Brian Strock – GEOG 778 – Spring 2022

**Project Proposal: Eden Prairie Playgrounds App**

**Overview:**

To promote discovery and enjoyment of public space in the community of Eden Prairie, MN, I will build a web application featuring an interactive map of all 26 parks in Eden Prairie which contain playgrounds.

**Audience:**

This app is intended for families and residents of Eden Prairie who would like to explore the outdoor play amenities available within their communities.

**Problem Statement:**

Searching for playgrounds in most consumer GIS apps (Google Maps, Apple Maps) is frequently unrewarding for the user:

* These apps often only show large or prominent features, leaving many smaller parks with playgrounds harder to find.
* Playground locations are often not immediately obvious within the environment of a larger park.
* Navigation app pins can often lead to parking locations far from the user’s intended destination.

**Deliverable:**

I will gather data for and build a database of parks, playgrounds, and amenities for the city of Eden Prairie, MN, then build an API to serve attribute- and spatial-based queries around these data. I will then design and launch an interactive GIS webmap designed to surface the API such that users can query locations, then search for nearby playgrounds based on user-specified criteria. Users will also be able to contribute via playground reviews or reports.

**Data Sources:**

Park locations with playgrounds were gathered from the City of Eden Prairie Parks website. These locations were then manually georeferenced through ArcGIS Pro to identify playground features and nearby facilities. Site-specific data on playground equipment is being gathered via ground collection by the developer and his two small children.

**Skills and Concepts:**

Database development and design, UX/UI design, social cartography, full-stack web GIS development, data visualization, spatial analysis, application architecture