Education and Culture DG

Lifelong Learning Programme

*Application Form*

*Call: 2011*

*Partnerships*

*Form version: 2.7 / Adobe Reader version: 9.4*

## D.1. SUMMARY

IT is the dominant technology for young people of today. In the past decade, the so called Web 2.0 techniques were very strongly developed. This had affected strongly the collaboration of dislocated project teams. OSM is a FOSS software and after the earthquake 2010 in Haiti it was noticed for the first time for a wider public.

"An interesting new, OSM initiative has been created to help support and grow the local OSM Community in Haiti – Humanitarian OSM Team [H.O.T.] is a new initiative to apply the principles and activities of open source and open data sharing towards humanitarian response and economic development. From the organization, "COSMHA, or Comunite OSM de Haiti, was formed in late 2010 by a group of mappers from Port au Prince with the goal of ensuring that the best map data for Haiti is created by Haitians and available to anyone to use and improve"." [http://blog.gisuser.com/2011/01/humanitarian-openstreetmap-team-hot-supports-osm-in-haiti/]
All this is possible only because the tools (mindmeister, google docs & spreadsheets, Qype, Facebook, Tripadvisor) are in the field of Web 2.0, which allow directly to collect geodata from volunteers, which are immediately available to the public.

The first objective of this project is to ensure that the maps from OpenStreetMap in the regions of the participating schools are up to date. The second objective of this project is using Web 2.0 techniques in the OSM maps on relevant links to FOSS- to generate support for tourists. (Trip Advisor, Qype, etc.) The third objective is to train the technical content to implement in reality on the websites of the communities and to discuss the political and social dimensions of these new techniques. Final products are Flyers a Website and contributions to social networks.

## D.2. RATIONALE

Free and open source projects (FOSS) have become for a variety of reasons very important for enterprises and the community. Young people often use these techniques without knowing the technical, political and social contexts. The Internet without a free and open-source software is not conceivable, i. e. most of the internet-servers are running under Linux.

Free and open-source software (F/OSS, FOSS) or free/libre/open-source software (FLOSS) is software that is liberally licensed to grant the right of users to use, study, change, and improve its design through the availability of its source code. This approach has gained both momentum and acceptance as the potential benefits have been increasingly recognized by both individuals and corporations. In the context of free and open-source software, free refers to the freedom to copy and re-use the software, rather than to the price of the software. [http://en.wikipedia.org/wiki/Free_and_open_source_software].

Some well-known projects that have arisen in this context are Linux, OpenOffice.org and Google. OpenStreetMap [www.openstreetmap.org] is a free competitor to Google Maps and was known by the earthquake in Haiti in January 2009, because the cards were better and more current than the maps of the company Google.

"OpenStreetMap has fantastic map coverage of the worst hit cities of Port-Au-Prince and Carrefour, and the neighbouring countryside thanks to the Haiti earthquake response mapping project. Using the free data, OpenStreetMap developers and others around the web have created a set of earthquake map resources in addition to our basic online map." [http://wiki.openstreetmap.org/wiki/WikiProject_Haiti/Earthquake_map_resources]

Target group of the project are students between the ages of 16 and 30 of the participating schools.

The project is needed because students must learn how to use collaborative software in an international project. During the project they will use collaborative spreadsheets, mindmaps, wordprocessors and presentation software to organise their work. They must use videoconference software. The project is needed, because it will transport the reality to our students, teachers don't say "imagine you had a partner in ..." during the project the students are constantly with the real situation of a dislocated international working group. So they have to solve with the help of Web 2.0 techniques real problems.

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## D.3. PROJECT OBJECTIVES AND STRATEGY

1. Objectives:
The first objective of this project is to ensure that the maps from OpenStreetMap in the regions of the participating schools are up to date. If not, learner will track new routes and POIs.

The second objective of this project is using Web 2.0 techniques in the OSM maps on relevant links to FOSS- to generate support for tourists. (Trip Advisor, Qype, etc.)

The third objective is to train the technical content to implement in reality on the websites of the communities and to discuss the political and social dimensions of these new techniques.

The three objectives above will strengthen the skills of the students in the following areas
- skills in informatik (Software, Web 2.0 technologies)
- skills in advertisement
- skills in geographie
- skills in foreign languages
- boost regional and international tourismus
- soft skills like
  - serving the community
  - PR for the school with the work, the students will do
  - working together with the local authorities / local marketing / local firms

2. Problems and resolve these problems:
2.1 Compatibility problems
    To prevent compatibility problems, the schools should agree to maximum 3 hardware devices to track routes.
    A just existing problem are the keybords in the different countries.
    Solution: Teachers and students must bring or their laptops or a keyboard to the meeting.
2.2 technical training
    Some students are very experienced and tech-savvy. Others are not.
    Solutions: 1. It exists just a range of training videos the technical stuff of OSM. If it would be necessary, we will open an OSM_Comenius channel on youtube to put additional self produced videos, explaining technical problems with OpenStreetMap.
    Solutions: 2. For those students who really don't care about technique, we have enough tasks to fullfill in the project. That means: We offer different tasks to the learners, dependings of whishes and preferencies. (tracking, marketing, dissimination, a.s.o.)
2.3 socio-cultural problems
    We should be aware of the following: Often pupils in our countries have a great lack of knowledge of other countries in EU, intolerance to cultural differences, isolation and lack of possibilities of travelling and communication with other countries in Europe, lack exposure to ICT and computer tools, lack of opportunities to practice English as a foreign language"
    Solution:Pupils travelling to other countries have intercultural tra

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Page 31 of 46

## D.5. EUROPEAN ADDED VALUE

OpenStreetMap is a free and open source project all over the world. It is well known in inner circles, but not in public. The maps from OSM can be uses without costs and without copyright from everybody. The use of googlemaps ist copyrighted, but private persons, firms and administrations are using it, and this is violation against the copyright of Google. The added value in the participation countries will be the knowledge about how to create open source material for the community. The participating schools are able to be a multiplier in theire countries. Explore your own surroundings and tourist development of the cultures and landscapes in the partner countries are two important aims, which are one possible if learners are working in a european envirement.

## D.6. IMPACT

- The involved persons (learner and teachers) will be trained seperatly in several free software products, recording gps-tracks, put these tracks into maps and see the impact of there work directly on a public domain map. Teachers are multipliers for these skills. Teachers are trained by the German teachers and than will train their students.
- They will be able to produce material (flyer for tourists) with the help of the cities and the tourist officesfor the community, using their own data.
- They will be able to publish the results on the internet. (linked Websites, and links to Qype, Tripadvisor, Facebook)
- Depending from the just existing material in there region they have to decide, what will be an added value for tourists.
- They will be able to help the city hall administration, firms and the tourist office of their region to do better advertising without violating the copyright. (OpenStreetMap maps are free for use.)
- Working together in an international team (Voice over IP, collaborative online software (docs & spreadsheets)) will emprove language skills, management skills (time and product) and social skills.

## F.4. INTEGRATION INTO ONGOING ACTIVITIES

In all partner schools the curricula include skills in informatik. Mainly these skills ask for using office software, web software, and the inclusion of Web 2.0 technologies. All parts of the project are linked to that part of the curriculum.

Advertisement is only in the curriculum from vocational schools oriented to business applications. So these schools will develop the material. In the other schools the learnes will use this material and will translate it from foreign language to there own language. Translation is a very important part of each language curriculum.

The skills in geographie are linked to the project, because learners must work outside to track routes, houses, touristic attractions and even mailboxes. At that time, the learner must decide which parts are the most important for tourists.

All Flyers from each country will be translated into each other language.

Because this work is for a free and open source project, nobody will be payed for. So the students learn that there is a lot of relevant work to to as a volunteer. These soft skills like, like "serving the community", working together with the local authorities / firms or local communities is a very strong aim in relation to human culture.

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## F.6. DISSEMINATION AND THE USE OF RESULTS

The results of the project are dissiminated via - international mailinglists, in newpaper right after the beginning of the project, because we involved at least in Germany and in Portugal just before the application the national community who cares about OpenStreetMap. In each partner organisation will be an exhibition, to show the results online on the web. For the local community (town hall, tourist information) the students will develop a flyer about main interesting tourist points, involving OpenStreetMap.

As the students are trained to participate in a real, just existing project like OpenStreetMap, and all students are participating actively on the respective national mailinglist, it is very likely, that some of the students will find a new hobby. We will try to be present on an national fair in Germany during the last project meeting.

The current status of the project will be published is in school conferences, PTA meetings, at so called "Open Days" and communicated via the respective websites in each country and on the main webpage of the project.

The project is very sustainable, because the colletcted data about infrastructure or touristinformation will stay in the Internet as long as the respective service provider exists, always available for the public. The results will be available not only during the project. We hope, that our students discover the plaesure to serve the community and stay tuned on these web 2.0 technologies.

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EN

Page 39 of 46