Recent trends in migration

Worldwide (UNHCR – Global trends 2015):

- **65.3 million** forcibly displaced people, meaning 180,000 people everyday
- **21.3 million** refugees, over half of whom are under the age of 18
- **10 million** stateless people

The war in Syria produced **4.9 million registered refugees** by the end of 2015, more than from any other country in the world (source: UNHCR).

In 2015 **1,015,078** people have crossed the Mediterranean Sea and **3771 people** died in their attempt to reach Europe.

In 2016 the number of arrivals by sea has reduced (333,940); however, still **3949** dead or missing people have been registered (source: UNHCR).

The open data used

- **OpenStreetMap** (OSM)
  - http://www.openstreetmap.org
  - license: ODbL
- **United Nations High Commissioner for Refugees (UNHCR)**
  - http://www.unhcr.org
  - licenses: CC BY-SA, ODbL, ODC BY, PDDL, CC0
- **International Organization for Migration (IOM)**
  - https://www.iom.int
  - licenses: CC BY-SA, CC BY, ODbL, ODC BY, PDDL, CC0
- **Eurostat**
  - http://ec.europa.eu/eurostat
  - license: customized open license policy
- **IOM Missing Migrants project**
  - http://missingmigrants.iom.int
  - licenses: CC BY, CC BY-SA, ODbL, ODC BY, PDDL, CC0
- **The Migrants’ Files**
  - http://www.themigrantsfiles.com
  - license: ODbL

The technical architecture

- **Python**, **Django**
- **JSON**, **OpenLayers 3.0**, **jQuery**, **Leaflet**
- **PostgreSQL**

The source code is available at: https://github.com/kilsedar/migrate

- EU Public License (EUPL)
- instructions for deployment available

Web Mapping application

- developed with a gamification approach (trivia game)
- based on open data & free and open source software

**Purposes**

- educate & raise awareness about migration in Europe
- derive insights on people’s perception of migration

The game

- text-based questions
- multiple choice questions
- true/false questions
- map-based questions

- Playing MIGRATE requires a free and anonymous registration:
- 30 seconds to answer each question
- outcome (right/wrong), explanation and link to data source are provided for each question
- the score takes into account question complexity, time taken to answer and number of games played

**PLAY WITH MIGRATE!**

http://geomobile.como.polimi.it/migrate

First MIGRATE challenge from 2016/12/06 to 2017/01/05: the top 10 players will be awarded with Amazon vouchers!

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