COMMUNITY AND COLLABORATION

DISCOVER AND SHARE YOUR MAPS WITH UMAP

Open-source mapping tool that allows you to create, manage, and share custom maps

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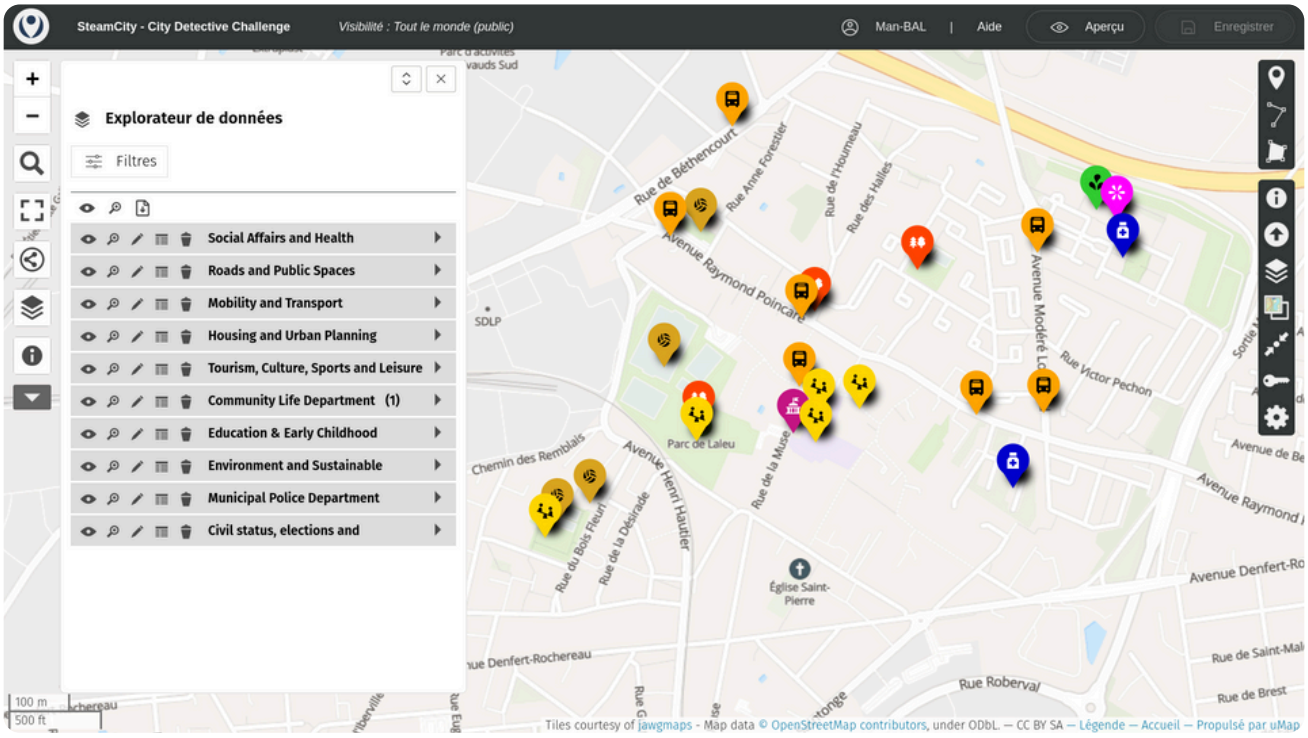
uMap is an open-source mapping tool that lets you create, manage, and share custom maps. It leverages OpenStreetMap data, providing a flexible and accessible platform for displaying geographic information.

The purpose of this factsheet is to support teachers and students in the educational use of uMap, by integrating interactive maps into learning. It shows how this tool can enrich lessons by facilitating the visualization, organization, and spatial analysis of the data collected.

OpenStreetMap is a collaborative project to create a freely accessible and editable global map. It is powered by volunteers, using local knowledge, GPS tracks, and other open sources. It brings together a wide variety of geographic data: streets, public facilities, businesses, transportation, and more. Often compared to Wikipedia, this map allows everyone to contribute and reuse the data in many contexts.

Within the framework of SteamCity, several protocols recommend using uMap to share data collected through field observation and not through the use of sensors (or our IoT platform or Vittamap are more recommended). For some protocols, notably the Urban Detective Challenge, a ready-to-use map is provided. It allows several classes, schools, regions or countries to collaborate on a common basis, gradually enriching shared collective knowledge.
In addition to the maps already provided, the uMap tool allows you to create and share as many maps as you want!



PROCEDURE, FEATURES AND TIPS GETTING STARTED WITH UMAP

Create a map on uMap

1. Open a web browser and go to the uMap website.
2. Click “Create Map” to start a new project.
3. Once your basemap opens, click the settings icon (gear symbol) to set the map title, description, and default display settings.
4. Choose the basemap format that best suits your project needs (e.g., standard, topographic, satellite).

Add layers and data

Layers are used to organize different types of information on your map, such as different topics or types of data.

1. Click the layers icon (two stacked layers) to manage and add new layers.
2. To add a new layer, select “Create Layer” and name it based on the data or activity (e.g., Historical Sites, Traffic Data).
3. Configure layer properties, such as marker or line color, to visually differentiate layers.

Add markers and shapes

1. Select the layer you want to edit from your layer list.
2. Choose the appropriate tool (marker, line or polygon) from the toolbar and click on the map to place it.
3. Each new item can be customized with a pop-up dialog where you can add titles, descriptions, images, or links.

Save a place

To save a new location on the map, click "edit." Search for your site's location. You can use the search tool on the left to directly enter GPS coordinates, making it easier to locate.

Once you have found the location (place, building or service), click on the pointer icon to mark the place:

- **Position the pointer over the correct location. This will open a properties window.**
- **Choose the appropriate layer, for example: Mobility and Transport Service.**
- In the same window, name the location and add a description.

You can also add an image. To do this, paste the URL between two curly brackets: {{URL}}. To easily create a URL from your images, use a free tool like

- **Postimage (https://postimg.cc/). Upload the image, then copy the Direct Link (without creating an account)**
- You can also use GitHub (https://github.com/): add your image to a public repository, open the file, then copy the image address (right click → copy image address).

When you're done, click save. Switch to preview mode to check how your thumbnail appears.

Share and collaborate

1. uMap allows you to control who can view or edit your maps.
2. In the map settings, adjust the "Permissions" to set your map as public or private, and assign editing rights to team members or students.
3. Maps can be embedded into websites or blogs for wider sharing.
4. Use the “Share and Embed” option to get the HTML code that can be inserted into your site.

Practical advice for teachers

1. Project Ideas: Use uMap for various educational projects like tracking historical events, analyzing traffic patterns, or planning ecological studies.
2. Skill Development: Mapping exercises improve skills in data analysis, geography, and critical thinking.
3. Use for Assessment: Teachers can use uMap projects to assess students' understanding of geographic concepts and their ability to interpret spatial data.

Troubleshooting and Support

1. Common Issues: For issues such as connection difficulties, data not displaying correctly, or errors in map features, check the uMap FAQ or forums for solutions.
2. Learning Resources: Explore the tutorials and user guides available online to master advanced features and troubleshooting techniques: uMap/Guide - OpenStreetMap Wiki, Tutorial - Umap / Openstreetmap (enriched map) (+ 2nd tutorial, simpler in description), Tutorial - Umap, sketch and interactive map (basics without creating an account)

Example of the Urban Detective Map

As part of the “Urban Detective Challenge” protocol, we are proposing that all teachers use a common uMap map available here: http://u.osmfr.org/m/1160331/

It allows several classes, schools, regions or countries to collaborate on a common basis, gradually enriching shared collective knowledge.

Students go out into the field to discover which public services manage the facilities in their neighborhood in order to question the role of the town hall and the range of services provided to citizens.

They record their findings across multiple layers, each identifying a particular service.

This work allows them to reflect on the extent and importance of a strong public commitment for citizens in relation to the number of public facilities and tools made available to residents in the common space.