

TECHNICAL, ORGANIZATIONAL AND ETHICAL CHALLENGES OF MOBILE CROWDSOURCING IN CRISIS MANAGEMENT

UN-SPIDER Expert Meeting: Crowdsourcing Mapping for Disaster Risk Management and Emergency Response

Vienna, December 3rd – 5th 2012

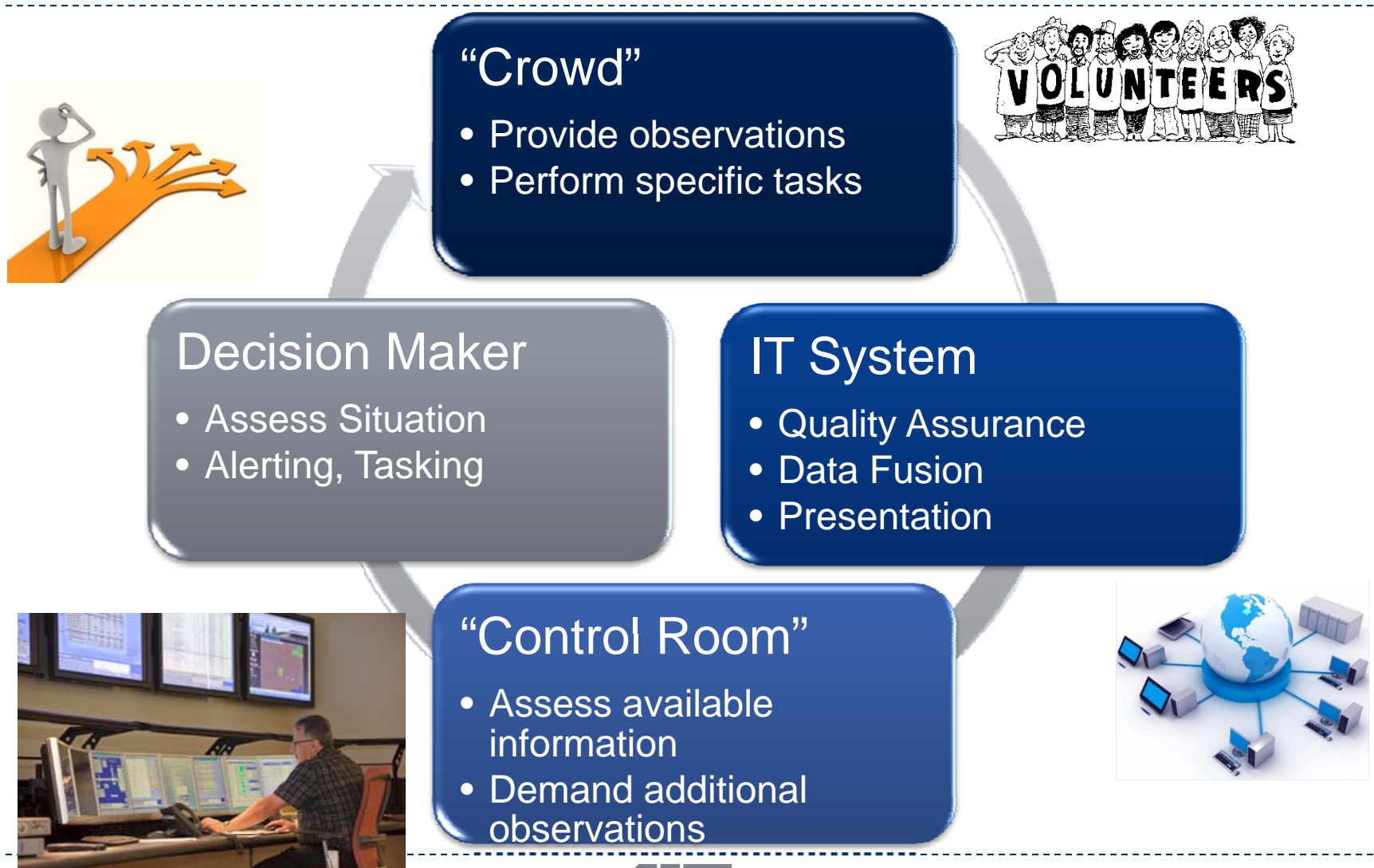
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Mobile Crowdsourcing: Key Actors and Tasks



Mobile Crowdsourcing in various CDM phases

Mitigation & Preparedness

- Vulnerability assessment
- Field training
- Awareness

Early Warning

- Reporting incidents and deviations
- Alerting “neighbourhood”
- Dispatching instructions

Response

- Assessment of damages, losses,
- Coordination of efforts
- Situation Awareness

Recovery

- Self-organisation
- Situation Awareness

Mitigation & Preparedness: Issues & Countermeasures



Response

- avoid tracing of users, anonymise information, don't propagate sensitive data
- dual use applications ("personal exposure", "city watch", "noise mapping"...)
- "serious gaming", education & field training



Issues

- Low motivation
- Low urgency
- Privacy concerns



Mitigation & Preparedness: some Application Scenarios



Early Warning: Issues & Countermeasures



Response

- use hardware sensors & external data for “alerting of alerters”
- QA using external data, statistics, models, peer review...

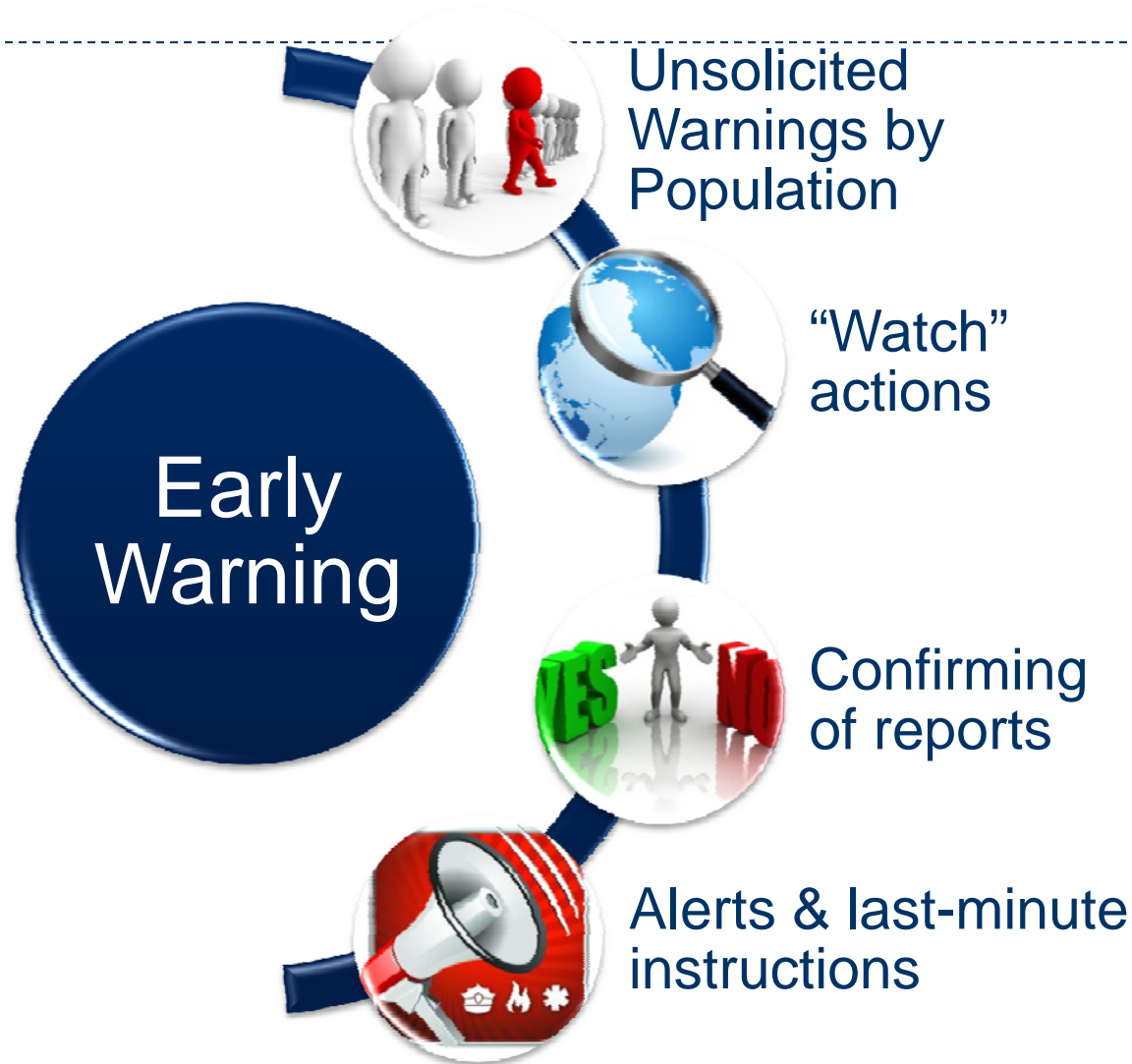


Issues

- fading alertness
- false alerts costly & discouraging



Early Warning: some Application Scenarios



Response: Issues & Countermeasures



Response

- Tasking of Volunteers (observations & more)
- Offline mode, P2P communication, mobile “central node”
- Simple GUI – yes/no, pictograms, Augmented Reality,
- “Offline” interface(s), e.g. with bar-codes, NFC, OCR, speech recognition.



Issues

- Patchy local situation awareness
- Damaged communication infrastructure
- No time for fiddling with smartphone
- Many new, inexperienced users



Response: some Application Scenarios



Recovery: Issues & Countermeasures



Response

- “Croudmapping” of changing situation on the field (supply, demand, hazards)
- Many 2 many communication, self-organization
- “phone recharging” centres

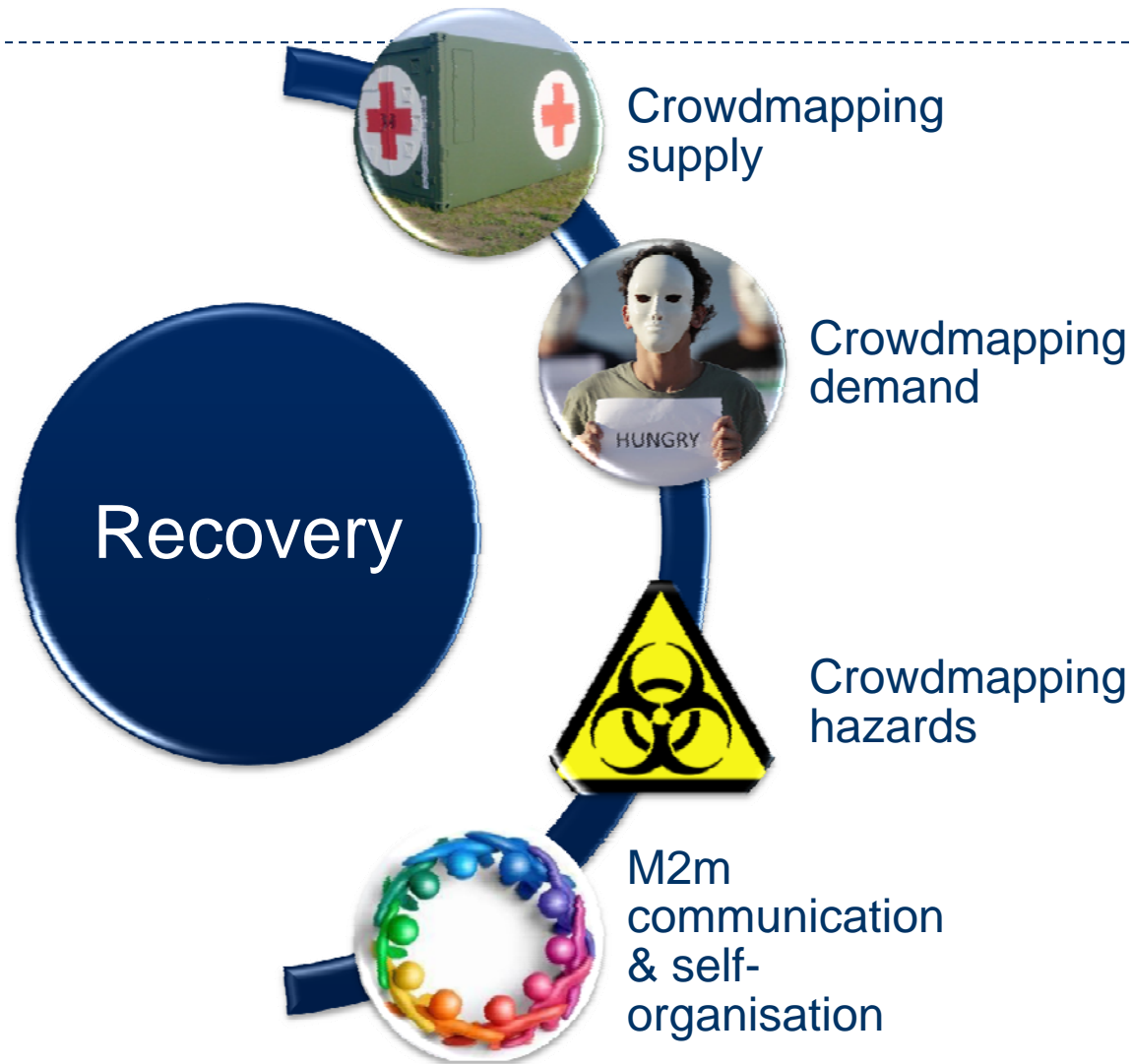


Issues

- Fragile/patchy supply and civil society
- Less help from “outside”
- Damaged energy infrastructure



Recovery: some Application Scenarios

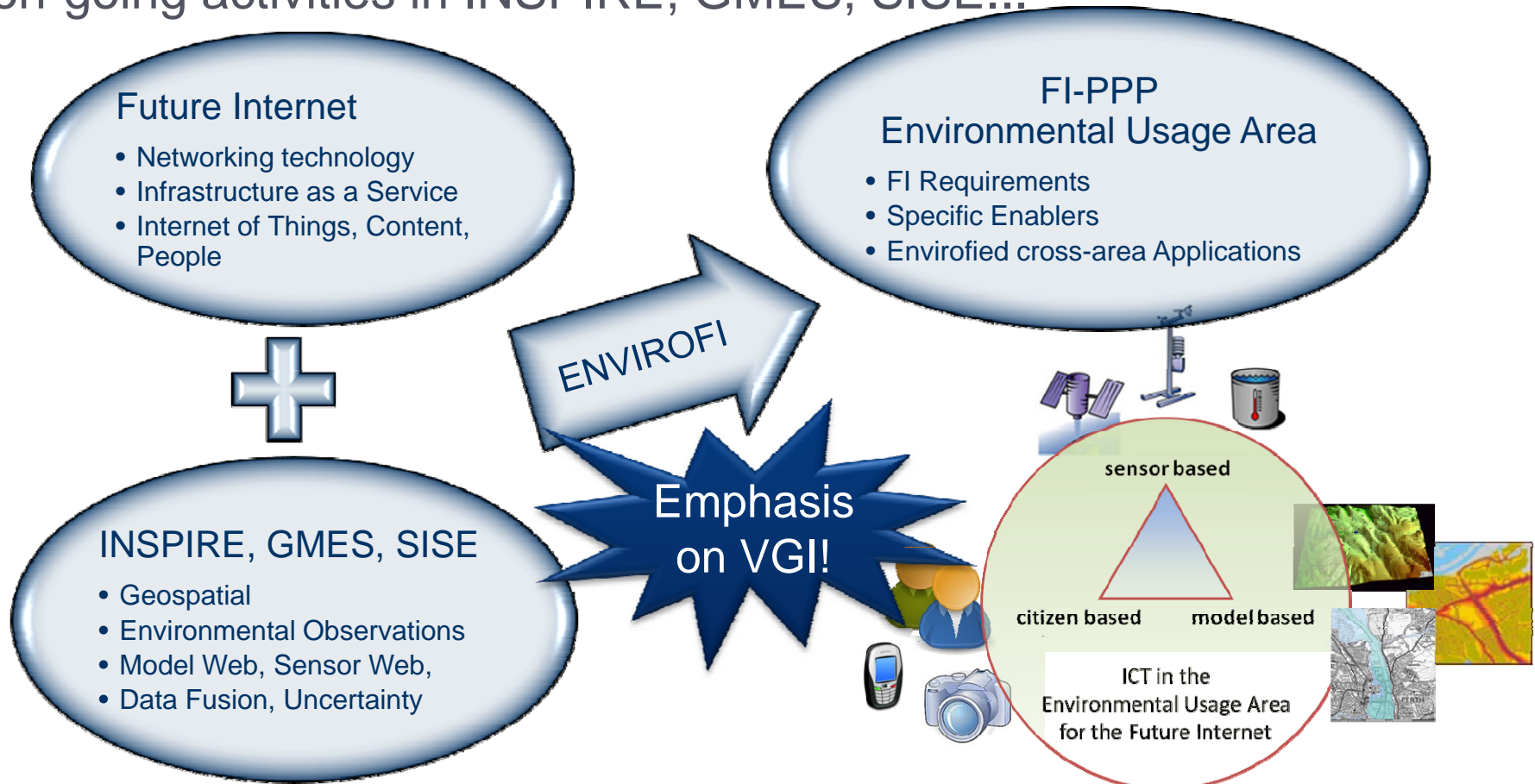


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ENVIROFI Project

ENVIROFI FP7 Integration Project links the Future Internet and on-going activities in INSPIRE, GMES, SISE...



MDAF – Client View

View existing knowledge

- Map view
- Table view
- Detailed View
- Augmented reality (not in this project)

NFC-Tags:

- User interface (usability)
- Identification of things
- Authentication

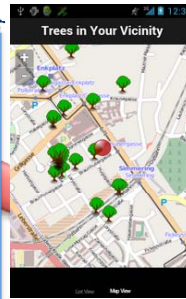
Report observations

- Observations on “new” things, e.g. “here and now I see a tree”
- Additional obs. on existing thing, e.g. “this tree currently blossoms”

Receive information (events!)

- Requests for more observations, e.g. “please send a photo of the tree leaf”, “can you confirm that...”
- Warnings, e.g. “pollen warning”
- Interests, e.g. “monumental tree in vicinity”

Caching; offline mode



Observations are typed; e.g. a photo could be “leaf photo” or a “tree photo”; a number could be “tree height in meters measured with method X”

**MDAF
Server
Backend**

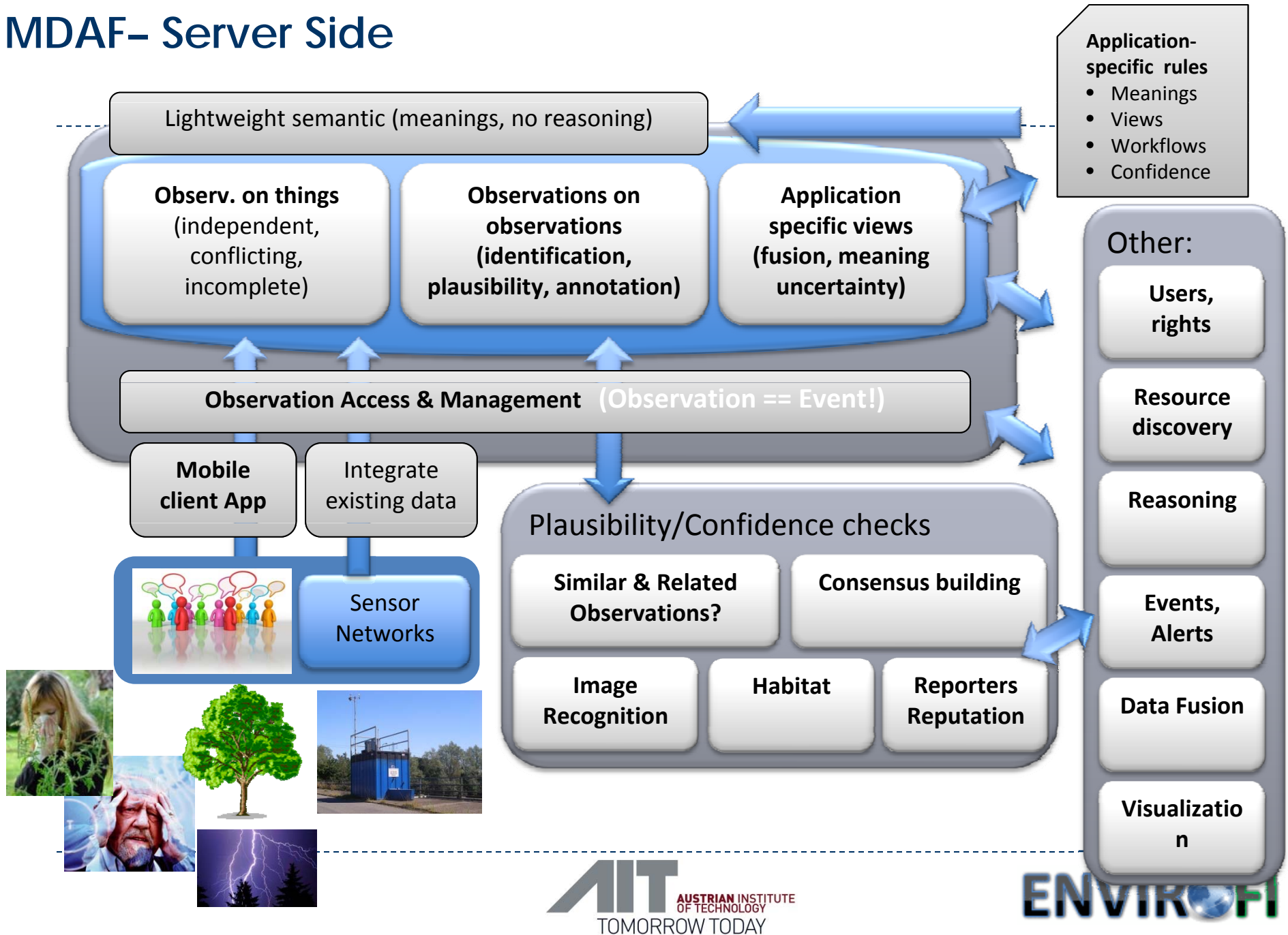


**Wake-up
App!**

Reporting observations:

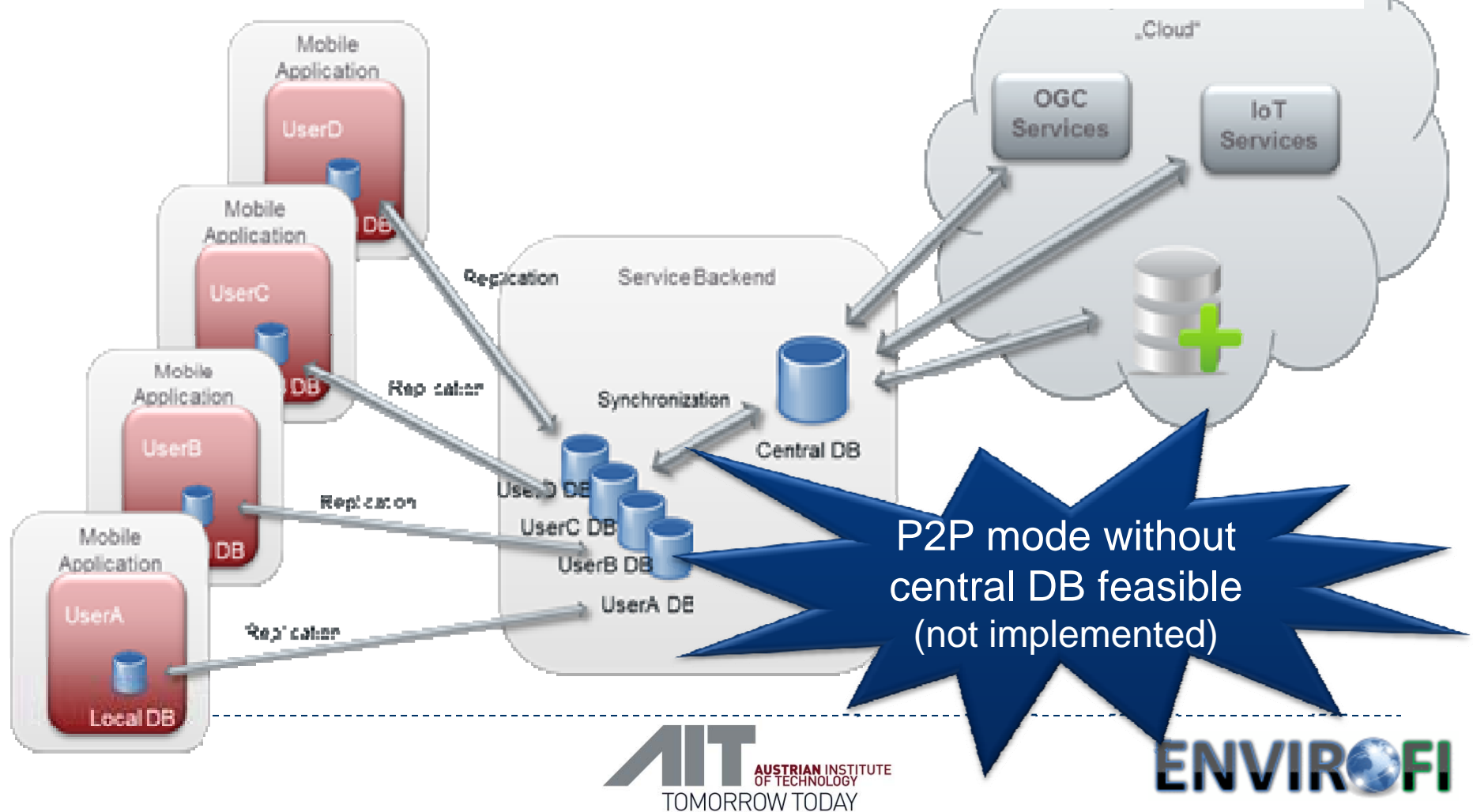
- Free/controlled text (name, report)
- Multiple choice (text, photo, ..)
- Interval (from-to; area, ...)
- Sensor Input (camera, microphone, position, pressure)
- NFC Tag (offline user Interface)

MDAF- Server Side

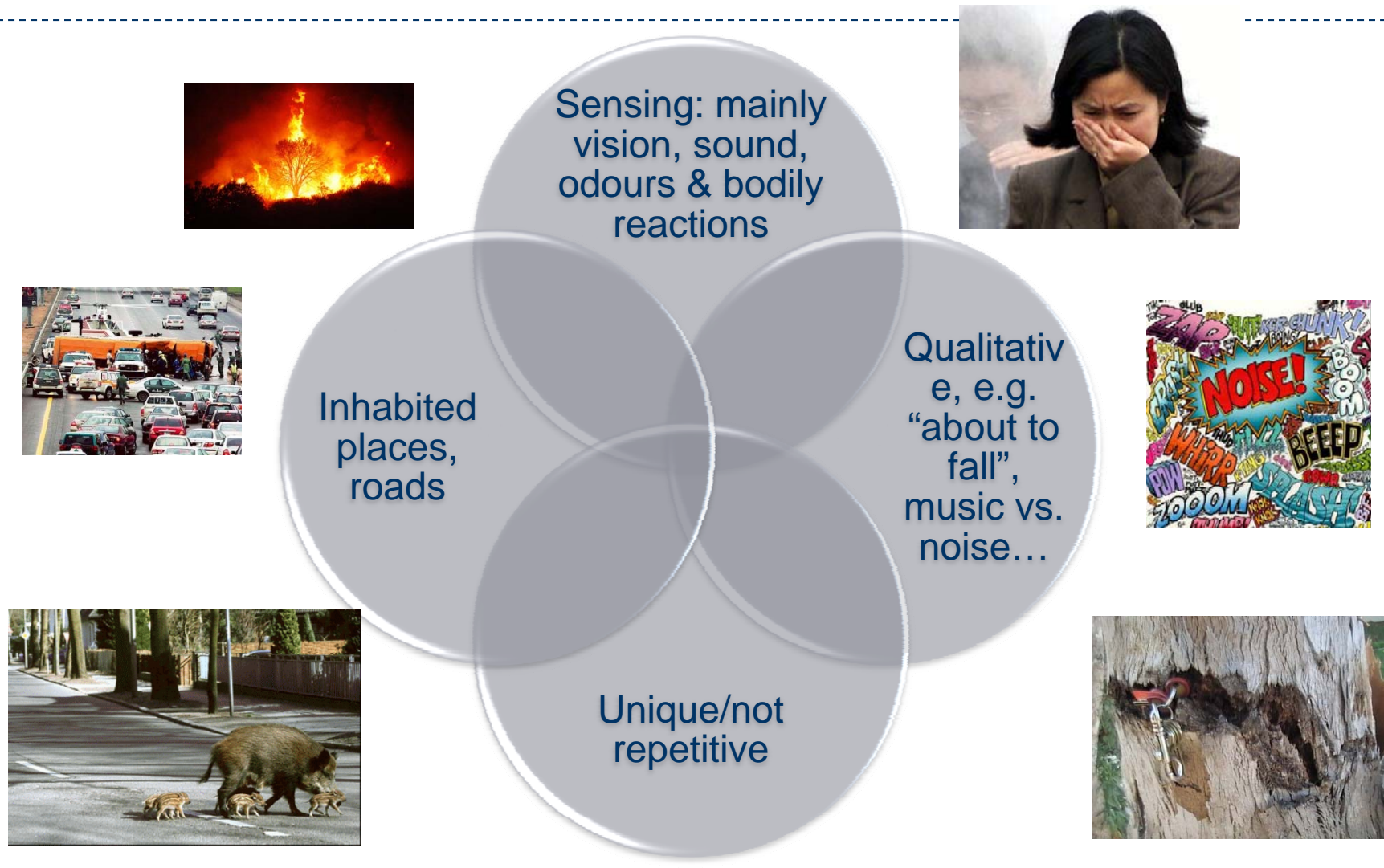


MDAF Synchronization & Encapsulation of Data









Offline mode, automated synchronization with users' DB on the server, no access to central DB and DBs of other users.



Which Observations by Volunteers?



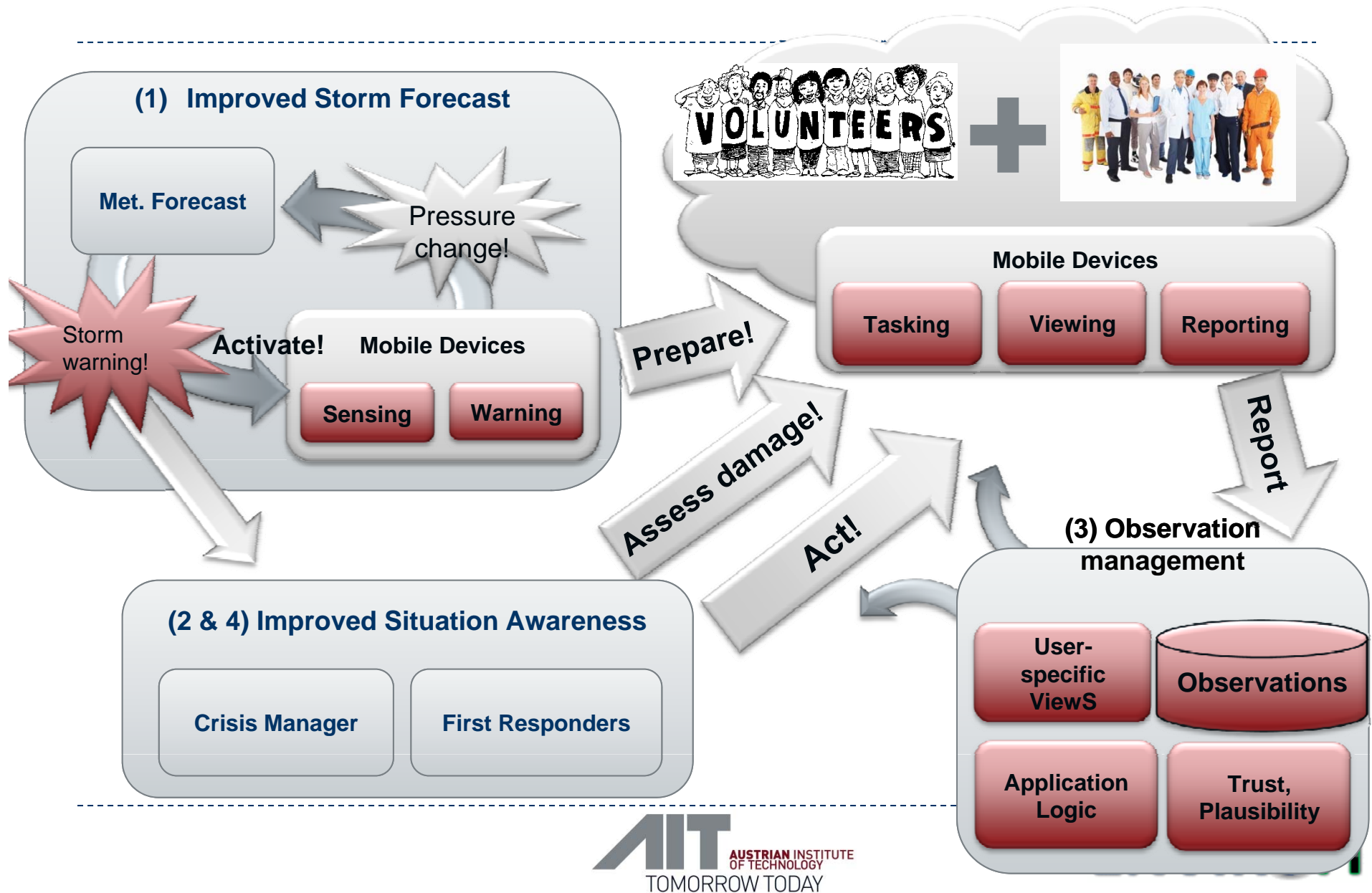
Information Overload, Privacy & Quality

	Information Quality	Information Overload	Privacy	Motivation
Profiling				
Tracking				

Profiling & tracking of users is good for usability and optimal use of resources, but bad from ethical point of view.

MDAF approach: sensitive data is kept on users device; only “region” known to server => final filtering of requests performed by client App.

"Storm" Scenario & MDAF



Outlook & Conclusion

- Mobile Crowdsourcing has a great potential for Crisis and Disaster Management applications in all phases of the CDM cycle
 - Each CDM phase has different challenges, including:
 - Privacy & Motivation are huge issues in Mitigation & Preparedness phases
 - Information from mobile observers should be combined with other data sources, especially in Early Warning!
 - “Responders” have no time to fiddle with mobile phones
 - Infrastructure **is** unreliable, especially in response & recovery phases
 - Users profile & position are subject to misuse, but we need them for quality assurance and to avoid information overloads.
 - MDAF provides various mechanisms for handling of above mentioned issues, even more is planned. We are currently looking for stakeholders interested in testing & exploiting of MDAF in CDM context.
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More Information

- General information on ENVIROFI project as well as the public project deliverables are available at <http://www.envirofi.eu/>
- More information on ENVIROFI software is available on <http://catalogue.envirofi.eu> (work in progress!).
- In the future, this will also includes the descriptions of the “Biodiversity” and “Personal Environmental Information System” applications, which are based on the “MDAF” platform. This information, and android application prototypes can currently be accessed through <http://catalogue.envirofi.eu/?q=pages/project-pilots>



Thank you for your attention

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