Geovisualisation Challenge
Blueprint

1 Determine context

Is the challenge part of a course or a standalone event?

2 Find a client

Organisation that has geovisualisation or information needs, such as governmental offices, research groups, private businesses

3 Choose challenge theme

What timely phenomenon the students are visualising?

Biodiversity loss in the archipelago, migration patterns between cities, new public transportation plans' effects on urban structure, important ecosystem services...

4 Create timeline

Kick-off, working period, mentoring sessions, and the final event

5 Determine datasets

Should the students use specific set of data, or can they search freely from openly available resources?

6 Prepare helpful resources

Should the students read theory of geovisualisation? Will you provide tips for handy tools to use when building the solution?

Tips of web-map tools, story maps inspiration, and open data repositories. Are there some minimum requirements for the technical implementation of the solution?

7 Invite students

Do all participants come form a course, or is there an application period with selection criteria? How the groups are formed?

Tip! Groups of 3-5 people with different skills or interests work the best

8 Kick-off!

Organise a kick-off session where the client, students and mentors are present, with an introduction to challenge theme and practicalities

9 Provide mentoring

Regular mentoring sessions from the staff to support students' work throughout the challenge

10 Invite judges

A panel of judges from the client organisation and your organisation to choose the winners

11 Organise a final event

An event or session where student groups present their visualisations, and winners are rewarded

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