

Proposal for pre-conference workshop – AGILE 2014

Castellón, Tuesday 3 June 2014



1. Workshop name/title (and acronym is applicable)

Digital Earth: What the hack?

2. Description of the workshop by listing topic(s), objective(s) and planned outcome(s)

2.1 Topic(s)

The proposed workshop will prepare hackathons including geospatial information and processing across a variety of possible disciplines and thereby implementing Digital Earth applications. Hackathons are a promising tool for communicating (geospatial information) science and the engagement of society in research. They require detailed preparations and especially need clear challenges and methods in order to succeed. With this event, we initiate a coordinated discussion on the topic and provide the required groundwork for future realisations. We will particularly investigate possibilities for organizing parallel events as competitions between (smart) cities.

The workshop shall address the following audience:

1. Anybody who has already participated in a hackathon or a crowd sourcing event.
2. A couple of (invited) experts who have organised open data hackathons in European cities (e.g. in Amsterdam or Berlin) and can share their lessons.
3. Potential sponsors.
4. Any AGILE member or other geographic information scientist interested in this newly evolving and exiting topic.

2.2 Objective(s)

The workshop addresses the following objectives:

- ✦ Sharing lessons learned and best practices on organising hackathons, especially in relation to open data and European (smart) cities.
- ✦ Identifying the methodology and possible topics for future Digital Earth (DE) hackathons.
- ✦ Attract potential sponsors for future activities.

2.3 *Planned outcome(s)*

White Paper on Future Digital Earth hackathons, answering the following questions:

- ✧ Which people/hackers should future hackathons attract (students of geoinformatics, of computer science, young professionals)?
- ✧ How should the hack as such look alike (types of challenges with examples for the first DE Smart Cities Hackathon, level of difficulty, duration, purpose, prizes)?
- ✧ How to organise a Digital Earth hackathon (sponsoring, criteria for winning, hosting in one city or in multiple cities etc.)?

3. **Abstract**

For more than five years, hackathons, hack days, hackfests and the like revolutionise software development all across our planet. Examples included many North American and European cities, but also emerged within developing countries in Latin America and Africa. Crowd sourcing and other co-creation processes repeatedly result in unexpected Applications/Apps solving societal challenges.

Hackathons succeed if they are well prepared, i.e. if they have a well-defined focus - including available data sets, programming language and operating system to be used, challenge to be addressed, etc.

This workshop will elaborate on the possibilities of using geospatial information and processing across multiple sectors, and thereby implementing Digital Earth applications, i.e. applications of next-generation GIS and SDI. We will particularly investigate possibilities for organizing parallel events as competitions between (smart) cities.

Anybody who has already participated in a hackathon or a crowd sourcing event is invited to share his/her experiences. AGILE members and other geographic information scientists are welcome to discuss with selected experts from the field.

4. **Short description of the intended length (half or full day) and the format of the workshop**

Full-day workshop.

The workshop will be organised in two sessions, each lasting half a day. In the morning, we introduce the general topic by sharing lessons learned during past hackathons and crowd sourcing events. This session will cover invited talks and offers the possibility for presenting short (one page) position papers. The afternoon is reserved for brainstorming and moderated discussions on particular methodologies and challenges.

5. Brief statement of the relevance of the workshop for AGILE

The proposed workshop directly addresses the AGILE members and invites them to discuss new possibilities for the next-generation of GIS using the power of co-creation. The state-of-art in software development with hackathons will be presented, network possibilities are provided, and the concept of Digital Earth is set into context. The workshop investigates opportunities of engaging the public in scientific processes and communicating (geospatial information) science to a wider audience.

6. Names and e-mail addresses of the organizing member(s)

Leading AGILE member (or sponsor) and contact person:

University of Twente – ITC, Rob Lemmens (r.l.g.lemmens@utwente.nl)

Contributing AGILE members (including the persons involved) – at least one seconding AGILE member is needed:

European Commission - JRC, Sven Schade (sven.schade@jrc.ec.europa.eu)

University of Osnabrück, Florian Hillen (fhillen@uni-osnabrueck.de)

University of Heidelberg, Bernhard Höfle (bernhard.hoefle@geog.uni-heidelberg.de)

University of Twente – ITC, Yola Georgiadou (p.y.georgiadou@utwente.nl)

University of Amsterdam, Christine Richter (C.Richter@uva.nl)

7. Additional information about previous workshops, if held.

n/a

8. Expected resources needed

We plan for two coffee breaks (one in the morning, one in the afternoon) and a lunch break.

Internet connection required.

Flip-chart desirable.

9. Other information

n/a