Project –OSM Booster Grant – Eastern University, Sri Lanka.

Report – OSM Basic Training

Project Coordinator	Mrs. T. Sachchithanantham, Head, Department of Geography, EUSL
Organized By	Miss. Sindhuja Sriram, Research Assistant of Booster Grant
Conducted By	Dr.I.L.M.Zahir, Senior Lecturer, Dep of Geo, SEUSL and Miss. Sindhuja Sriram, Research Assistant of Booster Grant.
Topic of the training	Interactive OSM Mapping
Institution	Eastern University, Sri Lanka
Implementation entity	Center for Industry Community Linkages (CICL),EUSL • Dr.K.Arulanandem MBBS (Director CICL)
Training Venue	ICT Lab, Department of Heritage Management, Faculty of Social Sciences and Humanities.
Date	23th October 2023
Participants	50

Introduction

Information is powerful. With good information and the right understanding. Individuals and communities are better able to improve their lives and make good decisions about the future. There are many people and organizations that make decisions that affect our lives. Good information allows higher educational institutions and their students and academics to make better decisions for themselves and their communities. And hopefully make our lives better. Maps are a good way to convey information. Maps are visual symbols of our world. They can often demonstrate an idea better than words. This, in turn, can help us answer important questions. *Where is the closest hospital or school? Who has the least access to these facilities? Where is poverty the most problematic? Or where the probability of pest attack in crops is high*, Questions like these can often be best expressed with maps, and maps can help find solutions to these questions.

This training program was for students from Department of Heritage management, Faculty of Social Sciences and Humanities, Rajarata University, Sri Lanka.

First of all Booster Grant committee focused on explain the project and aim of this training session to participants.

And then training focused on every steps from starting to end of basic OSM studies. Among Participants, some were already knew about OSM. Some were not. So cover the all participant resource person explained everything from start to end.

In this session, participants learned about the different OSM tools and software available. Such as the ID editor and JOSM. They might also learn about how to use maps.me and GPS essential to collecting data and contributing to the map.

The participants learned Registration, ID editor, JOSM, important of JOSM tools and it's usage, Shortcut keys, Downloading data, mapping, uploading data, imagery, tagging, error and warning clearing, changest, HOTM etc.

Furthermore, the training session covered more advanced topics such as data analysis, quality control, and data visualization. Participants learned about how to analyze and extract data from OSM using tools such as the Overpass API or QGIS. They might also learn about how to use OSM data to create maps and visualizations. And they also learned about what the job opportunities are in this field.

The training session focused on specific use cases for OSM, such as disaster response or urban planning and about how OSM data can be used in conjunction with other datasets to address real world challenges.

Overall, an OSM training session aim to provide participants with a comprehensive understanding of the project and its applications. It would provide hands-on experience with mapping tools and software and equip participants with the skills needed to contribute to the map and make use of OSM data in their wok.

And finally Booster Grant committee give advice about important of future contribution of this training.

Objective of the training

- To disseminate the Knowledge of OSM
- To aware the participants on the importance of mapping in any discipline.
- To get Hands-on experience of key steps of the basic mapping process.
- To apply skill in generating effective/innovative solution for community issues.
- Create linkage among Sri Lankan University.

Description of the Training

Methodology

One-on-one training environment to energize individuals and group work. Learning by doing exercises and real-time mapping concept pitching exercises

A cyclic and iterative methodology is also known as the iterative design process Cycle. It begins with understanding and moves circularly until it arrives at a solution.

In the first stage, in-depth awareness of mapping and the identity creation of each individual as a mapper takes place, which includes reviews, personal observation, etc.

The second stage involves approaches to understanding the need for mapping that involve careful analysis of the information and patterns.

In the third stage, we identify and prioritize user needs.

Finally, in the last stage, the mapping tools or products as maps meet the community's needs as well as offer solutions to identified problems for students and academics.

The same process is followed for the field-level government staff as well, where they independently develop their prototypes of maps as per their contextual solutions.

Key Results

- Participants registered as a mappers.
- Clear understanding of mapping concept, tools and approaches as a basic input for this training.
- Know How of learning from available sources.
- Participants exposed to fundamentals of OSM.
- Participants let knowing ways and means of earning as a mapper.
- Clearly conscience on design thinking as an approach and tool for engaged in mapping process and find solutions as product.

Some captures from the Training day.