

Case Studies on the use of geospatial technology in the development sector

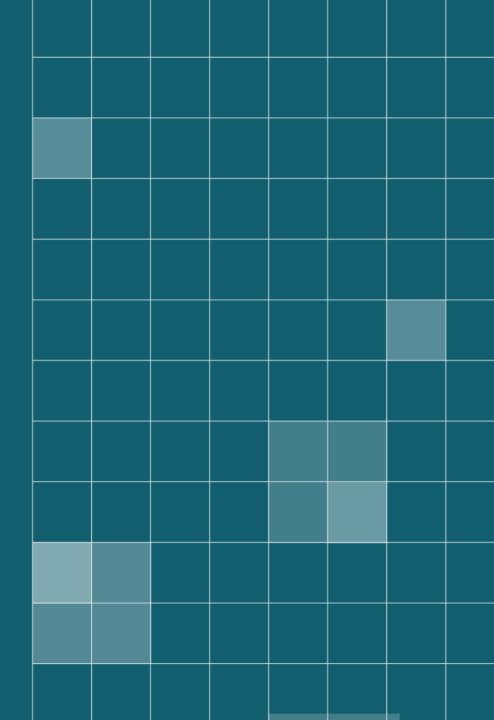
Part 4: Examples from population and census planning







Automatic creation of pre-enumeration areas



Challenges of enumeration area Delineation

- Traditional manual creation of EAs is resource intensive
- EAs can be outdated or incomplete, unavailable & require regular update
- Restrictions on survey access to high risk, conflict and violent areas



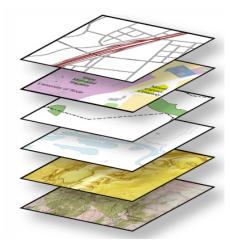


Input data

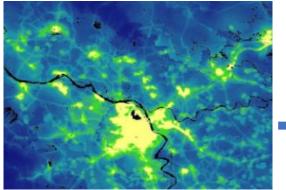
Splitting process

Merging process

Georeferenced layers

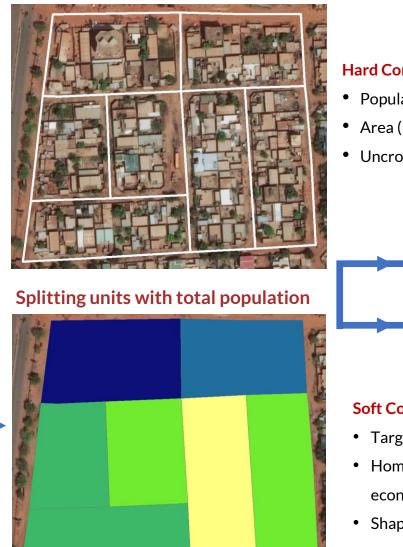


High-resolution gridded population data

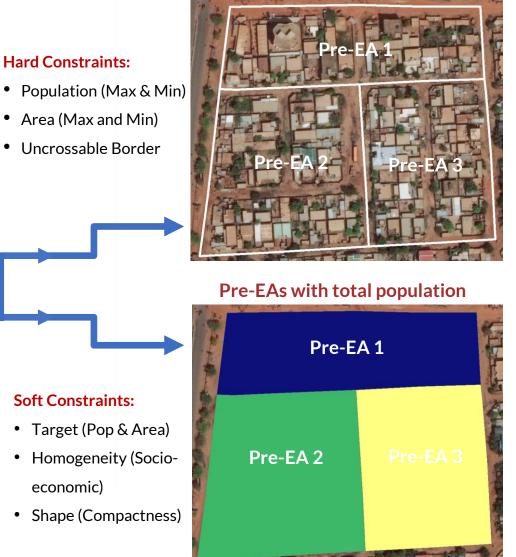


How the PreEA tool works

Building blocks



Pre-Enumeration Area (EA) outline



Example outputs of the pre-EA tool



Paraguay





Burkina Faso

Togo



Niger

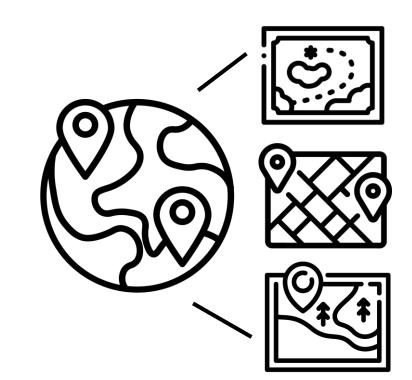


Zimbabwe

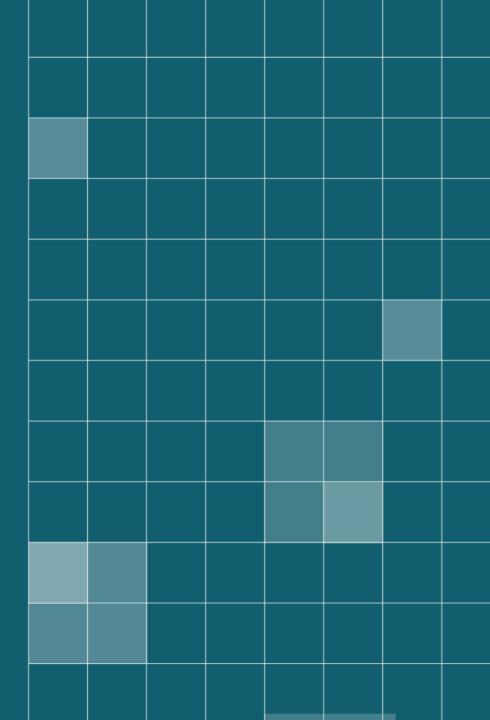
Summary of the tool

- Create comprehensive national sampling frame of pre-enumeration areas
- User-defined rules/constraints on pre-EA creation
- Pre-EAs are a starting point, they must be checked and validated
- Developed under GRID3 by WorldPop





GIS support for census modernisation in Ghana



- Ghana Statistical Service (GSS) requested technical support and training in geospatial data processing and analysis for their census
- GSS Transitioning from manual procedures around data capture and processing, towards digital geospatial alternatives

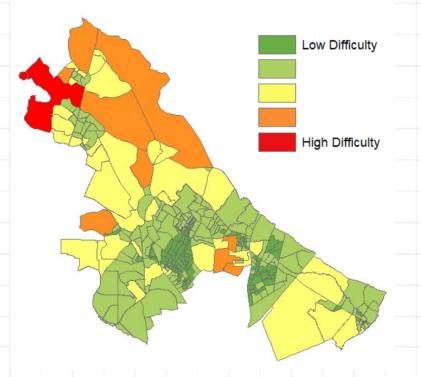




 Hard-to-count" enumeration area (EA) indicators - a means of estimating GSS enumeration effort in terms of resources and field staff

GRID3 Flowminder-led engagement

 is strengthening the capacity of GSS to assess and validate enumeration areas in order to reduce the number of people
'missed' by enumerators



Example of a district

Red indicates problems such as the area being too large or difficult to access due to forest cover or other factors; these problems may have an impact on coverage by census teams

"Hard to count" indicators

Geometry indicators

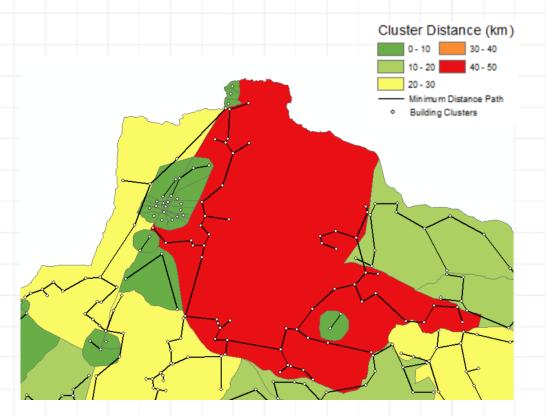
- Area of EA
- Polsby-Popper score (boundary complexity)

Accessibility indicators

- Road density per EA
- % Tree cover per EA
- General accessibility per EA

Population and building indicators

- Number of buildings per EA
- Settlement cluster distance per EA
- Estimated population per EA



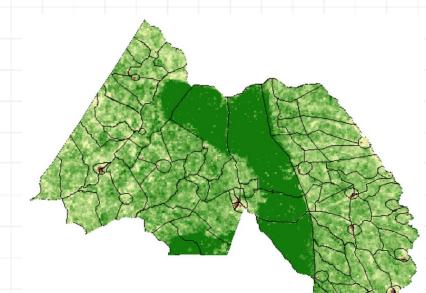
Distance between groups of buildings per EA

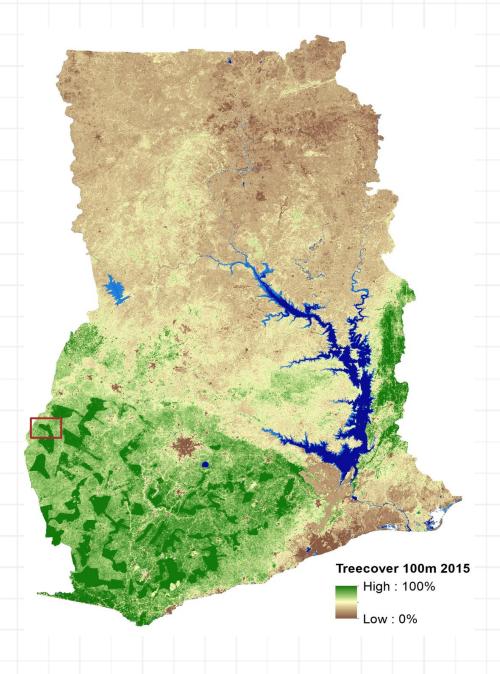
The distance between defined "groups" of buildings. A higher distance is marked as high difficulty, as it means that there is more to travel between buildings.

"Hard to count" indicators

Accessibility indicators

Percentage of tree cover per EA





"Hard to count" indicators



Questions?

Please post any questions or comments in the course forum below!