

SotM-EU

Karlsruhe 13-15 June 2014



State of Kort

**The First OpenStreetMap Mobile
Mini Game Goes Public**



The Kort Game: Goals

- Correct OpenStreetMap data
- Outdoors
- App for main mobile platforms: iOS, Android
- Mobile web app (Browser)
- Apply game elements (GUI)
- Open Source (MIT) → GitHub





„Kort“ (danish: map)

Combines three elements:

- 1 Crowdsourced data capturing
- 2 Gamification
- 3 Modern web apps

<http://play.kort.ch> !



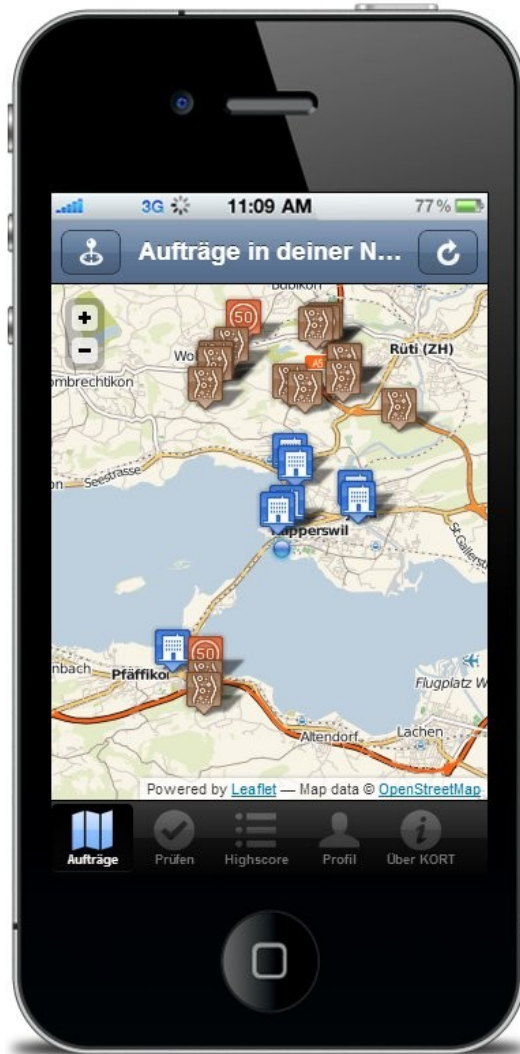
Kort Implementation

- Web app
 - Frontend: JavaScript, HTML5 and CSS3
 - Backend: PHP (few Python), PostgreSQL/PostGIS
- Task of users
 - Mission: enter a missing value
 - Validation: check answers given by others
- Game elements
 - Mission
 - Credits (= „Koins“)
 - Highscore
 - Awards





Kort Game





Restaurant ohne Küchentyp

 Verdiene dir 5 + 10 Koins 

 Welche Art der Küche hat 'Le Jardin'?



What is Gamification?

gamification:

The use of game mechanics & rewards for non-game applications in order to increase engagement and loyalty.



Gamification Def. (cont.)

Other definitions...

- „Serious game“
- „Game with a purpose“

Aspects:

1. Game elements
2. Game design techniques
3. Non-Gaming context

Gamification Specifics

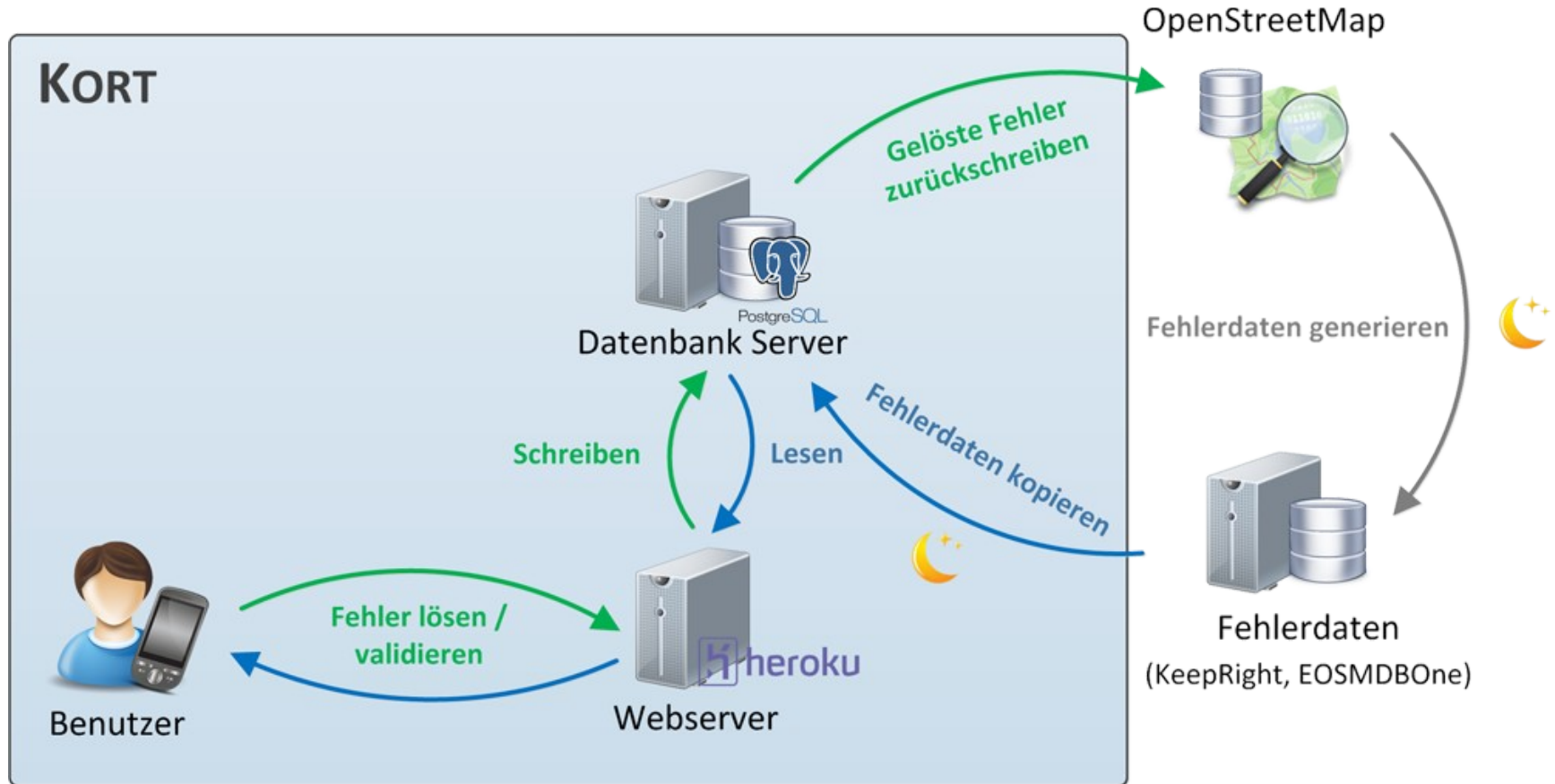
- highscores, leaderboards
- experience credits, virtual goods, awards, status, badges
- quests, discoverables
- visual feedback and results, visual information about progress (progress bar)

Gamification – Related History

- **MapRoulette** (2013 active): Web app to serve „challenges“ randomly. A challenge is an single topic of an OSM error
- **AddressHunter** (2011 discontinued): Web app which displays building addresses nearby and makes it easy to capture them
- **Waze** (2013 active): Nativ mobile app for navigation which rewards users if they allow sharing their position and if they communicate traffic slam
- **OSM Reporter** (2013 dicontinued): simple web app which counts buildings users entered into OSM database and shows a ranking of top most active users



Kort: The Architecture



All Servers cloud-based



Mission Sources



- Currently:
 - KeepRight
 - OSM („EOSMDBOne“ at Geometa Lab HSR): expensive
- Candidates:
 - Names of stops of Swiss public transport („DIDOK“)
 - ...?
- Not suited:
 - FIXME tags: non-standardized (NS)
 - OpenStreetBugs: NS
 - Housenumbervalidator: only 1 error type



State of Kort: Features

- **The rules...**



- 1 mission must be confirmed by 3 validations
- if no confirmation, mission gets reentered
- if OSM object has been changed in the meantime by a regular OSM user, it gets disabled in mission database of Kort
- User loses points if mission is invalidated

- **Writing back to OSM**



- since Jan. 2014 as user „kort2osm“: ~500 commits

- **News and Campaigns:**



- Campaign/Action: Get more Koins within a region within a certain time!
- **Like NOW! during SotM-EU!**



23 languages



by Transifex and you

Kort

Übersicht

Ressourcen 2


Ankündigungen

Share

Kort is a cross-platform, crowdsourcing app aimed to improve OpenStreetMap using the concept of gamification.

— <http://www.kort.ch/>



Projekt-Betreuer:  odi  tschortsch  Ann  faustos

SPRACHEN			View glossary
English (Ursprungssprache)	<div style="width: 100%;"><div style="width: 100%;"></div></div>	100%	🕒 Jan 27th, 7:36 pm
Catalan	<div style="width: 100%;"><div style="width: 100%;"></div></div>	100%	🕒 Jan 29th, 4:01 pm
Dutch	<div style="width: 100%;"><div style="width: 100%;"></div></div>	100%	🕒 Jan 27th, 7:36 pm
French	<div style="width: 100%;"><div style="width: 100%;"></div></div>	100%	🕒 Jun 11th, 6:02 pm
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Japanese	<div style="width: 100%;"><div style="width: 100%;"></div></div>	100%	🕒 Feb 11th, 10:14 pm



State of Kort: Statistics

- 3 Awards
- Registered Users
 - 1627 from OSM
 - 1072 from Google
 - 123 from Facebook
- Completed missions and validations
 - 37.000 missions
 - 11.000 validations
=> should be 100.000



State of Kort: Statistics (cont.)

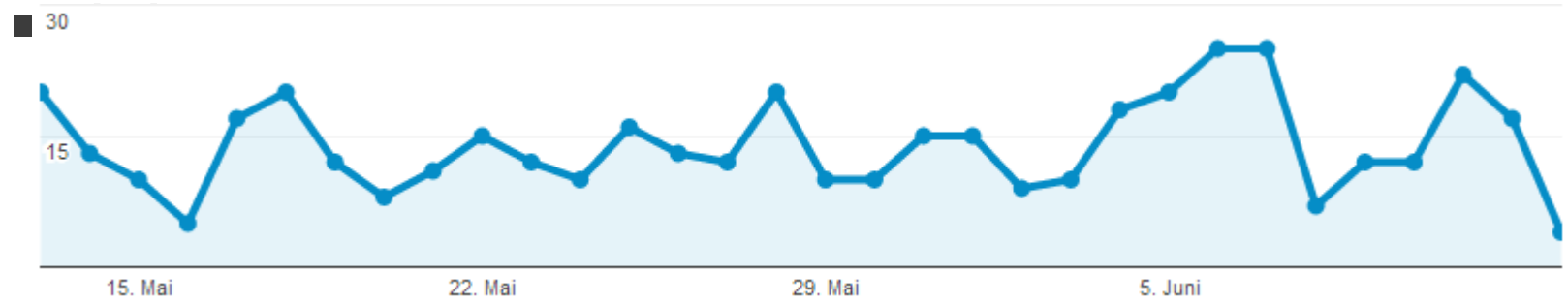
- Campaigns:

- every 3 months (~4)



- User behaviour:

- destination DE, CH, ...





Next Release + Ideas

- Next release (next months)
 - Native app for Android
 - Native app for iOS
 - 26 open GitHub issues
- Ideas for future work (most rated):
 - Unify missions: new values can be added several times
 - API for additional sources (errors/missings)
 - (own ideas are welcome! e.g. in Kort forum)

Own missions: Discussion



- API only, or GUI?
 - GUI (for non-programmers)
 - for one time upload?
- Challenges
 - How to dynamically integrate new text to language files
- Requirements / criteria for own missions
 - Only non-spatial attributes
 - Question for each new error type
 - Icons for each new error type
- (See also WS on MapRoulette on Sunday!)





<http://play.kort.ch> !



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