

M02-1: SPACIT Education for spatial Citizenship Infographic

SPACIT - EDUCATION FOR SPATIAL CITIZENSHIP
www.spatialcitizenship.org

CITIZENSHIP
Citizens of a country have many rights and responsibilities. They share an awareness of belonging and common values.

ACTIVE CITIZENSHIP
Active citizens take responsibility and initiative in areas of public concern.

GEO-MEDIA
Communication with geo-media means communicating through the availability of user-friendly web mapping tools.

SOCIAL NETWORKS
Users can easily produce their own geo-media content and share it web-wide through different social networking interfaces.

SPATIAL CITIZENSHIP
With the use of geo-media citizens become spatially aware and are able to question existing perspectives of certain spaces.

FROM TEACHERS TO STUDENTS
SPACIT offers training material, skills, knowledge and attitudes to support students in using geo-media to actively contribute to their society.

SPACIT EDUCATION FOR SPATIAL CITIZENSHIP
The SPACIT project helps with the understanding of the links between society, space technology and education.

TRANSFORMATION OF SPACES
Spatial citizens are appropriating different spaces they are affecting different meanings to different geographical locations and materials in order to prepare for their own actions.

CITIZENSHIP

Extent to which different age groups feel they are citizens of the EU (EU average, 2012)

Age Group	Yes, definitely	Yes, to some extent	No, not really	No, definitely not
18-24	15%	45%	30%	10%
25-34	10%	40%	35%	15%
35-44	5%	35%	40%	20%
45-54	5%	30%	45%	20%
55-64	5%	25%	50%	20%
65-74	5%	20%	55%	20%
75+	5%	15%	60%	20%

Projected views of European and national citizenship, by age group, EU average, 2012

Age Group	Own nationality only	Own nationality and European	European and own nationality	European only
18-24	10%	40%	30%	20%
25-34	10%	35%	35%	20%
35-44	10%	30%	40%	20%
45-54	10%	25%	45%	20%
55-64	10%	20%	50%	20%
65-74	10%	15%	55%	20%
75+	10%	10%	60%	20%

Knowledge of rights in EU citizens, by age group, EU average, 2012

Age Group	Yes, definitely	Yes, to some extent	No, not really	No, definitely not
18-24	15%	45%	30%	10%
25-34	10%	40%	35%	15%
35-44	5%	35%	40%	20%
45-54	5%	30%	45%	20%
55-64	5%	25%	50%	20%
65-74	5%	20%	55%	20%
75+	5%	15%	60%	20%

ONLINE POLITICAL PARTICIPATION THROUGH ONLINE VOTING

Acacia, Belgium, Germany, Italy, Netherlands, Romania, UK, USA, Japan

Yes, No, Unknown

Google Maps is the Most-Used Smartphone App in the World
% of global smartphone users who have used the different apps in the second quarter of 2013

App	Percentage
Google Maps	54%
Facebook	44%
YouTube	35%
Google	30%
WhatsApp/WeChat	27%
Twitter	22%
Skype	22%
Facebook Messenger	22%
WhatsApp	17%
Instagram	11%

SPATIAL CITIZENSHIP

After an earthquake shook Haiti in 2010, a group of volunteers collected crowd-sourced crisis information via Twitter and made it public through the Ushahidi platform.

SPATIAL CITIZENSHIP

OpenUrban combines written and visual media with spatial information to inform citizens about urban development projects in their cities. Through crowd-sourcing technology, OpenUrban acts in order to fill the gap between the fast-paced changes in our cities and the information around them, in order to support citizens' active participation in that process.

TRANSFORMATION OF SPACES

FixMyStreet allows users to report and discuss local street and road problems, with the support of images and geo-location of such problems for an effective response by the local authorities. Similar websites have been developed in a number of countries (Australia, Belgium, Canada, Cyprus, Georgia, Germany, Greece, Japan, Korea, Netherlands, New Zealand, Norway, Sweden, Switzerland, and Tunisia).

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Infografik zu SPACIT - Education for Spatial Citizenship (Quelle: <https://spatialcitizenship.org/>)

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