



# OPEN DATA FOR CITIES

Reuse and Discovery level applied to  
spatial point process on linear network

## **Proceedings of the AGILE Workshop Open Data for Open Cities**

Fernando Benitez, Mehdi Moradi (eds.)

May 09, 2017 Wageningen , The Netherlands

## **Preface**

The fifth Open Data for Open Cities workshop was held in joint with the 20th international conference on geographic information science - Agile 2017 in Wageningen, The Netherlands, on May 9, 2017.

Open Data for Open Cities: Re-use and discovery level, applied to the spatial point analysis process on linear networks was a full day pre-conference workshop at the last conference of the Association of Geographic Information Laboratories in Europe (AGILE). This workshop is part of Geo-C: Enabling open cities a European project joint with three universities, Universitat Jaume I in Spain, Nova IMS in Portugal and Munster University in Germany. GEO-C aims to contribute methods and tools to realize smart and open cities, in which all groups of society can participate on all levels and benefit in many ways.

This workshop joint two relevant research topics, first one the problem of having several data sources and open data in cities but without reuse or impact indicators to get a better understanding of how to improve and make the available data usable. The second one was spatial point process in which it aims to find new methods to analyze the open data available in city's streets to a better understanding of cities patterns.

This participatory workshop focus on an academic audience and open data expert to get new insights, feedback, and collaboration for the authors' research. This one was the fifth version, the latest editions were created to engage open data users, and authorities in several cities in Colombia and Spain. Now with a set of selected papers, professors, European data portal consultant and Ph.D. student this workshop was an open space to discuss open data and spatial point process as a use case.

Four selected papers covered a broad range of concepts related to reuse of open data, from our keynote presentation related to barriers and benefits with working on open data until crime, disaster management and spatial point process as use cases.

Wageningen, May 2017

Fernando Benítez  
Mehdi Moradi

- **Program Committee Chairs**
  - Prof. Dr. Joaquín Huerta (UJI University)
  - P.hD Candidate Mehdi Moradi (UJI University)
  - P.hD Candidate Fernando Benítez (UJI University)
  
- **Program Committee**
  - Jorge Mateu (UJI University)
  - Marco Painho (NOVA University)
  - Fernando Benitez (UJI University)
  - Mohammad Mehdi Moradi (UJI University)

## **Table of contents**

1. Dr Bastian van Loenen from Delft University of Technology - Knowledge center geoinformation and governance, with Open data portals as part of the open data ecosystem? Lessons learned from geoportal research.
2. Marianna Siino from Dipartimento di Scienze Economiche, Palermo-Italy with Integrating geological and seismological data in point process models for seismical analysis.
3. Raquel Martin-Pozuelo Ojalbo from Master GeoTec, Spain with Open Data Of Crime: A Review of Spanish Open Data Portals.
4. Ditsuhi Iskandaryan, Master GeoTec, Spain with Open data and disaster management.

Christoph Schlieder Diego Pajarito (eds.):

# **Proceedings of the fourth AGILE Workshop on Geogames and Geoplay Workshop**

May 09, 2017 Wageningen , The Netherlands

## **Preface**

The Fourth workshop on geogames and geoplay was held in conjunction with the 20th international conference on geographic information science - Agile 2017 in Wageningen, The Netherlands, on May 9, 2017.

The workshop and its thematic focus “Gamifying the Open Smart City” brought together researchers and GIS professionals interested in creating and using Geogames. It served as a venue for sharing experiences and discussing challenges and solutions for the next open smart cities as well as the updated research agenda of Geogames.

The Five selected papers explored a wide range of concepts related to this research field, from the use of the serious games approach for gathering critical spatial thinking, an agent-based simulation framework for geogames, to three different available geogames (NavApps, Smart Beetles, and BioDiv2Go). The hands on session allowed to shape one experiment from the GEO-C ([www.geo-c.eu](http://www.geo-c.eu)) european project aiming to promote cycling as a feasible commuting mode combining gamification and geographical information sciences.

Wageningen, May 2017

Christoph Schlieder  
Diego Pajarito

## **Organization**

The fourth AGILE Workshop on Geogames and Geoplay was co-organized by the Geogames Team, University of Bamberg, and the GEOTEC Research Group, Universitat Jaume I, at the Wageningen University and Research University, as part of the 20th international conference on geographic information science - Agile 2017 in Wageningen, The Netherlands.

<http://www.geogames-team.org/agile2017/>

## **Program Committee Chairs**

Christoph Schlieder (University of Bamberg, Germany)

Diego Pajarito (University Jaume I, Castellon, Spain)

## **Program Committee**

Mike Gould (University Jaume I, Castellon, Spain)

Thomas Heinz (University of Bamberg, Germany)

Ola Ahlqvist (Ohio State University, USA)

Peter Kiefer (ETH Zürich, Switzerland)

Vyron Antoniou (University of Athens, Greece)

## Table of Contents

- Preface/Organization  
Christoph Schlieder, Diego Pajarito
- Challenges in Geogame Design for Biodiversity Education  
Olga Yanenko, Klaus Stein, Clemens Klug
- Critical Spatial Thinking and Serious Geogames: A Position  
Brian Tomaszewski, David I. Schwartz
- Smart Beetles: towards a Geogame for Smart Citizens  
Francisco Ramos, Nacho Miralles:
- Location-based Game Design Pattern Exploration Through Agent-Based Simulation  
Thomas Heinz: