

Assignment #2
URPL 590 – Mapping Mashups
Spring 2009

Mapping Mashup Tutorial

Create a tutorial that demonstrates how to use the technology necessary to build one component of a mapping mashup. The purpose of this assignment is to build proficiency in mashup methods and to share knowledge of those methods with the class and beyond.

The first step is to choose a technology and propose a topic for the tutorial. A one-page proposal is due Friday, March 13. The second step is to complete the tutorial, which is due on Friday, April, 3 and should be posted on the course blog (<http://urpl590mashups.wordpress.com/>).

Technology and Tools

Possible technologies that could be covered in the tutorial include:

- Geospatial mapping API's
 - Google Maps
 - Yahoo Maps
 - ESRI ArcGIS JavaScript/FLEX API's
 - MetaCarta OpenLayers
 - Microsoft Virtual Earth
- Simple XML-based web services with geospatial context
 - SOAP
 - REST
 - geoRSS
- Data/Map Services for use in GIS Analysis
 - ESRI ArcIMS/ArcServer maps services, Arc Web Services
 - OGC services (WMS, WFS, GML, KML)
- Virtual Globes
 - Google Earth
 - NASA WorldWind

Data

Data sources utilized in the tutorial should focus on the Great Lakes. Since this assignment promotes development of mashup methods, we don't want people to get bogged down in a search for data. We already have a good start on an inventory of distributed data sources relevant to the Great Lakes. This inventory will be included on the course website (<http://maps.aqua.wisc.edu/urpl590-spring09/mashups/index.htm>).

Format of the Assignment

The default format for the tutorial is a set of written instructions that someone could follow to learn about the techniques you used. The written tutorial should be single-spaced with 12pt text. There is no formal page limit, but 10-15 pages should suffice. You are encouraged to use graphics to support the instructions in the tutorial.

An alternative format would be a “screencast” of the tutorial. Google Earth Outreach tutorials (<http://earth.google.com/outreach/tutorials.html>) provide a good template for this approach. You could utilize the freeware CamStudio software (<http://camstudio.org/>) to product the screencast and post in on YouTube (<http://www.youtube.com/>).

Notes

- David (dahart@wisc.edu) and AJ (lwortley@wisc.edu) are available to discuss ideas for the proposal and the tutorial by email and in person.
- One criterion for grading is how straightforward it is to complete the tutorial. Another is how well you describe the context for the tutorial – i.e., how clearly you state the problem you are addressing and describe the technology you used.
- Please send us the digital files associated with the tutorial, in addition to posting them on the course blog. This will make it easier to share the tutorials after they are complete.
- Please send any emails and files related to the assignment to both of us.