An Interdisciplinary Approach to Understanding and Processing Sketch Maps

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Sketch maps have been studied for decades by various disciplines such as Cognitive Psychology, Geographical Information Science, Artificial Intelligence, Computer Vision and Human Computer Interaction. Compared with traditional maps from authorized mapping agencies, sketch maps are easy to produce by ordinary citizens, firmly related to human spatial thinking, and well represent human environmental knowledge. In a world where spatial information is available for everyone, there is still a gap between qualitative human perception and quantitative digital representations of spatial information. Processing of sketch maps can be a way to fill this gap and thereby advance spatial information systems towards a more natural human-computer interaction. Although researchers have been investigating sketch maps for over 50 years, there exist many unsolved problems that require contributions from several disciplines to come up with comprehensive solutions. This workshop will bring together researchers from multiple disciplines and foster mutual understanding and cooperation between them.

Workshop website: http://www.sketchmapia.de/cosit-workshop