



Esri International User Conference | San Diego, CA
Technical Workshops | July 11-15, 2011

Choosing a Mobile Solution

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Agenda

- **Understanding options for mobile GIS**
- **What questions to ask when deciding on a mobile platform**
- **Native vs. web**
- **Native Apps vs. The Mobile Web vs. Web Apps**
- **Mobile Solution Scenarios**
- **Mobile Development Options**

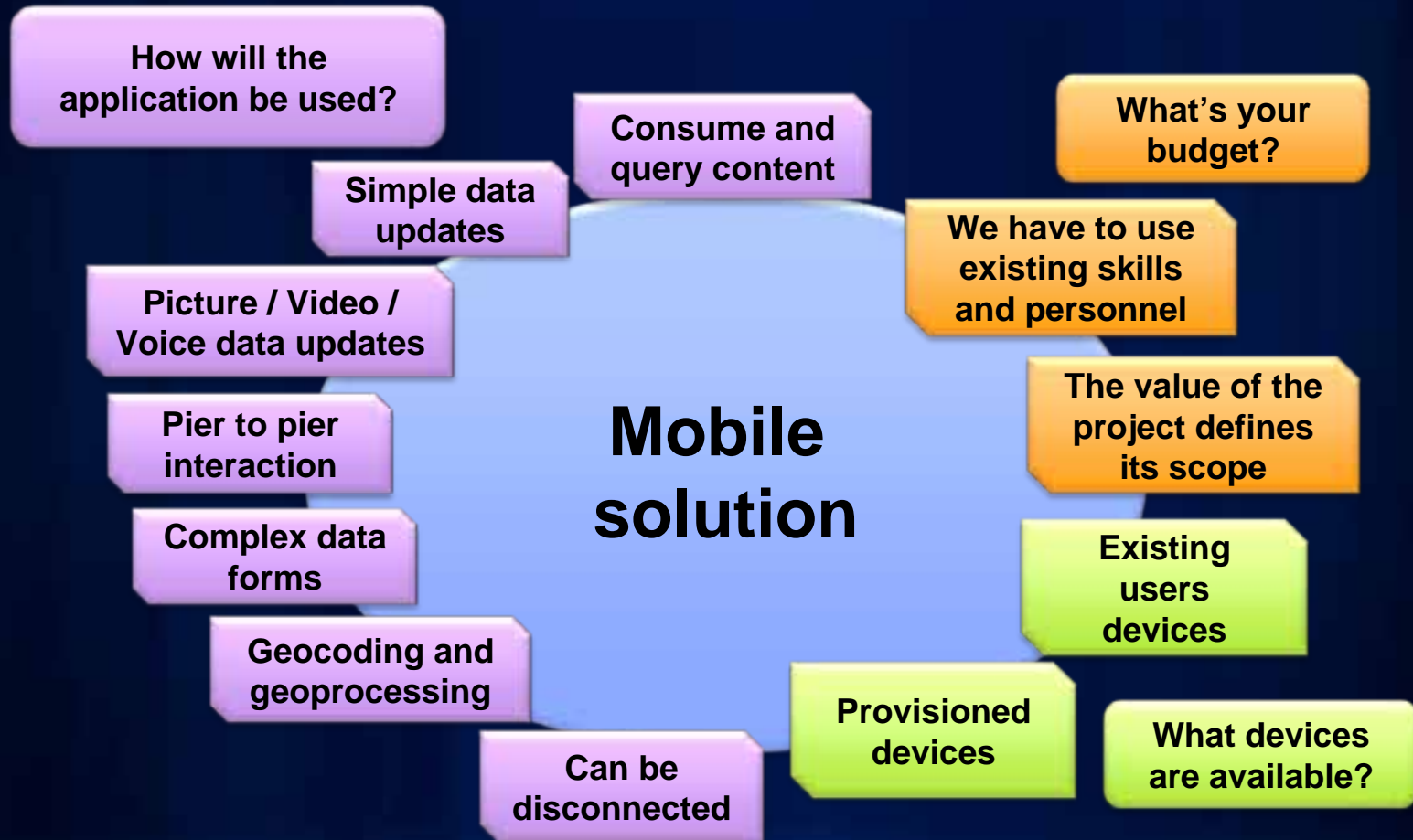
Why mobile?

- Mobile is where the market is going
- Mobile internet adoption outpaces desktop internet adoption by 8x ([Economy + Internet Trends](#))
- More smartphones than PCs will be sold in 2011
 - [RBC analyst Mike Abramsky](#)
- Within 5 years “More users will connect to the Internet over mobile devices than desktop PCs.”
 - [Mary Meeker](#)

Mobile development options

- **Native platform**
 - ArcGIS Mobile SDK
 - ArcGIS API for iOS
 - ArcGIS API for Windows Phone
 - ArcGIS API for Android – Open Beta
 - ArcGIS API for Flex
 - ArcPad Studio
- **Web**
 - ArcGIS API for JavaScript

How do you decide on a mobile solution



Native vs. Web



Native vs. Web

- **Native**
 - Deployed application through app store / marketplace
 - Application deployed with the device
- **Web**
 - Web page accessed from the mobile device

Native platform benefits vs. cost

- **Performance**
- **Functionality**
 - Full access to device capabilities*
 - Push notifications
- **Usability**
 - Native platforms are designed for the device
- **Market penetration**
 - App store / Marketplace is where many mobile users look first
- **Easier to monetize**
- **Higher development cost, staff compensation**

Web platform benefits vs. cost

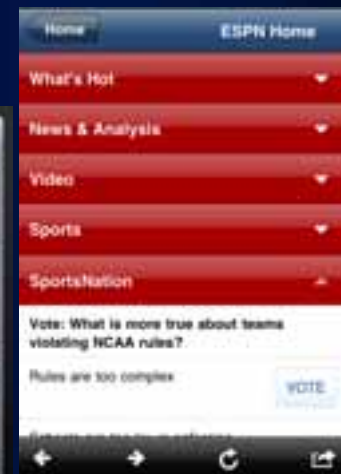
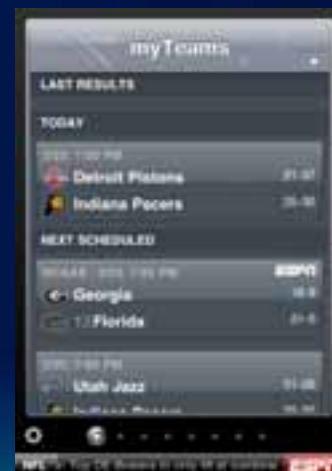
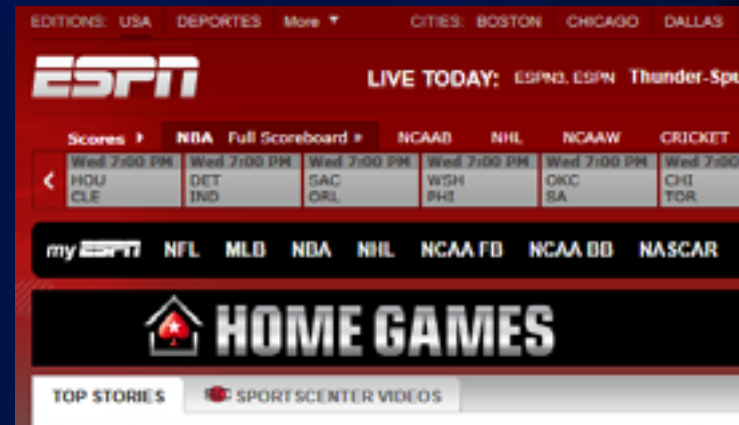
- **Code reuse / budget**
- **One development environment**
- **Targeting multiple devices**
 - Modifications needed for each device but development environment is the same
- **Limited device access**
- **Full control over deployment**
 - No approval process
- **Faster to production**
 - No app store
- **Development costs much lower**

Web Apps vs. The Mobile Web vs. Native Apps

- **Web application**
 - Application that run inside a device's browser
- **Full web application**
 - Full web application running in a browser
- **Mobile web application**
 - Modified web application optimized for mobile devices
- **Native application**
 - Designed to run specifically on a computer, smartphone, or tablet

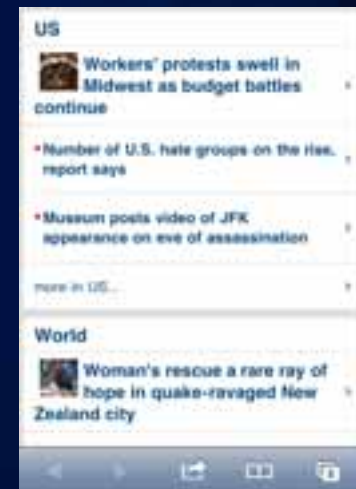
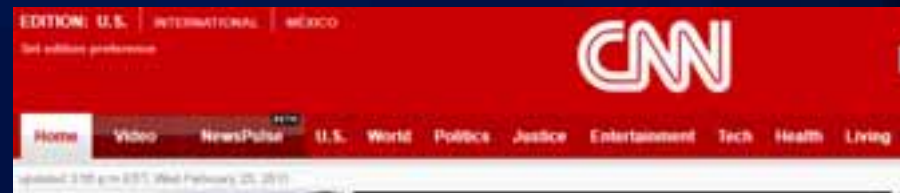
Case study: ESPN

- Full web application
 - Full content access
- Mobile web application
 - Focused content access
 - Main news stories
 - Vote for Sports nation
 - Simple data editing
 - Simple menus categorizing content
- Native application
 - Track scores for myTeams
 - Push updates for scores
 - Link to web content
- Native – many other options



Case Study: CNN

- Full web application
 - Full content – tabbed sections
- Mobile web application
 - Scrollable sections
- Native application
 - News by section
 - Location based news (My CNN)
 - iReport – data collection



Common themes from case studies

- **Full web application**
 - Most content
- **Mobile web application**
 - Focused content (similar to desktop)
 - Simple feedback
- **Native application**
 - More complex data entry
 - Location based content
 - Push notifications

Mobile Solution Scenarios



Mobile Solution Scenarios

- Initial damage assessment
- Building inspections
- Pipeline maintenance
- Voter information portal
- Government open data

Scenario – Initial Damage Assessment

- **Following a natural disaster, I need to get my specialized field mobility teams deployed**
- **These individuals have the field knowledge / industry expertise and will be performing the field assessment**

Initial Damage Assessment - Key points

- **Ruggedized hardware**
- **Sometimes connected**
- **Non-GIS user**
- **Industry language**
- **Configure, not code**

Initial Damage Assessment - Implementation

- **Mobile solution to solve problem (Platforms)**
 - ArcGIS Mobile, ArcGIS Server
- **Related scenarios**
 - Search and Rescue, Forestry / Wildfire, other Natural Disasters
- **Supporting resources**
 - Public safety damage assessment template
<http://www.arcgis.com/home/item.html?id=8c175986354046cc801757d47372c3da>

Demo

Public Safety Damage Assessment



Why ArcGIS Mobile

- Professional GIS data collection
- Good GPS and data collection controls
- Easily configurable without code

Consume and
query content

Picture /
Video / Voice
data updates

Pier to pier
interaction

Complex data
forms

Provisioned
devices

Scenario – Building inspections

- **Building inspectors need an easy way to add inspection information in the field**

Building Inspections - Key points

- **Quick integration with the rest of the GIS**
- **Inspectors are not necessarily GIS professionals**
- **Simple / Familiar User interface**
- **Accuracy is not of high concern (get me close)**

Building Inspections - Implementation

- **Mobile solution to solve problem (Platforms)**
 - ArcGIS for iOS, ArcGIS Server
- **ArcGIS.com template selected**
 - [Code Violation for iPad](#)

Demo

Code violation for iPad



Why native solution

- **Internal Enterprise deployment**
 - Non-gis users
- **ArcGIS.com template available**
- **UI and hardware meet requirements for detailed assessment**

**Consume and
query content**

**Picture /
Video / Voice
data updates**

**Geocoding and
geoprocessing**

**Existing
users
devices**

**The value of the
project defines
its scope**

Scenario – Pipeline maintenance

- **Gas leak detection / leak survey safety reporting mapped during pipeline inspection**

Pipeline maintenance - Key points

- **Precise correlation of leak surveys to mains & services**
- **Eliminates wear and tear on the survey books**
- **Data must be easily integrated with the enterprise GIS**
- **Accuracy is key, base station / satellite integration**
- **Ruggedized Hardware**
- **Forms based data collection**

Pipeline maintenance - Implementation

- **Mobile solution to solve problem (Platforms)**
 - ArcGIS Mobile, ArcGIS Server
- **Related scenarios**
 - Utilities and Communications
- **Supporting resources**
 - [Infrastructure Mobile Map Template for ArcGIS 9.3](#)

Why ArcGIS Mobile

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Scenario – Voter Information Portal

- **I need a solution that disseminates voter information to the public through a public facing website as well as mobile devices**

Voter Information Portal - Key points

- **Voter information must be easily accessible**
- **Desktop and mobile**
- **Overlapping content between both experiences**
- **Simple mobile location based user interaction**

Voter Information Portal - Implementation

- **Mobile solution to solve problem (Platforms)**
 - ArcGIS API for JavaScript, ArcGIS Server
- **Related scenarios**
- **Supporting resources**
 - **Desktop web**
 - [Election Polling Places Template](#)
 - [Election Results Viewer Template](#)
 - **Mobile Web**
 - [Find Nearby developer sample](#)

Demo

Gaslamp Navigator



Why JavaScript

- All the “why web platform”
- More easily deploy across platforms
- Leverage web developers skill set

Consume and
query content

Geocoding and
geoprocessing

Simple data
updates

Existing
users
devices

We have to use
existing skills
and personnel

Scenario – Government open data

- **Government agency wants to make more of their data accessible via mobile devices**
- **Improve government transparency and community engagement**

Government open data - Key points

- **Very little or no development budget / expertise**
- **Lots of data in different categories**
- **Its ok if users have to have network connectivity**
- **The more users the better but there is no requirement that all devices must be supported**

Government open data - Implementation

- **Mobile solution to solve problem (Platforms)**
 - ArcGIS Native application, ArcGIS Server, ArcGIS.com
 - Web portal with links to native app
 - `arcgis://www.arcgis.com/sharing/content/items/<webmapid>/data`
- **Examples**
 - [KyGovMaps](#)

Demo

Building a Fishing map for ArcGIS for iOS



Why Native ArcGIS Application

- **Fast deployment**
 - All you need is a web map
 - Users will need instruction on the map to load
- **Phase 1**
 - Get user reaction to default app to hone requirements for phase 2
- **Deployment to the GIS community**

**Consume and
query content**

Geocoding

**Picture /
Video / Voice
data updates**

**Existing
users
devices**

**We have to use
existing skills
and personnel**

More Development Options



Write once – deploy multiple (sort of)

- **Never seamless between platforms**
 - Tweaks are always necessary: iOS to Android to Windows Phone
 - Tablets may warrant their own interface
- **JavaScript compact build**
 - Style appropriately for platform
 - Dojox.mobile likely easiest approach
- **ArcGIS API for Flex**

JavaScript compact build

- JavaScript API with smaller footprint (~30KB)
 - No dijit
 - Limited modules
- Can use with variety of JavaScript toolkits
 - [Dojox.mobile](#), [jQuery mobile](#), [jQtouch](#), [Sencha Touch](#), etc.
- [PhoneGap](#) (Some access to phone capabilities)
 - Build native app from JavaScript
 - Development requirements vary by targeted platform
- No limitations on platform, developer platform or IDE

ArcGIS API for Flex

- **Leverage existing skills**
- **Strong developer / design community**
- **Good support for device capabilities**
 - Camera, Accelerometer, GPS
- **Adobe Flex SDK 4.5 + Adobe Flash Builder 4.5.1**
- **See: ArcGIS API for Flex – Advanced Topics**
 - Thurs 8:30 – 9:45 AM Room 8
- **See: Flex Appeal**
 - Wed 12:00 PM – 1:00 PM Room 8

**Consume and
query content**

**Geocoding and
geoprocessing**

**Picture /
Video / Voice
data updates**

**Existing
users
devices**

**We have to use
existing skills
and personnel**

iOS using C# - MonoTouch from Novell

- Platform
 - iOS
- Development platform
 - Mac
- Development environment
 - Apple's iPhone SDK
 - ArcGIS API for iOS
 - MonoDevelop
- [MonoTouch Map Viewer for iPhone 4](#) on ArcGIS.com
 - Bound assembly to ArcGIS API for iOS native library
- The end result is a true native iOS application



Getting more information



Where can I get more information?

- **Resource center**
 - <http://resources.arcgis.com/content/mobilegis/about>
- **ArcGIS.com groups**
 - [ArcGIS Mobile Code Samples](#)
 - [ArcGIS for iOS Developer Samples](#)
- **Training**
 - [Building Application Using the ArcGIS Mobile SDK](#)
 - [Building Web Applications Using the ArcGIS API for JavaScript](#)

Esri Training for Mobile GIS Developers

<http://www.esri.com/training>



- **Instructor-Led Course**
 - [Authoring and Serving ArcGIS Mobile Projects](#)
- **Web Courses**
 - [Mobile GIS: Creating Web Maps for Lightweight Mobile Apps](#)
 - [Mobile GIS: Getting Started with the ArcGIS API for iOS](#)
 - [Mobile GIS: Using the ArcGIS for iOS Application](#)
- [Online Training Seminars](#) (free, many available!)

Resources at the conference

- **See the Mobile GIS track in your agenda**
- **Mobile Product Island @ Esri Showcase**
 - **Meet the development team at the exhibit hall!**
Wednesday 9am – 6pm
Thursday 9am – 1:30pm
- **Try ArcGIS Mobile Live!**
 - **Wednesday (2:00pm – 4:00pm)**
 - **Thursday (10:00am – 12:00pm)**

Summary

- What is your business problem?
- What are your requirements?
- What is your budget?
- What is negotiable?

Questions / Answers

Please fill out the session survey.... Thank you





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