Want a Way to Map Neighborhood Insight?
Introducing Spatial Video Geonarratives (SVG)

What are they? A way to create a map rich with insights and context. This is a spatial mixed method that allows you to turn neighborhood inspired commentaries into a map in near real time.

Why are they powerful? No other data collection gets into the *why* and *how* and *where* things happen in a neighborhood. Official data, like hotspots of asthma or overdoses, may show you where there is a problem, but SVG helps explain the causations. More than this, it captures what are the impacts, and what different strategies and solutions have been applied in comparable settings.

Why is it better than a regular interview? The SVG records the whole environment, so it fills in the gaps between what we might think are the important places. We have found this added detail and context provide a better understanding of what is happening in the neighborhood. In addition, the participant is more likely to talk freely when in the comfort of their environment, letting the sights, sounds and smells trigger their memories and experiences. *And their insights are richer than what we think we know.*

Who can conduct an SVG? Anyone! We have collected thousands of SVGs, working with researchers, community groups, residents, govt departments, as well as emergency services, public health departments and hospitals. The SVG is simple to use – we want it to be available for anyone who values the perspective of those who know most about a problem.

What topics can be studied? Our work has included overdose locations and causes, asthma and other environmental challenges, health care access, safety and violence, impacts of gentrification, homelessness, food security, blight monitoring, all stages of disasters from response to recovery, the list goes on. We have also used SVG to capture past trauma such as genocide, or the history of a place (maps with stories), but we know we have only scratched the surface of its utility.

Where can it be used? We have collected SVGs in every type and size of urban environment in the United States. We have also used SVGs in rural settings, to record environmental change, and to map disaster related recovery over time. SVGs have been collected in multiple global settings focusing on various infectious diseases such as dengue, malaria and cholera, as well as acquiring spatial context for challenging environments where no official data exists, such as in informal settings.

How is it an SVG collected? SVGs can be collected on foot, on bikes, on wheelchairs, on boats, though the most common is probably a car ride. Between 1 and 3 GPS enabled cameras are mounted inside the vehicle windows to record the observations of the participant as they take you on a journey through *their* neighborhood. Download the video and within hours a map is made.

How do you make that map? We have developed a suite of software that can be used to visualize the SVG showing the video, map location, and transcription all synced together in near real time. You can investigate the narrative both spatially and thematically using our *Wordmapper* software, then overlay multiple SVGs, or create virtual SVGs and even add in new digitized map layers of insights! For overseas environments we have also developed appropriate compression software to ease data transfer. Something else? We can probably code that as well.

Can the SVG be used for project evaluations? Absolutely – it is perfect for that. It can capture before and after experiences, as well as map out the broader perceptions about a project.

How can I collect an SVG and have access to your software and expertise? Please contact Andrew Curtis at ajc321@case.edu or scan the QR code. We are very happy to work with you on existing projects, discuss ideas, and collaborate on grant submissions.