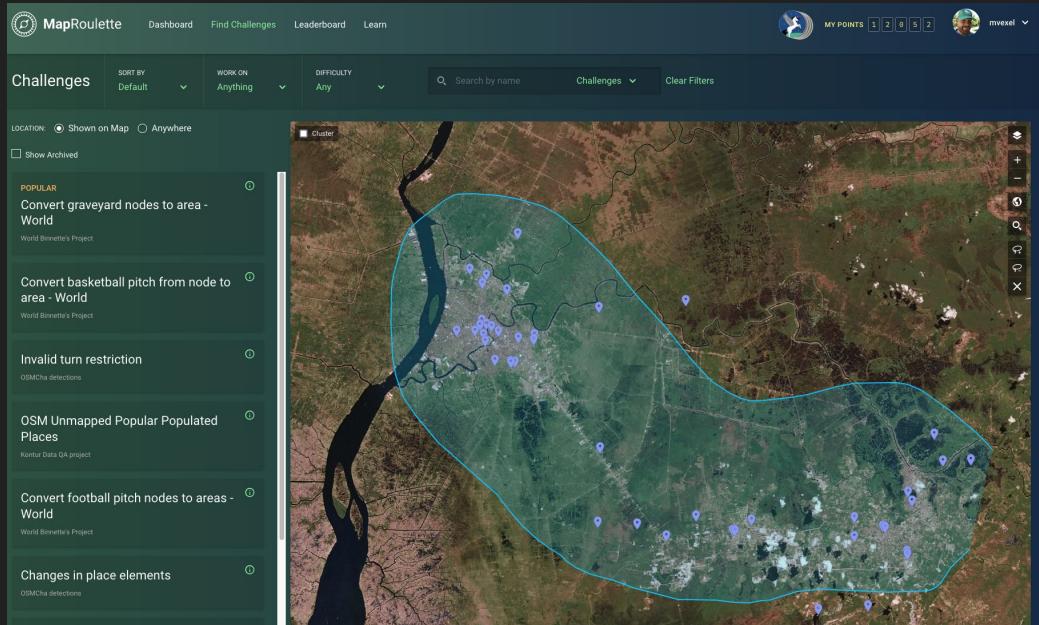
MapRoulette is  
still a great tool  
to make repetitive  
mapping fun and  
work together on  
large mapping  
tasks



# What can MapRoulette do today?

- anyone can create challenges
  - available in 17 languages
    - teams and task review
    - a free and open API
- documentation + learning resources
- **different challenge types: virtual, tag fix, and cooperative challenges**

# Virtual Challenge



- Create your own challenges from already existing tasks
- Use search / filter tools and draw polygon on map
- Useful for mapping parties where you want a smaller goal

# Quick Fix Challenge

The screenshot shows a MapRoulette challenge interface. At the top, there's a navigation bar with icons for user profile, dashboard, challenges, leaderboard, and learn. Below it, a message says "tunnel=yes (zamiast building\_passage) wewnątrz budynków" with a lock icon and three dots. A "Propose changes" button is below this.

**INSTRUCTIONS**

Tagu `tunnel=building_passage` użycia się do przejścia w budynkach (np blokach), przejazdów drogi pod fragmentami budynków itp. Nie jest to tag właściwy do tuneli pod ziemią, jaskiń i innych. Szczegółowy opis można znaleźć na Wiki.

Fragment drogi w przejściu w budynku powinien mieć dodatkowo tag `tunnel=building_passage`. Początek i koniec tego fragmentu powinien współdzielić węzły z obrzeżem budynku. W tym zadaniu staram się wybrać takie przejście które są dobrze narysowane, ale złe otagowane. Jeśli przeszedłeś się to nie udało można od razu poprawić korzystając z zewnętrznego edytora.

A diagram illustrates the rule: a vertical line labeled "start" at the top has "highway=path" above it and "highway=path tunnel=building\_passage" below it. This is followed by another "highway=path" line and "koniec" at the bottom.

**PROPOSED OSM TAG CHANGES**

Current	Proposed
<code>tunnel</code>	<code>yes</code>
	<code>building_passage</code>

**Map View**

The map shows a road segment with a proposed tag change. The segment starts at a junction and ends at a building. The original tag was `tunnel=yes`, and the proposed tag is `building_passage`.

**COMPLETION**

Add MR Tags

Are the proposed OSM tag

Yes

Skip

Current Editor: Edit in RapiD

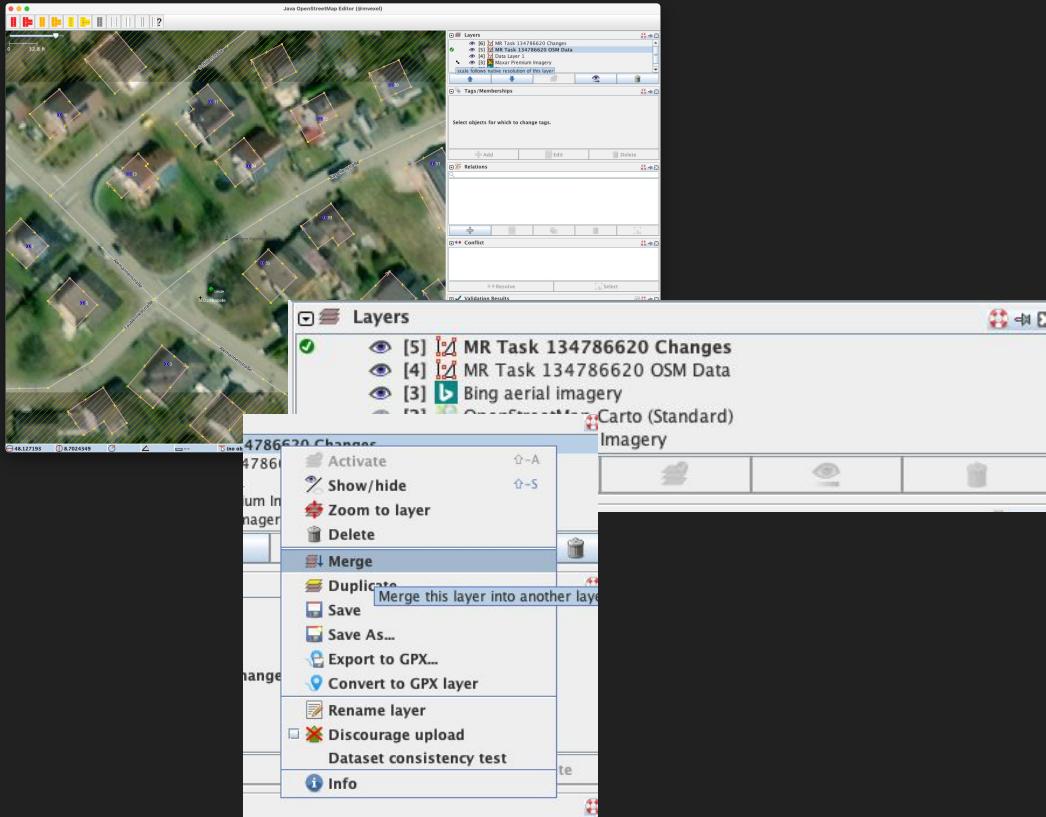
**PROPOSED OSM TAG CHANGES**

Current	Proposed
<code>tunnel</code>	<code>yes</code>
	<code>building_passage</code>

Show all Tags | Edit Tags

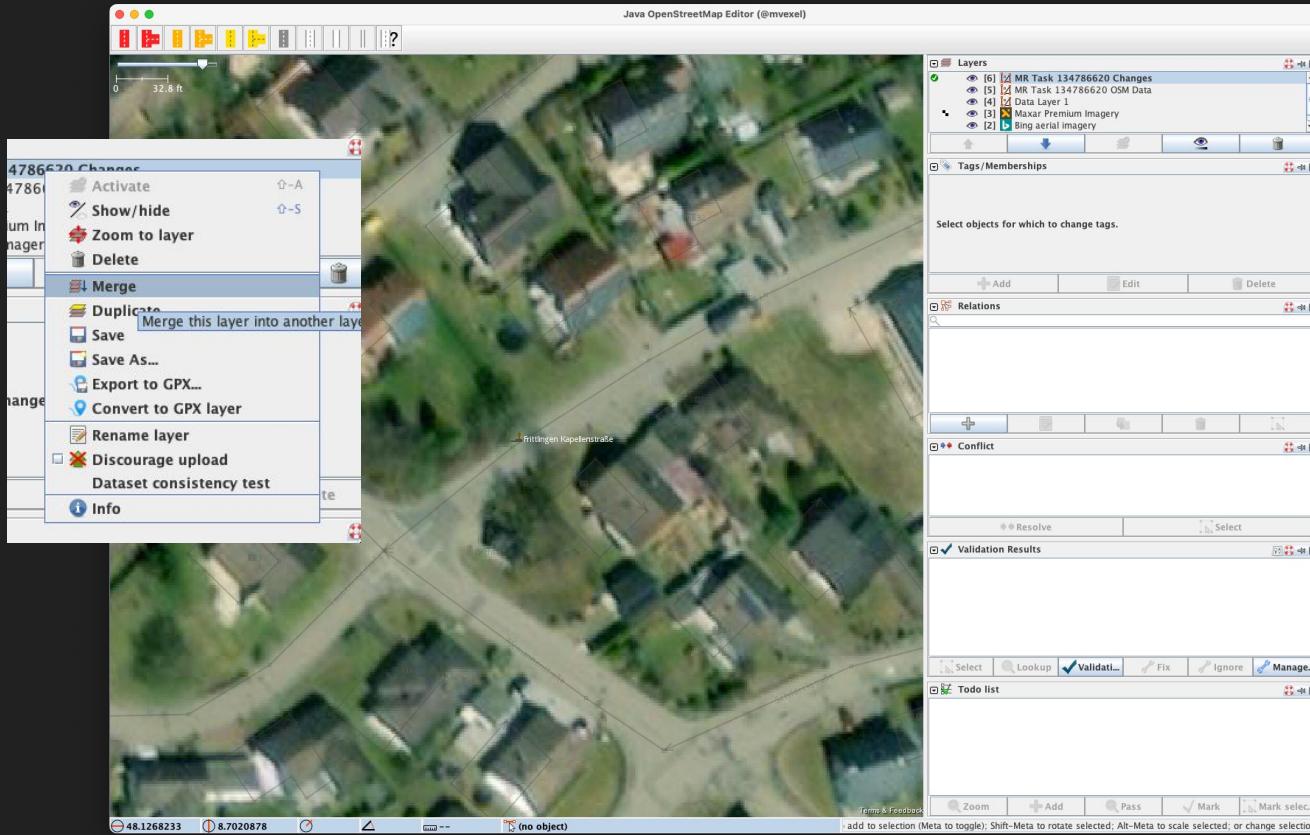
- Tag changes pre-defined
- No editing in iD or JOSM needed
- Useful for manual cleanup of deprecated tagging

# Cooperative Challenge



- Tasks have built-in changesets
- Appear as separate data layer in JOSM
- Useful for manual review and adding of external data

# A cooperative Challenge





**Validating Parks from Pokemon Go users (well mostly...)**

Present by [Luis Ferreira](#), 27 October 2018 at MapRoulette.

Recently at the Portuguese OpenStreetMap Telegram group we have been discussing the issue of the Pokemon Go Players that become OSM contributors with bad intentions, by adding fake parks or wrongy to their Ingame Interest.

We decided to check how many parks existed in Portugal by using waypoints from In-App (thanks to Luis Ferreira for the help). To our surprise there was over 7000 parks. We decided to create a map roulette mission to validate the parks. Some are indeed hard to validate by arm chair mapping, some are not. Up till now we have validated 20% of the parks on OSM and acknowledged that more than 12 percent were indeed badly tagged and only 7% were correctly tagged.

As example,gardens of private property or grass in roundabouts

# What have mappers accomplished with MapRoulette?



**OSM FIJI SEPTEMBER EVENTS**

**28 Tuesday 2-5pm FJT**

Open Data Socialisation Workshop
 

- Industry Experts Talk
- QGIS Tips I
- Giveaways

**29 Wednesday 2-4pm FJT**

Mapathon
 

- Mapping and Validation
- Maproulette Challenge
- Giveaways

OSM Fiji is supported by:

# Adding schools in the Philippines

## Philippines/OSMaPaaralan

< Philippines

This project is a portmanteau of OSM + Map + Paaralan - to collaboratively map public schools (paaralan) in the Philippines, on OpenStreetMap.

### Contents [hide]

- 1 It's a wrap!
- 2 Background
- 3 Data from DepEd
  - 3.1 Attribution
- 4 Statistics
- 5 Micro-tasking
  - 5.1 Issues
- 6 Activities
  - 6.1 Hashtag
- 7 References

### It's a wrap! [[edit](#) | [edit source](#)]

As of 23rd October 2021, the public mapping phase was considered complete. The effort contributed to the 284% growth of mapped schools since 2018, and now stands at 46,638 schools. Most of these schools are mapped as polygons, enriched with attributes provided by the Department of Education (DepEd).

A diary post to document their project wrap-up thoughts was posted [here](#), included a wordcloud of usernames who contributed schools to OSM in the Philippines in the frame to the right of this page.



A heart-shaped wordcloud of OSM usernames who mapped at least 1 school in the Philippines, as of 23rd October 2021.



OSM Philippines added 40.000 paaralan (public schools) to the map using MapRoulette and official data.

Of course, there are challenges when managing large-scale MapRoulette challenges. According to Erwin Elario, "The main challenge for this project is getting OSM license-compatible data, and the data clean-up that had to be done before getting it to the tasking manager... With the on-going review, mapping and validation, we are confident that public school data we now have in OSM are better than the official DepEd data, albeit still incomplete."

# Map Completion in Belgium

OSM Belgium have their **own tasking tool called MapComplete** (check it out). They are **also using MapRoulette** to check OSM against official data.

The screenshot shows a web-based tasking interface for a challenge titled "Ontbrekende hoptuinen". The interface includes:

- OVERVIEW:** Status: Finished, Discoverable: OFF, Keywords: landuse boundary.
- Completion Progress:** 93% FIXED (81/87), 0% SKIPPED (0/87), 0% ALREADY FIXED (0/87), 3% TOO HARD (3/87), 3% NOT AN ISSUE (3/87).
- TASKS:** A map of Flanders showing several task clusters. One cluster in the west has 64 tasks, another in the center has 20 tasks.
- Filters:** FILTER BY STATUS, FILTER BY REVIEW STATUS, FILTER BY PRIORITY, FILTER BY PROPERTY.
- Task Details:** SELECTED: 0 TASKS, SHOWN: 100% (87) OF 87 TASKS.
- Leaderboard:** Shows a single entry for Seppe Santens from 8/14/2021 to 8/14/2022.

There are road and sign related challenges, and more recently challenges to add / improve vineyards and hop fields

Seppe Santens (@seppe\_santens) Replying to @lalonde and @PlantNetProject

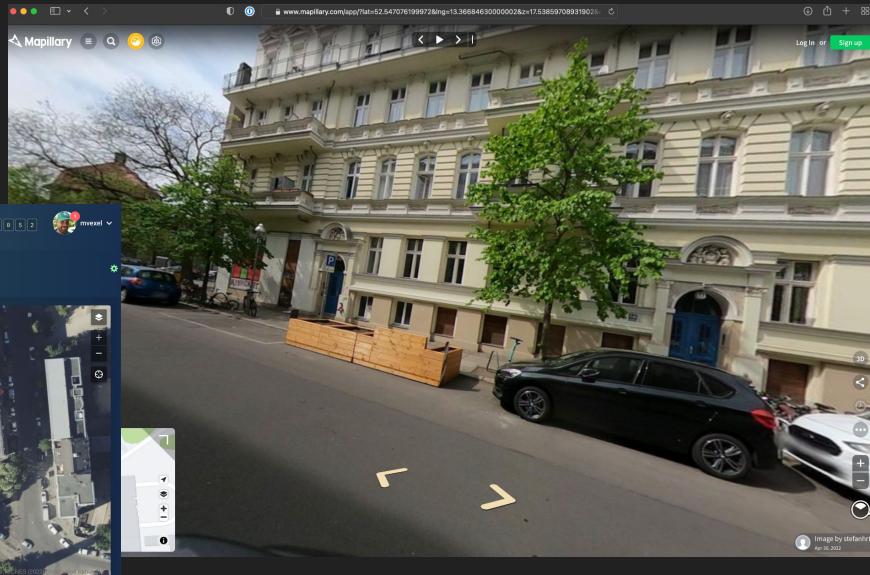
In Flanders, vineyards and hop fields are mapped very well. A while ago, @osm\_be compared OSM data with governement data (from @DepartementLV) and mapped missing parcels using @maproulette

# “Parklets” in Berlin

Berlin has an initiative to **create parklets throughout the city**. The [OpenStreetMap Parkraum Project](#) aims to **add these to OSM**.

They use a **MapRoulette challenge** to do this.

Each task is **linked to a recent Mapillary image** to verify the parklet exists.



# What's next for MapRoulette?

# More Integrations with other apps

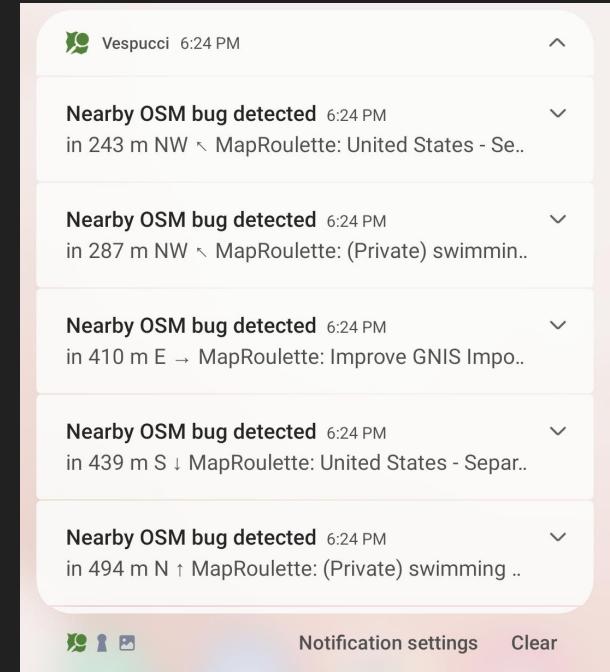
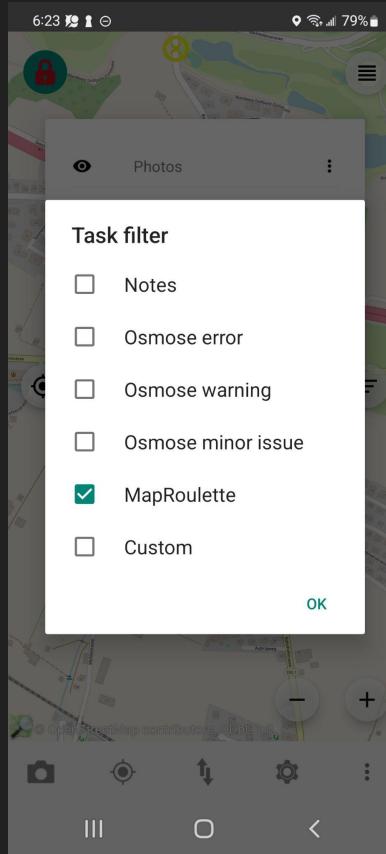
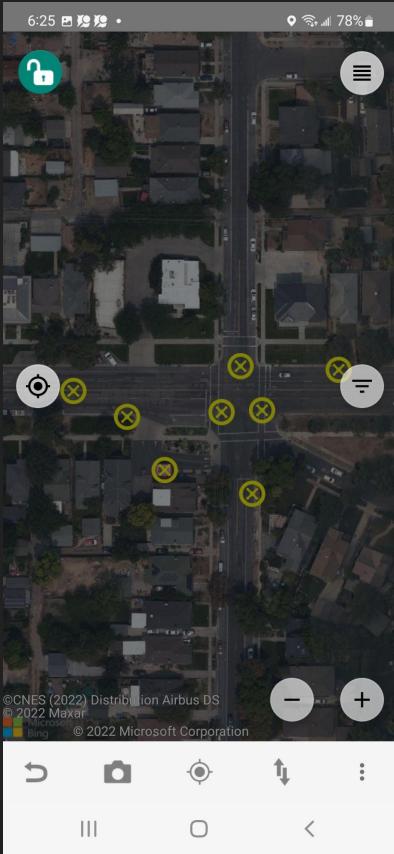
StreetComplete / GoMap!! / MapComplete / Vespucci / OSMAnd / (Rap)iD

- make the API easier to access
- encourage ‘local knowledge required’ challenges

## There are plenty of good mobile apps

I don’t think we need a *MapRoulette Mobile*, but perhaps make maproulette.org mobile friendly?

# MapRoulette - Vespucci integration



# Improved communication between challenge makers and mappers

The tools are there but sometimes too hidden away. It needs to be very easy to communicate

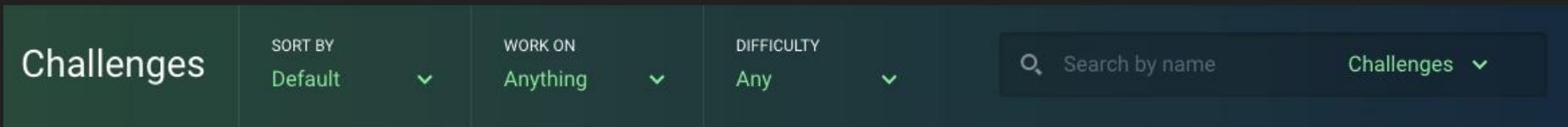
## More accountability for challenge makers



We already have auto-archiving and improved notifications to challenge makers when their challenges are completed. This can be further improved.

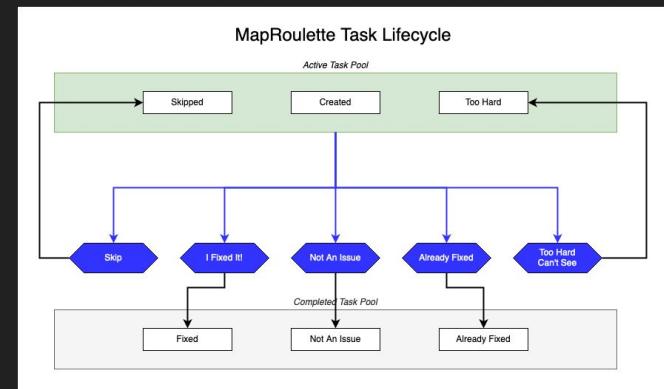
# Better discovery

More ways to search and filter. Make it easier to split a challenge into smaller areas. Making sure that challenges are current and relevant.



## Reconsider the Task Lifecycle

“Too Hard”, “Can’t Fix” “Skip”, “Already Fixed” confusing too many mappers. Make these actions clearer? Add more options? Perhaps “Request Help From Local Mapper”?



# Thank you!

Let me know your ideas for MapRoulette

**Martijn van Exel**

@mvexel / @maproulette

[learn.maproulette.org](http://learn.maproulette.org)

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