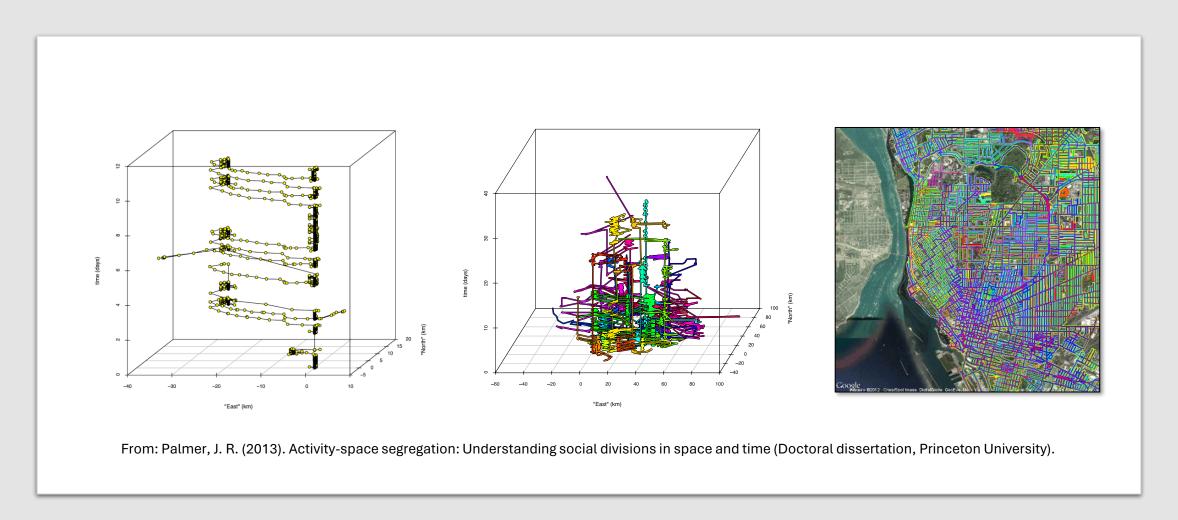


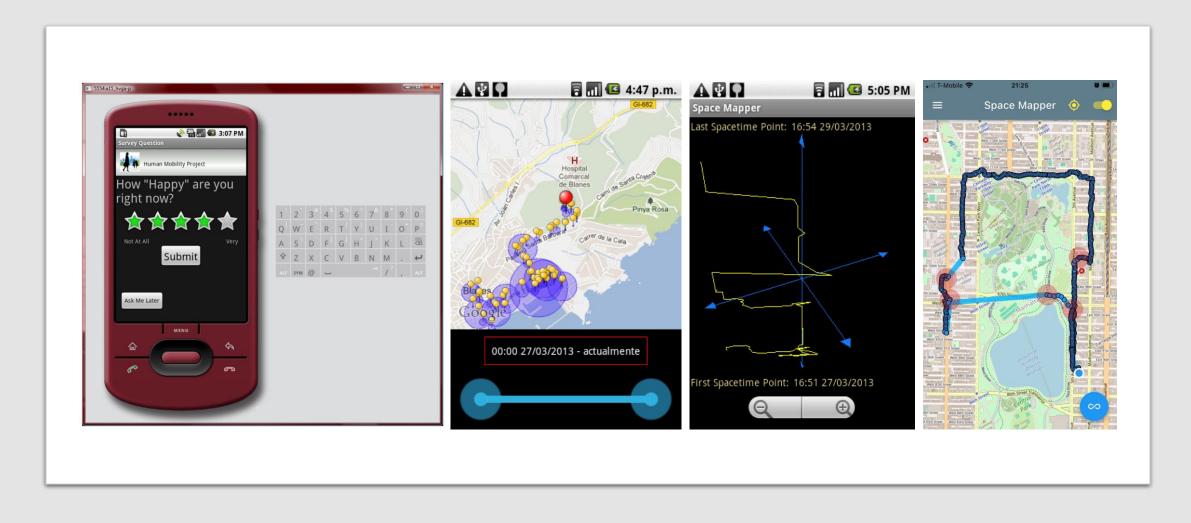
Data: Type, Spatio-Temporal Resolution, Quantity

What data are we trying to collect?



Design: UX, PX, HSX

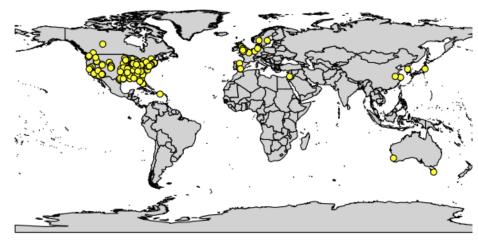
Are we designing for users, participants, or human subjects?



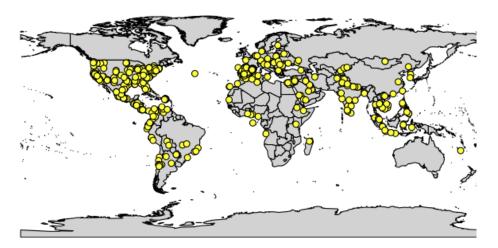
Sampling People: Size, Criteria, Recruitment

Who do we want and how will we motivate them to use the app?

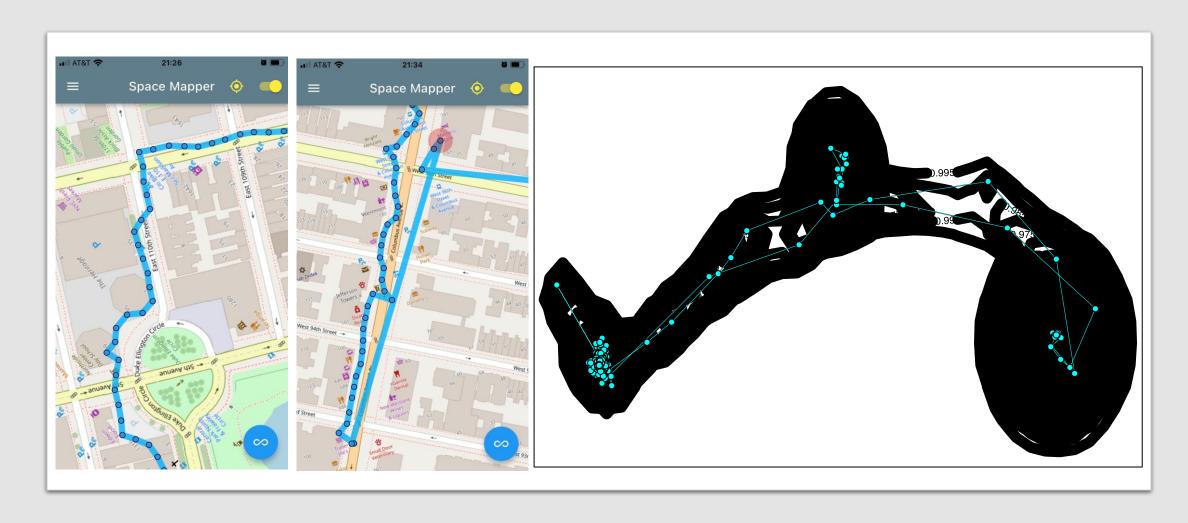
Human Mobility Project 270 participants; 68,198 location estimates



Space Mapper v1 900 participants; 739,224 location estimates

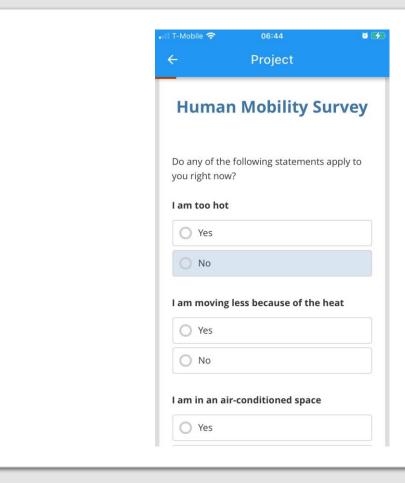


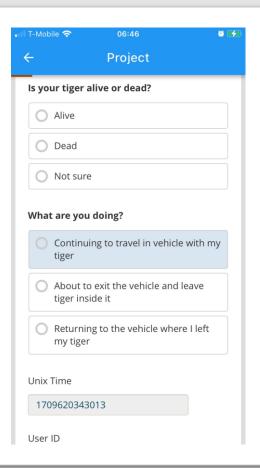
Sampling Presence, Movement Activities Inference, Uncertainty, Bias



Adding Surveys

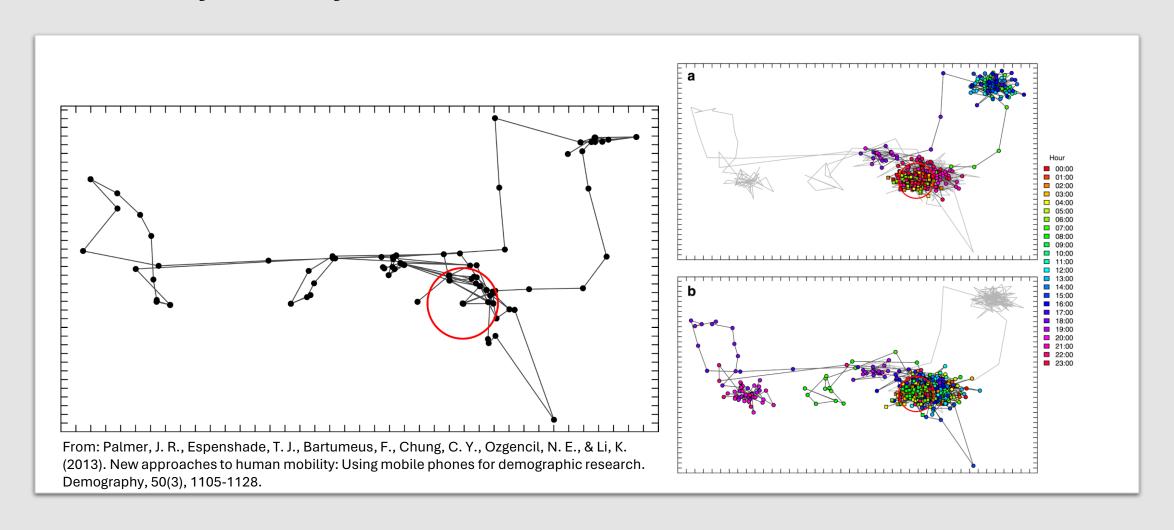
Triggers, Notifications, Data





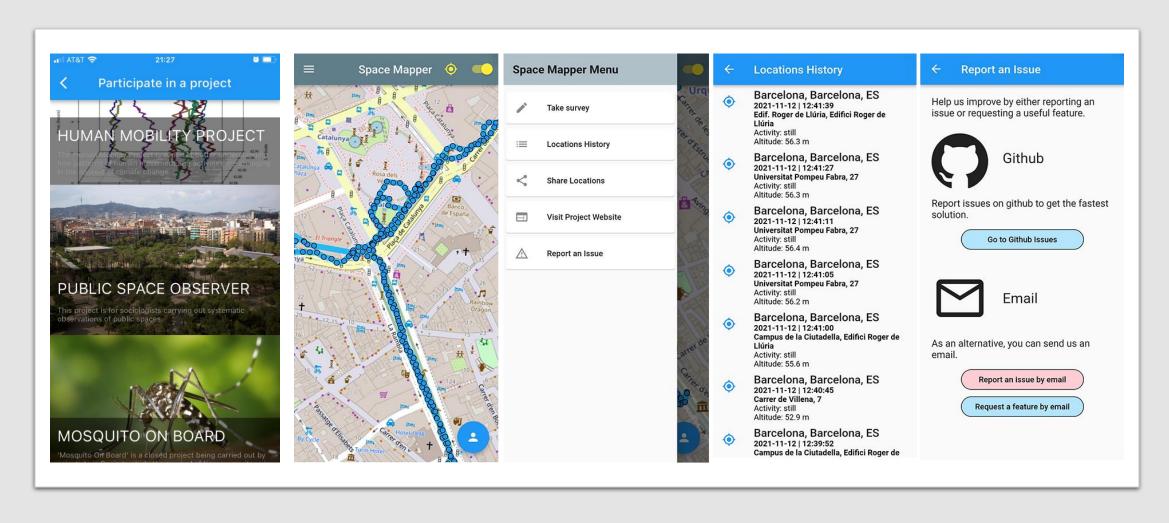
Ethics

Autonomy, Privacy, Data Protection



Tool Development and Maintenance

Logistical and organizational strategies

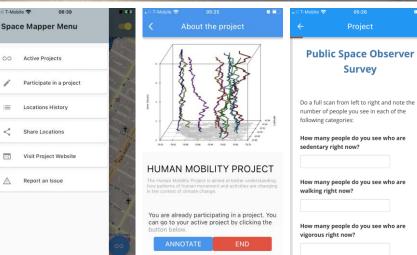


Space Mapper v3

Current and Future Directions







Acknowledgements

Huge thanks to Pablo Galve and Otis Johnson for their programming work on the latest version of Space Mapper.

This work is part of the Climate Change and Human Mobility Project, funded by the Spanish Ministry of Science and Innovation and implemented at Universitat Pompeu Fabra.





