



D4.4.54 – D6.6.44 Open Data and Open Sensor Network Challenges - b

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D4.4.54 – D6.6.44 Open Data and Open Sensor Network Challenges - b

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V1.4	29/10/2013	Evanela Lapi	FOKUS	Final version after corrections

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This deliverable contains original unpublished work except where clearly indicated otherwise. Acknowledgement of previously published material and of the work of others has been made through appropriate citation, quotation or both.

TABLE OF CONTENTS

1. INTRODUCTION	5
1.1 TIMELINE.....	5
2. CHALLENGE PARTICIPATION PROCESS	6
2.1 THE OPENCITIES DATA CATALOGUE - ATALOGUE9	
2.2 THE OPENCITIES OSN PLATFORM - LATFORM 10	
2.3 THE APP CREATION PLATFORM	11
2.4 STATISTICS OF PLATFORM VISITS	15
3. CHALLENGE SUBMISSIONS	17
3.1 APPS EVALUATION	21
3.2 THE FINAL CEREMONY	31
4. CHALLENGE COMMUNICATIONS	32
4.1 ONLINE COMMUNICATION EUROPEAN AND LOCAL LEVEL.....	32
4.2 DISSEMINATION EVENTS.....	36
5. CONCLUSIONS	37
ANNEX.....	39

LIST OF TABLES

Table 1: Datasets per category at data.opencities.net	10
Table 2: Mentored app ideas during hack-at-home	18
Table 3: Final apps submitted and voting results	19
Table 4: App Challenge finalists	21
Table 5: Dissemination events.....	37

LIST OF FIGURES

Figure 1: Challenges on the Open Cities main website	6
Figure 2: Open Data Tourism hack-at-home main page	7
Figure 3: Briefing page of the hack-at-home platform	8
Figure 4: Pan-European Open Data platform	9
Figure 5: OSN2 Web Portal.....	11
Figure 6: OSN2 Datasets overview	11
Figure 7: Example of app IDEA description	12
Figure 8: Mentors	13
Figure 9; App profile for evaluation and voting.....	14
Figure 10: Submission page statistics of visits	15
Figure 11: Direct mailing to participants.....	16
Figure 12: Distribution of initial IDEAS received per country	18
Figure 13: Distribution of final submitted apps per country	20
Figure 14: Apps received at the end of the challenge.....	20
Figure 15: Appcircus main page where Open Cities open data challenge appears as featured.....	36

NOTE : This deliverable includes in fact the two deliverables D4.4.54 and D6.6.44, as the activities described in these two have virtually merged.

1. INTRODUCTION

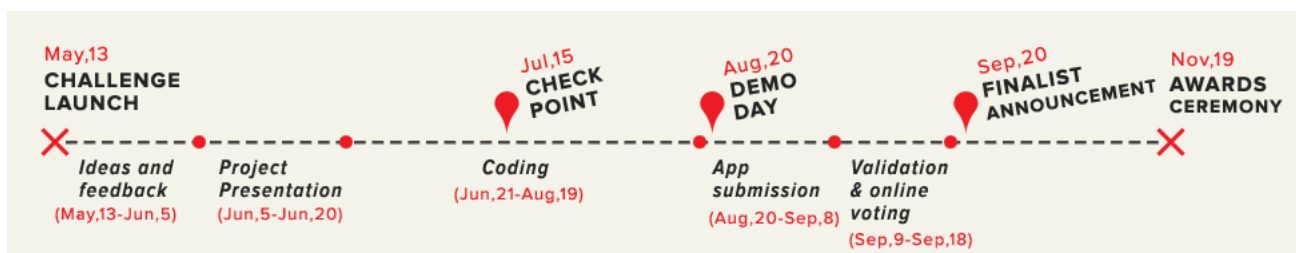
The second edition of the Open Data App Challenge of the Open Cities project, has followed a more focused approach and common thematic of all Open Cities challenges (Urban Lab and Crowdsourcing challenges) that was decided to be the Tourism area and in particular address the problems that big tourism flows create to big EU cities. This challenge area was proposed by various policy makers of the cities collaborating with the project as one of the most relevant and interesting for any of the participating EU cities.

At the same time, the new Open Data App Challenge, was decided to use a new platform and tools for better and more focused creation of apps, grouped under the mechanism called “hack-at-home” (www.hackathome.com) provided by the Dotopen partner. Thus the new edition of the challenge was named “Open Data Tourism hack-at-home”. This platform and its benefits are explained in more detail in the deliverables “D4.4.52 – D6.6.42 Open Data and Open Sensor Network challenges – planning b” and “D4.4.71 - The App Quality enhancement process – planning”. This deliverable here is mainly a report of the activities and results of the Open Data Tourism Hack-at-home.

1.1 TIMELINE

The Open Data Tourism hack-at-home has been officially launched on the 8th of May. The initial kick-off of the challenge was given in a presentation organized and given by dotopen and with the help of Berlin city during the re:publica 2013 event, which took place on the morning of the 8th of May in Berlin, with an audience of around 100 assistants, most of them developers, but also institutions and SMEs. During the same event, a second presentation was given, organized by the UPF and Tempos21 in the format of a workshop focused on developers, explaining the Open Data and OSN platforms of the project and giving a step by step example of how these could be used to create an app and participate in the competition. Other presentation followed by ForumVirium and Barcelona Activa (see the dissemination activities table on the end of this document)

The Open Data Tourism hack-at-home has remained opened until September 15th, 2013. All partners have agreed on using this common deadline, which was considered the optimal time for an app creation process (usually around 3 months from conception to delivery).



2. CHALLENGE PARTICIPATION PROCESS

In order to facilitate communications, the main Open Cities website has been updated to act as a common starting and discovery point for all the project challenges (www.opencities.net).



Figure 1: Challenges on the Open Cities main website

For the case of the Open Data Tourism Hack-at-home, the link leads to the new challenge platform (opencities.hackathome.com) shown in the Figure below.

The new portal has been designed to follow the Open Cities graphic identity, maintaining the yellow colour while adding tourism-related elements, like the background airplane motive, the boarding pass design of the top header or the post stamp for the main challenge logo.

OPEN DATA TOURISM HACK AT HOME

LOGIN REGISTER NOW!

BRIEFING PRIZES MENTORING RULES FORUM

Welcome to the Open Data Tourism Hack at home!

Build an app to help cities manage their challenges related to tourism and win great prizes!

The new Open Data Tourism Hack at home, part of the Open Cities project, brings together two important themes of the smart city - open data and sensor networks - and uses them to help European cities find new ways to manage the big challenges and benefits of tourism today. Check out the problems described in the [briefing](#) and the data provided in our platforms and get started!!

CREATE YOUR APP AND WIN!

Submit APP!

01

UNDERSTAND THE PROBLEMS

Check the problem statements and start developing your app to solve them

02

HACK AT HOME

Build your app at home with the help of our [experts](#)

03

ONLINE COMPETITION

Participate in the online competition and [win prizes!](#)

This challenge is:

- Part of the Open Cities European project
- Open to all app creators (developers, designers, users with ideas etc.)
- Focused on the use of **Open Data**
- A great platform to motivate app creators like you
- FREE!

Why participate?

- Get the chance to win great prizes, including **€3000 cash prize!**
- Make a real impact on the lives of millions of people around Europe
- Build teams with like-minded coders, designers and marketing experts
- Get to know experts in the app sector

Don't like to work alone?

- Do you have an idea?
- Do you need a team?
- Access the [Forum](#) to find someone to complement your abilities.

CREATE YOUR TEAM!

Timeline:

- May 13 CHALLENGE LAUNCH** (Ideas and feedback (May 13-Jun 5))
- Jun 5-Jun 20 Project Presentation**
- Jul 15 CHECK POINT** (Coding (Jun 21-Aug 19))
- Aug 20 DEMO DAY** (App submission (Aug 20-Sep 8))
- Sep 9-Sep 18 Validation & online voting**
- Sep 20 FINALIST ANNOUNCEMENT**
- Nov 19 AWARDS CEREMONY**

OPEN CITIES

Powered by:

APPCEERCUS

Contact us

Figure 2: Open Data Tourism hack-at-home main page

In this home page, the details of the challenge, such as objectives, timeline, requirements, and prizes are briefly explained

Briefing
Big problems need small solutions - and lots of them!

1. Connect locals and tourists
The best part of the experience of visiting a new place, is the cultural exchange between the visitor and the local culture....
[Read More >](#)

2. Personalize the Visitor's Experience
Each visitor is unique, they have very different profiles, interests, purpose of visit and do not have the same needs....
[Read More >](#)

3. Optimizing the time for touristic visits while minimizing the impact for locals
Tired of the long queues on the main touristic attractions of the cities you visit? How can we minimize the time spent on those? ...
[Read More >](#)

4. How to best get around as a tourist
New to the city? Ok, having a map of the metro and a ticket can get you anywhere but is this the best way to see a city?...
[Read More >](#)

Background
Open Cities is a partially funded EU-project focused on promoting Open Innovation management in the public sector by conducting experimental driven research in Crowdsourcing, Open Data, Fiber to the Home and Open Sensor Networks in major European cities: Amsterdam, Barcelona, Berlin, Helsinki, Paris, Rome and UK-NESTA (UK cities involved in the project through NESTA).
On March 2012, the first **Open Data App Challenge** was launched, searching for the best Open Data apps who can solve citizens' everyday urban problems.
Over 113 apps have been received and among those, the best 10 apps were chosen as finalists and competed live on stage during the Smart Cities Expo 2012, in Barcelona. **Blindsquare** was the app selected as the Best Open Cities app!
[See the video >](#)

Our Data platforms
Our Open Data mentors can help you get the most of them for your apps!!
>> **OD pan-european catalogue**, with +1300 datasets from 5 EU capitals including Amsterdam, Barcelona, Berlin, Helsinki and Paris
>> **OSN catalogue**, with +44 dynamic datasets from our Sensor Networks all around EU

Is your idea too big for an app??
Test your tourism related project with the support of major EU cities. Visit our **Urban Lab challenge** and get more information.
[Barcelona Urban Lab](#)

Our platforms
Do you need some inspiration? Visit our Open Data and Open Sensor Network platforms and see all the data we have gathered for you! [More information here!](#)
[OD pan-european catalogue](#) [OSN catalogue](#)

CitySDK APIs
Check also the Tourism and Mobility APIs provided by the CitySDK project. [More information here!](#)
[CitySDK Tourism API](#) [CitySDK Mobility API](#)

Figure 3: Briefing page of the hack-at-home platform

The 4 problem statements that this app challenge tries to solve, and that evolve around the area of tourism, are demonstrated and explained in the Briefing section. Those are:

- Connect locals and tourists
- Personalize the Visitor's Experience
- Optimizing the time for touristic visits while minimizing the impact for locals
- How to best get around as a tourist

In this same section, there are direct links to the project's Open Data and Open Sensor Networks platforms, through the button "**Our platforms**". There is also a direct link to the other relevant Open Cities challenge, the Urban Lab challenge, explaining that for solutions on those same tourism problem statements that cannot be solved by apps this other challenge is open and accepting project proposals. Finally there is also a direct link to the resources offered by the CitySDK EU project, the Tourism and Mobility APIs.

2.1 THE OPENCITIES DATA CATALOGUE - UPDATES

Within the Open Cities project Fraunhofer FOKUS has designed and developed an Open Data platform (OD) for publishing open data. The new version of the OD platform (V2.0), released in September 2013, provides several platform enhancements, such as the integration of Eurovoc¹ thesaurus for strengthening the data search across different languages and disciplines, the introduction of data faceted search for allowing users to explore a datasets collection by applying multiple filters, as well as platform user interface design improvements for a better user experience and usability.

In addition to the OD platform enhancements, the already established Open Cities data catalogue (data.opencities.net) was further maintained and updated with new datasets to fully support the 2nd Open Data challenge. In cooperation with the respective representatives from the participating municipalities, hundreds of new datasets have been harvested from the existing city portals such as Amsterdam (www.amsterdamopendata.nl/), Berlin (daten.berlin.de), Barcelona (opendata.bcn.cat/opendata/en/), Helsinki (www.hri.fi) and Paris (opendata.paris.fr).



Figure 4: Pan-European Open Data platform

The Open Cities data catalogue contains 1600 datasets, as of October 2013, more than twice the number of datasets that has in October 2012 (786 datasets). The current datasets distribution per city at data.opencities.net is as below:

¹ <http://eurovoc.europa.eu/>

- Amsterdam -----146 Datasets (out of 304 available at the city portal)
- Berlin -----276 Datasets (out of 276 available at the city portal)
- Paris ----- 54 Datasets (out of 96 available at the city portal)
- Helsinki -----1044 Datasets (out of 1044 available at the city portal)
- Barcelona -----78 Datasets (out of 347 available at the city portal)

Table 1 below shows the distribution of datasets per category at data.opencities.net.

Table 1: Datasets per category at data.opencities.net

Category Name	No. of Datasets
Arts and Recreation	110
Business Enterprise, Economics, and Trade	98
City Budget: Revenues & Expenditures	102
City Portal Web Statistics	1
Construction, Housing, and Public Works	177
Crime and Community Safety	36
Demographics	458
Education	88
Elections	51
Emergency Services	3
Energy and Utilities	55
Environment, Geography and Meteorological	160
Health and Disability	116
Labor Force and Employment Market	150
Law Enforcement, Courts, and Prisons	14
Others	55
Political	21
Tourism	23
Urban Transport	123

2.2 THE OPENCITIES OSN PLATFORM - UPDATES

MOVING TO THE OPEN SENSOR NETWORK PLATFORM VERSION 2

In order to improve the user experience and to facilitate the upload and publication of new datasets, WP6 has been developing a new version of the OSN. This new version offers new possibilities to the cities and users for storing new datasets. Its metadata system is based on CKAN which facilitates the integration of the data with other platforms. It also provides a geolocation system for searching datasets and visualizing cartographic information. This new evolution has a new Analytics system to generate reports of use about the different datasets.

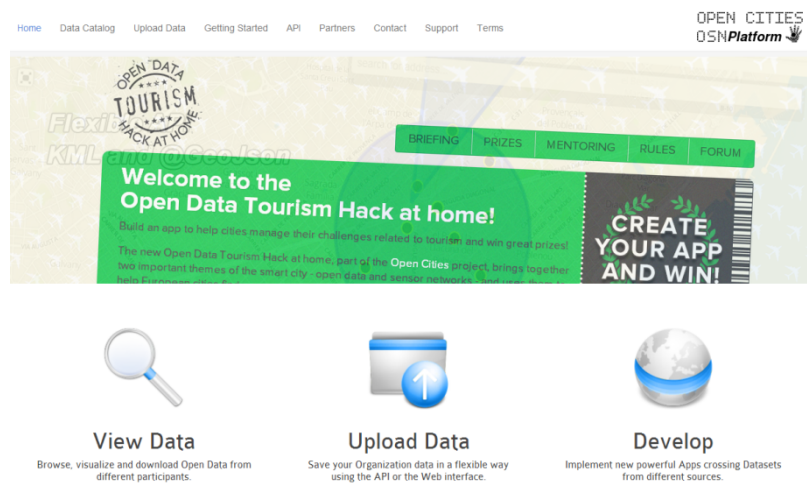


Figure 5: OSN2 Web Portal

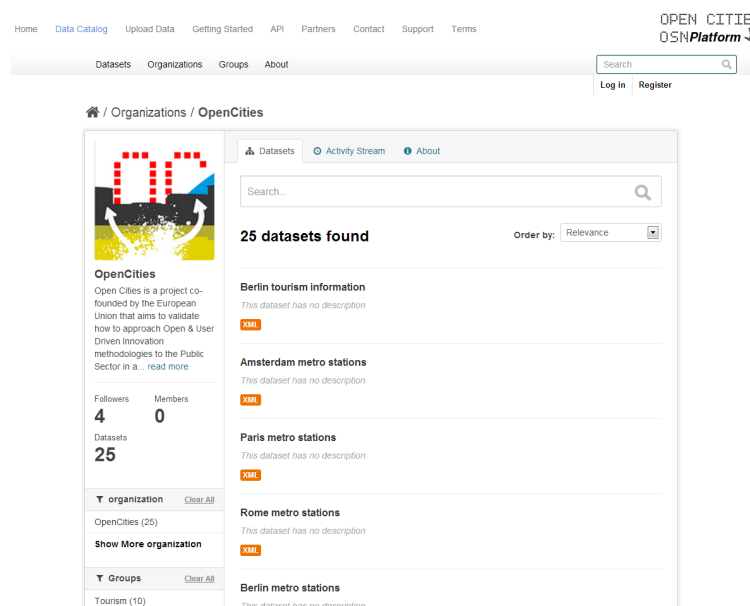


Figure 6: OSN2 Datasets overview

2.3 THE APP CREATION PLATFORM

In this second edition as mentioned we are not using a simple app *submission* platform, where the already created apps are directly entering the competition, but a more complete, app *creation* platform, where apps start from ideas and are built step by step, with the help of a panel of experts in the various areas involved in the app making. This platform is called *hack-at-home* and it has been already used by dotopen for various very successful projects in collaboration with city halls (BCN Apps&Cultura hack-at-home, Open Helsinki

Hack-at-home), companies (InfoJobs hack-at-home) and international organism like the World Bank (Sanitation hack-at-home, Philippine-transit app challenge).

Refer also to the deliverable “*D4.4.52 – D6.6.42 Open Data and Open Sensor Network challenges – planning b*” for detailed explanation of the new hack-at-home platform.

The huge database of more than 20.000 developers of the previously used appcircus platform are still used and are directly connected to the hack-at-home platform, and thus various communication channels focused on the right target group are still active. This gives the opportunity to developers already registered to the AppCircus to participate and submit their existing apps to the Open Data Tourism hack-at-home without the need to fill again an application form with all their data.

The app creation starts from the IDEA phase, where developers explain briefly their project, what they plan to do, how it addresses the problem statements of the competition, whether there are similar apps on the market and which are the target users.

The screenshot shows a web form titled "yourInstantApp" with a green header. Below the header, there are three tabs: "App Idea" (selected), "Project details", and "App DEMO". The "App Idea" tab contains the following sections:

- Idea Title**: yourInstantApp
- Description**: yourInstantApp (yIA) allows everyone to make its very own application on his own mobile device. It puts city open data to serve the citizen just the way he needs: it suits the city to the citizen. An yIA app gathers open data, mixes them, visualizes them and lets the user to interact with them. In 3 simple steps users can create an yIA app. Users can easily create, save, run and share applications.
- Value proposition**:

The idea is to create an application around the concept of Smart Cities by focusing on the user. This means that it will take advantage of the Open Data as well as the user's intentions. In other words, it will allow the user to create – in a very fast and intuitive way – an app that adjusts to what he needs making the most out of available public data.

This app will be a hub where any user can exploit any source of open data available to create his own personalized application. YourInstantApp centralize all the data sources whereas the available apps in the market only make use of one of them.
- Needs and problems it addresses**:

Current mobile apps for smart cities are clearly focus on dealing with a concrete set of open data. There is one app with main tourist attractions, another one with transport information, another one with pollution data, etc. A single app does not fulfill user ever changing needs. So users have to use different apps to collect single sets of data and then they should face its aggregation without any help. As a simple illustrating situation consider a user searching for a parking, near a public bike station with 4 free bikes to visit a concrete monument when pollution levels keep low. yourInstantApp can handle this by providing the user with a simple tool to create the app fulfilling all his needs in that moment.
- Similar apps in the market**:

On the one hand, there is a lot of mobile apps dealing with open data, but they limit user participation with predefined data, views and interactions. They do not allow the user to adapt it to his needs and likes. On the other hand, there is a few toolkit apps to develop new apps on the mobile device, but they are not focused on open data and smart cities and they define more complex workflows.

Figure 7: Example of app IDEA description

A total of 49 app ideas were received by the end of the idea submission period. A group of 9 experts selected between the partners and external city policy makers relevant to the competition suggested by the partners, has formed the mentor panel, which evaluated all ideas and provided comments to the developers so that they focus their ideas better for the needs of the competition.

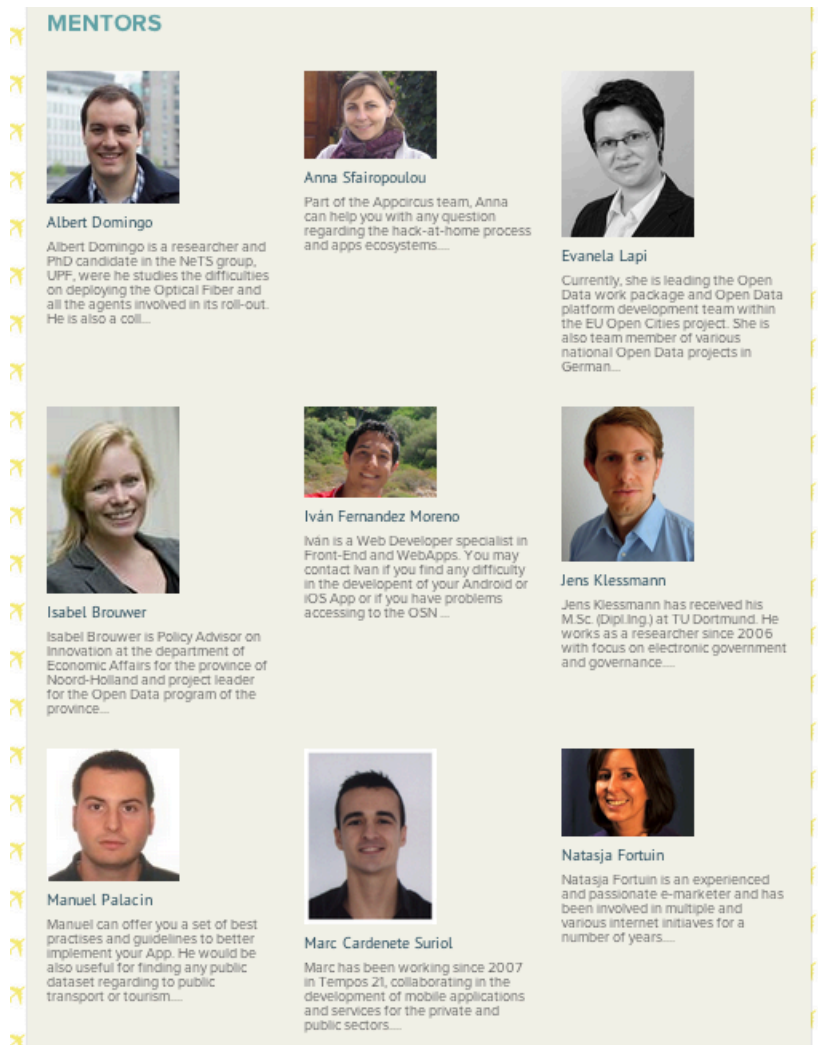


Figure 8: Mentors

In a second phase, the developers were requested to extend their app information by giving more technical details and User Experience drawings, to help the mentors better evaluate the apps. A second round of feedback and mentor-developer interaction took place after that stage. Finally, the developers were asked to submit a demo of their app just before the app submission opens, in order to allow the mentors to check those apps and make final suggestions and correction before the final submission. In total, 165 comments have been exchanged between mentors and teams, which makes for an average of 3.5 comments of feedback per project and app idea.

APP SUBMISSION AND VOTING

For the final app submission we have opened a separate form at the platform requesting all the updated and refined information after the mentoring comments, including demo videos, screenshots, store where the app is published etc. Hack-at-home participants can easily move to this form the details of the app they have been building step by step. Additionally, external users that already have a relevant app but have not taken part in all the hack-at-home phases can directly submit their apps using this same form and participate in the competition.

After this process, the resulting public profiles include sufficient information both textual (description and key technical characteristics of the app) and graphical (screenshots and videos are supported) to support the online competition (public vote + evaluation of judges). This profile allows to see all details of the app in action, links to the app store to download it and the voting buttons, using the various well-known social networks like Facebook, Twitter, LinkedIn and Google+. All shares and likes using these channels count as a vote for the app and at the same time provide a mean for further dissemination and visibility of the app and the challenge itself in the social media.



Figure 9; App profile for evaluation and voting

2.4 STATISTICS OF PLATFORM VISITS

Below we include a figure showing the statistics of the visits to the Open Data Tourism hack-at-home platform (opencities.hackathome.com) including the period since the challenge launch (May 8) and until its end (Sept 25). In this we can observe how the highest number of visits was directly connected to some of the promotional events done (challenge launch events during May). Also, the highest activity was observed at the end of the app submission (Sept 9th) and online voting period (Sept 9th to Sept 18th).

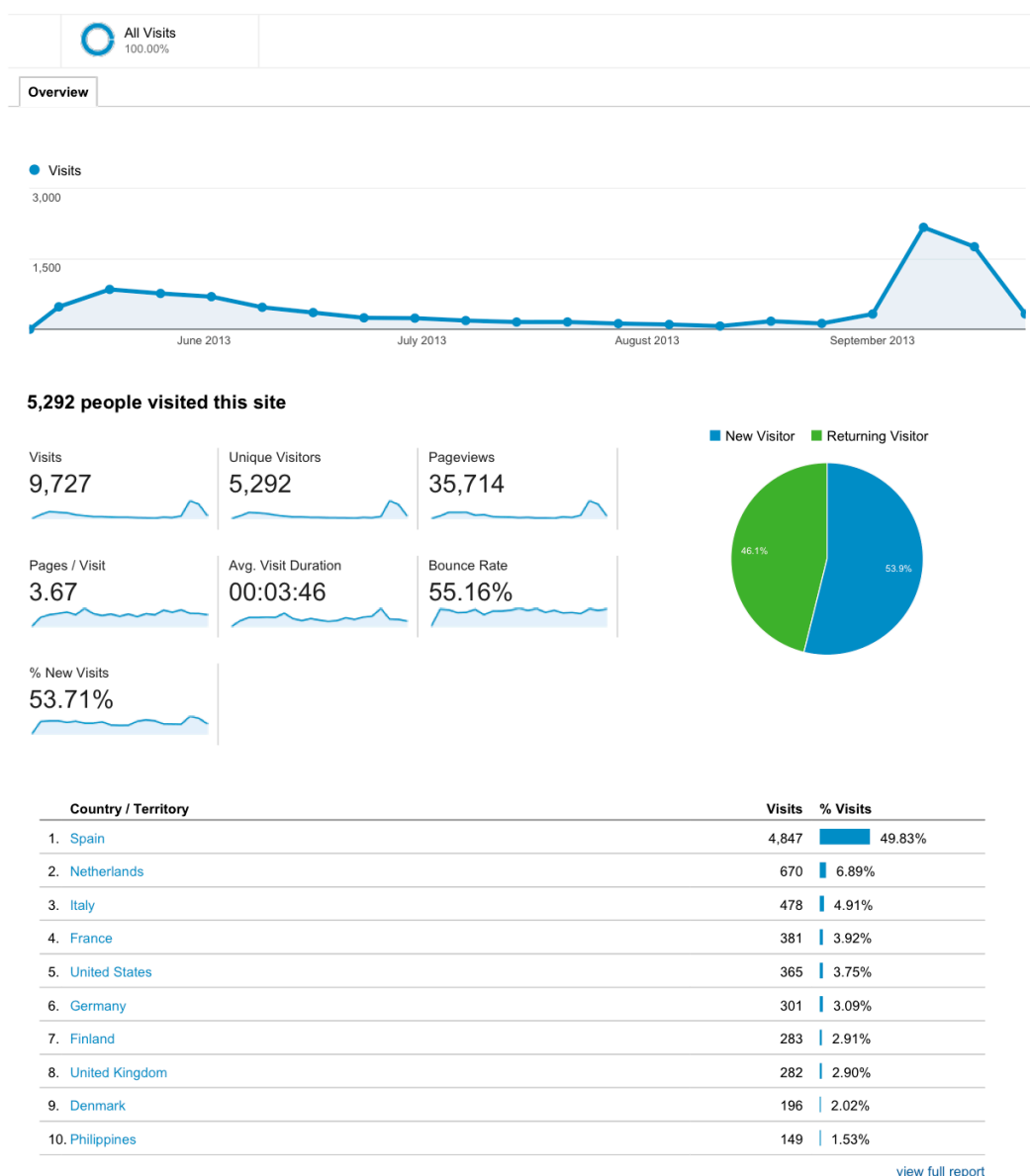


Figure 10: Submission page statistics of visits

We would like to add also here that, in comparison with last year's edition, we had a very important increase on unique visitors in total (1854 unique visitors in 2012 vs. 5292 unique visitors in 2013, almost three times more), and more returning visitors, as the new method used of hack-at-home *keeps the developers involved for the whole time of the competition and not only for the moment of the app submission*. This allows the project communications and dissemination material to be more effective for a longer period of time and creates a feeling of community and a complete app ecosystem around the theme of Tourism and Open Data.

This method also allowed more direct mailing communications and focused to the subscribers' interests, reminding the step by step process, milestones and deadlines. We have created a total of 14 mailing campaigns to these users (see example below).

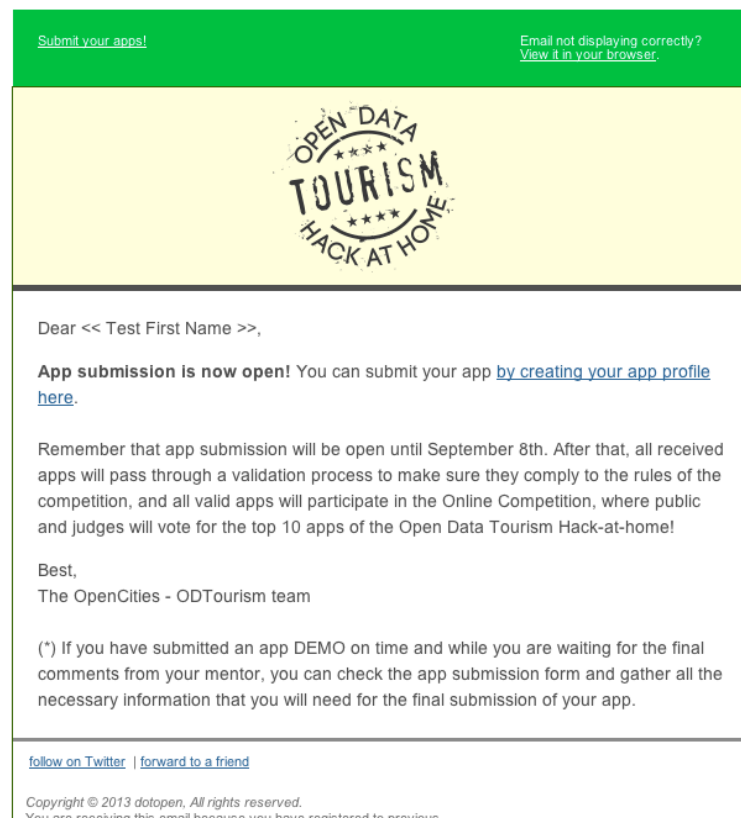


Figure 11: Direct mailing to participants

3. CHALLENGE SUBMISSIONS

The challenge submission has successfully ended on September 8th with a total of 22 apps received from all over the world. We provide here the results regarding the apps submitted and their details. We start with a first view on the **49 app ideas received** at the beginning of the competition, all of them around the problem statements set in the briefing page. By having the competition more focused we have avoided one of the drawbacks of the first edition of the challenge last year, where many of the submitted apps were irrelevant and disqualified at the end. Even those apps that at the beginning were not clearly focused on using Open Data have been mentored and suggested to include some relevant Open Data set, indicating the link and method to do that. At the same time however, by having a more concrete theme, there was a lower number of total apps received by the end of the challenge. Additionally, by having the Urban Lab challenge addressing also software related projects, there was a slight division of the target users between the two challenges who had a different but closely related public.

Application Name	City
"CitySDK Game" "TRAZE" (Provisional title!)	Amsterdam
A thousand proposals to love Barcelona	Barcelona
Activifriends	Sabadell
Advanced Tourism Guide (ATG)	Islamabad
Blackbox	Perm
Cicerone	Rome
Climbguru	Milan
coach me in paris	Paris
connecting tourists from different countries among them and with local people	Barcelona
Crime Alerts Berlin	Berlin
Digital Concierge	Barcelona
Discover Amsterdam!	Amsterdam
ESS/Hypecal	Barcelona/Paris
European long-distance paths App	Barcelona
Finding public toilets easy	Lyngby
GeaRent	helsinki
GuideMe UP Open Data	Barcelona
help tourist	
HowLong	Barcelona
Imap	Thiruvananthapuram
Less queues better experiences	Barcelona
Lieux de tournage de films	Paris
Management tourist itineraries	Madrid
Metro Valencia offline	Valencia
Metro-compass	Perm
Near points of interest	Sucre
On Route	Barcelona
Onfan food	Barcelona
Party with a Local	Amsterdam
PEOPLEWINGS	Barcelona

Application Name	City
QR Codes	Sucre
SmartGuide	Warsaw
Snicket - off the beaten track tourism	UK
Sooligan	Berkeley
Spot Android library	Helsinki
Spot-to-spot	Espoo
TagMyTrack	Barcelona
Tapas-it	Barcelona
The Barcelona Agenda	Barcelona
The Tourist place	
Tourism Guide	Rawalpindi
Tourist and RE	Niscemi
Travel Buddy	Dhaka
TuristIQ	Barcelona
Urban Spirits	Paris
Uwori Project	Kampala
You are green Barcelona	Barcelona
Your tourism wiki	Tangail
YourInstantApp	Caceres

Table 2: Mentored app ideas during hack-at-home

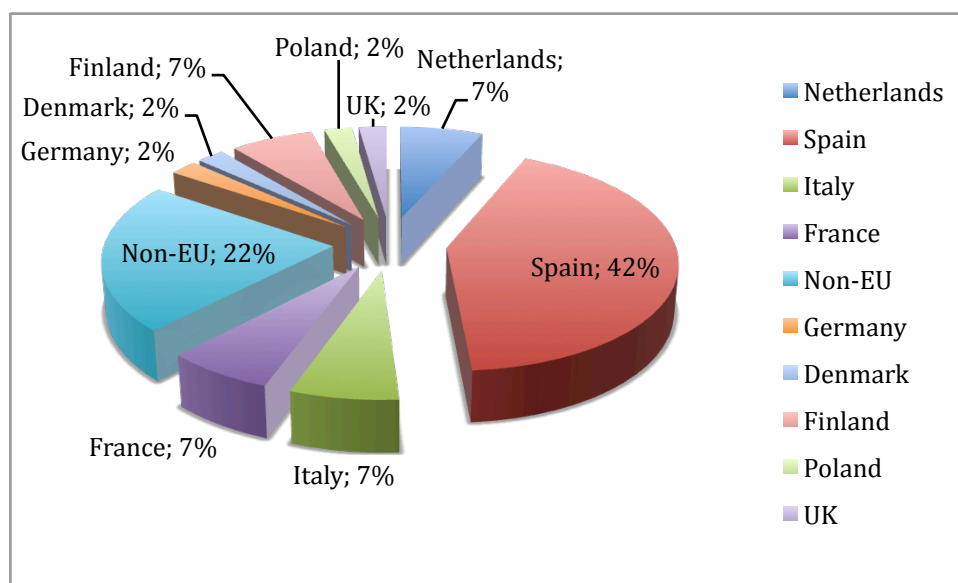


Figure 12: Distribution of **initial IDEAS** received per country

Around 40% of the app ideas are coming from Spain and there is also a significant percentage (22%) being from countries outside of the European Union (USA, Israel, Albania, Pakistan). There was also some participation from the partner cities, like Rome, Amsterdam, Paris and Helsinki (7% each).

At the end of the hack-at-home we opened the final app submission process where external apps (not involved in the hack-at-home since the beginning) were welcome to participate. We received a total of 22 finished apps related to Tourism and Open Data, the results can be seen on the following table.

Table 3: Final apps submitted and voting results

Application Name	Votes	Open Data	City
Traze	1	YES (CitySDK)	Amsterdam
Weatherguru (Climbguru)	31	YES (dati.toscana)	Milan
GuideMe UP Open Data	26	YES (opencities.osnweb)	Barcelona
Onfan food	620	YES (GeoLite2 datasets)	Barcelona
PEOPLEWINGS	14	YES (data from city halls)	Barcelona
Sooligan	75	Yes (geonames.org)	Berkeley
Spot in Helsinki (Spot Android library)	51	Yes (public transportation open API)	Helsinki
Tourist and RE	9	YES (opendata.provincia.roma.it)	Niscemi
TuristIQ	1	YES (data.opencities.net)	Barcelona
You are green Barcelona	124	YES (guia.bcn.cat)	Barcelona
YourInstantApp	170	YES (opencities.osnweb)	Caceres
Urban Spirits	not qualified	No	Paris
APPS THAT WERE SUBMITTED DIRECTLY AT THE COMPETITION PHASE			
ZTL Alert Free	29	YES (agenziamobilita.roma.it)	Tirana
Menja't Barna	191	YES (Open Street Map)	Barcelona
Take a hike	13	YES (dev.artsholland.com)	Amsterdam
CiteumArs	302	YES (museum data)	Barcelona
Moovit	5	YES	Israel
Doctoralia	62	YES (Open Medical directories)	Barcelona
Tales and Tours	570	YES (various sources like daten.berlin.de)	Amsterdam
QuesCou	5	YES (http://opendata.bcn.cat/)	Barcelona
Meet2Go	12	YES (SongKick API)	Barcelona
Spotsuite	0	YES	Cuenca

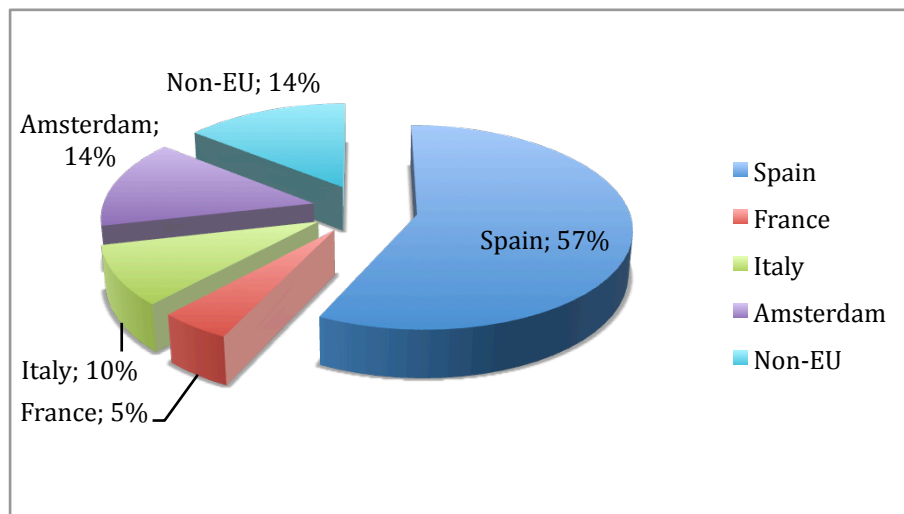


Figure 13: Distribution of *final submitted apps* per country



Figure 14: Apps received at the end of the challenge

3.1 APPS EVALUATION

For evaluating the apps an international jury has been formed, counting with the partners experts on Open Data, Open Sensor Networks and mobile apps, and most involved in the competition through its first phase as mentors:

- Evanela Lapi and Jens Klessmann, from Fraunhofer FOKUS
- Albert Domingo and Manuel Palacin, from UPF
- Marc Cardenete, from Tempos21
- Isabel Brouwer, from City of Amsterdam (external mentor)

Taking into account our evaluation criteria and the main requirement of using Open Data the judges have scored the apps and from their feedback the 9 top apps have been selected to form part of the finalists, together with the most voted app according to the public vote (which automatically becomes the 10th finalist), which was “Onfan food” from Spain.

Table 4: App Challenge finalists

Application Name	City
GuideMe UP Open Data	Barcelona
Onfan food (PUBLIC VOTE WINNER)	Barcelona
Sooligan	Berkeley
Spot in Helsinki (Spot Android library)	Helsinki
YourInstantApp	Caceres
ZTL Alert Free	Tirana
Take a hike	Amsterdam
Moovit	Israel
Tales and Tours	Amsterdam
Meet2Go	Barcelona

Online voting has been done as explained using the most common social networks, so that virality can be created around the apps and the project itself. As it can be also seen on the website statistics, this is the period where the website has the most activity and visits. Any person had the opportunity to vote for his favourite app by liking or sharing it through Facebook, Twitter, Google+ and LinkedIn. Onfan food was the app selected as the Public Vote winner, achieving 620 votes, as seen in Table 4.

We would like to emphasize here that both the finished apps that were not selected as finalists but also the ideas that for a number of reasons (lack of time, technical problems etc.) have not managed to become apps by the challenge deadline, are great civic projects that can provide an added value to the Open Data ecosystem. Additionally, most of those are apps easy to replicate and use among the different European cities.

We focus next to some of those apps that are most remarkable from the projects point of view:

CODE FOR EUROPE AND CITYSDK COLLABORATION

The following two apps created during the Open Cities challenge, Take a Hike and Traze, demonstrate the collaboration between the different EU projects that are under the Smart Cities umbrella, since both of them were created by Code for Europe 2013 fellows of Amsterdam while at the same time, Traze tries to put in action the API created by the CitySDK project, using the open data that can be accessed through this. The apps have been also uploaded to the [Europe Commons platform](#) for open source city apps. Both apps are new, have been finalized during the summer of 2013 and are just being made available to public, but are great examples of City Civic apps.



[Take a Hike](#)

Description

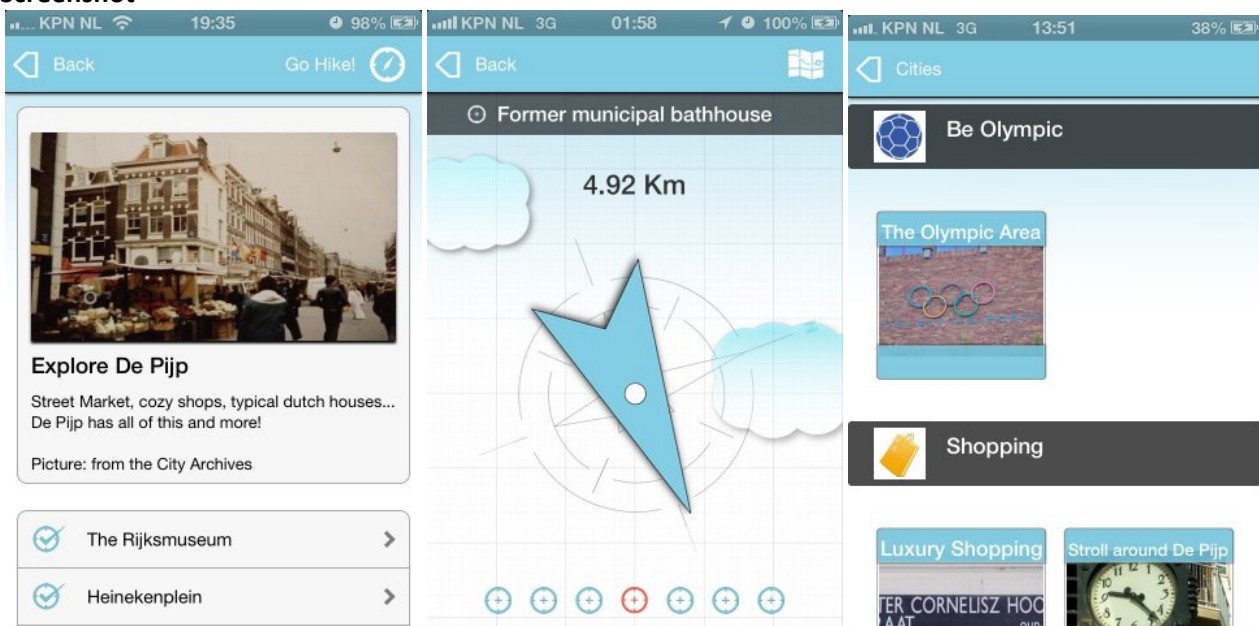
Experience the city like you have never done before.

Take a Hike takes you on semi-guided hikes through various parts of Amsterdam. You will have the opportunity to discover hidden gems located off the beaten track. Bring a sense of adventure - There are no set paths to walk through. You know where you are and where you're going. How you get there is up to you. Getting lost and finding your way has never been this much fun. The more routes you complete the more badges you earn, the more fun, tasty and exclusive rewards you earn. This app was developed during Code for Europe fellowship 2013 in Amsterdam. Among the data sources offered in the app, some of the routes in "Take a Hike" use open data from Arts Holland. Other routes have been designed specifically for this app, and the content is public domain.

Author

Giovanni Maggini, Ohyoon Kwon – Amsterdam, Netherlands

Screenshot



Demo video

<http://www.youtube.com/watch?v=cbOyP-8p0-k>

Platforms

Android, iOS (iPhone, iPad, iPod Touch)

Pricing

Free

Categories

Urban life, Travel and Tourism, Games, Art and Culture

Keywords

gamification, travel, tourism, hiking, exploration, ontdek.

Target Users

Tourists of all ages with iPhones and Android phones. Municipalities, businesses. Event organizers.

Available in the following app stores

iTunes, Play

<https://itunes.apple.com/nl/app/take-a-hike!/id659545032?l=en&mt=8>

<https://play.google.com/store/apps/details?id=net.codeforeurope.amsterdam>

Deployed and tested in

Netherlands, available in English, Dutch and Italian.

Entity owning:

Tapangi Consulting, LLC

Maturity Level

The app was developed and put on the market during the OpenCities project challenge (Sept, 2013) and has low maturity level.

Open Data used

Open Data from the Arts Holland: <http://dev.artsholland.com/>

Replicability

The app can be replicated with some modifications and if similar open data are provided on other cities.



TRAZE

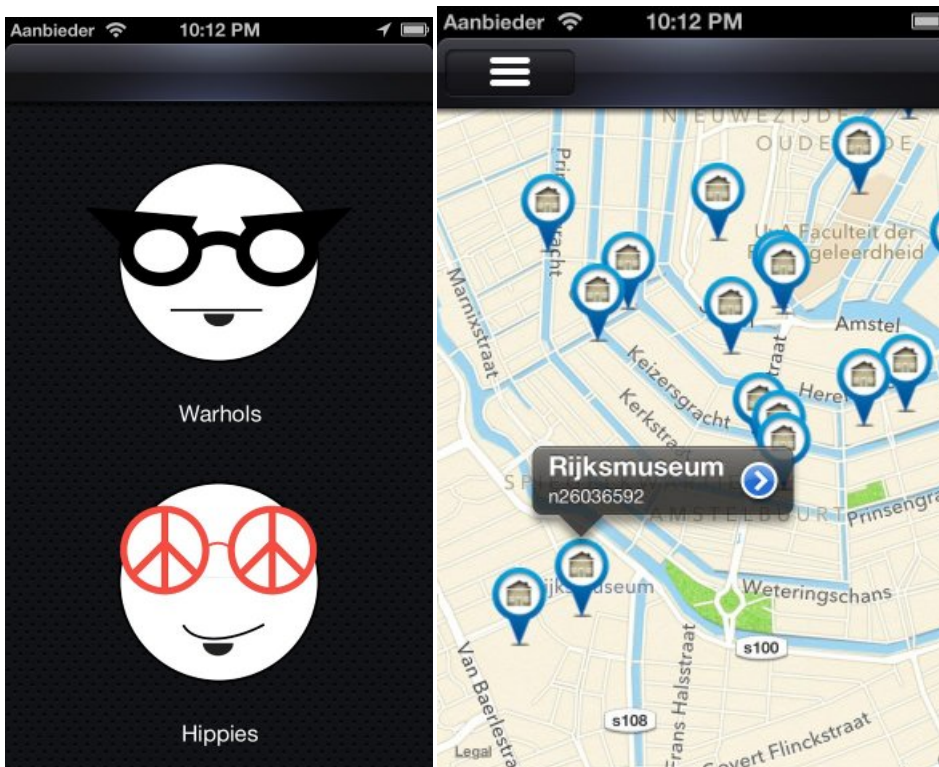
Description

Traze is a worldwide mass-multiplayer urban game based on Open Data. It is designed to engage players in exploring, visiting, and battling in teams to conquer new places of every city in the world. Traze is a gamified tourist guide experience for visitors and a worldwide mass-multiplayer team-based mobile game playable both solo or cooperative. When the Player starts the app, based on the city they are located, they get a list of Missions. Each Mission asks the player to make certain actions. In the first version of the game, a Mission consists in the action of going to a certain place (called Target) and "conquer" it by checkin-in. By conquering a place, the player gains points. Points are dependent on the distance of the place from the well-known touristic areas of the city (the further away, the higher points are awarded). The more points, a user gets, the quicker he/she can level-up. By increasing the level, players access more virtual rewards and awards, but also can access more features such as, for example, report new locations into the game, becoming themselves "urban guides" and not just "urban tourists".

Author

Giovanni Maggini – Amsterdam, Netherlands

Screenshot



Demo video

<https://vimeo.com/74877816>

Platforms

iOS (iPhone, iPad, iPod Touch)

Pricing

Free

Categories

Urban life, Travel and Tourism, Social Media, Games, Art and Culture

Keywords

tourism, travel, conquer, warhol, hippie

Target Users

EARLY ADOPTERS: teenagers, young adults with iPhone.

Available in the following app stores

iTunes (not yet available)

Deployed and tested in

Netherlands, available in English.

Entity owning:

Giovanni Maggini – Amsterdam, Netherlands

Maturity Level

The app was developed during the OpenCities project challenge and has not yet been entirely completed and made commercially available, thus has low maturity level. However is a great example of collaboration between the three projects OpenCities, CitySKD and Commons4Europe, as the developer (Giovanni) is one of the 2013 Code for Europe fellows and the toolset used in this app comes from the CitySDK API.

Open Data used

Traze uses Open Data from CitySDK for various functions: locating the players, creating the missions for the players depending on the avatar, and getting the coordinates of the places. <http://api.citysdk.waag.org/>

Replicability

Easily reused in other cities that provide similar data for creating the missions.

BEST USE OF OPEN DATA APPS

The following two apps, GuideMeUP Open Cities and YourInstantApp, both use the Dynamic Open Data provided in our Open Sensor Network platform and are both candidates to receive the Best Use of Open Data special mention.



[GuideMeUp OpenCities](#)

Description

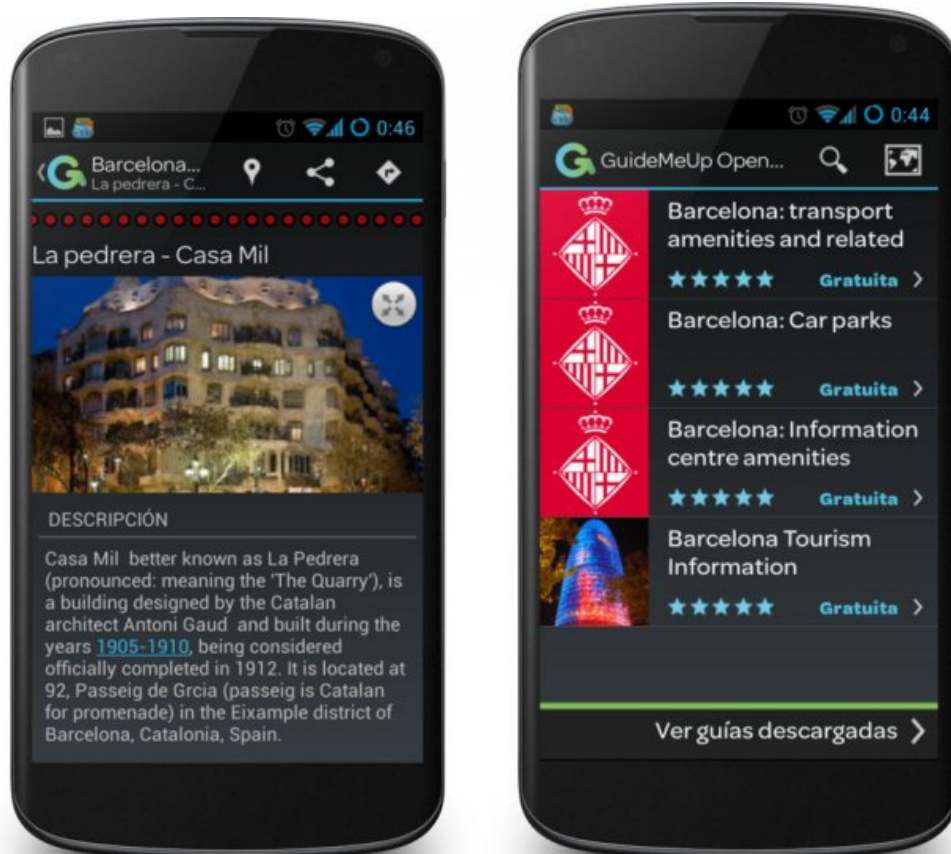
Your Own Open Data Guide App

GuideMeUp OpenCities offers to the final user offline tourism guides based on opendata sources. Also offers to the user the ability of custom guide creation where he can select and modify a subset of these guides, which may share with others users (or travel mates).

Author

Angel Casquero – Barcelona, Spain

Screenshot



Demo video

http://www.youtube.com/watch?feature=player_embedded&v=blyLewjmdHw

Platforms

Android, HTML5

Pricing

Free

Categories

Urban life, Travel and Tourism, Transport and Traffic, Shopping, Eating and Drinking, Art and Culture

Keywords

opendata, guide, barcelona, offline.

Target Users

hotels, public entities, tourists, citizens.

Available in the following app stores

Play

<https://play.google.com/store/apps/details?id=org.gmu.activities.alpha.opencities>

Deployed and tested in

Spain, available in these languages: English, Spanish, Catalan.

Entity owning:

GuideMeUP

Maturity Level

The app has low maturity level, has been uploaded on the store on Sept 2013 and has very few downloads so far, but the company has the online web platform where the app is based (<http://www.guidemeup.com/>) already in commercial use since the beginning of 2013 and shows high potential and success.

Open Data used

City data for creation of guides: <http://opencities.upf.edu/osnweb/>

Replicability

Easily reused, is an app already focused on personalization and use according to user's traveling guide needs.

**[YourInstantApp](#)****Description**

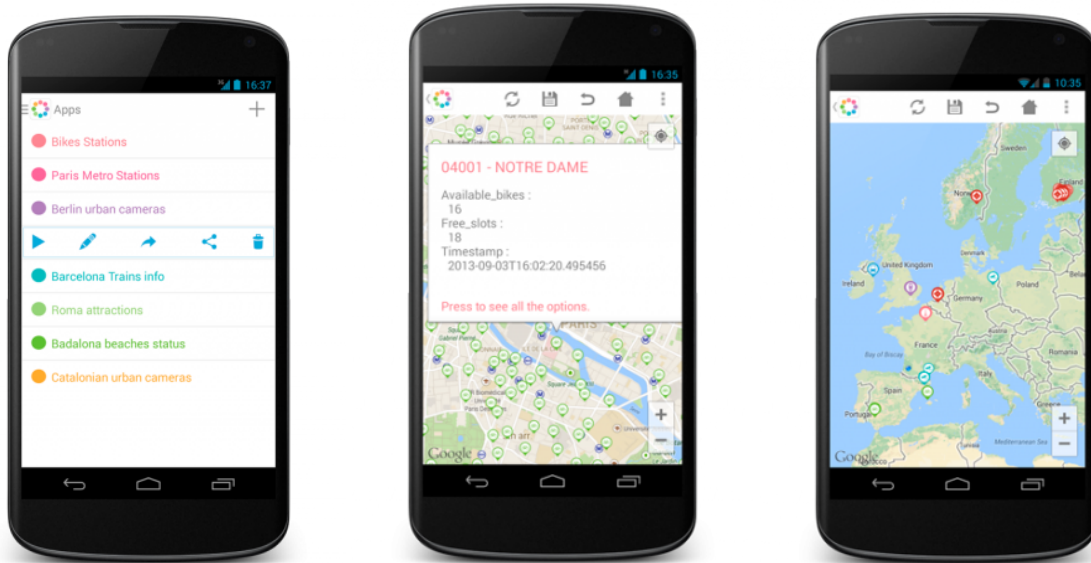
We have created yourInstantApp, an android application that makes use of the Open data provided by our cities and gives this information to you, the citizen.

yourInstantApp (yIA) allows everyone to make its very own application on his own mobile device. It puts city open data to serve the citizen just the way he needs: it suits the city to the citizen. A yIA app gathers open data, mixes them, visualizes them and lets the user to interact with them. In 3 simple steps users can create a yIA app. Users can easily create, save, run and share applications.

Author

Miguel Muñoz Sanchez Matas – Caceres, Spain

Screenshot

**Demo video**

http://www.youtube.com/watch?feature=player_embedded&v=5TGsid-TAIM

Platforms

Android, iOS (iPhone, iPad, iPod Touch)

Pricing

Free

Categories

Urban life, Travel and Tourism, Transport and Traffic, Social Media

Keywords

smart city, city, create, app, information, place, guide, share, social, tourism, transports, news

Target Users

Since the beginning of the developing we were really concerned about the usability. Thus, yIA would be able to adapt to every user needs, providing him with an intuitive and easy interface to create and run his yIA apps.

Available in the following app stores

Play (not yet available)

Deployed and tested in

Spain, available in these languages: English, Spanish.

Entity owning:

YourInstantApp

Maturity Level

The app has low maturity level and is not yet commercially available at any store.

Open Data used

<http://opencities.upf.edu/osnweb/serviceList.action;jsessionid=B68BDE57073144671EA33C447F>

Replicability

Easily replicable as the focus is to use any type of Open Data from any city to create personalized apps.

PUBLIC VOTE WINNER



[Onfan food](#)

Description

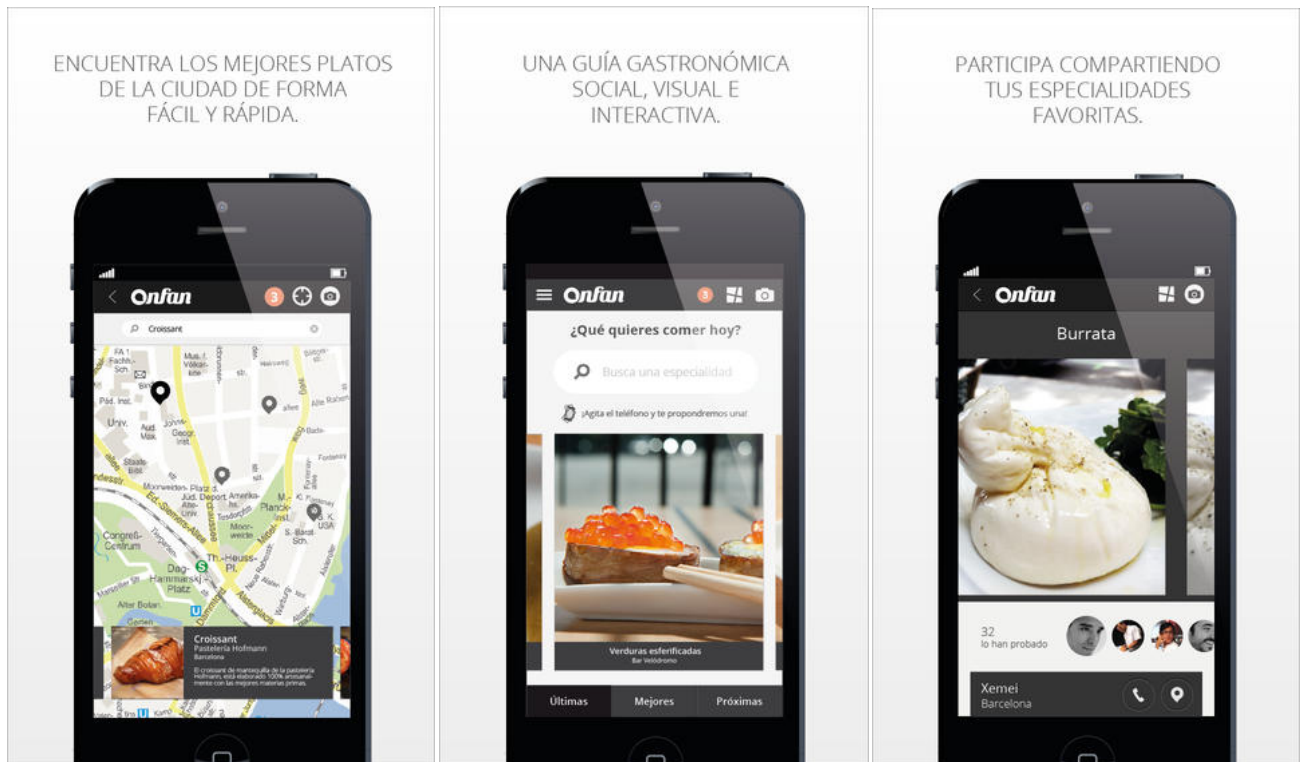
Share, find quickly and evaluate in real time the dishes of the restaurants of the city where you are, with the recommendations of the users of this graphic gastronomic guide.

Over 50% of the time you go to a restaurant, you do not know if you'll like what you'll eat. If you are in any city or country you do not know, the problem gets bigger. Onfan is a mobile app. based on a crowdsourcing open data of a social network that helps citizens and tourists, find restaurants and cafes where to eat, bars, cocktail bars, or wine bars, delicatessens, bakeries and stores where you can taste local specialties in real time. Onfan has recommendations from best food critics: chefs, foodies and bloggers, local or foreign people, or even people from your country who have been there before you. The advantage is that in Onfan you make the decision about what opinions are useful to you, only filtering those recommendations of your friends, cuisine freaks you follow, and renowned chefs that you like. Onfan app. allows you participate sounding and recommending dishes and specialties that you like. Describing your experiences, explaining your gastronomic discoveries of those countries or cities you are visiting or where you live. Share your findings with your friends, people with similar culinary tastes, or even renowned chefs. One of the best chef in the world, A. Luis Aduriz, Mugaritz Chef Restaurant, was the first to join us. You are invited too.

Author

Onfan SL – Barcelona, Spain

Screenshot



Demo video

http://www.youtube.com/watch?feature=player_embedded&v=tDVCqTkfplo

Platforms

Android, iOS (iPhone, iPad, iPod Touch)

Pricing

Free

Categories

Travel and Tourism, Eating and Drinking, Social Media

Keywords

citizen, tourist, graphic gastronomic guide, crowdsourcing data, geolocation dishes, real time, share, find and evaluate dishes, quickly and easily, custom comments and recommendations, network of quality advisors, foodies.

Target Users

Onfan is for all mainstream, segmented between general public, culinary professionals, establishments and brands. Our potential clients are trade associations, brands and the establishment of the sector. Foodies.

Available in the following app stores

iTunes, Play

<https://itunes.apple.com/es/app/onfan-food-guia-especialidades/id612532609?l=ca&mt=8>
<https://play.google.com/store/apps/details?id=com.onfan>

Deployed and tested in

Spain, available in these languages: English, Spanish, Catalan.

Entity owning:

Onfan SL (<https://www.onfan.com/>)

Maturity Level

The app was developed and put on the market during the OpenCities project challenge (Aug, 2013) and has low maturity level, although the web platform was already available (launched beginning of 2013).

Open Data used

Geolocation related Open Data for positioning users: <http://dev.maxmind.com/geoip/geoip2/geolite2/>

Replicability

The app is easily replicable to cover most of the EU cities as the food and restaurant suggestions are uploaded by the locals themselves, while the Open Data used covers any position worldwide.

3.2 THE FINAL CEREMONY

The final ceremony will take place on November 21st, 2013 during the Smart City Expo 2013, in Barcelona. This ceremony, like the one of last year, will consist in its main part of an “AppCircus event”, a live competition of the 10 finalist apps chosen in the previous stage, through the jury and online voting, which will pitch on stage in front of a live jury. Finalists or winners of the other two Open Cities challenges (3 Urban Lab challenge finalist + 1 finalist from Crowdsourcing challenge + 1 finalist from last year’s WP5 Testbed for real time experimentation challenge) will be also invited to present there and the ceremony will act as a closing event for the whole project, with a short presentation of its most important results during this last 3 years.

An update with the winner will be provided after the ceremony has finished at the end of November.

4. CHALLENGE COMMUNICATIONS

4.1 ONLINE COMMUNICATION EUROPEAN AND LOCAL LEVEL

The online communication strategy has been led by dotopen, which has created and provided text and graphic material for the announcement of the challenges, a target media list, press release text and blog post text to all partners in order to disseminate through their online communication tools, like facebook pages, twitter, mailing lists, blogs etc.

Some examples of these dissemination activities include:

Newsletters

- AppCircus newsletter #57, #58, #59, #61 issue (20000 subscribers)
- AppCircus ODTourism newsletter to subscribed users of the hack-at-home (12 mailings)
- Barcelona Activa Newsletter (8050 subscribers, entrepreneurs, companies, developers)

Twitter

- Appsterdam: <https://twitter.com/appsterdam>
- AppCircus: <https://twitter.com/#!/appcircus>
- ESADE: <https://twitter.com/#!/esade>
- OpenCities_FR (CapDigital): https://twitter.com/#!/opencities_fr
- OpenCitiesOSN (UPF): <https://twitter.com/#!/opencitiesosn>
- OpnCities (project's twitter account): <https://twitter.com/#!/opncities>

Facebook

- AppCircus
- Waag Society
- Barcelona Activa
- Forum Virium

Blogs

- Partner websites and blogs (see annex for screenshots of some of these)
 - Forum Virium Helsinki <https://www.facebook.com/ForumViriumHelsinki>
 - waag <http://waag.org/en/news/open-data-tourism-hack-home>
 - <http://opencities.net/content/challenge-2013>
 - http://www.berlin.de/projektzukunft/english/ict/details/datum/2013/mai/24/open-cities-challenge-open-data-tourism-hack-at-home/http://open-data.fokus.fraunhofer.de/?page_id=605&lang=en
 - Fraunhofer FOKUS OD Research Portal <http://open-data.fokus.fraunhofer.de/?p=2655&lang=en>
 - Fraunhofer FOKUS http://www.fokus.fraunhofer.de/en/motion/motionnews/2013_05_24_OC_Tourism_HackAtHome.html
 - <http://www.barcelonactiva.cat/barcelonactiva/es/novedades-y-prensa/novetats/2013/05/24/noticia108494.jsp>
 - <http://innovation.esadeblogs.com/2013/05/a-new-open-cities-challenge-foster-the-creation-of-apps-to-improve-tourism-management/>
 - <http://www.upf.edu/en/noticies-recerca/1213/0617.html>
 - <http://w42.bcn.cat/web/es/noticies-i-premsa/noticies/actives/El-Ayuntamiento-presenta-dos->

concursos-para-encontrar-soluciones-a-los-retos-turisticos-de-Barcelona.jsp

- <http://innovation.esadeblogs.com/2013/05/a-new-open-cities-challenge-foster-the-creation-of-apps-to-improve-tourism-management/>

➤ Other websites and blogs

- <http://www.noticanarias.com/se-impulsa-la-creacion-de-aplicaciones-moviles-para-ciudades-turisticas/>
- <http://www.euroxpress.es/index.php/noticias/2013/5/9/el-challenge-open-data-tourism-anima-a-crear-apps-para-el-turismo-del-siglo-xxi/>
- <http://epsiplatform.eu/content/open-data-tourism-hack-home>
- https://www.youtube.com/watch?v=a16ir37laq0&feature=youtube_gdata
- <http://iosmac.es/challenge-open-data-tourism-anima-a-crear-apps-para-el-turismo-del-siglo-xxi.html>
- <http://opengovernmentdata.org/news/>
- <http://nomadistas.com/2013/05/08/aplicaciones-moviles-ciudades-turistica>
- <http://inagist.com/all/333824931626360832/>
- <http://www.movilman.es/tag/open-cities/>
- <http://www.re-publica.de/sessions/new-open-cities-challenge-managing-large-tourism-flows>
- <https://connect.innovateuk.org/web/electronics/articles/-/blogs/open-data-tourism-hack-at-home-challenge-open-data-and-sensor-networks;jsessionid=569D9C5E87582C076AEF4FDD954F2DEA.c6e65d2a570>
- <http://www.minds.com/waag>
- [http://mossegalapoma.cat/mossegalapoma-programa-163-unbreak-vadejocs/?utm_source=feedburner&utm_medium=feed&utm_campaign=Feed%3A+mossegalapoma+\(mossegalapoma.cat\)](http://mossegalapoma.cat/mossegalapoma-programa-163-unbreak-vadejocs/?utm_source=feedburner&utm_medium=feed&utm_campaign=Feed%3A+mossegalapoma+(mossegalapoma.cat))
- <http://www.turismoytecnologia.com/eventos-y-congresos-relacionados-con-turismo-y-tech/item/2656-concurso-de-open-cities-hacia-la-creacion-de-aplicaciones-moviles-para-ciudades-turisticas-de-europa>
- <http://bitacoras.com/anotaciones/el-challenge-open-data-tourism-anima-a-crear-apps-para-el-turismo-del-siglo-xxi/33394039>
- <http://www.abastodenoticias.com/noticia.asp?id=44888759>
- <http://www.meetup.com/UK-Hackathons-and-Jams/events/120269662/>
- <http://www.appnia.es/noticias/open-cities-acaba-de-lanzar-el-challenge-data-tourism-hack-at-home-96.htm>
- <http://www.ngeeks.com/espana-participa-en-un-proyecto-internacional-para-crear-aplicaciones-moviles-turisticas/>
- <http://en.wasalive.com/es/turismo>
- <http://paper.li/TweetTravelers/1305815541>
- <http://iosmac.es/espana-participa-en-un-proyecto-internacional-para-crear-aplicaciones-moviles-turisticas.html>
- <http://www.bluebee.mobi/site/wdrai6tzxp2m>
- <http://www.euroxpress.es/index.php/noticias/2013/5/21/espana-participa-en-un-proyecto-internacional-para-crear-aplicaciones-moviles-turisticas/>
- <http://aplicantes.com/espana-open-data-tourism-apps-relacionadas-con-el-turismo/>
- <http://www.innpuaturismo.es/2363-open-cities-abre-las-inscripciones-del-open-data-tourism-hack-at-home/>
- <http://schoolofdata.org/2013/05/22/data-roundup-may-21/>
- <http://planet.okfn.org>

- <http://www.ipadsfera.com/2013/05/23/open-data-tourism-hack-at-home-proyecto-internacional-para-crear-aplicaciones-moviles-turisticas/>
- <http://mktfan.com/story.php?title=open-data-tourism-hack-at-home-proyecto-internacional-para-crear-aplicaciones-moviles-turisticas>
- http://www.thinktur.org/index.php/mod.conds/mem.detalle_cn/id.4202/chk.2863699d091d4865ac6f19d68b14f705
- <http://www.innpulsaturismo.es/2363-open-cities-abre-las-inscripciones-del-open-data-tourism-hack-at-home/>
- <http://enginyeriainformatica.cat/?p=8872>
- <http://www.ticpymes.es/turismo/noticias/1067578027004/espana-participa-proyecto-internacional.1.html>
- <http://www.muypymes.com/2013/05/29/open-data-tourism-hack-at-home/>
- <http://www.intopic.it/notizia/4964534/>
- <http://www.iphoneitalia.com/open-data-tourism-hack-at-home-un-nuovo-concorso-per-sviluppatori-ios-476381.html>
- <http://www.rssnews.it/news/open-data-tourism-hack-at-home-un-nuovo-concorso-per-sviluppatori-ios>
- <http://italgeek.com/2013/05/android/rilasciato-il-nuovo-firmware-per-xperia-j/>
- <http://www.rsstecnonews.com/2013/mac/open-data-tourism-hack-at-home-un-nuovo-concorso-per-sviluppatori-ios.html>
- <http://www.iltuoiphone.it/iphone/open-data-tourism-hack-at-home-un-nuovo-concorso-per-sviluppatori-ios>
- <http://aggiornare1.altervista.org/category/open-data-tourism-hack-at-home/>
- <http://www.iosdroid.net/open-data-tourism-hack-at-home-a-new-competition-for-ios-developers.html>
- <http://www.travelsquare.info/327542,es-open-cities-abre-las-inscripciones-del-open-data-tourism-hack-at-home.html>
- <http://qualooapps.com/2013/06/02/viajando-con-peques/>
- <http://www.liquida.it/open-data/>
- <http://www.turismoytecnologia.com/eventos-y-congresos-relacionados-con-turismo-y-tech/item/2721-el-challenge-open-data-tourism-busca-nuevas-apps-para-el-turismo-del-siglo-xxi>
- <http://www.dailywireless.org/2013/06/07/open-data-tourism-hack/>
- <http://www.techinvestornews.com/Mobile/Latest-Mobile-News/open-data-tourism-hack>
- <http://travelreportmx.com/?p=14404>
- <http://www.sofapitch.de/topic/opencities/>
- <http://ameu8.com/aplicaciones-moviles/challenge-opendatatourismhack-at-home>
- <http://nationalcreativitynetwork.org/?s=tourism>

LinkedIn groups relevant to developer communities (see Annex for screenshots of some of these)

- Android Developer Group
- App stores
- Google Android
- iOS Developers Group
- iPhone Developers
- BlackBerry Developer Group
- BlackBerry User Group
- Adobe AIR Developers
- CSS3/HTML5 The future of front end

- HTML5 Technologies
- HTML5 Professionals
- Mobile Content
- iPhone, Androir, iPad, Tablet & Mobile Application Development
- Mobile Industry Directory
- Mobile start-ups
- MobileMonday
- Mobilists (Innovators in mobile industry)
- Innovative App users and developers for iPhone, iPad, BlackBerry...
- Open Data Innovations Network
- Open Data Netherland
- Open Development Technology Alliance

Press Release and other printed material

- dotopen has also worked on a press release, which has been successfully published in Spanish, in two major Spanish newspapers, [La razon](#) and [La Vanguardia](#), in the section about Innovation (see Annex). It was also published online in the national television website ([RTVE](#)) (see Annex).
- dotopen has created a postcard inviting the developers to participate which was distributed in the launch events on re:publica (Berlin), Forum TurisTIC (Barcelona) and also to a visit at the Google campus (London) by the UPF partners (shown also in the Annex).

Press Release and communications related to the final event

- To be updated after the final event

Access to the Open Cities App challenge has been also made available from the AppCircus website, promoted during the whole duration of the challenge on the front page of the site, a site visited daily by an average of more than 1.200 users.

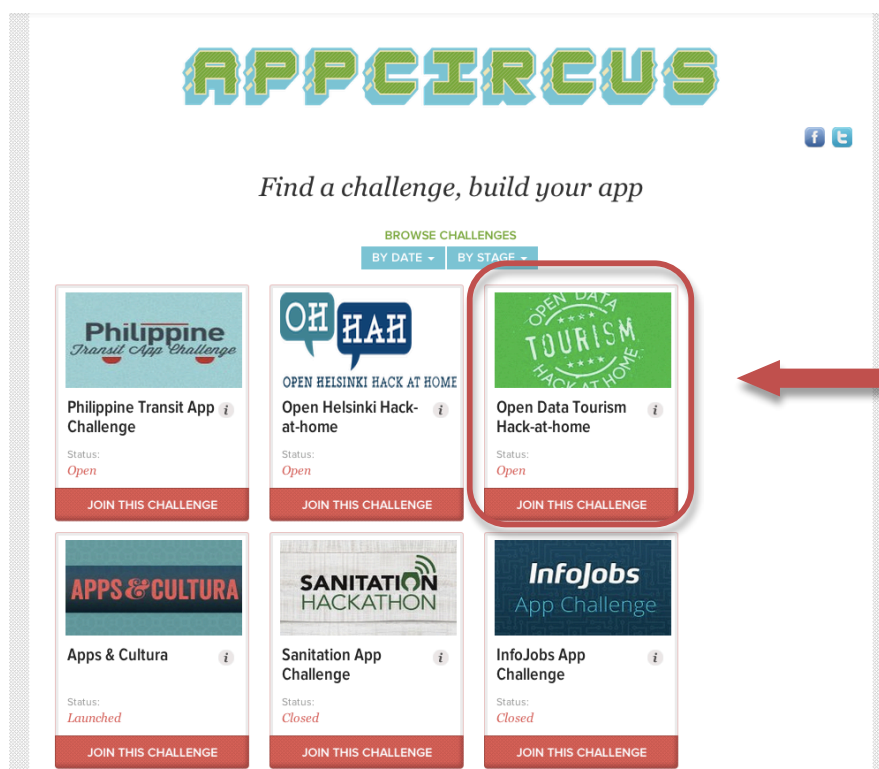


Figure 15: Appcircus main page where Open Cities open data challenge appears as featured

4.2 DISSEMINATION EVENTS

Since the kick-off of the challenges on May 8th, there have been various presentations of the Open Cities project and the different challenge around Europe. We summarize the events focused on the developers, SMEs and tourism related professionals as the challenges main target groups and the promotion of the Open Cities app challenge in the following table.

Date and place	Event description	Organizing partner
27/2/2013, Barcelona	Mobile Premier Awards: Annual event organized by AppCircus focused on best apps of the last year	Dotopen
18/3/2013, Dusseldorf	Medica MESSE and Mobile Monday meeting with dev community	dotopen
8/5/2013, Berlin	Re:publica, Berlin presentation of new Open Data Tourism hack-at-home	Dotopen
8/5/2013, Berlin	Workshop on Open Data during re:publica	Tempos21, UPF
8/5/2013, Helsinki	Tourism-related workshop	Forum Viriun
22/5/2013, Barcelona	Forum on Tourism and ICT, presentation of Urban Lab and Open Data App Challenge	Barcelona Activa

27/5/2013, Barcelona	Presentation of Open Cities tourism challenge and opportunities for local SMEs on local informal event	Barcelona Activa, dotopen, ESADE
13/6/2013, Barcelona	Appcircus@Sonar i+D	Dotopen
24/06/2013, Berlin	Berliner Open Data Day 2013 - leaflets	Fraunhofer FOKUS
31/6/2013, Barcelona	Appcircus Apps&Cultura	dotopen
20/8/2013, Köln	Game Developer Conference Europe	dotopen
4/9/2013, London	Campus Party London - leaflets	UPF
31/10/2013, Barcelona	Hack@Uni, hackathon focused on student app developers and the use of Open Data	UPF

Table 5: Dissemination events

5. CONCLUSIONS

The second round of the Open Data and OSN challenge, has successfully been completed, with 49 app projects received and 22 finished apps related to the tourism problems that EU cities face today. Although the total number of finished apps were lower than the ones received last year, the apps were almost 100% valid with the competition rules, more focused, more importance on the use of Open Data was given, partners were more involved through the mentoring sessions and the quality of the final apps was higher after the mentoring sessions during this app creation period (hackathome).

We have come up with various apps that are easily replicable in other cities, like the GuideMeUp, YourInstantApp or Take a Hike, apps that with the use of local Open Data can be replicated in other than their original city. Most of those apps are still just starting to evolve commercially and have low maturity level since they have been created through the competition and with the help of the hack-at-home process, one of the aims of this Challenge as well.

We found that a similar result regarding the geographical distribution of the apps has been produced, with around 50% of the apps coming from Spain. Although we have tried to focus on local communities especially through meetup groups (meetup.com) and linkedin local groups like the Open Data Netherlands, there was not as much response as expected. Again, we believe that in countries with their own app challenges (like the case of Amsterdam, Helsinki and Berlin) it is difficult to attract the interest of the developers, and that the Open Data requirement acts as a restricting factor for many developers.

In order to increase the app challenge results in number of participants, visibility and apps, we are also organizing, for the end of October 2013, a Hackathon for the University students (Hack@Uni) in Barcelona. The full-day event, organized by UPF with the help of Tempos21 and dotopen, will include workshop sessions on how to create your first app and how to include Open Data in your app, and will try to disseminate the achievements of the Open Cities project among students and young developers. The winner of the Hack@Uni will be also invited to present his app in the final awards event of Smart City Expo (although his candidature will not opt for the final prize as it is not officially part of the Open Cities ODTourism challenge). Even though normally hackathons do not create full functioning apps but mostly sketches and prototypes due to the very limited time (normally 12-24 hours), we believe that a combination of this with our previously used hack-at-home process can offer higher visibility of the project results and assure some potential future involvement and continuation after the project ends.

ANNEX

Some of the publications related to the dissemination activities of the Open Data Tourism Hack-at-home



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APPS

España participa en el Open Data Tourism, un proyecto para crear apps relacionadas con el turismo

23 de mayo de 2013, 23:20h

Applicantes.

Crear aplicaciones que mejoren la experiencia turística y minimicen el impacto que en ocasiones puede tener el turismo de masas. Ese es el objetivo de este gran proyecto europeo, denominado **Open Data Tourism Hack-at-Home** en el que en esta ocasión participa España. En concreto, la ciudad de Barcelona, que se ha sumado a la iniciativa en la que están también presentes Amsterdam, Berlín, Helsinki, París, Roma y Bolonia. La idea es buscar soluciones a problemas comunes de grandes ciudades como éstas que reciben millones de turistas cada año.

El evento busca desarrolladores con buenas ideas, enfocadas a personalizar las visitas, conectar a residentes y visitantes (como hace por ejemplo, [esta app](#) de la que os hablábamos la semana pasada) y mejorar la forma en la que se mueven los viajeros.

Las posibilidades son infinitas y los datos lo dejan claro: el turismo es uno de los sectores con más potencial de crecimiento en la economía móvil. El año pasado se **duplicó el número de reservar por móvil** gracias a las aplicaciones y de los 1.500 millones de pasajeros que se esperan para 2015, se calcula que el 90% utilizará terminales móviles. Viajeros que querrán encontrar en ellos toda la información de su destino, reservar hoteles, llamar a un taxi o planear su estancia.

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Open Data Tourism Hack at home

OPEN DATA TOURISM HACK AT HOME

[Briefing](#) [Prizes](#) [Mentoring](#) [Rules](#) [Forum](#)

Welcome to the Open Data Tourism Hack at home!

Build an app to help cities manage their challenges related to tourism and win great prizes!

The new Open Data Tourism Hack at home, part of the [Open Cities](#) project, brings together two important themes of the smart city - open data and sensor networks - and uses them to help European cities find new ways to manage the big challenges and benefits of tourism today. Check out the problems described in the [briefing](#) and the data provided in our platforms and get started!!

CREATE YOUR APP AND WIN!

[Register now](#)

- 01 UNDERSTAND THE PROBLEMS**
Check the problem statements and start
- 02 HACK AT HOME**
Build your app at home with the help of our experts
- 03 ONLINE COMPETITION**
Participate in the online competition and win prizes!

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España se suma a un proyecto internacional de apps móviles para el turismo

- El reto consiste en crear la mejor aplicación para turistas
- Barcelona participa junto con otras ciudades europeas
- El proyecto combina información abierta y diversas tecnologías



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Proyecto para crear 'apps' móviles sobre turismo

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BARCELONA Barcelona participa con Amsterdam, Berlín, Helsinki, París, Roma y Bolonia en el Challenge Open Data Tourism HackatHome, un proyecto de Open Cities para impulsar la creación de apps móviles que ayuden a minimizar el impacto de la actividad turística, como la presencia de buses en zonas neurálgicas, el ruido, la limpieza o la conservación del entorno. / Redacción

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¿Tienes una 'app' o solución TIC para resolver los retos del sector turístico?

El día 27 de mayo, en el edificio MediaTIC, se presentarán los concursos internacionales del proyecto 'Open Cities' premiados con 3.000 euros.

Barcelona Activa, 24 de mayo

Si tienes una empresa con productos y servicios TIC para el sector turístico, el próximo 27 de mayo a las 18h tienes una cita en el edificio MediaTIC.

En la actividad "**Open Cities: concurso internacional para apps y soluciones en turismo**" se presentarán los concursos de ámbito internacional "**Open Data Tourism Hack at home**" y "**Urban Lab Tourism Challenge**".

En esta edición, el concurso llama a desarrolladores de aplicaciones, empresas TIC, compañías turísticas y tecnólogos para que resuelvan los retos seleccionados del sector turístico: conectar a los ciudadanos con los turistas; personalizar la experiencia de los visitantes; optimizar el tiempo y el impacto de las visitas turísticas; y mejorar la movilidad de los turistas en la ciudad.

Las empresas ganadoras de cada uno de los concursos recibirán un premio de 3.000 euros.

Open Cities es un consorcio de ocho ciudades europeas que trabajan conjuntamente para promover la integración de la innovación abierta en el sector público. La convocatoria actual fomenta la participación de empresas tecnológicas para resolver retos compartidos en ciudades como Barcelona, Berlín, París, Ámsterdam o Helsinki.

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BarcelonaCrecimiento



Última modificación: 27/05/2013

El Ayuntamiento presenta dos concursos para encontrar soluciones a los retos turísticos de Barcelona

Los certámenes internacionales 'Open Data Tourism Hack at home' y 'Urban Lab Tourism Challenge' se dirigen a desarrolladores de apps y empresas TIC y se enmarcan en el proyecto europeo Open Cities'.

Hoy se han presentado en el edificio MediaTIC los concursos de ámbito internacional "Open Data Tourism Hack at home" y "Urban Lab Tourism Challenge", impulsados por el Ayuntamiento –a través de Barcelona Activa– en el marco del proyecto europeo Open Cities.

Fuente: Open Cities

Ambos certámenes se dirigen a desarrolladores de aplicaciones, empresas TIC, compañías turísticas y tecnólogos, que están invitados a presentar productos, servicios y soluciones que resuelvan los retos seleccionados del sector turístico: conectar a los ciudadanos con los turistas; personalizar la experiencia de los visitantes; optimizar el tiempo y el impacto de las visitas turísticas; y mejorar la movilidad de los turistas en la ciudad.

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[Open Data Tourism Hack at home](#)

[Urban Lab Tourism Challenge](#)

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Open Cities challenge: Open Data Tourism Hack-at-Home

The Open Data Tourism Hack-at-Home aims to create apps to help cities manage the challenges of tourism.

Open Cities has just launched a new call-out to take part in the [Open Data Tourism Hack at Home challenge](#), a project focused on encouraging the creation of mobile apps to help cities to better manage the challenges and benefits of tourism.

 The challenge, focused on the user of Open Data and Open Sensor Networks, will allow Amsterdam, Barcelona, Berlin, Helsinki, Paris, Rome and Bologna, as also any other European city, to benefit from the talents of app creators to find solutions for managing tourism in the urban space. One of the main goals of the challenge is to develop apps that can minimize the impact of mass tourism on the city and its inhabitants. For example, the Open Data Tourism Hack at Home is looking for mobile technology solutions that will allow residents to connect with visitors, improve and personalize tourist itineraries, optimize the time for visits and improve the opportunities for tourists to move around the

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El projecte Open Cities obre una convocatòria per desenvolupar aplicacions que ajudin a gestionar els reptes del turisme

Open Cities, un projecte europeu que vol posar la innovació tecnològica al servei de les ciutats avançades i que compta amb la participació del grup de recerca NeTS de la UPF, acaba de llançar una nova convocatòria per participar en el [Hack at Home de Dades Obertes de Turisme](#).

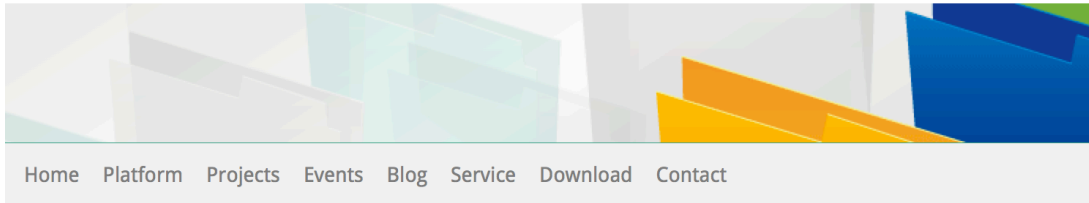


La convocatòria, dedicada a les dades obertes i a les xarxes de sensors, està centrada en el foment de la creació d'aplicacions mòbils per ajudar les ciutats a millorar la gestió dels **reptes i beneficis del turisme**.

Així, aquesta iniciativa permetrà a les ciutats de **París, Amsterdam, Barcelona, Berlin, Hèlsinki, Roma i Bolonya** beneficiar-se del talent dels creadors d'aplicacions per a trobar solucions per a la gestió del turisme en l'espai urbà.

Els participants tindran l'oportunitat de convertir les seves idees en **aplicacions reals** a través de **Hack at Home**: Podran presentar les seves idees, formar equips amb els dissenyadors, desenvolupadors i programadors amb idees afins, obtenir l'ajuda de mentors experimentats a l'hora de crear aplicacions per a les ciutats i tindran l'opció d'influir sobre les vides de milions de persones de tot el món.

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The Open Data Tourism Hack-at-Home aims to create apps to help cities manage the challenges of tourism

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