

Mobile Apps used by Texas Game Wardens

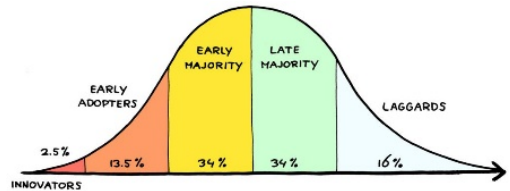
Quick Reference Card



Lessons Learned

Objectives

- Understand a pathway to Mobile Apps
- Learn the best solutions for getting them into your agency
- Determine common pitfalls and how to avoid them



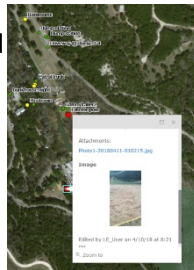
High Points in Brief

- In 2014, the number of mobile devices overtook desktop devices
- By 2020, 63% of enterprises expect mobile devices to replace desktops
- Responsive web pages are different than native Apps
- Agencies should examine internal versus external users
- Success requires teamwork; don't have stovepipes of excellence
- Goal is realtime situational awareness
- Example apps include Disaster Activity Report, Fleet Management, Reference, and anything to relieve dispatch of radio traffic
- GIS mapping is huge

Notes:

Pitfalls to Avoid

- Connectivity has been a concern, numerous fixes abound
- Security is always a concern; security comes with a price
- Training users can take new approaches
- Maintenance and updates should be considered
- Build versus Buy is not always a clear choice
- Compensating controls required for CJIS compliance
- Link 14 around the corner; new FirstNet standards?



Other Things to Consider

- Standards / Schema
- Security
- Data ownership
- Release implications
- Speed
- Authority



Pew Research Center
www.pewresearch.org

Survey123 for ArcGIS
survey123.arcgis.com

