### intro

adam okulicz-kozaryn
adam.okulicz.kozaryn@gmail.com

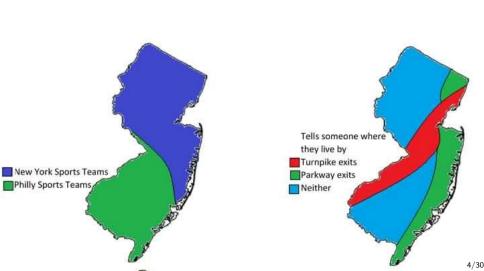
this version: Wednesday 4<sup>th</sup> September, 2019 23:35

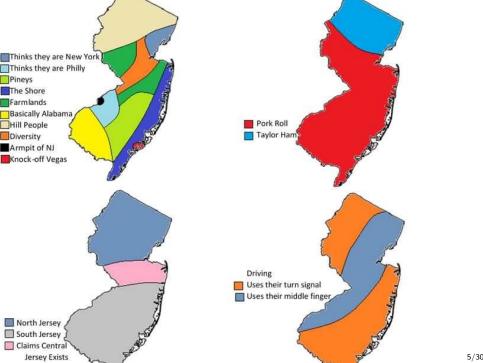
# <u>outline</u>

general overview; approach and policies

why?

what is GIS?





## <u>outline</u>

general overview; approach and policies

why?

what is GIS?

# before we start: extra credit opportunities

- present sth not covered (has to be GIS, of course)
- present alternative way of doing sth that we have covered
- civic engagement: Michael D'Italia michael.ditalia@camden.rutgers.edu

# introductions (see if others overlap: can collaborate!)

about myself http://theaok.github.io

- what do you research?
- ousing any data or want to find any data?
- what do you expect from this class?

weekly labs; do we need that?

• find out good time for weekly labs, say Wed 4-5?

# 2 keys to success

- start early on ps
- ask questions

#### approach

- you are encouraged to collaborate (prep for class, ps, paper)
- software class! applied, data-driven
- free to choose data/topics as long as relevant to the class
- obring your own data; kill 2 birds with one stone
- oyou need to have some data for this class
- don't worry, as long as you have any interest, you are likely to find data about it
- owe'll go over data sources in few classes

#### before and after the midterm

- 1st half basics, go fast
- 2nd half more extras, relax with pace of material but work on paper (final ps/presentation)
- before: basics, data, theory, general
- after: more specific and advanced topics; research oriented

#### communication

- during the class interrupt me as often as necessary
- after the class email me if you have questions i check email frequently
- everyone got welcome email? no? email me
- stop by my office!

#### ps tips

- important: people never follow it
- start early
- late ps \*not\* accepted
- ask questions early!
- odo not hesitate to ask questions
- othere are no "silly" questions
- oit is normal to get stuck and ask questions when learning new software
- in class: ask questions / tell me to go slower if needed (i have an impression that i go too fast sometimes)

## class website=syllabus

- slides are linked from the syllabus
- i try to post about a week ahead, but tentative only
- print, if you like, right before the class—i am updating continuously
- let's see ps directions and esp wiki

#### the difference

- this class is different from other classes
- fundamentally this class is about software
- o and hands-on, applied, usage of it
- it is impossible for me to cover everything that you may bump into
- that's why it is key for us to communicate well
- odon't hesitate asking the questions
- ouse email extensively (eg couple times per day)

# <u>outline</u>

general overview; approach and policies

why?

what is GIS?

why?

# a general thought about maps

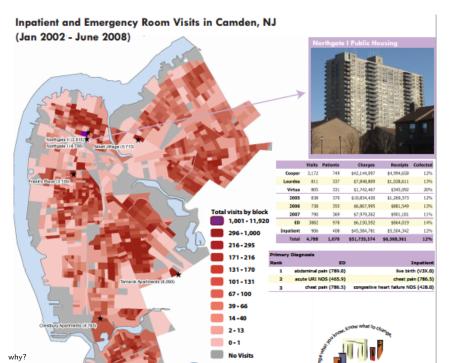
- maps are always useful
- no matter what you study it always takes place somewhere and place matters
- so you should use maps for whatever you study in \*all\*
   other classes
- and all other projects outside of school
- it will always help with understanding of what is going on

why? 18/30

# so what? geography matters!

- with maps you get insight you won't get otherwhise
- oftentimes all you have to do is to map it
- o and think a lot about what you have mapped
- o and what it really means
- $\circ$  eg Dick De Veaux: faulty devices around Rocky Mountains
- o eg Cooper's Hospital dr Brenner: ER visits home addr
- send nurses to homes and cut costs dramatically and improve health

why? 19/30



# **outline**

general overview; approach and policies

why?

what is GIS?

what is GIS? 21/30

#### what is there?

- GIS Geographic Information Systems
- o Geographic: Cities, Roads, Rivers, Countries, etc
- o Information Systems: data, software, programming,
- olike MIS (Management Information Systems) or IT
- GIS=CS(graphics, database/sys adm, coding)+geography
- really, much of the GIS is data management
- geographic=geospatial=spatial (synonymous)

what is GIS? 22/30

### past and future

- much of the gis has been (still is) done with ArcGIS/ArcMap
- othis is more of a dinosaur, however
- the future is open source software like QGIS
- and internet companies like Google

what is GIS? 23/30

# what we'll be doing

- obtain (download, but also eg smartphone/gps), manage and display data
- oa display is usually a map
- o really, this class is mostly about producing maps
- there is much more to the GIS, of course
- this class is just applied mapping

what is GIS?

#### maps

- okeep in mind that a map is visual representation of data
- there is always a database behind a map
- o (database is like spreadsheet, but bigger and fancier)
- or more precisely:
- othere is sometimes a map on the top of the database
- oso maps is just data in the picture
- the bottom line is data!

what is GIS? 25/30

## why GIS in social science?

- local government
- zoning, public works (streets, water supply, sewers),
   garbage collection, land ownership and valuation, public
   safety (fire and police)
- federal/state
- onatural resource management
- highways and transportation
- any academics: "no matter what you study it takes place somewhere" (place always matter)

operhaps esp public health/epidemiology and criminology

what is GIS? 26/30

# why GIS?

- businesses
- o retail site selection & customer analysis
- ologistics: vehicle tracking & routing
- onatural resource exploration (petroleum, etc.)
- ocivil engineering/construction
- so you see that you can do a lot with GIS
- yes, it gives you specific, marketable job skills

what is GIS? 27/30

## maps are fun!

- let's look at some interesting maps
- osee patterns that cannot see otherwise
- oabsorb easily lots of information
- o compare easily

what is GIS? 28/30

## the big sort

 "The big sort why clustering of like-minded America is tearing us apart"

 America polarizes by county (counties are becoming either R or D)

• http://www.thebigsort.com/maps.php

what is GIS? 29/30

# who is your city

• http://www.creativeclass.com/\_v3/whos\_your\_city/maps

what is GIS? 30/30