

# Null Island – a node of contention in OpenStreetMap

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**Levente Juhász** (Geographic Information Systems Center, Florida International University, Miami, USA)



# Outline of our presentation

- **Null Island as a socio-technological concept** only sparsely engaged with within the GIScience/Geocomputation communities
- **Null Island – an abstract concept of a fictional place found in real databases** – a place to put erroneous data
- **Implications and perspectives for mapping "real fictional places" in OSM** – and perhaps a catalyst for wider debates of OSM mapping practices.

# A node, a single concept for a real and “not so real” thing

WIKIPEDIA  
The Free Encyclopedia

Main page  
Contents  
Current events  
Random page  
About Wikipedia  
Contact page  
Donate  
Contribute

## Null Island

From Wikipedia, the free encyclopedia


Coordinates: 0°N 0°E

**Null Island** is the point on the Earth's surface at zero degrees [latitude](#) and zero degrees [longitude](#) (0°N 0°E), i.e., where the [prime meridian](#) and the [equator](#) intersect. Null Island is located in [international waters](#) in the Atlantic Ocean, roughly 600 km off the coast of West Africa, in the [Gulf of Guinea](#).<sup>[1]</sup> The exact point, using the [WGS84](#) datum, is marked by the Soul buoy (named after [the musical genre](#)), a permanently-moored [weather buoy](#).


The term "Null Island" jokingly refers to the suppositional existence of an island at that location, and to a common cartographic placeholder name to which coordinates erroneously set to 0,0 are assigned in placename databases in order to more easily find and fix them. The nearest land (4°45′30″N 1°58′33″W) is 570 km (354 mi; 307.8 nmi) to the north – a small [Ghanaian](#) islet offshore from Achowa Point<sup>[2]</sup> between [Akwidaa](#) and [Dixcove](#). The depth of the seabed beneath the

*[in needed]*

**Null Island**



The weather [buoy](#) moored at the coordinates of Null Island, in the [Gulf of Guinea](#) at 0°N 0°E



coordinates for Null Island were added to the [Natural Earth](#) public e term came into wide use (although there is evidence of it being a fiction been given a geography, history, and flag.<sup>[1]</sup> Natural Earth scale rank 100, indicating it should never be shown in mapping".<sup>[4]</sup> null values (indicating an absence of data) are often coerced to a nulls allowed" [context](#).

<sup>[5]</sup> Such errors arise, for example, where an image artifact is

**MOSTLY MAPS**

**WELCOME TO THE  
REPUBLIC OF NULL  
ISLAND**



# Extreme points, geographic oddities





# Fictional places, embedded in reality



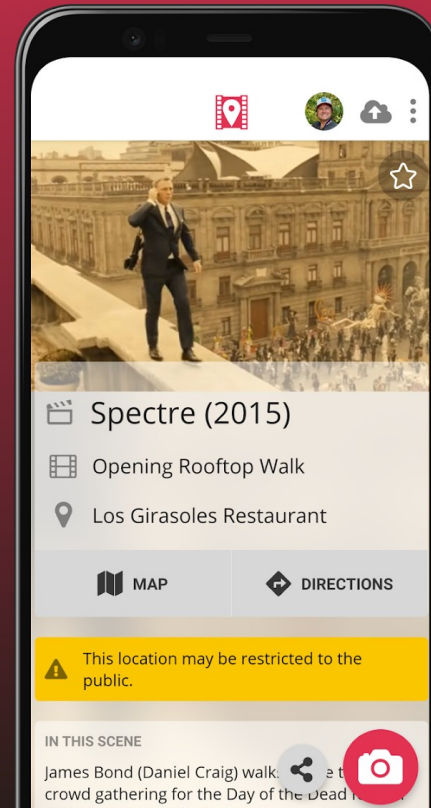
13 The Kingsroad From 'Game Of Thrones' – Bregagh Road, Northern Ireland



10. Hobbiton – the Shire Village VS Matamata in New Zealand



Worldwide database of  
detailed film, scene and  
travel information



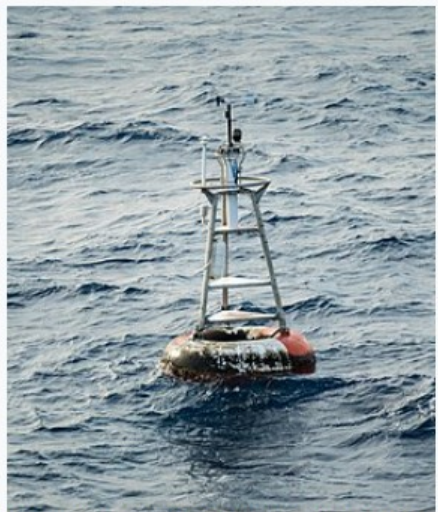


# A placeholder for 'bad' geolocation, missing or uncertain geographies

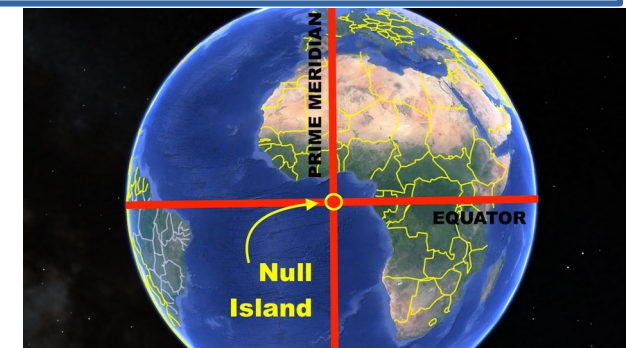
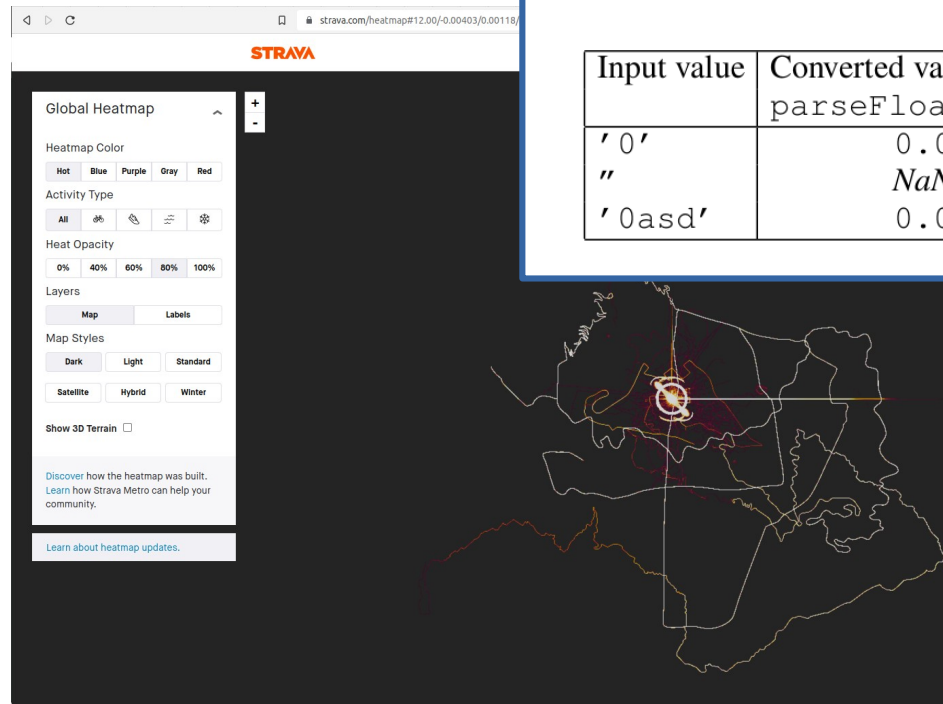
**TABLE 1.** Examples of explicitly converting data (type conversion) to floating point numbers in JavaScript with the `parseFloat()` and `Number()` built-in functions

Input value	Converted value	
	<code>parseFloat (Input)</code>	<code>Number (Input)</code>
'0'	0.0	0.0
"	<i>NaN</i>	0.0
'0asd'	0.0	<i>NaN</i>

Null Island



The weather buoy moored at the coordinates of Null Island, in the Gulf of Guinea at 0°N 0°E



<https://www.strava.com/heatmap#12.00/-0.00001/0.00001/hot/all>

**'outside databases, Null Island does not exist' (Parker, 2020)**

M. Parker, Humble Pi: When Math Goes Wrong in the Real World.

Penguin, 2020, ISBN: 978-0-593-08468-7.

# Recent publication – our more general overview of Null Island

The screenshot shows the arXiv preprint page for the paper "I think I discovered a military base in the middle of the ocean" by Levente Juhasz and Peter Mooney. The page is from the Cornell University arXiv repository, specifically in the Computer Science > Human-Computer Interaction section. The paper title is prominently displayed, along with the authors' names. A summary paragraph explains that the paper explores Null Island, a fictional place at 0° latitude and 0° longitude, which is erroneously associated with large amounts of geographic data. The paper discusses the implications of this error, both technological and social, and provides guidelines to avoid misplacing data. The page also includes a download section with links for PDF and other formats, a current browse context, and a references & citations section. The paper is identified by arXiv ID 2204.08383 and DOI 10.48550/arXiv.2204.08383.

arXiv:2204.08383

Computer Science > Human-Computer Interaction

[Submitted on 18 Apr 2022 (v1), last revised 19 May 2022 (this version, v2)]

## 'I think I discovered a military base in the middle of the ocean' -- Null Island, the most real of fictional places

Levente Juhasz, Peter Mooney

This paper explores Null Island, a fictional place located at 0° latitude and 0° longitude in the WGS84 geographic coordinate system. Null Island is erroneously associated with large amounts of geographic data in a wide variety of location-based services, place databases, social media and web-based maps. While it was originally considered a joke within the geospatial community, this article will demonstrate implications of its existence, both technological and social in nature, promoting Null Island as a fundamental issue of geographic information that requires more widespread awareness. The article summarizes error sources that lead to data being associated with Null Island. We identify four evolutionary phases which help explain how this fictional place evolved and established itself as an entity reaching beyond the geospatial profession to the point of being discovered by the visual arts and the general population. After providing an accurate account of data that can be found at (0, 0), geospatial, technological and social implications of Null Island are discussed. Guidelines to avoid misplacing data to Null Island are provided. Since data will likely continue to appear at this location, our contribution is aimed at both GIScientists and the general population to promote awareness of this error source.

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Subjects: Human-Computer Interaction (cs.HC); Computers and Society (cs.CY); Databases (cs.DB)

ACM classes: K.4.0; H.0; E.m

Cite as: arXiv:2204.08383 [cs.HC]  
(or arXiv:2204.08383v2 [cs.HC] for this version)  
<https://doi.org/10.48550/arXiv.2204.08383>

<https://arxiv.org/abs/2204.08383v2>

The screenshot shows the IEEE Access journal page for the paper "I think I discovered a military base in the middle of the ocean" by Levente Juhasz and Peter Mooney. The page is from the IEEE Access journal, Volume 4, 2016. The paper title is prominently displayed, along with the authors' names. The abstract summarizes the paper's content, stating that it explores Null Island, a fictional place at 0° latitude and 0° longitude, which is erroneously associated with large amounts of geographic data. The paper discusses the implications of this error, both technological and social, and provides guidelines to avoid misplacing data. The page also includes an index terms section, an introduction and motivation section, and a conclusion. The paper is identified by IEEE Access ID 9852234 and DOI 10.1109/ACCESS.2017.27122.

## "I think I discovered a military base in the middle of the ocean" – Null Island, the most real of fictional places

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<sup>2</sup>Department of Computer Science, Maynooth University, W23 F2H6 Maynooth, Co. Kildare, Ireland  
Corresponding author: Levente Juhasz (e-mail: [ljhasz@fiu.edu](mailto:ljhasz@fiu.edu))

This work received no external funding.

**ABSTRACT** This paper explores Null Island, a fictional place located at 0° latitude and 0° longitude in the WGS84 (World Geodetic System 1984) geographic coordinate system. Null Island is erroneously associated with large amounts of geographic data in a wide variety of location-based services, place databases, social media and web-based maps. Whereas it was originally considered a joke within the geospatial community, this article will demonstrate implications of its existence, both technological and social in nature, promoting Null Island as a fundamental issue of geographic information that requires more widespread awareness. The article summarizes error sources that lead to data being associated with Null Island. We identify four evolutionary phases which help explain how this fictional place evolved and established itself as an entity reaching beyond the geospatial profession to the point of being discovered by the visual arts and the general population. After providing an accurate account of data that can be found at (0, 0), geospatial, technological and social implications of Null Island are discussed. Guidelines to avoid misplacing data to Null Island are provided. Since data will likely continue to appear at this location, our contribution is aimed at academics, computing professionals and the general population to promote awareness of this error source.

**INDEX TERMS** error, fictional place, geocoding, geographic information science, geoweb, human-computer interaction, web mapping

### 1. INTRODUCTION AND MOTIVATION

There is a special place on Earth at an equally interesting location. Although it has no spatial extent, it has a thriving community and digital economy: every day many people record their fitness activities, there are countless properties offered to sale and it is even the origin of malicious cyber attacks [1]. Many restaurants are located there, and delivery drivers are always available to make stops at vacation rentals, there is social media activity with millions of photos uploaded, and the place even has an airline. This place is truly a product of our digital age. It is called Null Island, and it is located at the center of the Earth. Although its reputation is growing as more and more people become aware of its existence, this paper will make a valuable contribution to raising awareness of the most interesting fact about it: that it does not exist in a way most places do. This paper will make an important contribution to the discourse of place in geographic information science (GIScience). Even though Null Island is 'fictional', its implications concerning geographic information are very real, and as such, Null Island and its associated issues should be discussed, in a serious and sustained manner, within the GIScience community and beyond.

The name Null Island is used to refer to the location on Earth where the equator intersects the prime meridian at 0° latitude and 0° longitude (0, 0) in the Gulf of Guinea off the coast of West Africa (Fig. 1). Although a weather observation buoy part of the Prediction and Research Moored Array in the Tropical Atlantic (PIRATA) program is permanently anchored to the seabed at that location (Fig. 1b), Null Island cannot be considered a physical entity (i.e. an island). As Parker puts it: 'outside databases, Null Island does not exist' [2]. It exists only as a placeholder for bad data in databases and digital maps. It is also regularly the topic of social media discussions (e.g. as highlighted in the title of this paper), popular media articles and blogs as well as appearing as

VOLUME 4, 2016

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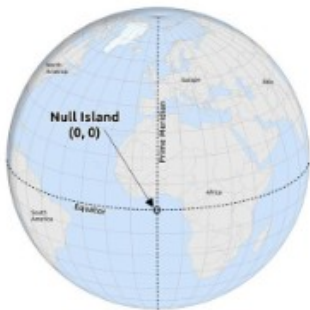
This article has been accepted for publication in IEEE Access. This is the author's version which has not been fully edited and content may change prior to final publication. Citation information: DOI 10.1109/ACCESS.2017.27122

<https://ieeexplore.ieee.org/document/9852234>

**Bloomberg**

Newsletter

## MapLab: Inside Null Island, 'the Most Real of Fictional Places'



The location of "Null Island" — a place that doesn't exist outside of databases. In a new paper, researchers refer to it as "the most real of fictional places." *Credit: Levente Juhasz and Peter Mooney*

By Marie Patino +Follow  
4 May 2022 at 22:15 GMT+1



Maarten Lambrechts @maartenzam · Apr 26

Replying to @ramiroaznar

Thanks for sharing, going to enjoy reading this so much!



1



1



Tip



Ramiro Aznar @ramiroaznar · Apr 27

Your welcome! I definitely did. Love their recommendations to avoid the error 😊 "geospatial training for programmers and developers"



IL MASTER

OLTRE IL CONFINE

Ultimo aggiornamento: Giugno 9 2022

### L'isola che (non) c'è

Peter Mooney e Levente Juhasz hanno studiato come al largo del Golfo della Guinea siano registrate migliaia attività umane. Spoiler alert: non è possibile sia così.

Leonardo Pini



Dove l'Equatore e il meridiano di

Greenwich si intersecano, c

0° E, si trova un'isola piena

strade dove fare jogging e c

Questo luogo in aperto Oce

dovuto vedersela con il Cov

secondo alcuni utenti di Re

ospitare una base militare s

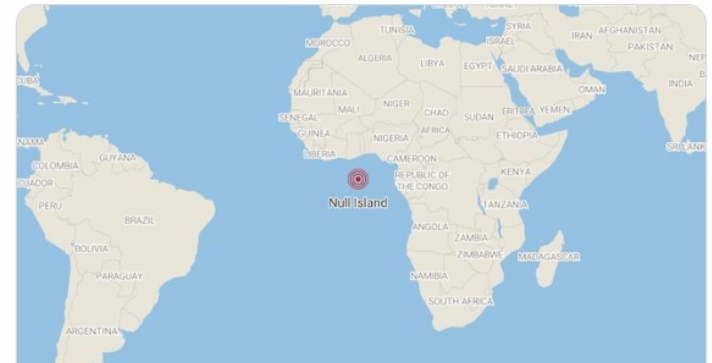


Il Post

@ilpost

### L'isola dell'Atlantico creata dai dati sbagliati

[Translate Tweet](#)



ilpost.it

L'isola dell'Atlantico creata dai dati sbagliati - Il Post

"Null Island" in realtà non esiste, ma a ovest dell'Africa c'è un luogo in cui vengono localizzate per errore un sacco di attività umane

1:54 PM · May 6, 2022 · Tweet il Post



Levente Juhasz

@juhaszlevi

My favorite reaction to the Null Island preprint we posted a couple days ago is that it inspired Ernest Davis, a CS prof at @nyuniversity to write a poem about #NullIsland. I am shocked by all the positive reactions to this little fun project and paper 🙏  
[cs.nyu.edu/~davise/Verses...](https://cs.nyu.edu/~davise/Verses...)

10:51 PM · Apr 29, 2022 · Twitter Web App



# Of all the nodes in all of the (OSM) world.....

## OpenStreetMap stats

Report run at 2022-08-08 22:00:04 UT

Number of users 8847884  
Number of uploaded GPS points 11887823244  
Number of nodes 7846457035  
Number of ways 879374902

### January 2022 Archives by thread

- Messages sorted by: [ subject ] [ author ] [ date ]
- [More info on this list...](#)

Starting: Sun Jan 2 11:03:12 UTC 2022  
Ending: Sun Jan 30 11:28:20 UTC 2022  
Messages: 91

- [OSM-talk] weeklyOSM #597 2021-12-21-2021-12-27 weeklyteam
- [OSM-talk] Was the deletion of Null Island reasonable? Emil Linus Albrecht
  - [OSM-talk] Was the deletion of Null Island reasonable? stevea
  - [OSM-talk] Was the deletion of Null Island reasonable? Brian M. Sperlongano
    - [OSM-talk] Was the deletion of Null Island reasonable? stevea
      - [OSM-talk] Was the deletion of Null Island reasonable? Yuri Astrakhan
      - [OSM-talk] Was the deletion of Null Island reasonable? Brian M. Sperlongano
      - [OSM-talk] Was the deletion of Null Island reasonable? john whelan
      - [OSM-talk] Was the deletion of Null Island reasonable? stevea
    - [OSM-talk] Was the deletion of Null Island reasonable? Mike Thompson
      - [OSM-talk] Was the deletion of Null Island reasonable? Shawn K. Quinn
    - [OSM-talk] Was the deletion of Null Island reasonable? Mateusz Konieczny
  - [OSM-talk] Was the deletion of Null Island reasonable? Phil Wyatt
    - [OSM-talk] Was the deletion of Null Island reasonable? stevea
      - [OSM-talk] Was the deletion of Null Island reasonable? Simon Poole
      - [OSM-talk] Was the deletion of Null Island reasonable? Frederik Ramm
      - [OSM-talk] Was the deletion of Null Island reasonable? Colin Smale
      - [OSM-talk] Was the deletion of Null Island reasonable? Simon Poole
      - [OSM-talk] Was the deletion of Null Island reasonable? stevea
    - [OSM-talk] Was the deletion of Null Island reasonable? Michael Collinson
      - [OSM-talk] Was the deletion of Null Island reasonable? Sarp Hangisi
      - [OSM-talk] Was the deletion of Null Island reasonable? stevea
      - [OSM-talk] Was the deletion of Null Island reasonable? Martin Koppenhoefer
  - [OSM-talk] Was the deletion of Null Island reasonable? Volker Schmidt
  - [OSM-talk] Was the deletion of Null Island reasonable? Marc marc
    - [OSM-talk] Was the deletion of Null Island reasonable? stevea
    - [OSM-talk] Was the deletion of Null Island reasonable? Michael Kugelmann
    - [OSM-talk] Was the deletion of Null Island reasonable? stevea
  - [OSM-talk] Was the deletion of Null Island reasonable? Andy Townsend
    - [OSM-talk] Was the deletion of Null Island reasonable? Sarp Hangisi
    - [OSM-talk] Was the deletion of Null Island reasonable? Sarp Hangisi
    - [OSM-talk] Was the deletion of Null Island reasonable? Andy Townsend
    - [OSM-talk] Was the deletion of Null Island reasonable? Sarp Hangisi
  - [OSM-talk] Was the deletion of Null Island reasonable? Imre Samu
    - [OSM-talk] Was the deletion of Null Island reasonable? Emil Linus Albrecht
      - [OSM-talk] Was the deletion of Null Island reasonable? Martin Koppenhoefer
      - [OSM-talk] Was the deletion of Null Island reasonable? stevea
      - [OSM-talk] Was the deletion of Null Island reasonable? Martin Koppenhoefer
      - [OSM-talk] Was the deletion of Null Island reasonable? stevea
      - [OSM-talk] Was the deletion of Null Island reasonable? stevea

planet.openstreetmap.org/statistics/data\_stats.html

OpenStreetMap Edit History Export

Search Where is this? Go

### Node: Soul Buoy (3815077900)

Version #125

Reverting some test edits - see [https://www.openstreetmap.org/user\\_blocks/6212](https://www.openstreetmap.org/user_blocks/6212)

Edited about 1 hour ago by SomeoneElse\_Revert

Changeset #124690476

Location: 0.0000000, 0.0000000

### Tags

alt_name	Atlas Buoy
description	Located at 0,0. <a href="https://en.wikipedia.org/wiki/Prediction_and_Research_Moored_Array_in_the_Atlantic">https://en.wikipedia.org/wiki/Prediction_and_Research_Moored_Array_in_the_Atlantic</a>
height	4
image	File:Null_Island_2017.jpg
man_made	monitoring_station
monitoring:water_temperature	yes
monitoring:weather	yes
name	Soul Buoy
note	Do not delete. Visual confirmed by research vessel on May 2009.
operator	Prediction and Research Moored Array in the Atlantic

If you are a beginner, unsure or editing in a faraway location - feel free to [contact other mappers](#) and ask them to review your edits.

## Verifiability

*Main article: [Verifiability](#)*

OSM data should, as far as is reasonably possible, be verifiable. The principle applies to tags and other aspects of data representation, and essentially means another mapper should be able to come to the same place and collect the same data ("verify" the data you have entered). This principle excludes hypothetical or opinionated data like personal ratings.

### Map what's on the ground

Sometimes there's conflicting information about, say, the name of a place. An old map might call it one thing, current maps another, and the place name sign something else. People using our maps (for navigation) won't care about the spelling in other maps, they need to find the names from local signs in the map and vice versa. The only exception to this could be obvious misspellings on signs like *John-F-Kennwdy Square*. Assuming that people would intuitively look for the correct spelling, perhaps not even noticing the wrongly spelt name at all, it makes sense to correct these. See also: [ground truth](#)

### Don't map historic events and historic features

Do not map objects if they do not exist currently, and do not map the location of historic events, because such features cannot be verified. If ruins are left (and thus verifiable), then map the ruins (for example using [historic=ruins](#)). Objects that no longer exist and historic events can be mapped on [OpenHistoricalMap](#) (see [Open Historical Map](#)).

### Don't map local legislation if not bound to specific objects

OSM is a geographic database, not a legislative database. Legal aspects such as local traffic rules should only be mapped on specific elements (such as highways) insofar they are dependent on specific geographic features in the real world. For example, do not tag traffic rules on highways that apply *by definition* to all road segments in a country and that can not be overruled by traffic signs that may or not be present in the field, such as the blood alcohol limit for drivers or the legal age to drive a motor vehicle.

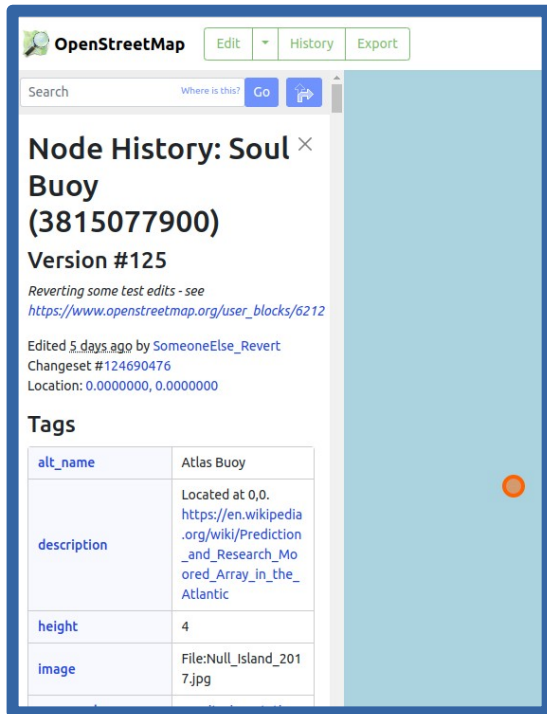
However, *absence* of a specific traffic sign or road surface marking can be sufficiently relevant to map. For example, the default legal speed limit can be entered as [maxspeed=\\*](#) to indicate absence of a different location-specific speed limit. In



# Just a node.... but a gateway for other contentious data?

*“Lasciate ogni speranza voi ch' entrate”*

Dante Alighieri



The screenshot shows the OpenStreetMap interface with a sidebar displaying the history of a specific node. The node is identified as 'Soul Buoy' with ID (3815077900) and is at version #125. The history notes indicate that some test edits were reverted, with a link to the user's blocks. It also shows the node was edited 5 days ago by 'SomeoneElse\_Revert' with changeset #124690476 at the location 0.0000000, 0.0000000. Below the history, there is a 'Tags' section with a table listing metadata for the node.

alt_name	Atlas Buoy
description	Located at 0,0. <a href="https://en.wikipedia.org/wiki/Prediction_and_Research_Mored_Array_in_the_Atlantic">https://en.wikipedia.org/wiki/Prediction_and_Research_Mored_Array_in_the_Atlantic</a>
height	4
image	File:Null_Island_2017.jpg



Timezones

Informal borders

Fictional locations

Moving objects or events (without correct tagging)



# OSM tile access logs viewer

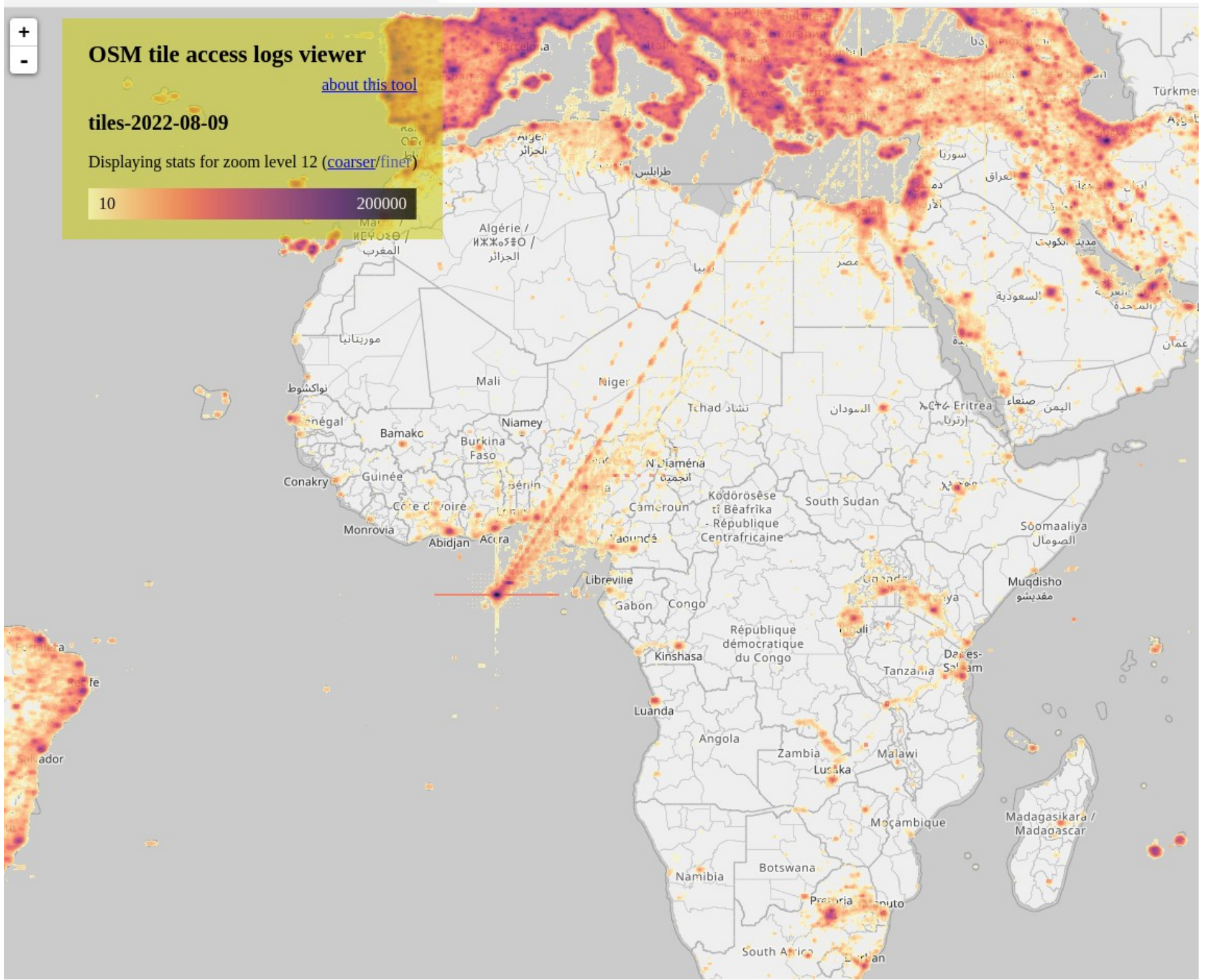
[about this tool](#)

tiles-2022-08-09

Displaying stats for zoom level 12 ([coarser](#)/[finer](#))

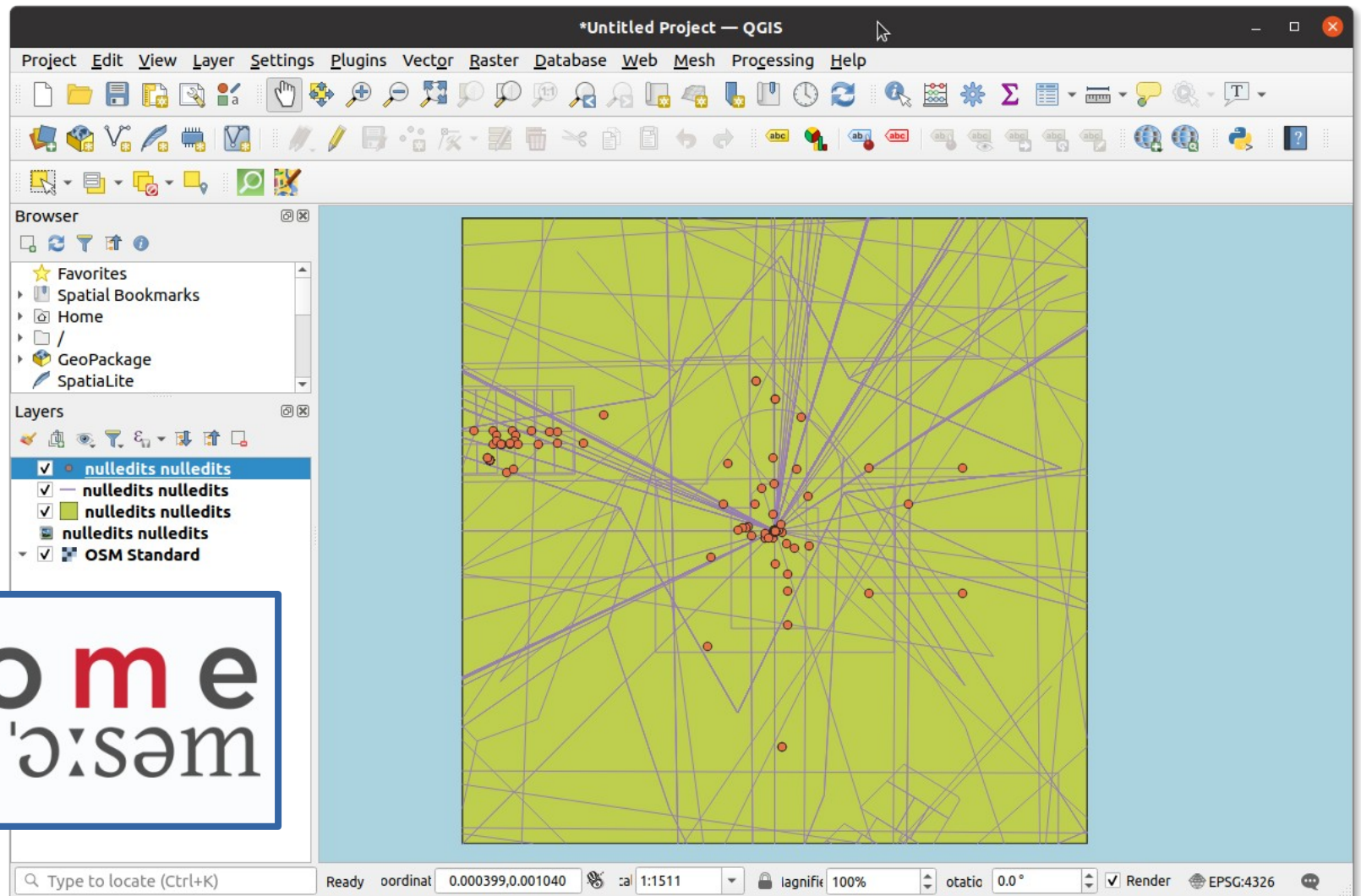
10

200000





# History of all Null Island edits 2012 to date in BB $(-0.001, -0.001, 0.001, 0.001)$



# Some of the happenings on or around “Null Island”

## Node History: 5969757384

### Version #3

*Removing fantasy mapping*

Deleted almost 4 years ago by  
[SomeoneElse\\_Revert](#)  
Changeset #[63360555](#)

### Version #2

*Church of Nullology*

Edited almost 4 years ago by [St Isidore of Seville](#)

Changeset #[63354417](#)  
Location: [0.0000000](#), [0.0000000](#)

### Tags

<a href="#">amenity</a>	<a href="#">place_of_worship</a>
<a href="#">name</a>	The Incredibly Holy Church of Nullology
<a href="#">religion</a>	None

## Node History: 5971419558

### Version #5

*More "null" garbage*

Deleted almost 4 years ago by  
[SomeoneElse\\_Revert](#)  
Changeset #[63393445](#)

### Version #4

*Removing more church of null vandalism*

Edited almost 4 years ago by  
[SomeoneElse\\_Revert](#)  
Changeset #[63392542](#)  
Location: [-0.0000004](#), [-0.0000008](#)

### Tags

<a href="#">name</a>	Internet Nation Embassy
<a href="#">name_1</a>	Internet Nation
<a href="#">natural</a>	cliff

### Version #3

*We have absolutely no idea what is going on and neither do you*

Edited almost 4 years ago by [lockout](#)  
Changeset #[63390715](#)  
Location: [-0.0000020](#), [0.0000005](#)

## Node History: 4505868690

### Version #5

*Aggiunte*

Deleted over 4 years ago by [augustoburzo](#)  
Changeset #[57289920](#)

### Version #4

*Undeleted and moved a library back from "null island" to Italy, where it came from.*

Edited over 5 years ago by  
[SomeoneElse\\_Revert](#)  
Changeset #[43785042](#)  
Location: [40.3905240](#), [16.5566070](#)

### Tags

<a href="#">addr:city</a>	Pisticci
<a href="#">amenity</a>	library
<a href="#">contact:website</a>	http://
<a href="#">name</a>	biblioteca comunale

## Node History: 4511970091

### Version #5

*Remove one object at 0/0 and move another, older one to that place.*

Deleted over 5 years ago by [glglgl](#)  
Changeset #[44209146](#)

### Version #4

*Null Island*

Edited over 5 years ago by [小智智](#)  
Changeset #[43820913](#)  
Location: [0.0000000](#), [0.0000000](#)

### Tags

<a href="#">man_made</a>	monitoring_station
<a href="#">name</a>	Station 13010 - Soul
<a href="#">wikipedia</a>	en:Null Island



# Mistakes happen – but are quickly reverted and fixed

## Version #10

Fixed node dragged to the equator

Edited about 10 years ago by [Neil Penman](#)

Changeset #[12116869](#)

Brugge

## Tags

bicycle	yes
cycleway	track
highway	residential
maxspeed	30
name	Dries
oneway	no

## Nodes

▼ 6 nodes

① 144260030 (part of ways — [Weidestraat](#) (90037182), — [Weidestraat](#) (90034291), and — [Leenhof](#) (28986628))  
1515025685  
1043574574 (part of way — [Zandberg](#) (90034475))  
323761616 (part of way — [Bergjesbos](#) (29399558))  
323758740 (part of way .... [29399551](#))  
144270900 (part of ways — [186369263](#) and — [14628520](#))



## Version #4

Reverting a very odd Vespucci changeset that moved a small wood from northern California to "null island". There doesn't seem to be anything worth keeping in it.

Edited over 5 years ago by

[SomeoneElse\\_Revert](#)

Changeset #[45036953](#)

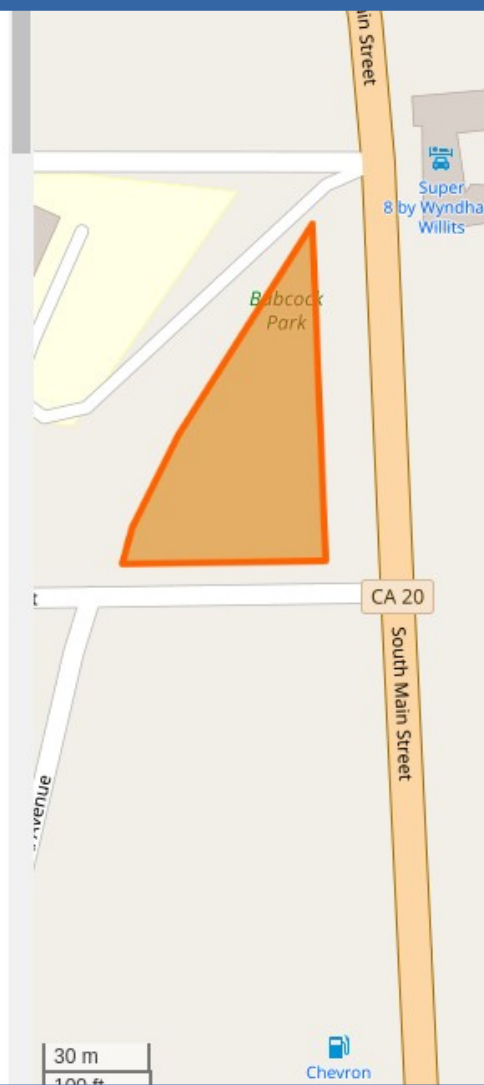
## Tags

Tiger:MTFCC	K2180
leisure	park
name	Babcock Park
source	Tiger2009


## Nodes


▼ 6 nodes

559932224  
559932225  
559932229  
559932230  
559932227  
559932224



# Loch Ness (amenity=monster)

 **OpenStreetMap** Edit History Export

Where is this? Go 

## Node History: Nessie (221521876)


Version #6

*auto-matching wikidata tags based on wikipedia tags per @talk discussion. Further cleanup will be done using*  
<https://wiki.openstreetmap.org/wiki/Wikidata%2BC>

Edited almost 5 years ago by [nyuriks](#)  
Changeset #52344266  
Location: 57.3299516, -4.4285252

### Tags


amenity	monster
name	Nessie
source	Survey
tourism	attraction
website	<a href="http://www.nessie.co.uk/">http://www.nessie.co.uk/</a>
wikidata	Q49658
wikipedia	en:Loch Ness Monster



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## THE CONVERSATION

Academic rigour, journalistic flair



### The Loch Ness monster: a modern history

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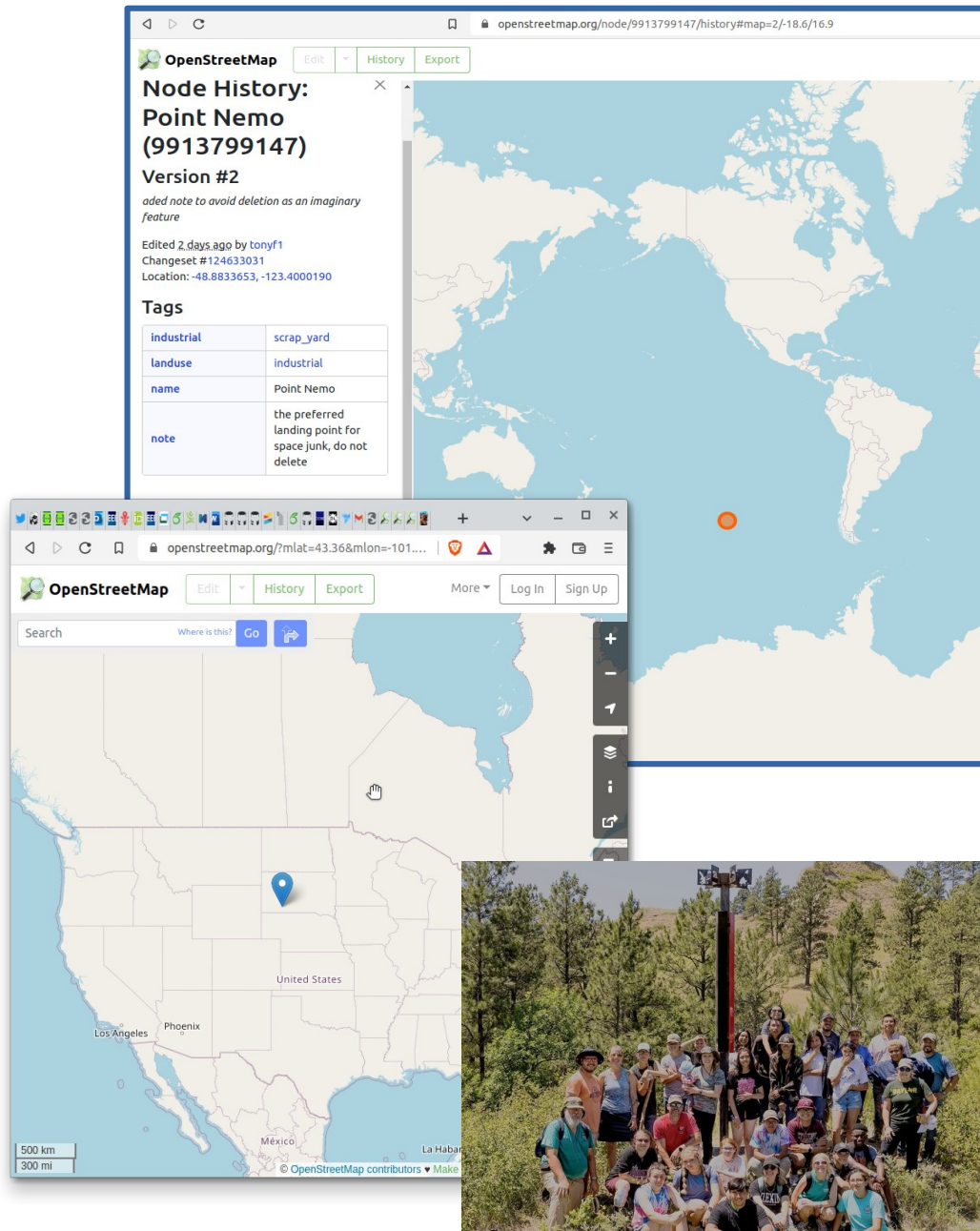
The so-called 'surgeon's photograph' taken by gynaecologist Robert Wilson (actually made from a toy submarine) first published in the Daily Mail in 1934. Pic

<https://www.openstreetmap.org/node/221521876/history#map=11/57.3325/-4.0491>



# Future work(s)

- **Quantitative and qualitative study** of the impact, perception, debate around mapping of fictional or “non-real” places in OSM.
- Political boundaries, neighbourhoods, geographical oddities, tri-points, quad-points, and so on



# Thank you for watching!

*“At latitude, longitude zero degrees,  
Alone in the midst of immeasurable seas  
The fame of the island has spread far and wide  
It's in lists and on maps as a place bona fide.  
As a consequence, many a credulous gull  
Believes that there's really an Island of Null”.*

Verse 2, “The Island of Null”

Ernest Davis, Professor of Computer Science,  
New York University

<https://cs.nyu.edu/~davise/Verses/IslandOfNull.html>



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