

Customizing a Story Map for a Nonprofit Organization

GISCorps Volunteer Assisted in Customizing a Story Map for a Nonprofit Organization

The Compassion Games are part of an international compassion movement that inspires participation in something greater than oneself. The Compassion Games help us to understand, connect, and learn from each other while co-creating a global culture of kindness. The Compassion Games offer an open-source, "Do-It-Ourselves" creative platform. The Games tap into a growing capacity and desire to engage with compassionate action in ways that go beyond theory and passive consumption. The Games are open, participatory, peer-driven, and a thriving example of open-source collaboration.

The Compassion Games International (CGI) is a year-round non-profit initiative incorporated in Washington State. Players can participate in the Compassion Games as an individual or as a team by performing actions to care for others, one self, and the Earth, such as visiting someone who is sick, acknowledging the kindness of a stranger, cleaning up litter, organizing a service project, or volunteering to support a local cause. Over the past five years, the Games have mobilized nearly 500,000 volunteers that have served over 5,400,000 people in 40 countries.

Earlier this year, the founder of Compassion Games, Jon Ramer, contacted GISCorps and requested the assistance of a GISCorps volunteer to modify their custom Story Map. Following the recruitment, Joshua Tanner of Oregon was selected and began working with Jon and his colleagues. Josh recently concluded his work and sent this summary.

Report Summary

By Josh Tanner

The Compassion Games has 'coopetitions' in which participants can submit pictures and details of compassionate acts. By using a mapping interface to submit these reports, others are inspired to contribute and compete to make their city or team stand out. The report map can be seen here:

<https://s3.amazonaws.com/compassionreports/index.html>

This map uses the Esri Story Map-Crowdsourcing template that has been modified to suit the needs of the Compassion Games effort.

The Compassion Games is also using ArcGIS Online to create an application to showcase the efforts and results of each 'coopetition'. This current 'Global Unity' coopetition had over 600,000 volunteers and the results can be seen on this scoreboard viewer.

<https://compassiongames.maps.arcgis.com/apps/SummaryViewer/index.html?appid=56d2fbed1d27495eb6faf3ebd6a9cea7>

Josh reported that he would continue monitoring the app and service, and fix any bugs as they arise.

Josh has been awesome and his steadfast and continued support has made it possible for the Compassion Games to flourish. Here's a report we sent out on the recent September Compassion Games; the scoreboard viewer map and compassion report map are essential to making this happen. Thank you Esri and GISCorps!

Jon Ramer, Compassion Games Founder