

OPEN MAPPING EDUCATION SERIES

OPENSTREETMAP MODULES 1-3

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OPENSTREETMAP MODULE 3

THE OPENSTREETMAP TASKING MANAGER



LEARNING OBJECTIVES

- Understand the role of the Tasking Manager in:
 - Control and coordination of mapping workflow
 - Dividing a large mapping area into manageable chunks for individual mappers to complete over short periods of time.
 - Elimination of editing conflicts and repeat mapping by facilitating the distribution of tasks to various mappers.
- Use the Tasking Manager to determine which areas need to be mapped and which areas need the mapping validated.
- Monitor the overall project progress
- Time to complete: ~20-30 min, with self-paced learning breaks



VERSIONS OF TASKING MANAGER

Humanitarian OpenStreetMap Team (HOT): The Tasking Manager was originally designed and built for the Humanitarian OpenStreetMap Team's collaborative mapping process, to allow for the distribution of tasks to many individual mappers in the context of emergency or other humanitarian mapping scenario. <https://tasks.hotosm.org/about>

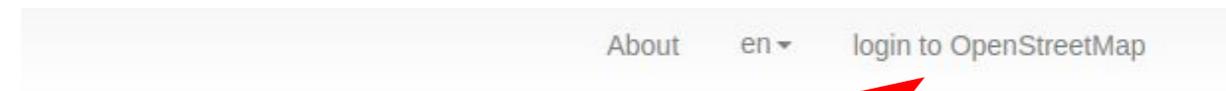
TeachOSM: This version of the Tasking Manager is geared toward classroom instructors, or any other individuals leading a coordinated group in a team-mapping project. <http://tasks.teachosm.org/>



USING THE TASKING MANAGER

This module uses the TeachOSM Tasking Manager.

- Point your browser to <http://tasks.teachosm.org>
- Click 'Log In to OpenStreetMap'- a new window will open.
- Enter your new username and password - click 'Login'
- You will be asked for permission for Tasking Manager to access your OSM account. Click 'Grant Access'. You will be taken back to the Tasking Manager home page.



About the Tasking Manager

OSM Tasking Manager is a mapping tool designed and built for the Humanitarian OSM Team collaborative mapping. The purpose of the tool is to divide up a mapping job into smaller tasks that can be completed rapidly. It shows which areas need to be mapped and which areas need the mapping validated. This approach facilitates the distribution of tasks to the various mappers in a context of emergency. It also permits to control the progress and the homogeneity of the work done (ie. Elements to cover, specific tags to use, etc.).

Login

Don't have an account? [Register now](#)

Email Address or Username:

Password:

[Lost your password?](#)

Remember me

TASKING MANAGER - SEARCH & SELECT

- Let's pick a task and start editing! Search for 'Panama City in the search box and press 'Enter'
- Select Project #581 US Census Training - Panama City, Florida - created for this training.

Projects

Sort by: **High priority first** ▼

Your projects

#581 US Census Training - Panama City, Florida

This project has been created for a training exercise within the US Census.

Created by MaggieMaps - Updated 11 minutes ago - Priority: medium

0%




TASKING MANAGER - SELECT A PROJECT

You will be taken to the detailed entry for that Project. This detailed view contains:

- **INSTRUCTIONS** - The tab provides a description of the project, what is required in the mapping task, and detailed instructions on what and how to map. Make sure you read and understand this section.
- **CONTRIBUTE** - From here you can select a task on the map.
- **ACTIVITY** - Lists recent mapping activity on the project.
- **STATS** - Chart showing progress on the project.
- Detailed map of the individual mapping task areas & task status.

#581 - US Census Training - Panama City, Florida

[Instructions](#) [Contribute](#) [Activity](#) [Stats](#)



TASKING MANAGER - INSTRUCTIONS

- Click the 'INSTRUCTIONS' tab
- Read through all of the instructions and description.
- Note the 'ENTITIES TO MAP', which tells you what to add to the map
- Note the 'CHANGESET COMMENT', which will pre-populate when you upload map changes.
- Note the 'INSTRUCTIONS', which are there to help you understand what to map for this project.

Instructions Contribute Activity Stats

Panama City is on St. Andrews Bay, in the Florida Panhandle. The historic St. Andrews district has a marina and seafood restaurants. Panama City was chosen for its lack of buildings in OpenStreetMap and its location next to the Gulf, making it vulnerable to hurricanes.

Additional information: https://en.wikipedia.org/wiki/Panama_City,_Florida

Entities to Map 

buildings, primary roads, secondary roads, TIGER realignment

Changeset Comment 

#TeachOSM-task-581 #census #Florida #panamacity

INSTRUCTIONS: Please trace all the buildings and roads that you can see on the imagery. Tag each building as simply "building" - as we cannot always be sure of the building use from aerial imagery.

Tag the roads according to perceived type and usage. Please consult the OSM tagging dictionary for roads:
http://wiki.openstreetmap.org/wiki/Map_Features#Highway

When saving your work, please leave the default comment and add what you actually mapped. For example, "added buildings and a residential road".

IMPORTANT NOTE ON IMAGERY: Toggle between Bing imagery, Digital Globe, and Mapbox imagery to help identify features. In general, different set of imagery may offer

TASKING MANAGER - BEGIN MAPPING

- Once you've read through the INSTRUCTIONS, scroll down and click 'Start Contributing'
- Choose a square on the map. It will turn purple.
- Notice the map key at the bottom of the map. Different colors indicate the status of the tasks. If another mapper is working on a task, and it will be outlined in orange.

The screenshot shows the 'Start contributing' button at the top. Below it, the task title is '#581 - US Census Training - Panama City, Florida'. There are four tabs: 'Instructions', 'Contribute', 'Activity', and 'Stats'. The 'Contribute' tab is active. The main area contains a map with a grid overlay. A circular inset shows a close-up of a grid square with a hand cursor pointing to it. Below the inset is a 'Take a task at random' button. At the bottom, there are two map keys. The left key is a legend with four items: 'Cur. worked on (0)' (yellow square), 'Invalidated' (grey square), 'Done' (orange square), and 'Validated' (green square). A red arrow points from the 'Done' item in the right key to the 'Done' item in the left key. The right key is a smaller version of the legend located on the map itself. The map shows various bayous and a lagoon in Panama City, Florida.

SELECT A CELL IN iD EDITOR

If you are happy with the tile you've selected, click the blue button 'Start Mapping' to 'lock' the tile. No one else can select it and it will indicate editing mode.

Unless you unlock it manually, the square will be held for 2 hours before automatically released.

The screenshot displays the iD editor interface for a specific task. At the top, the task title is "#581 - US Census Training - Panama City, Florida". Below the title are four tabs: "Instructions", "Contribute" (highlighted in blue), "Activity", and "Stats". The main content area is divided into two sections. The left section, titled "Task #22", includes a difficulty level of "Not assigned yet" and a gear icon for settings. Below this is a prominent blue button labeled "Start mapping" with a right-pointing arrow. Underneath the button is a text input field with the placeholder "Leave a comment" and a "Comment" button. The right section of the interface shows a map of Panama City, Florida, with a grid overlay. A blue square highlights a specific cell on the grid. The map includes labels for "Panama City", "Massalina Bayou", "Saint Andrew Bay", "Robinson Bayou", and "Lake". A zoom control with "+" and "-" buttons is visible on the map.

EDITING WITH iD EDITOR

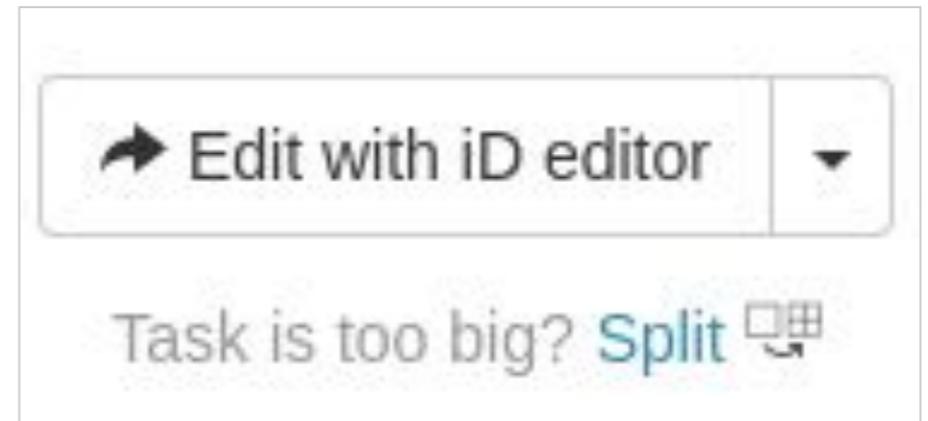
- Next, Choose 'Edit with iD Editor'.
- The iD Editor will launch automatically in a new tab in your browser.
- Your chosen area will be outlined in pink.
- Start editing! But remember to stay WITHIN the pink box.

The screenshot displays the OpenStreetMap task editor interface. At the top, it shows 'Task #22' with a difficulty level, a lock icon indicating it is 'Locked by you', and a timer for '119 min. left'. Below this, there is an 'Edit with' button. A red arrow points from this button to a dropdown menu that is open, listing several editing tools: 'JOSM', 'iD editor', 'Potlatch 2', 'Walking Papers', and 'Field Papers'. The 'iD editor' option is highlighted. The background shows a map with a pink outline around a specific area. At the bottom, there are buttons for 'Unlock' and 'Mark task as done', and a legend for map features like 'Cur. worked on (1)', 'Invalidated', 'Done', and 'Validated'.

SPLIT A TASK

Having selected your task and inspected it with the imagery in place, you may find there is too much detail required to map. An example may be tracing buildings in dense urban areas. As guidance, if it isn't possible for one person to complete within the 2 hour time limit, feel confident to split the task into smaller squares.

- Return to the TeachOSM Tasking Manager Tab
- Click on 'Split' beneath the iD dropdown.
- A popup window will confirm this action. Cancel for this exercise.



NOTE: Use with caution - if task squares are split too small it is difficult to judge what type of highway is involved and to identify other features. **This action CANNOT be undone.**

SAVE EDITS

- After you've added a few features, click 'Save' to save your edits. Notice that the 'Changeset Comment' pre-populates with the comment indicated in the Tasking Manager Instructions.
- Review the information and click 'Upload'

Upload to OpenStreetMap

Changeset Comment  

#TeachOSM-task-581 #census #Florida #panamacity

Suggested Hashtags  

#TeachOSM-task-581 × #census × #Florida ×
#panamacity × #example... ▾

Add field: Sources ▾

The changes you upload as  MaggieMaps will be visible on all maps that use OpenStreetMap data.

I would like someone to review my edits.

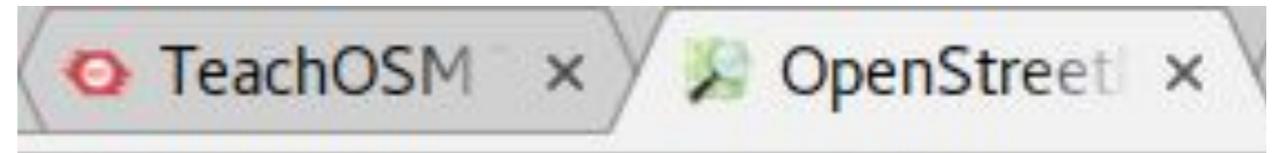


**SAVE EARLY,
SAVE OFTEN!**



UNLOCK TASK, OR MARK AS DONE

- Finished editing for the day? Return to the TeachOSM Tasking Manager tab in your browser.



WHEN TO UNLOCK

- You cannot complete a task. It is best practice to leave a comment for the next mapper. Detail what remains and choose 'Unlock'. Example: Cell nearly complete, a few buildings to be mapped.
- There are more features to trace, but you cannot determine how to trace more features. Unlock it so someone else can edit the cell.

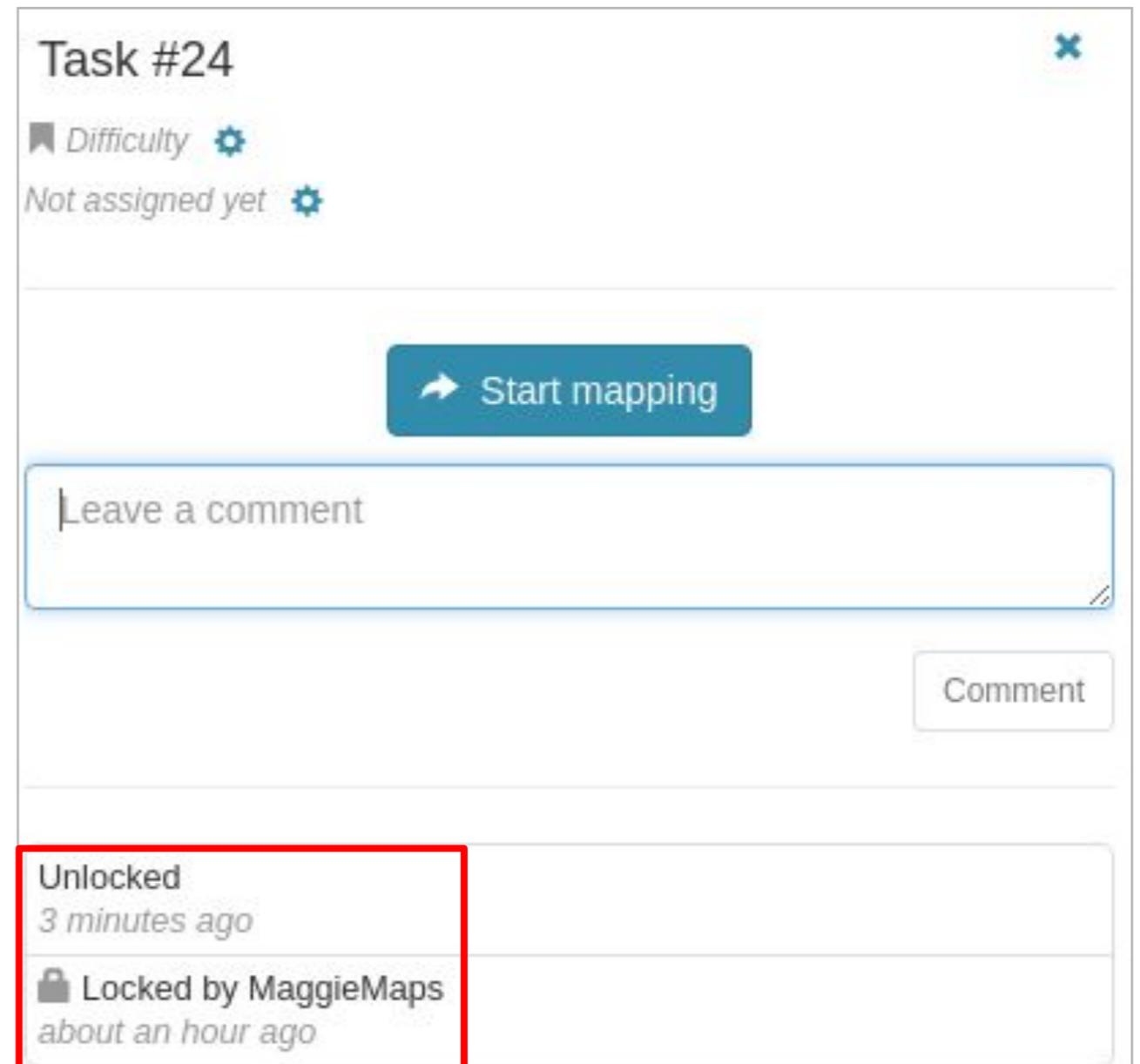
WHEN TO MARK AS DONE

- If you have traced all you can see in a cell, and there is no other more to map. *BUT ONLY IF ALL FEATURES HAVE BEEN TRACED.*



UNLOCK YOUR TASK

- For today we will UNLOCK the task. Click 'UNLOCK'.
- Once the task is unlocked, you will see the status change to 'Unlocked'.
- Notice the note that it was locked previously by you.



CONGRATULATIONS!

OPENSTREETMAP LEARNING
PATH COMPLETED

HAVE YOU TRIED THE GIS PATH?

