

Mapathon for Disaster Relief: A Quick Guide

1. Create an account with OpenStreetMap

- Start by going to www.openstreetmap.org and creating an account. Enter your email, user name, and password, and then click “Sign Up”.
- You will be asked to confirm this account via email. Log into the email you provided in step one, and open the email from OpenStreetMap. Click the link inside the email to confirm your account.

2. Navigate to the Humanitarian OpenStreetMap Task List

- Go to tasks.hotosm.org to access tasks that need completing. Search for “beginners” to find suitable tasks.
- Click a task (you will be asked to log in).



3. Navigate to the mapping tutorial

- To begin, click the big green “Instructions” button in the left panel.
- The panel on the left will load with a list of instructions. After reviewing them, click “Start Contributing” at the bottom of the left panel (you may need to scroll down to do so).



4. Select a square on the map

- Click any of the gray-colored squares to begin working. These are the squares that have not yet been addressed by the mapping community. I recommend clicking a small square to start, often there is quite a bit to map in each section that cannot be seen initially.
- Once you have selected a square, click the “Start Mapping” button in the left panel.



5. Launch the map editor

- Select “Edit with iD editor” from the drop-down menu in the left panel. This will launch the map editor and tutorial.
- If “Edit with iD editor” is already selected, you may need to select it again to launch the map editor and tutorial.
- If you’re worried that the section of the map you selected is too large, click the “Split” button. This will divide your section into smaller pieces.



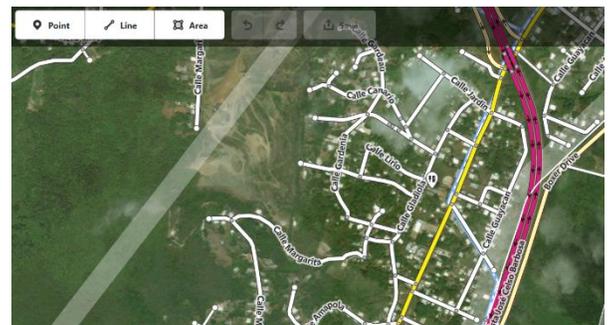
Task is too big? [Split](#) 

6. Begin the tutorial

- Once the map editor opens, you will be prompted to take a tutorial. Walk through this tutorial to learn how to mark key features like points, areas, and lines. When you’ve completed the tutorial, you’re ready to begin mapping.

7. Start mapping!

- Now that you’re familiar with OpenStreetMap, start mapping! Note that the Red Cross has requested that we only map buildings (see the first image on this page). This map will be used to tell relief workers how to best support needs of each neighborhood we’ve mapped.
- Thanks for your help and support!



MAPATHON REMINDERS

1. Once you have chosen a task, select an unshaded square from under **Contribute**. If you think you can't finish the whole square in 10 minutes, use step 8 below.
2. Select a square that isn't orange or green, then click **Start Mapping**, and select **Edit with ID editor** from the drop-down menu. Then click on **Edit with ID editor** again. The map will open in a new window.

Tracing Buildings:

3. In mapping mode, click **Area**, then use either **left click** or **spacebar** to select the corners of your Area.
4. To finish mapping an Area, press **enter** or click the first point again.
5. After tracing a building, right-click on the border, and select **Square**. You can also left click on the building and press S on your keyboard to turn it into a square.
6. Select **Building** as the feature type and click the check button (✓) on the left panel.

Tracing Roads:

7. In mapping mode, click **Line**, then use either **left click** or **spacebar** to select points to draw the line through the approximate middle of the street, matching any curves in the road, until you can connect it with another line.
8. Click the final point in the line twice to end the road.

Finishing up:

9. When you are done, click **Save**, check the optional button, and click **Upload**. Now you can rest or start working on another square.
10. Split a square into smaller ones after you click **Start Mapping**, by clicking on the link to **Split** (under the pull-down menu). Click **OK** on the dialog box. Now select one of the smaller squares just created.
11. When you are done with a task, if you have marked all the buildings, write "Done" in the comment box, and click either "Mark task as done" or "Stop mapping" to unlock the square so that others can work on it, or validate it.