

Advanced survey with SCEE (v1.0)

(StreetComplete “Expert Edition”
OpenStreetMap mobile editor)



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<https://mnalis.com/SCEE>

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What is OpenStreetMap?

- <https://welcome.openstreetmap.org/>
- OpenStreetMap is a free, editable map of the whole world made using free tools and software by collaboration of millions of people like **you**
- OpenStreetMap includes data about roads, buildings, addresses, shops and businesses, points of interest, railways, trails, transit, land use and natural features, and much more.

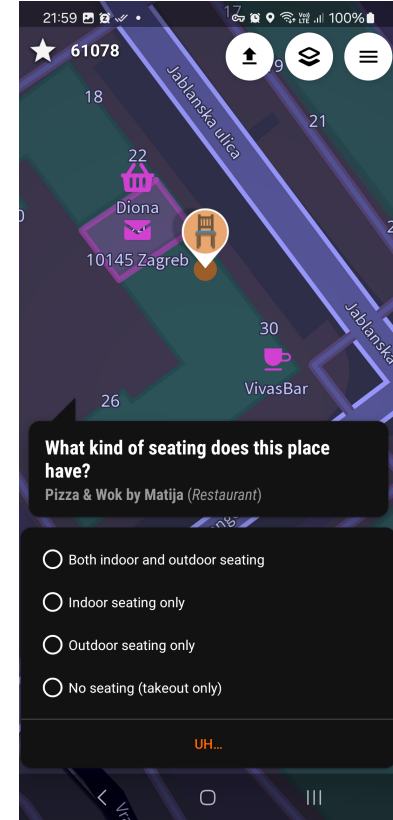
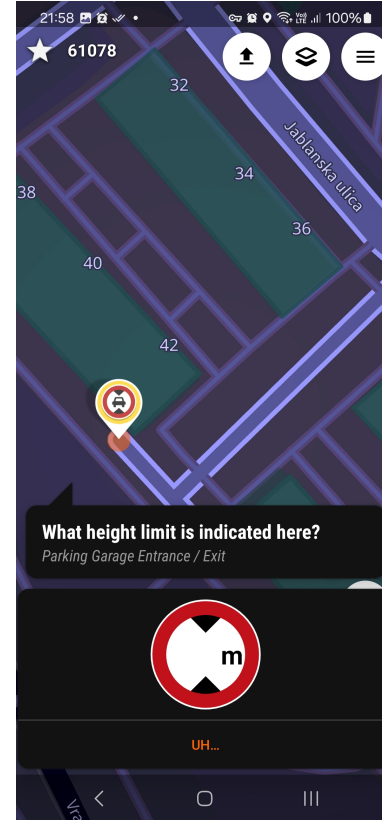
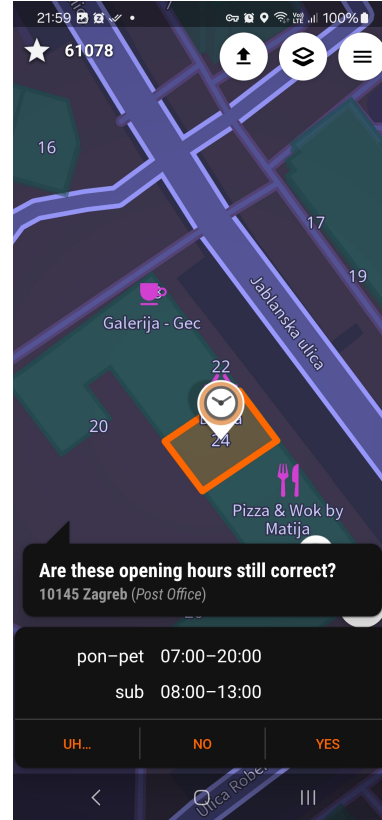
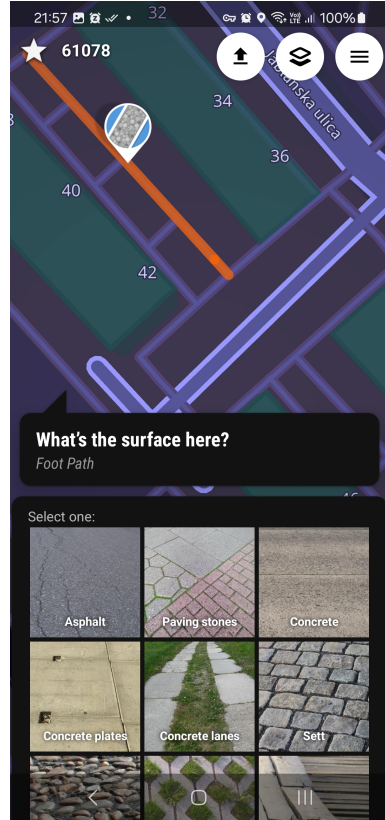
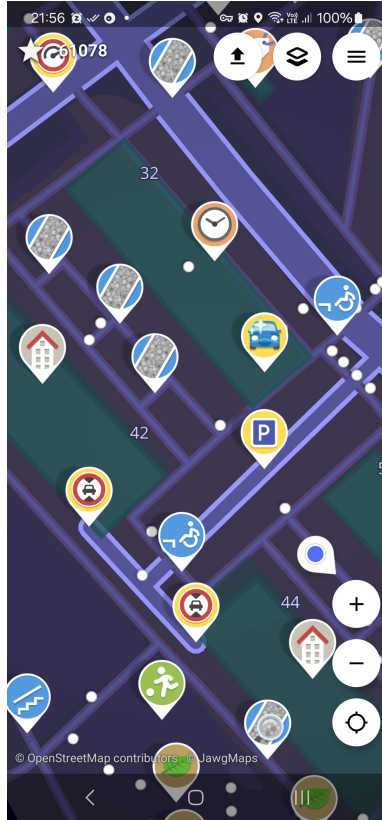
What is StreetComplete?

- <https://wiki.osm.org/wiki/StreetComplete>
- Android (currently) mobile app
- very nice and smooth UI
- allows beginners with no knowledge of OSM to contribute valuable missing data in easy and fun way while on-the-ground
- Need a motivation to get outside for a walk?

StreetComplete - Quests

- Originally based on “Quests” – simple questions about missing data:
 - What is the surface of this road/footway/track/...?
 - Is there a bicycle lane or path here? Which type?
 - Are there sound signals for the blind here?
 - Is this place wheelchair accessible?
 - What’s the house number of this building?
 - Do you have to pay to park here?
 - What can be left here for recycling?
 - Any vegan items on the menu here?

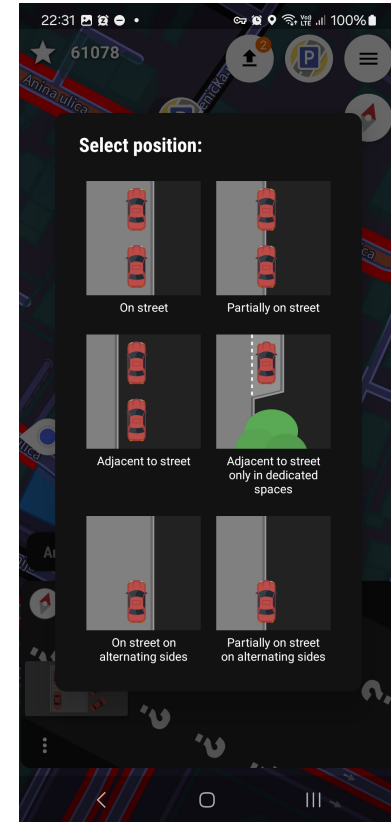
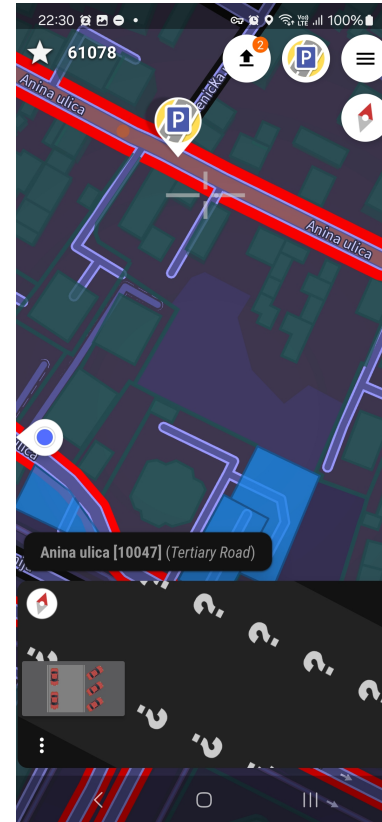
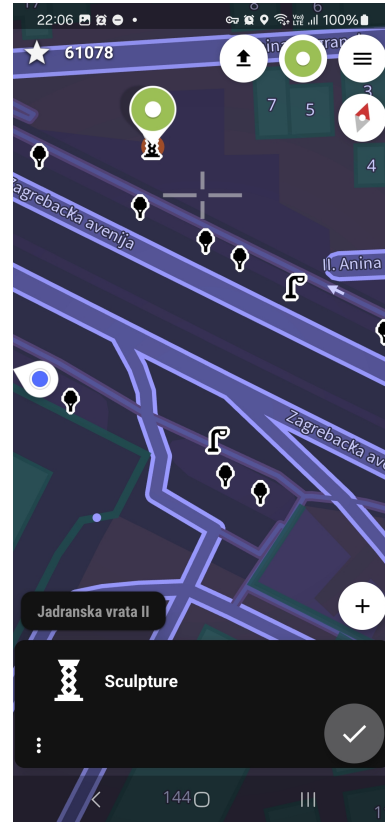
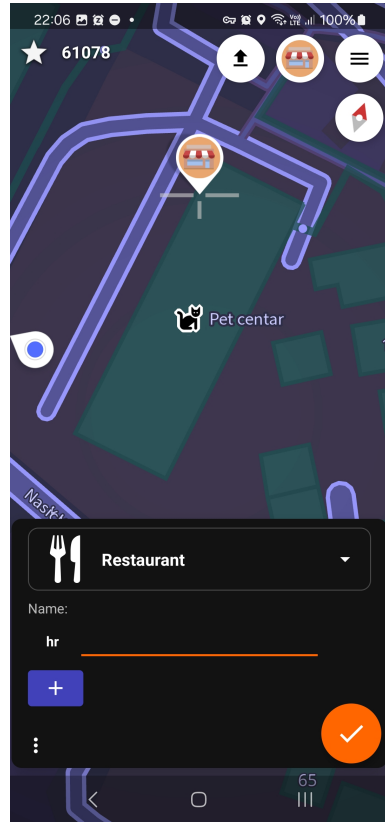
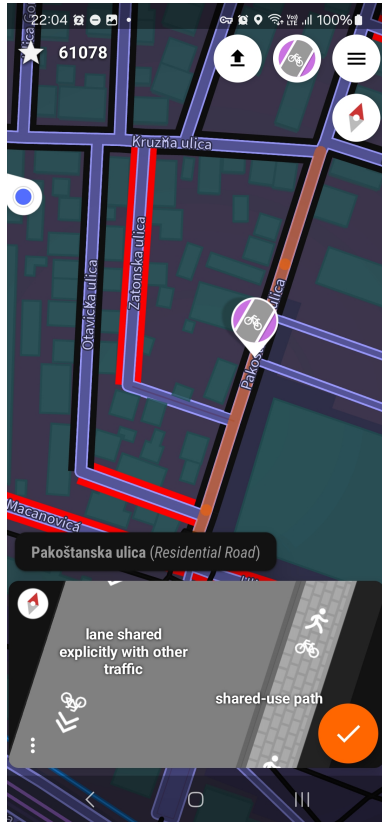
StreetComplete - Quests



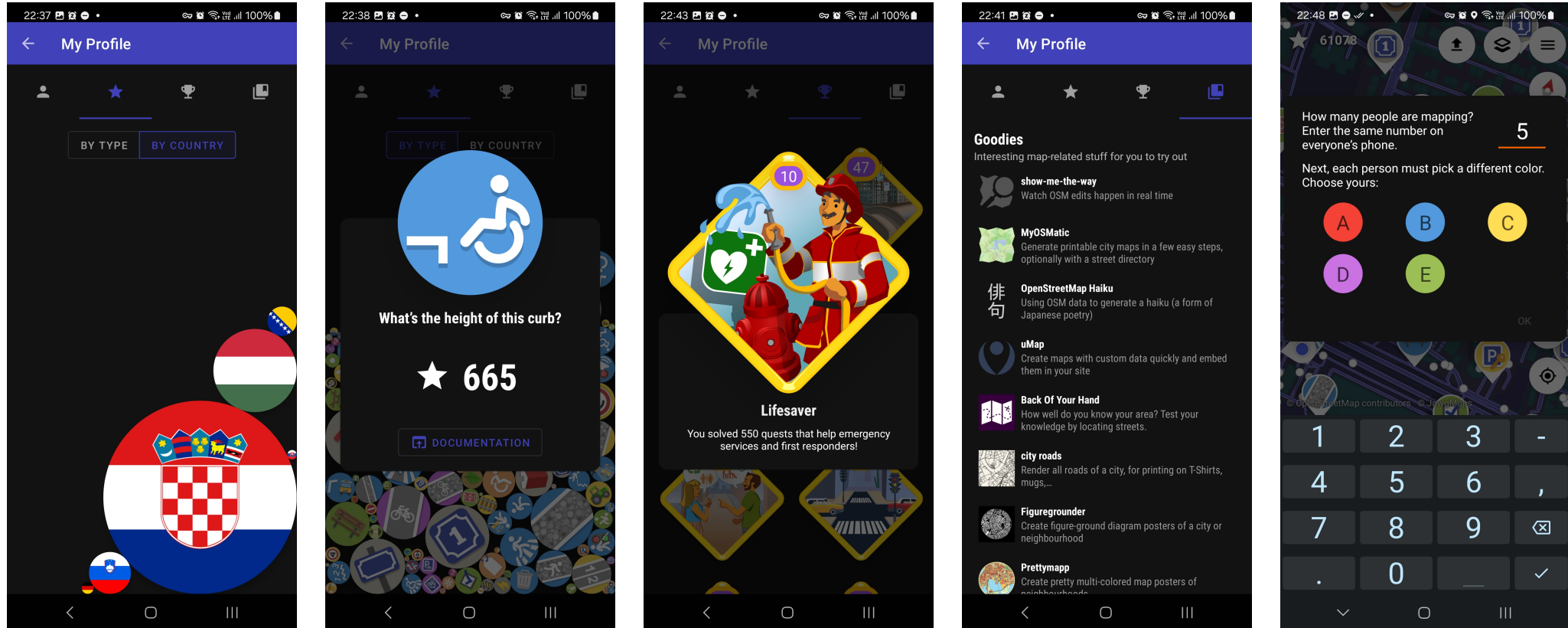
StreetComplete - Overlays

- Thematic overview and correction:
 - Surfaces, Street lightning, Sidewalks, Bike paths, Street parking, Buildings – update properties
 - **Places** (shops, restaurants, banks...), **Things** (benches, postboxes, fire hydrants...), and **Addresses** also allow adding new POIs

StreetComplete - Overlays



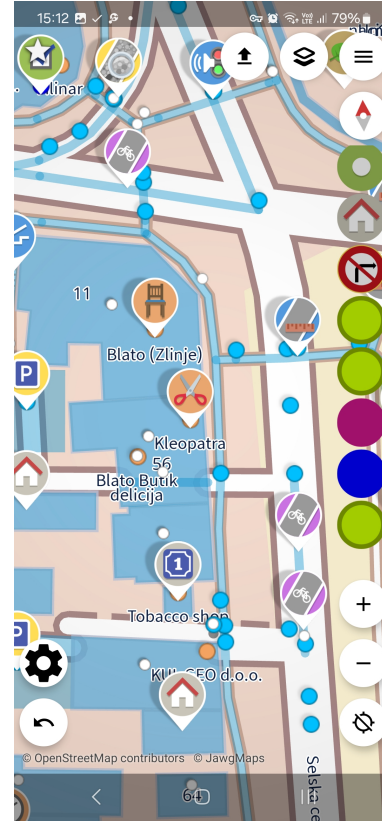
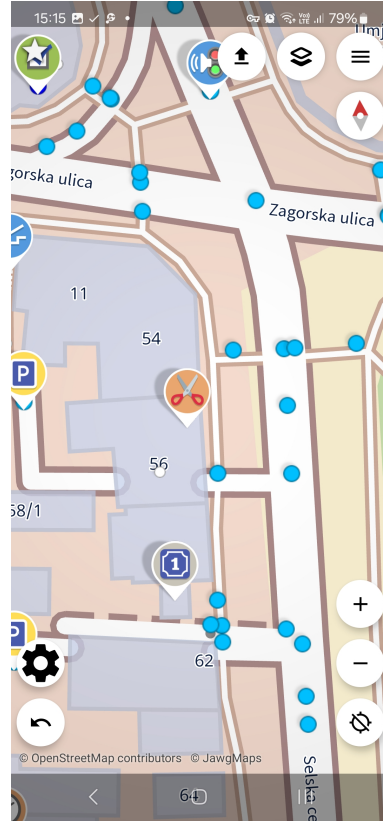
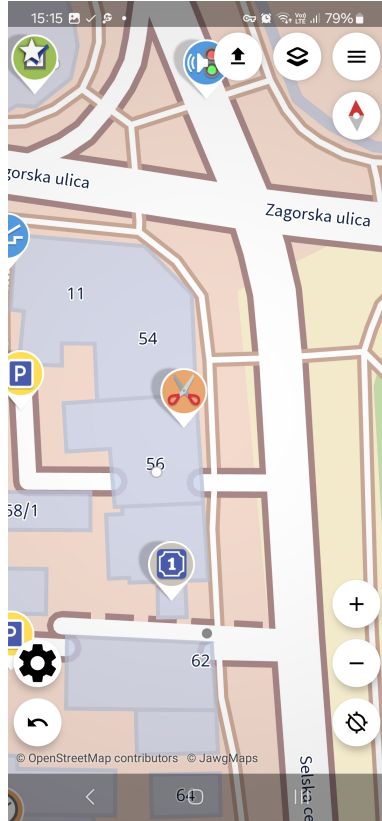
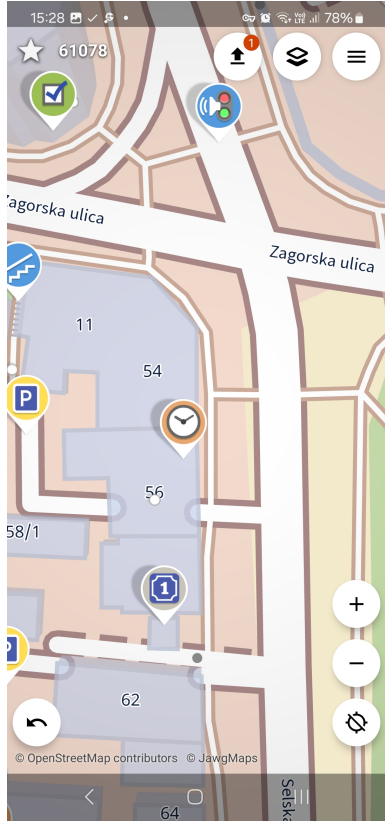
StreetComplete - Gamification



But what is “*SCEE*” ?

- StreetComplete “*Expert Edition*” - <https://wiki.osm.org/wiki/SCEE>
- Friendly fork of StreetComplete, designed to offer more advanced features and customizability for users who loved StreetComplete UI but felt limited by its design decision not to implement features which might confuse newbies.
- By *default*, SCEE looks and feels very much the same as StreetComplete, but extra power can be unleashed in *Settings* (at a cost of more complexity – *TINSTAAFL*)
- *You can enable as little or as much extra functionality you want*

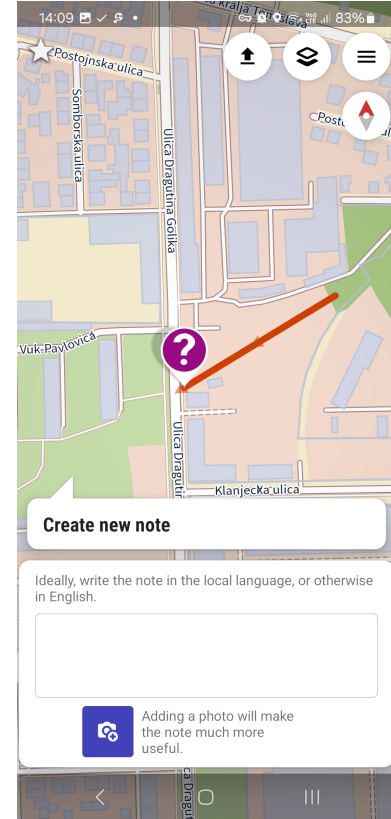
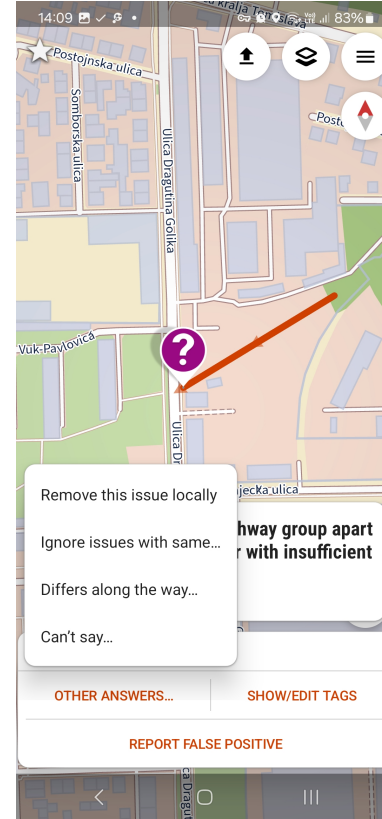
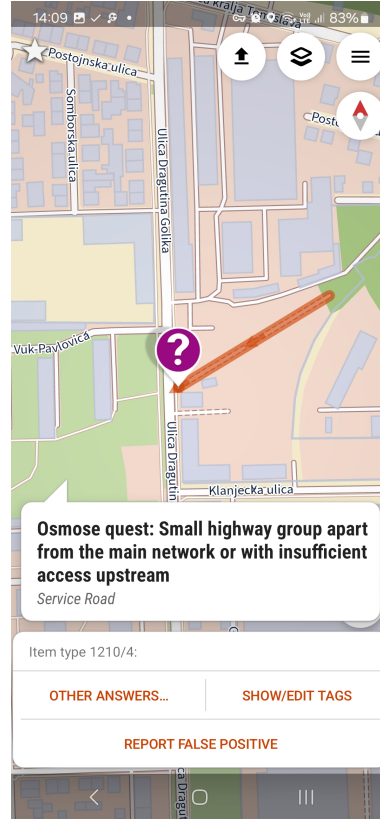
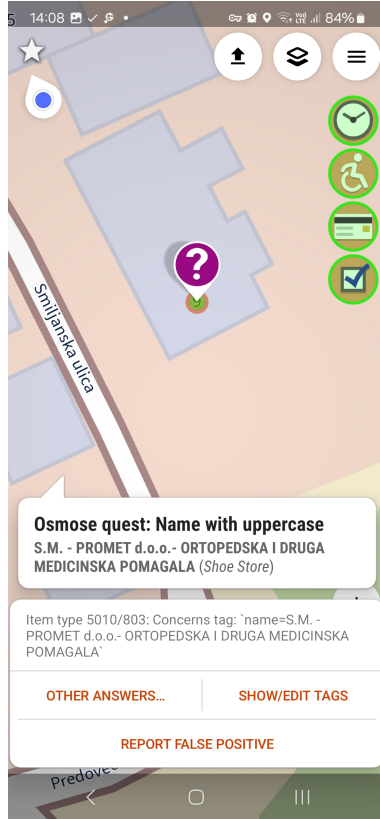
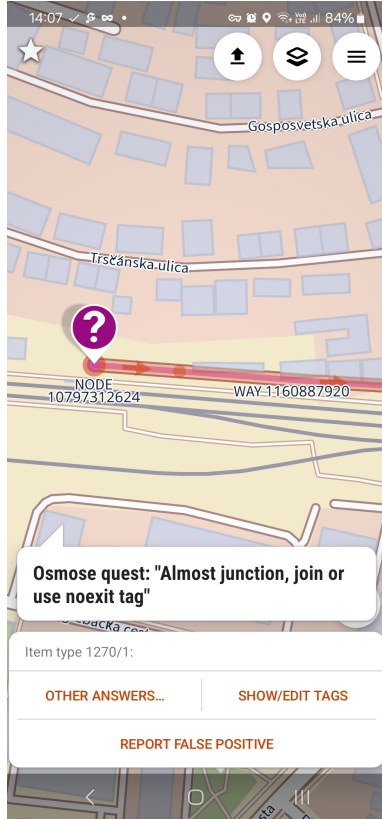
StreetComplete vs. SCEE



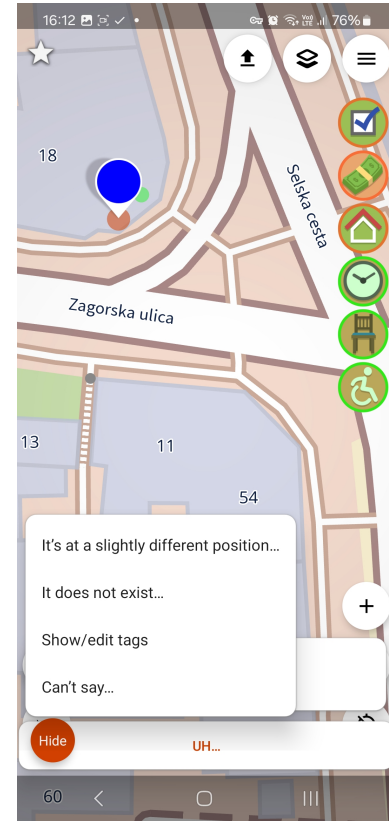
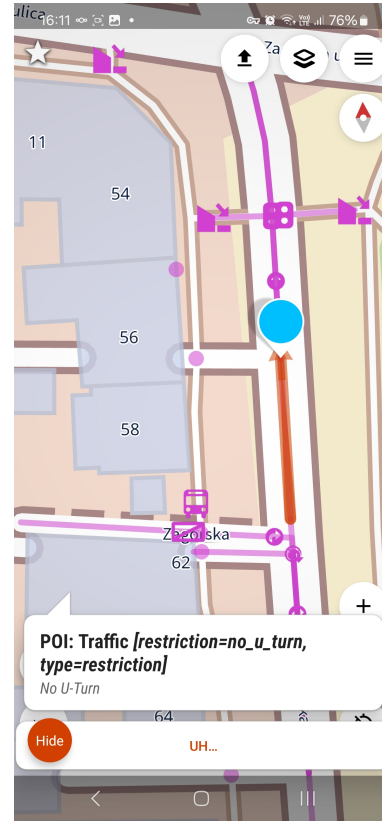
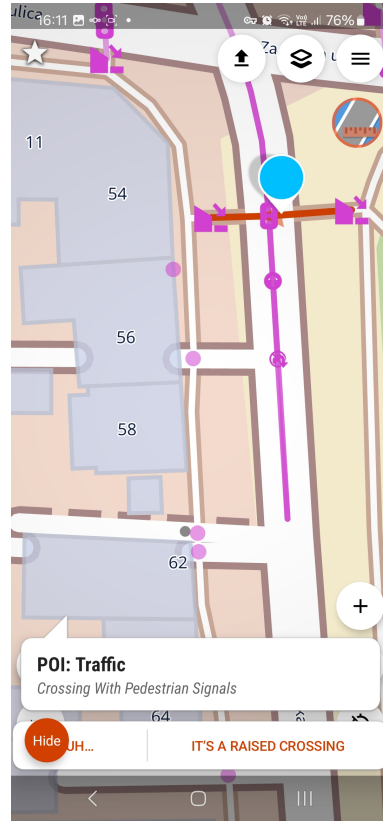
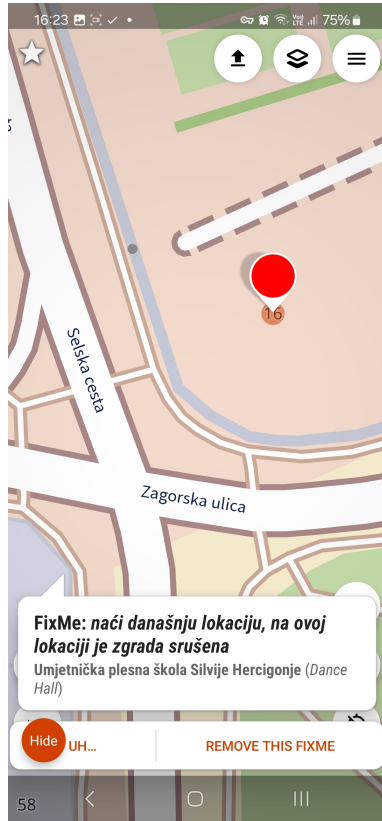
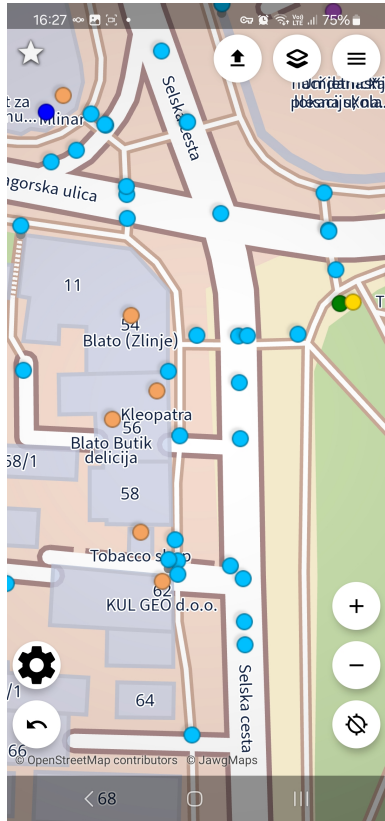
New regular Quests not eligible for StreetComplete

- (additional answers for existing quests: crossing, building, surface...)
- artwork types
- via ferrata scale, trail visibility
- beer breweries
- service buildings/street cabinets types/operators
- building/roof colors (for 3D)
- cuisine for fast foods/restaurants
- major roads signed destinations
- tree species/genus (with optional language-specific customization)
- websites/phone numbers...
- much more lax than upstream SC for accepting new quest ideas / pull requests!

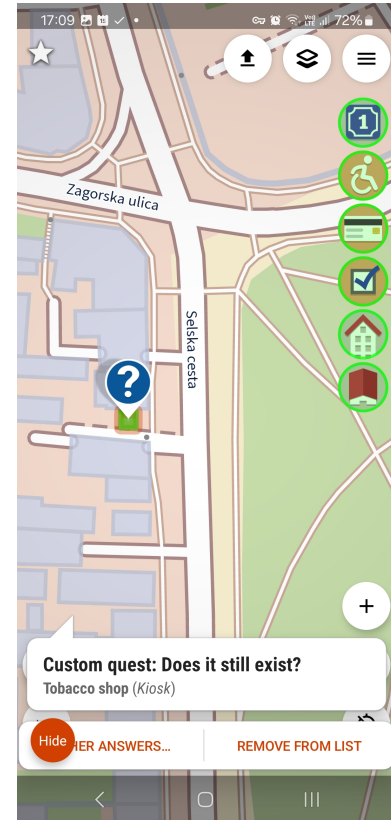
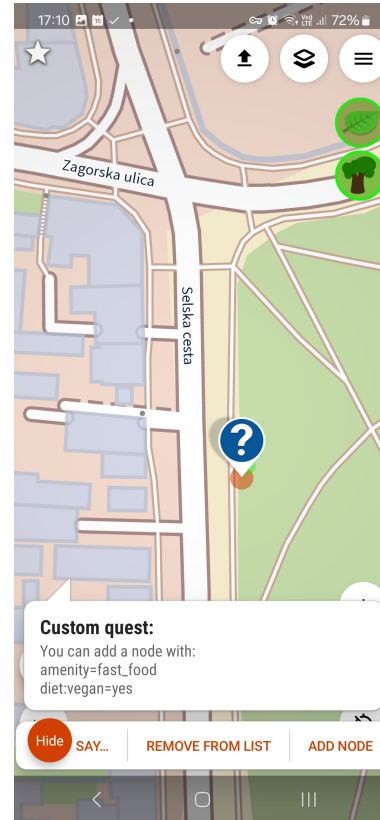
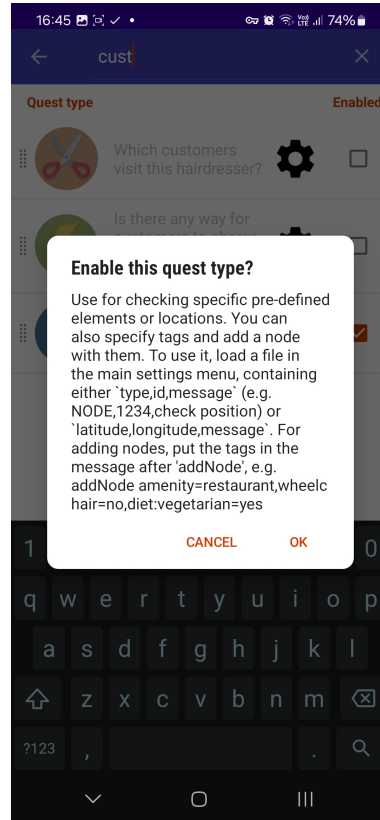
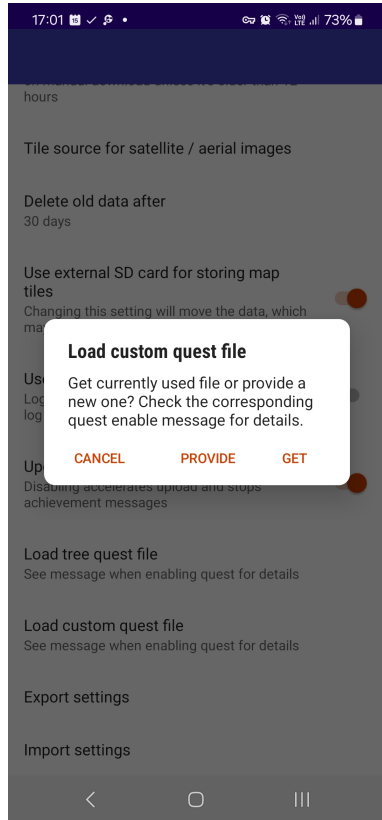
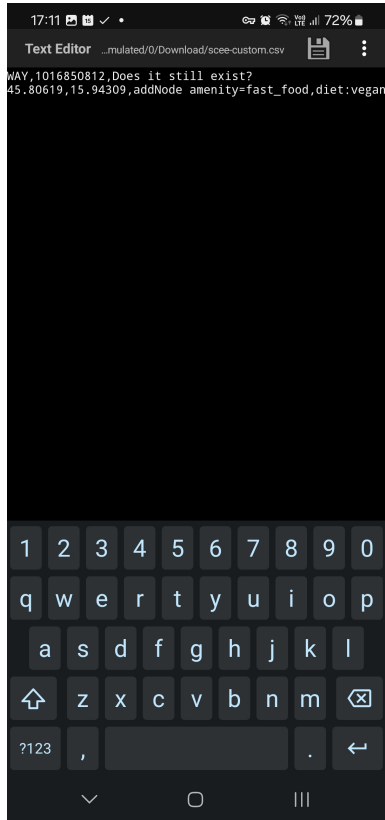
Osmose QA quests (with filtering)



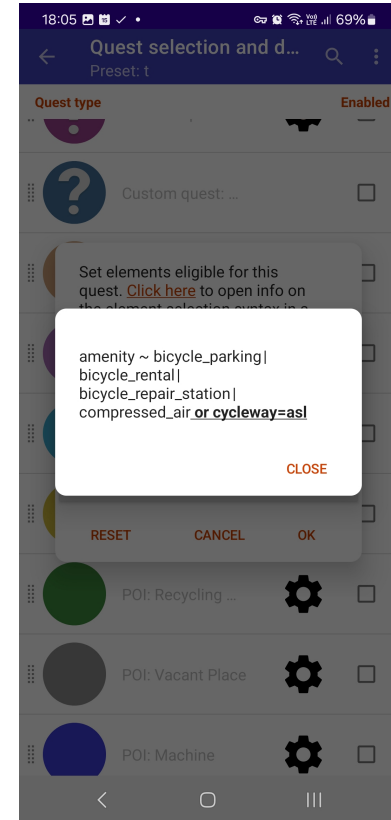
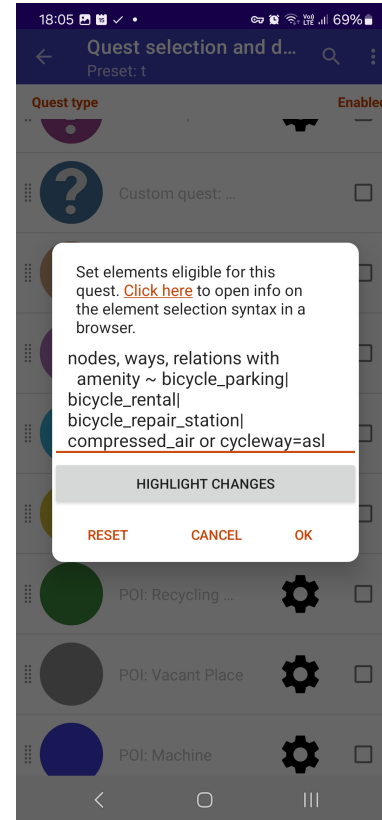
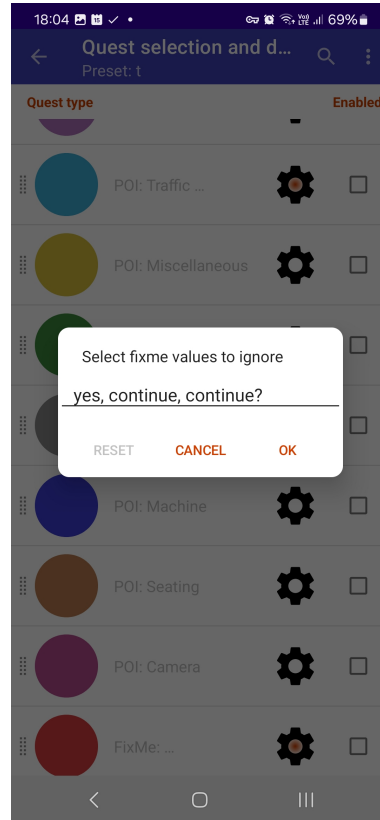
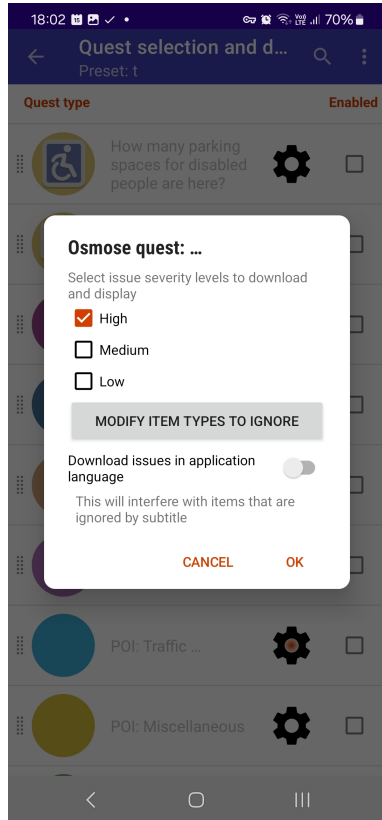
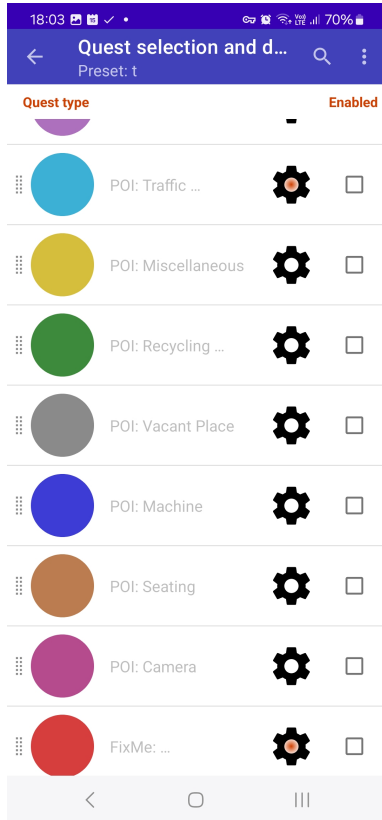
“POI:*” semi-quests



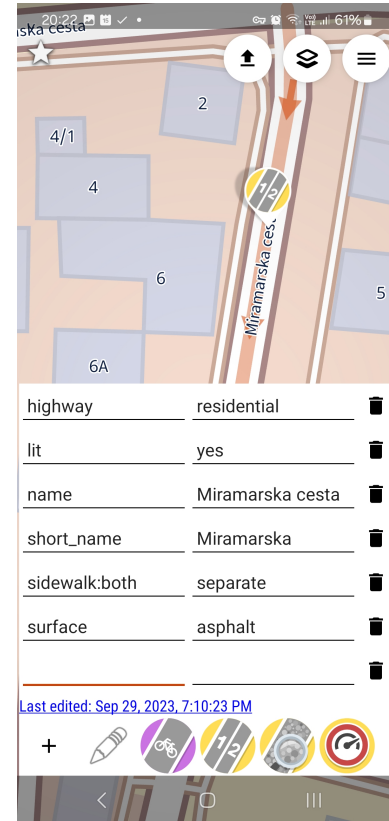
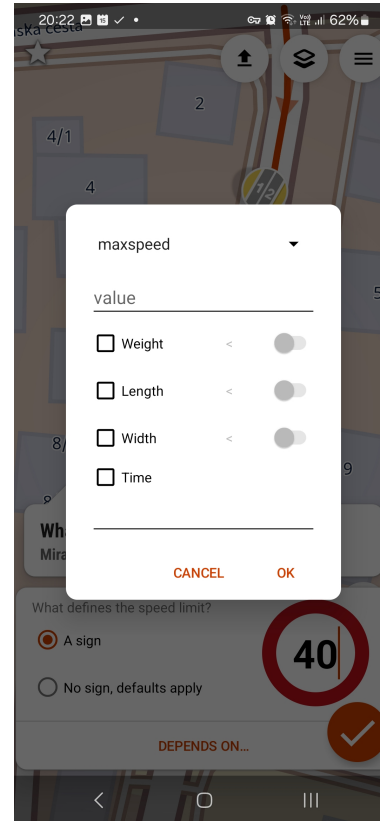
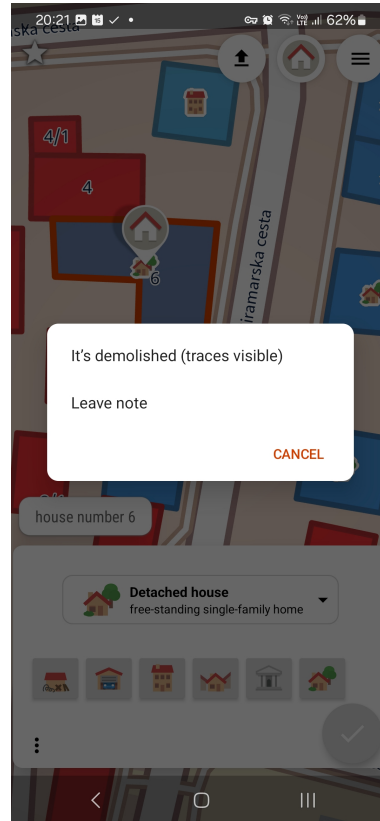
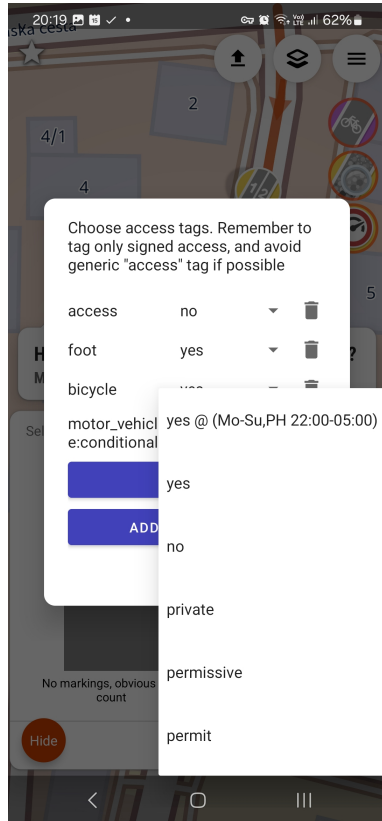
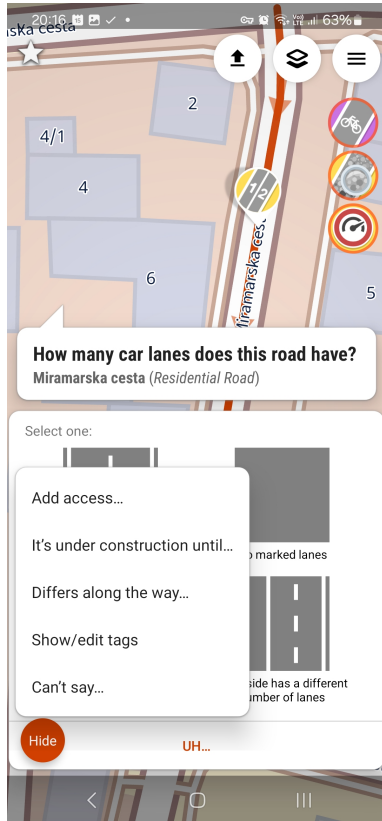
Custom Quests from .CSV file



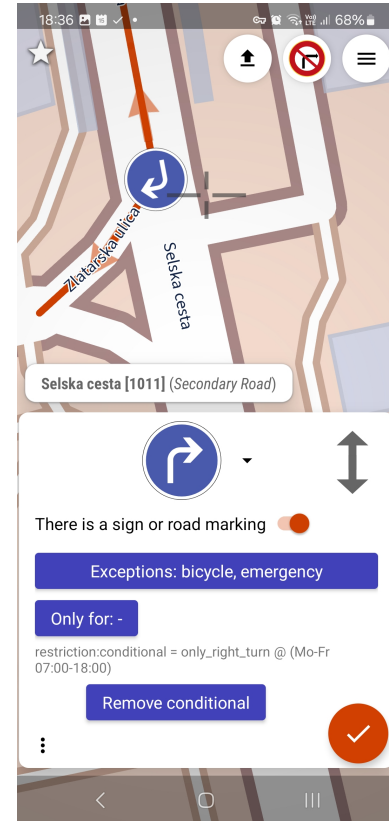
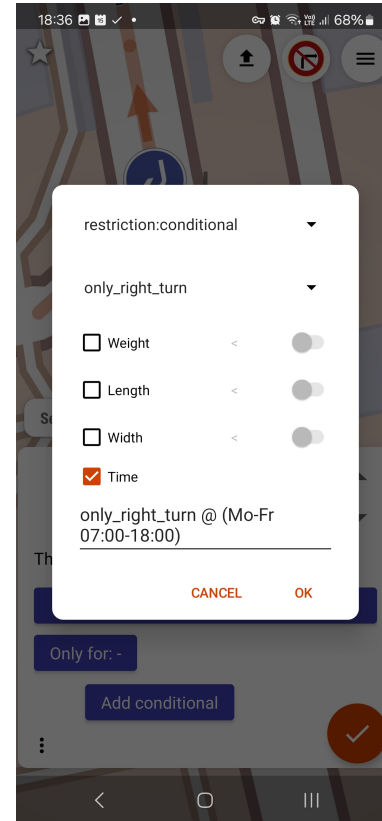
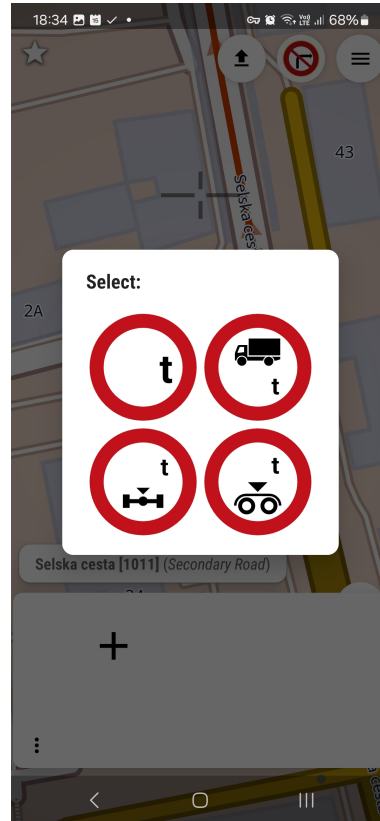
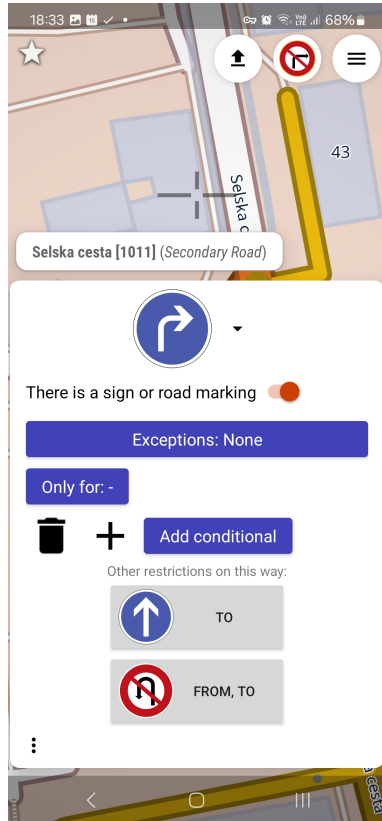
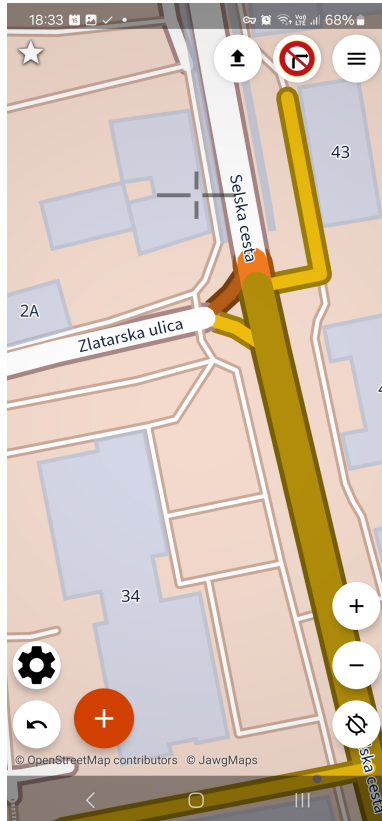
Quest selection tuning



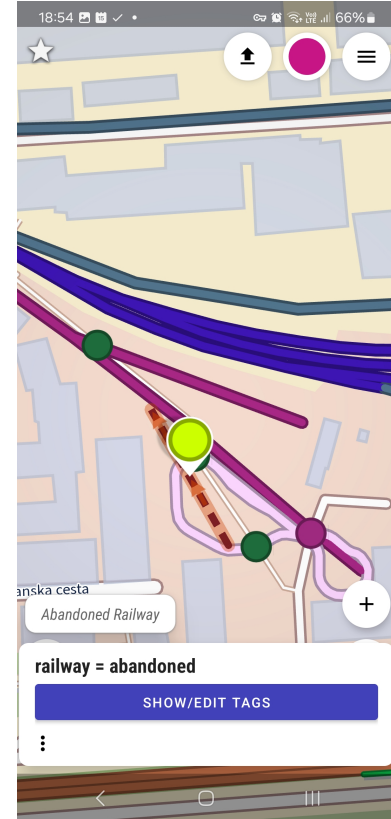
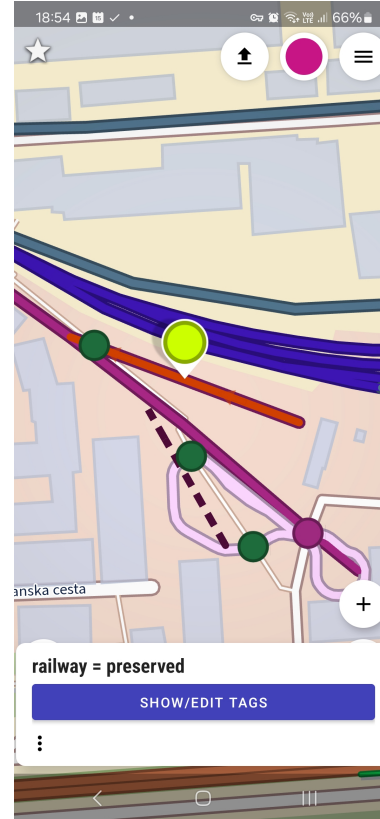
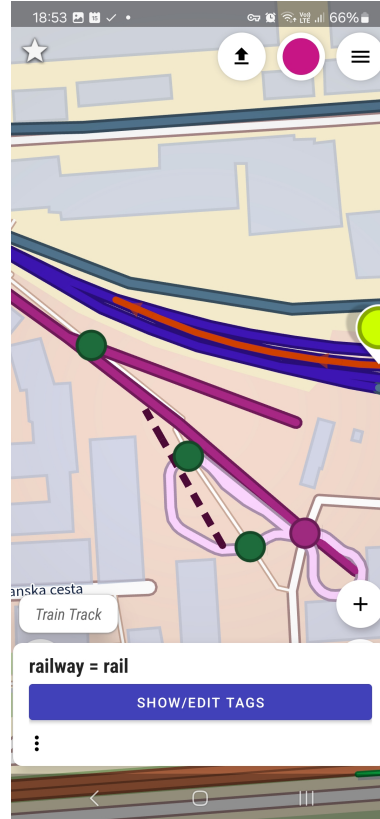
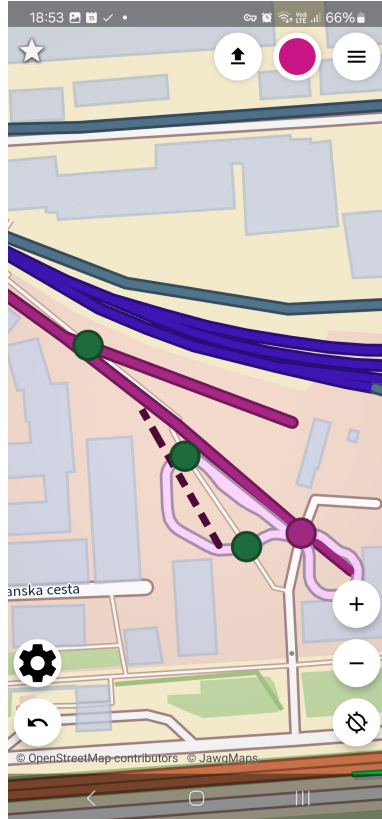
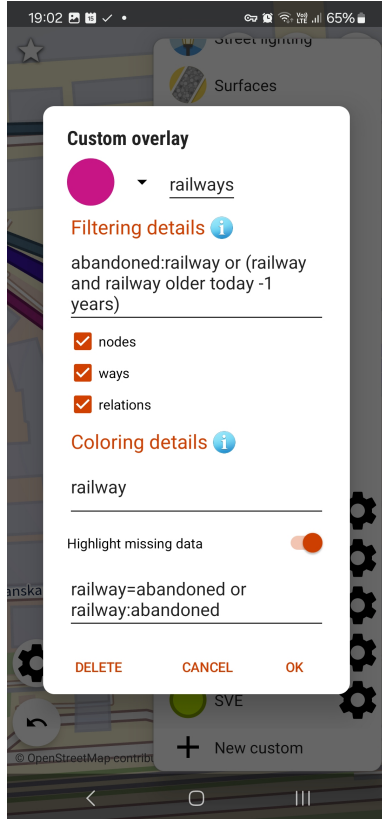
Quests - Other answers (“Uh...”)



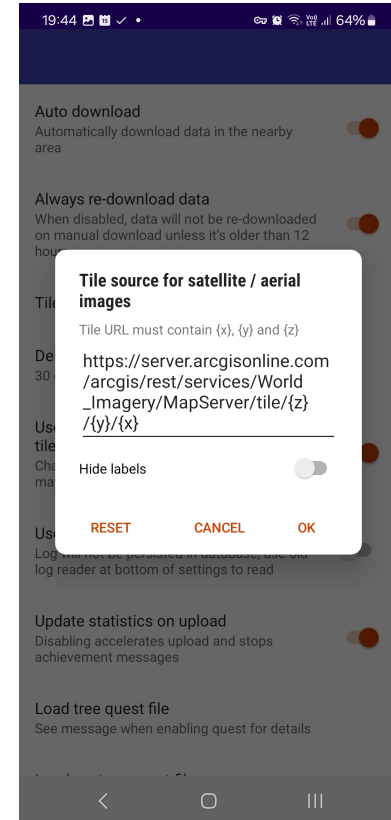
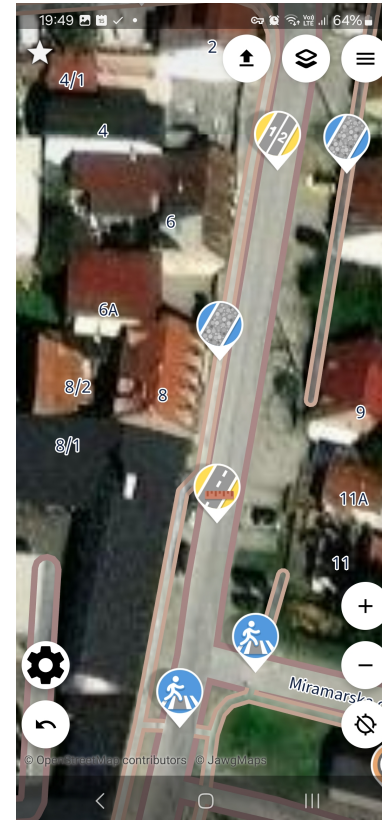
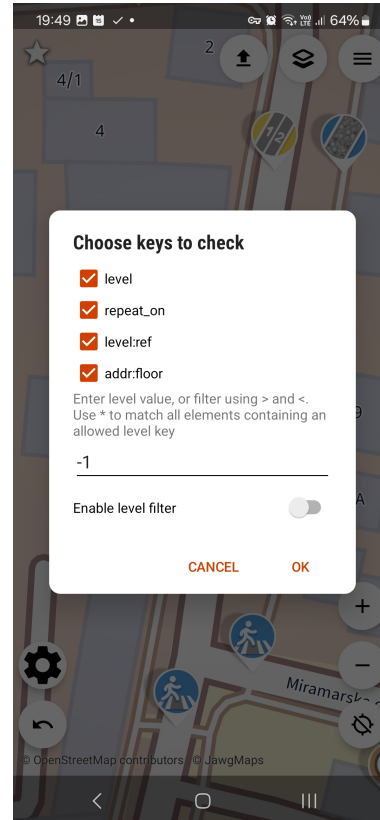
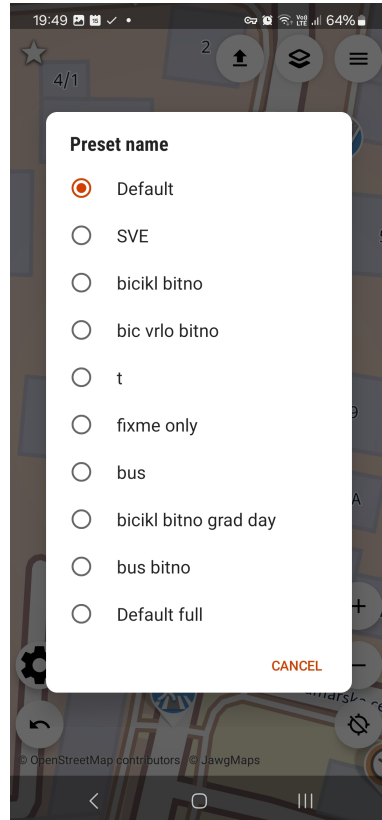
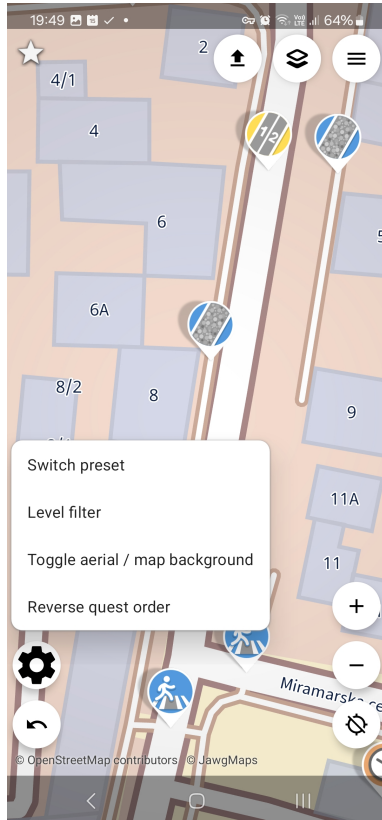
Road restrictions Overlay



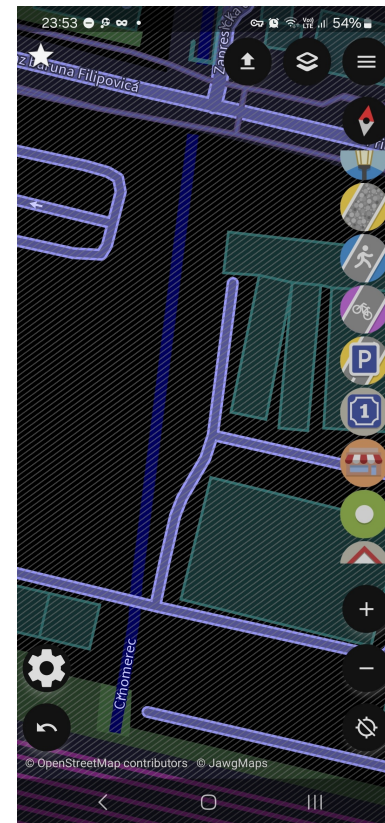
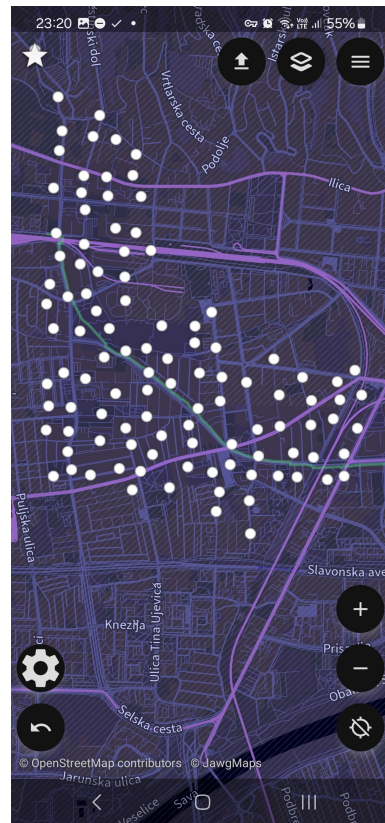
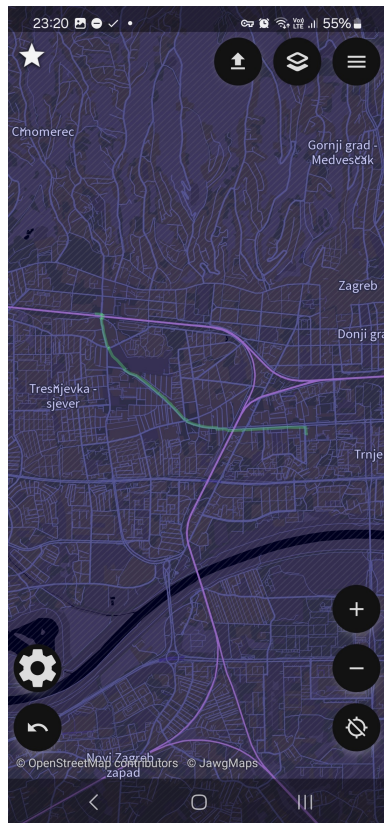
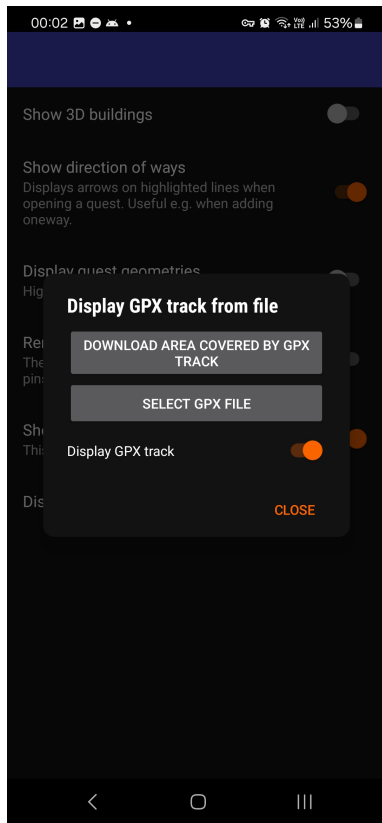
Custom Overlays



Quick settings button

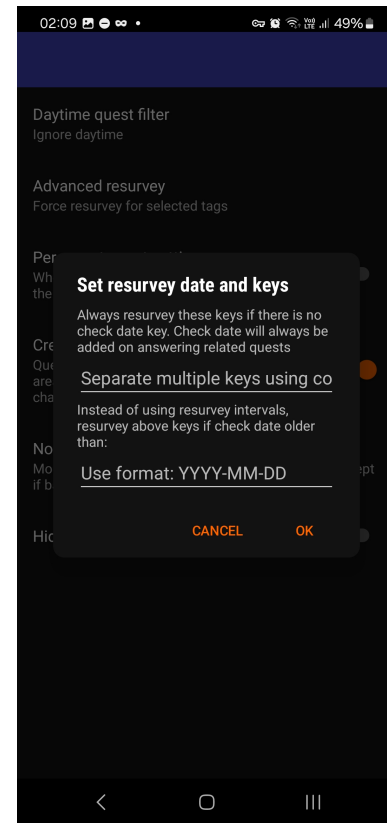
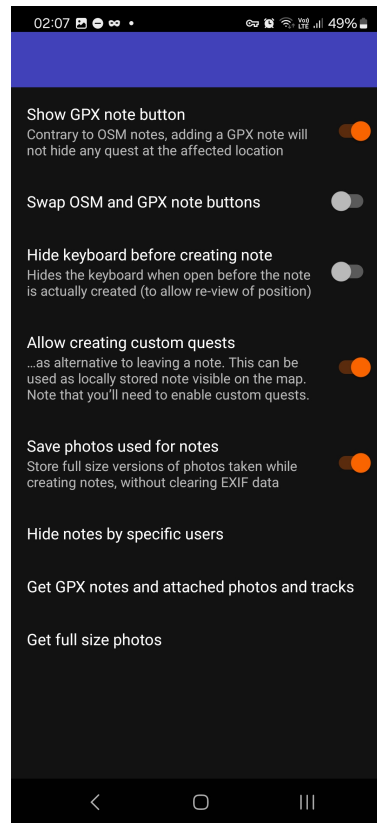
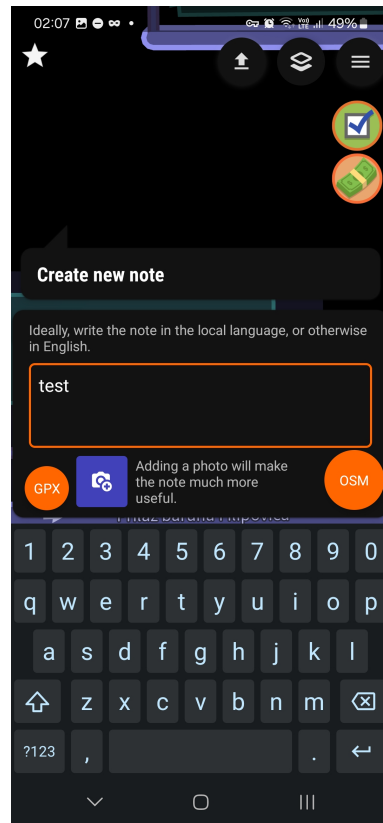
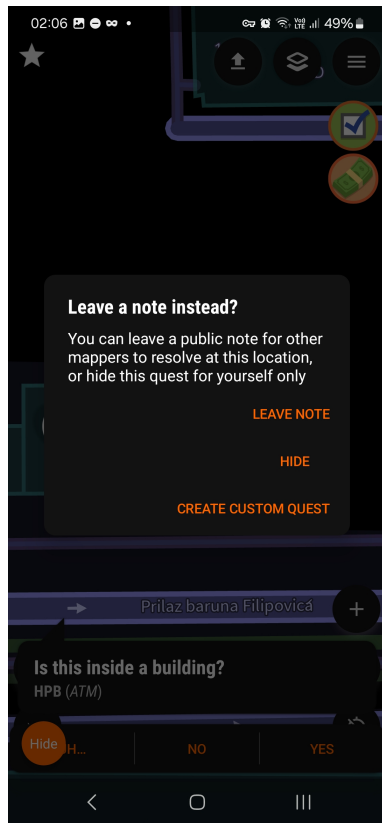
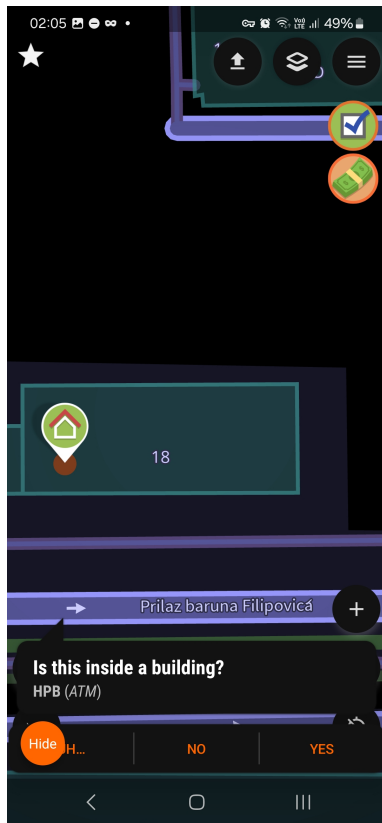


.gpx display & pre-cache, way direction, Overlay quick selector

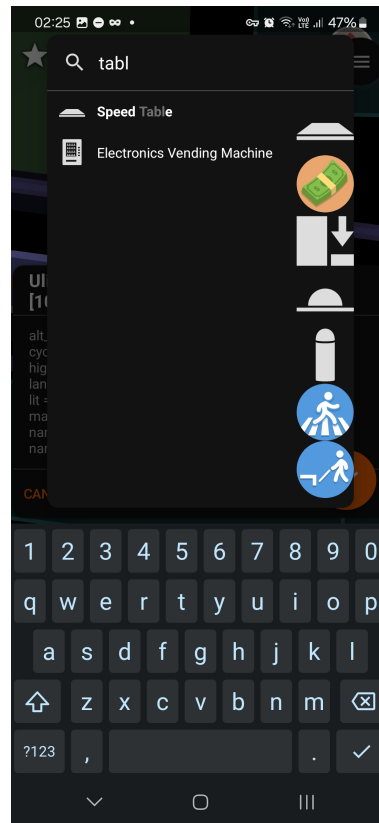
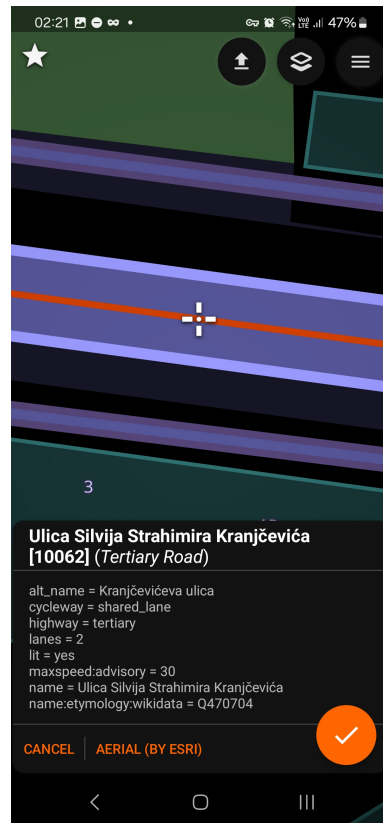
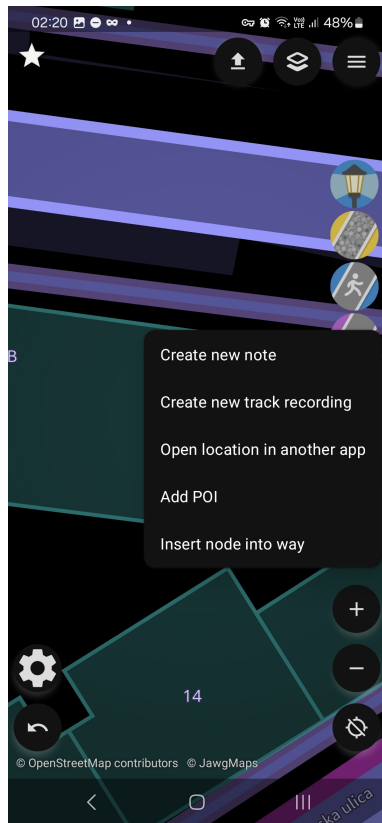
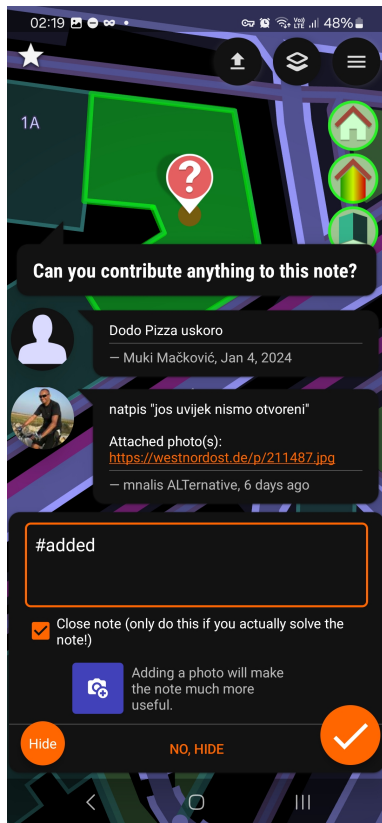


Create custom quest instead of a note, or private .gpx

Notes, raw pics, next quests, advanced resurvey



Closing notes, insert nodes into way



And more...

- high-contrast dark theme (saves battery on OLED)
- Allow moving nodes that are part of a way (with warning)
- Search features in multiple languages
- Highlight geometries for nearby quests
- Notifications about nearby quests (when in background)
- hide notes by specific users
- import/export all those preferences/quests/overlays...
- *(check those SCEE Settings for more!)*

Want to contribute a new quest?

- lax rules for inclusion
- easy for simpler quests
- Even for more complex quests, simply copy/paste
- Instructions:

https://github.com/Helium314/SCEE/blob/modified/CONTRIBUTING_A_NEW_QUEST.md

Simple yes/no quest example

```
17  class AddIsPharmacyDispensing : OsmFilterQuestType<Boolean>() {
18
19      override val elementFilter = """
20          nodes,ways with
21          (
22              amenity = pharmacy
23              or healthcare = pharmacy
24          )
25          and (!dispensing or dispensing older today -8 years)
26      """
27      override val changesetComment = "Determine whether pharmacies are dispensing prescription drugs"
28      override val wikiLink = "Key:dispensing"
29      override val icon = R.drawable.ic_quest_pharmacy
30      override val achievements = listOf(CITIZEN)
31      override val defaultDisabledMessage = R.string.default_disabled_msg_go_inside_regional_warning
32      override val enabledInCountries = AllCountriesExcept("AT", "DE", "FR", "PL")
33
34      override fun getTitle(tags: Map<String, String>) = R.string.quest_is_pharmacy_dispensing_title
35
36      override fun getHighlightedElements(element: Element, getMapData: () -> MapDataWithGeometry) =
37          getMapData().asSequence().filter { it.isPlace() }
38
39      override fun createForm() = YesNoQuestForm()
40
41      override fun applyAnswerTo(answer: Boolean, tags: Tags, geometry: ElementGeometry, timestampEdited: Long) {
42          tags.updateWithCheckDate("dispensing", answer.toYesNo())
43      }
44  }
```

Questions?



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<https://mnalis.com/SCEE>

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