Extract of the paper "Learning and comprehension of terrain representation in cartographic design"

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Abstract

One of the usual tasks of engineers in Geomatics and Surveying is the representation of the terrain for different purposes. Within the teaching of Geomatic Engineering bachelor, the skills related to the critical assessment, contextualization, and interoperability of said terrain models require further development so that future professionals can improve their understanding of the problem, and can address day-to-day problems of fusion of data from different sources and qualities. This contribution focuses on the cartographic problem of integrating different terrain representations from various official sources and with different specifications. To this end, a teaching-learning activity based on the use of data and free software is proposed to enhance the preparation and skills of future geomatics engineering professionals, providing them with added value. The present methodology complies with the requirements of reality, economy and quality established in the scientific literature.

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Educational innovation; ICT; E-Learning; Engineering; Digital Terrain Model; Cartography; Cartographic design

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