Attracting Students to OpenStreetMap with Google Summer of Code

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What is GSoC?

- Inspiration: Summer of Love
- Stipend for students, spend a summer working on FOSS
- Sponsoring OpenSource projects/software
  - Organizations get things done
  - Students and Orgs are brought together
  - Financial support
- Advertisement for Google
OSM’s goals

- Attract new developers and community members
- Financial support
  - ... for our students
  - ... for our project
- Getting things done
History of GSoC

• For the first time in 2005
  – 41 projects
  – 419 students

• As of now way more than 1000 students and about 200 projects

• Project pass rate >80%
History for OSM

- First try in 2006: submitted too late
History for OSM

- Accepted in 2008 for the first time
Break in 2013 and 2014

- (but still participated via OSGeo)
History for OSM

- 2015: Peter takes over the admin role
- 2017: EWG asked to help
History for OSM

- More than 45 projects total!
History for OSM

- 2015: blog.osm.org/2016/02/10/gsoc-2015/
- 2016: blog.osm.org/2017/02/11/preparing-for-another-summer-of-code/
Changeset discussions
Update OSM Carto

Before

After
JOSM Mapillary plugin
OSM2World shaders
3D model repository

This is a repository for storing models for use in OSM 3D visualizers. Login using OSM OAuth on the top right. There is a wiki page and a GitHub repository available. You may also express your thoughts on the 3D subforum of the OSM forums.
Other examples

- CGI-Map
- JOSM
  - Many core enhancements, bug fixes, ...
  - Several plugins
- iD
- ...
Workflow

- Application phase for organizations
- Application phase for students
- Choosing slots
- Slot assignment by Google
- Choosing projects by mentors and admins
- Community bonding
- Programming phases I + II + III
- Evaluations
Workflow: Roles

- Administrators
- Mentors
- Students
Workflow: Admins

- Send organization application (in time)
- Fill in questionnaire (see wiki)
- Talk to potential students (ML, IRC, Mail, …)
- Send reminders, help with communication, …
- In case of need:
  - Be the “bad cop”
  - Do the evaluation (didn’t happen once yet)
Workflow: Mentors

- Sketch project idea
- Communicate with potential candidates
- Help us choose candidates (supported by other mentors and admins)
Workflow: Mentors

• Support students with
  – Community bonding
  – Familiarization with code
  – Meeting with student at least once a week
  – Support in case of problems

• Evaluation of student

• Expenditure of time: 1–10h per week
Workflow: Students

- Choose your (our!) organization and project idea or even suggest your own idea!
- Get to know your organization and mentor
- Apply and hope to get chosen
- Community bonding
- Work hard on your project, pass evaluations
- Don’t forget to document (your code and project)
Internal mentor feedback

- Annual survey of GSoC participants (mentors) (no numbers for older projects though)
- In general: very positive feedback
- Partially quite a lot of work
- Unanimous opinion: participate again
Current state

- Organized by EWG
- In progress: GSoC 2018
  - 6 projects (was 7, 1 failed)
  - Final evaluation: 6\textsuperscript{th} August
- After GSoC is before GSoC:
  - Mentors: Start collecting ideas now (Wiki or EWG)
Current state: Projects

- iD: Notes
- iD: Support for vector tile data
- JOSM: Continue PT Assistant
- JOSM: Extend Wikipedia/Wikidata plugin
- GTFS converter
- OSM PT Editor
Interested?

Talk to me or EWG