# Wildlife Marker: Mapping out Flora and Fauna using Flutter-**Based Application and** Image Crowdsourcing

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With the advancement of mobile technology, more and more problems become easier to accomplish due to the diverse operations it can execute, with the help of mobile applications. Nowadays, every mobile device has a built-in GPS modules that helps users navigate their sorroundings.

In the field of wildlife study, knowing what kind of habitat a subject thrives in, as well as its home range is vital in formulating conservation actions. Collecting geolocation information of a subject species is vital in estimating its home range and classifying its habitat, and researchers generally use VHF or GPS trackers for this kind of data to be obtained.

# STATEMENT OF THE PROBLEM

Commercially available wildlife locating services and systems are invasive, sophisticated, and costly to use and maintain. Therefore, a cheap and easy to utilize wildlife mapping app that can record locations of various kinds of species is needed to provide vital geolocation data that researchers could use for home ranging an habitat identification.

## **OBJECTIVE**

To create an android application with a supplemental web app that will be able to map out various types of wildlife using mobile device captured images and the locationbased data embedded to it

## **OBJECTIVES**

- 1. To create an easy to use mobile application
- 2. To develop and utilize features that can retrieve and process a user's upload image
- 3. To develop and utilize features that can save upload data to a cloud database
- 4. To develop features that can display user specific upload data on the mobile application
- 5. To develop features that can retrieve the database data and present it on a web page

## LIMITATIONS

The Wildlife Marker is a project designed for devices with GPS service and images with geolocation tags, and can is dependent on internet connection. All of the data that will be used are collected from the internet due to current lockdown restrictions. The project will focus on developing functionalities that will help in obtaining wildlife locations by managing database access and exif image extraction.

# MATERIALS AND METHODS

### HARDWARE TOOLS

- 1. 64-bit laptop with 8GB RAM and AMD A12 9720P processor
- 2. Huawei P9 mobile phone
- 3. USB to type-C data cord

## SOFTWARE TOOLS

- 1. Ubuntu 18.04 OS
- 2. Android Studio version 3.6
- 3. Flutter Plugin for Android Studio, release 1.20
- 4. Android 7.1 (Nougat)
- 5. HTML
- 6. CSS
- **7.** Bootstrap 4.1.3
- 8. Sublime 3

## MODULES

#### 1. Authentication module

- handles user login and register activities

### 2. Homepage module

displays uploaded data of the logged in user

### 3. Upload module

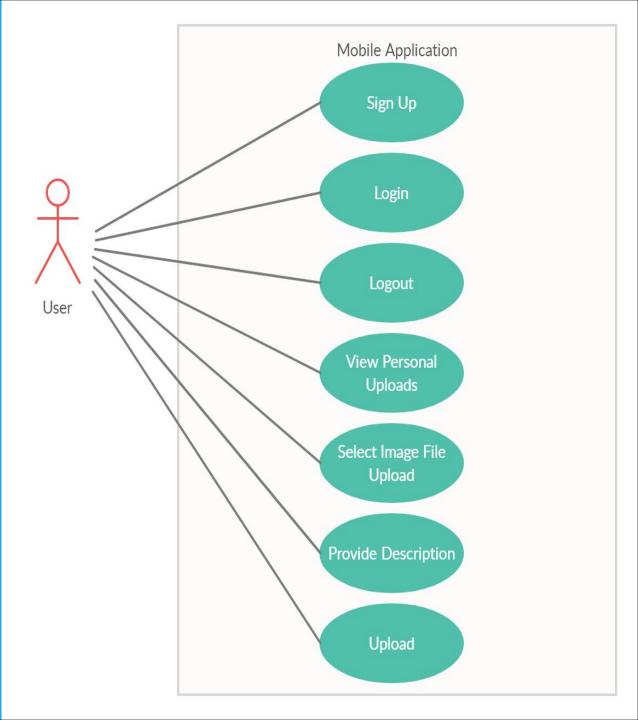
 has the functionalities of image selection, description input, metadata reading, database upload

### **USERS**

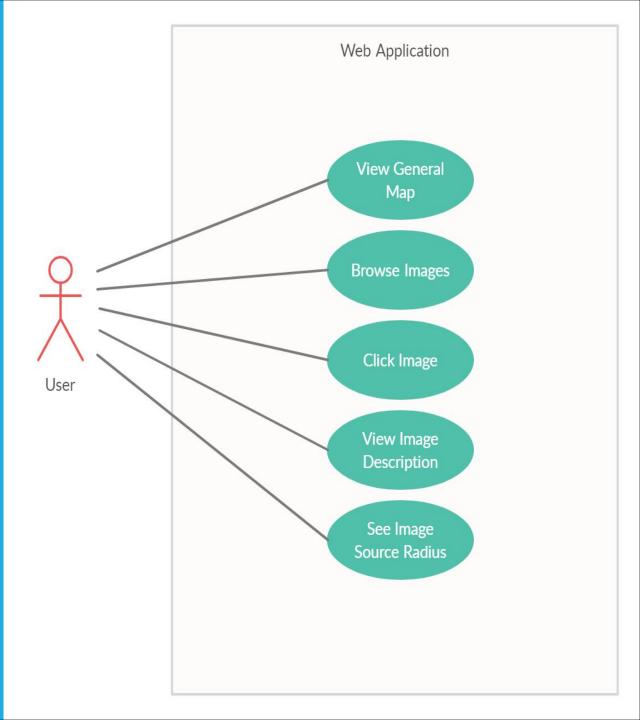
#### User

- has complete access to every functionality of the mobile app
- can perform data uploading, viewing of personal uploads, editing before upload, sign in and sign out

# USE CASE DIAGRAM



# USE CASE DIAGRAM



# Mobile Application



Email

Password

#### Login

Not have an Account? Create here

#### Wildlife Marker



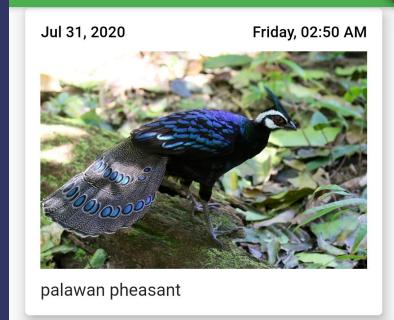


Email

Password

#### Register

Already have an account? Login here

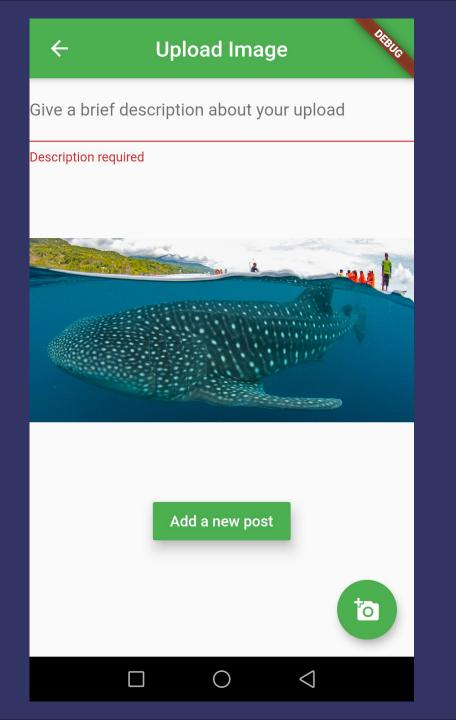




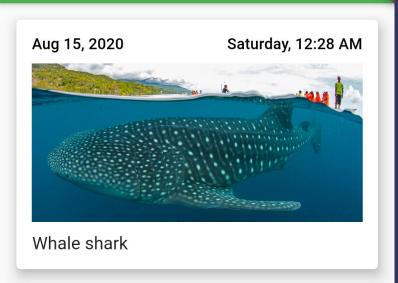


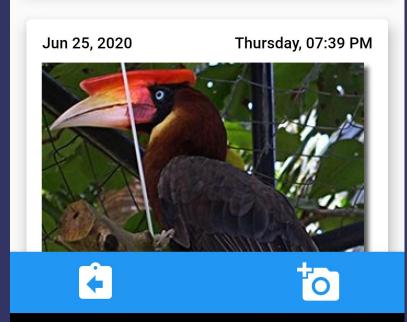






## Home





# Web Application



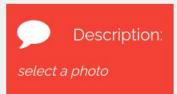
Welcome, Guest

**∞** .

#### Dashboard

- View Photos
- Back to Map
- Photo Information

#### **Wildlife Marker**







#### Plotted Areas

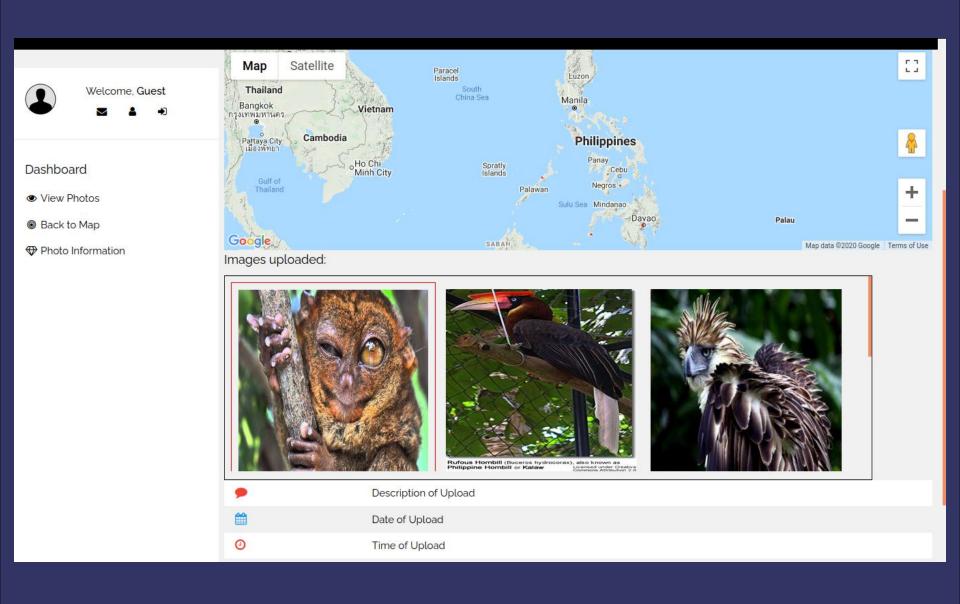


Images uploaded:











Welcome, Guest

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#### Dashboard

- View Photos
- Back to Map
- Thoto Information

**@**Wildlife Marker







#### Plotted Areas

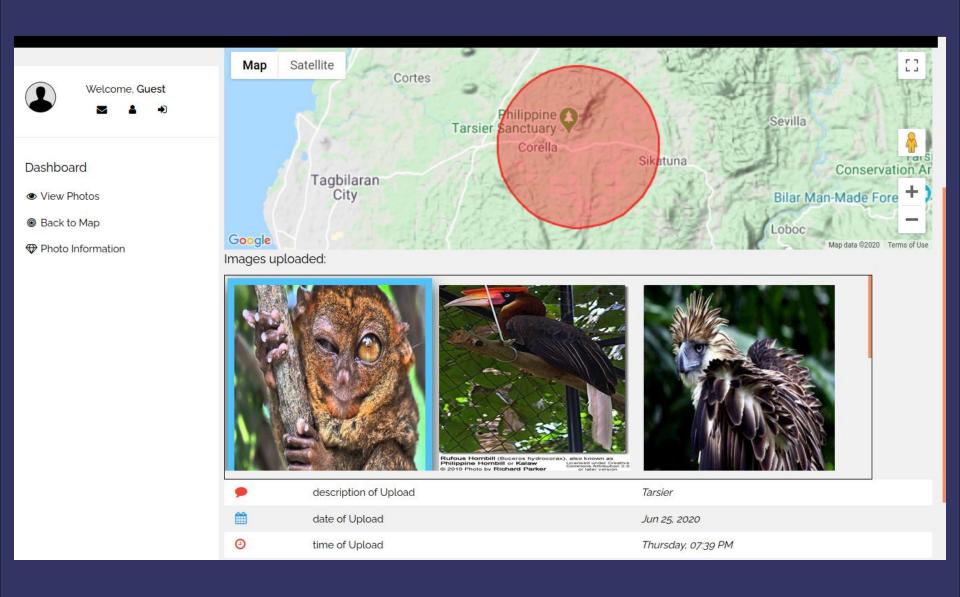


Images uploaded:









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THANK YOU!