Mapbattle: how RTM is building a community around OSM

- **Speaker**: mmar
- **Room**: 340
- **Time**: Friday, Oct 23rd 15:00 – 15:20

- **Format**: Talk (20 min)
- **Difficulty**: Beginner
- **Track**: Community
- **Additional Tags**: OpenStreetMap, Gamification, Open Source, Urbanism
- **Experience**: Software engineer, open source contributor, and tech organizer.

Description:

Resist Tech Monopolies (RTM) has created Mapbattle, a game where participants use public transportation to navigate their city and make OpenStreetMap (OSM) contributions to gain territory. This session explores the inspiration behind the game—including the influence of SeaGL 2025—and the technology powering the game's website. The talk will highlight the community benefits observed through the project, illustrating how the rules are designed to encourage teammate bonding and a deeper interaction with the city's transportation network.

Project URL: https://nextcloud.resisttechmonopolies.online/apps/collectives/Map-BattleTM-3

Target Audience:

- OpenStreetMap (OSM) contributors
- Tech organizers and community builders
- Those interested in gamification for social good and urban exploration

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