

MEGUG Annual Meeting
November 9, 2018
Bates College

Agenda

8:30 – 9:30 – Breakfast, Sign in, welcome

9:30 – 10:30 Concurrent Session

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Dashboards – Rosemary Moser, City of Lewiston

In municipal government, GIS can be the ‘virtual scaffolding’ that ties together data from many applications used throughout the city – data that often sits relatively unexplored. In Auburn, dashboards are quickly becoming an easy-to-use tool for managers, elected officials, and citizens to explore multiple data layers, transforming unexamined data into the much-needed information that will better inform decision makers, and allow us to be more responsive to some of the complex problems faced by municipalities.

Rather than examining a pre-build dashboard, we will show several examples and then explore what it takes to put one together from start to finish – problems and all! During the session we will build a dashboard from scratch using input from those in attendance. Hopefully we’ll end up with a fully functioning dashboard – or at least an overview of the tools, steps, and pitfalls for putting one together.

3D Buildings and Facility Management – Tim Walsh, PWD

PWD is working on converting CAD building footprints for facilities into GIS-friendly format and building a simple 3D viewing option showing skeletonized floors and rooms, interlinked with their CMMS. We are leveraging these polygons to eventually integrate linear and vertical (facility) assets in a unified viewing/data access experience.

Education:

Teaching with ArcGIS Pro in the Classroom

10:30 – 10:45 Break

10:45 – 11:15 Discussions

Promoting GIS within or from the outside - Bradford Folta, The Ted Berry Co.

Discussion with attendees on how we promote GIS within our organization and outside of them. What skills do we need? Can we come up with a better answer than “Oh, I make maps.” Because explaining GIS is to hard?

11:15 – 12:15

Maine Geospatial Institute Planning for Collaborations

12:15 – 1:00 Lunch

1:00 – 1:30 Annual Meeting/Election/Posters

1:30 – 2:30 Concurrent Session

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WebApp Builder Workshop – Matthew S. Deal, ESRI

Web AppBuilder is an intuitive what-you-see-is-what-you-get (WYSIWYG) application that allows you to build 2D and 3D web apps without writing a single line of code. In this workshop, you will learn how to build a map application using Web AppBuilder and add the functionality you want into your apps. Please bring a laptop or tablet with ability to connect to internet for the hands-on portion.

Education

Getting Started with Online Mapping in the Classroom - Matt McCourt and Brandi LeRoy

Open to anyone, but primarily for teachers, informal educators and students taking their first steps with GIS.

2:30 – 2:45 Break

2:45 – 3:45 Concurrent Session

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2:45 – 3:15 - Using Online Mapping to Narrow the Digital Divide for Municipal Mapping - Tora Johnson

The Washington County Council of Governments and the University of Maine at Machias GIS lab are collaborating on a project providing online GIS tools for small communities to use in mapping current and future land use and developing maps for their comprehensive plans. The system is currently being used in multiple towns in the Downeast Maine. This presentation will discuss how the system works and the challenges we've encountered. It will include a demonstration of the tools and data and a discussion about best practices for using web maps to support municipal planning.

3:15 – 3:45 - Using Web GIS to Address the Opioid Crisis – Matthew S. Deal, ESRI

Solving a problem like the opioid epidemic requires cooperation from several disparate agencies. What are the needs of these agencies, what are the public's expectations and how can WebGIS provide answers? This presentation covers recent examples of how state and local government are working to respond to the opioid crisis.

Education

Seeing the World in 3D Global Mapper for Academic Labs – David McKittrick, Blue Marble Geographic

In this presentation we will explore several examples of the use of 3D mapping technology in Global Mapper in relation to using Global Mapper in an academic lab setting. Starting with publically available LiDAR data, we will demonstrate the simple steps for creating an accurate terrain layer as the basis for contour generation and volume calculation. Using data collected over several years, we will measure and visualize changes in the 3D environment. Next, we will use the Pixels-to-Points tool to transform overlapping drone images into a high-density, 3D point cloud, from which we can subsequently generate an accurate orthoimage and a realistic 3D model. Finally, we will explore other ways to build and edit 3D environments and to create a simulated 3D fly-through visualization moving through the 3D world.

3:45 – 4:00 Election Results/Door Prizes/Closing Remarks