

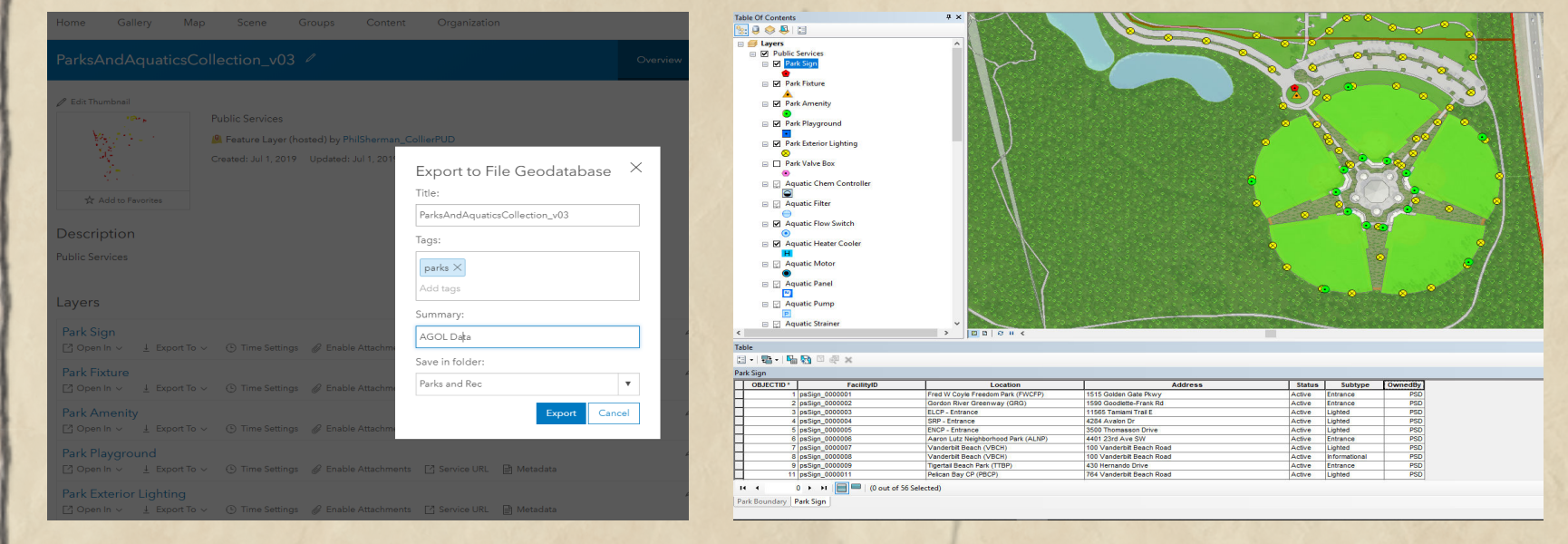
# TREASURE YOUR ASSETS



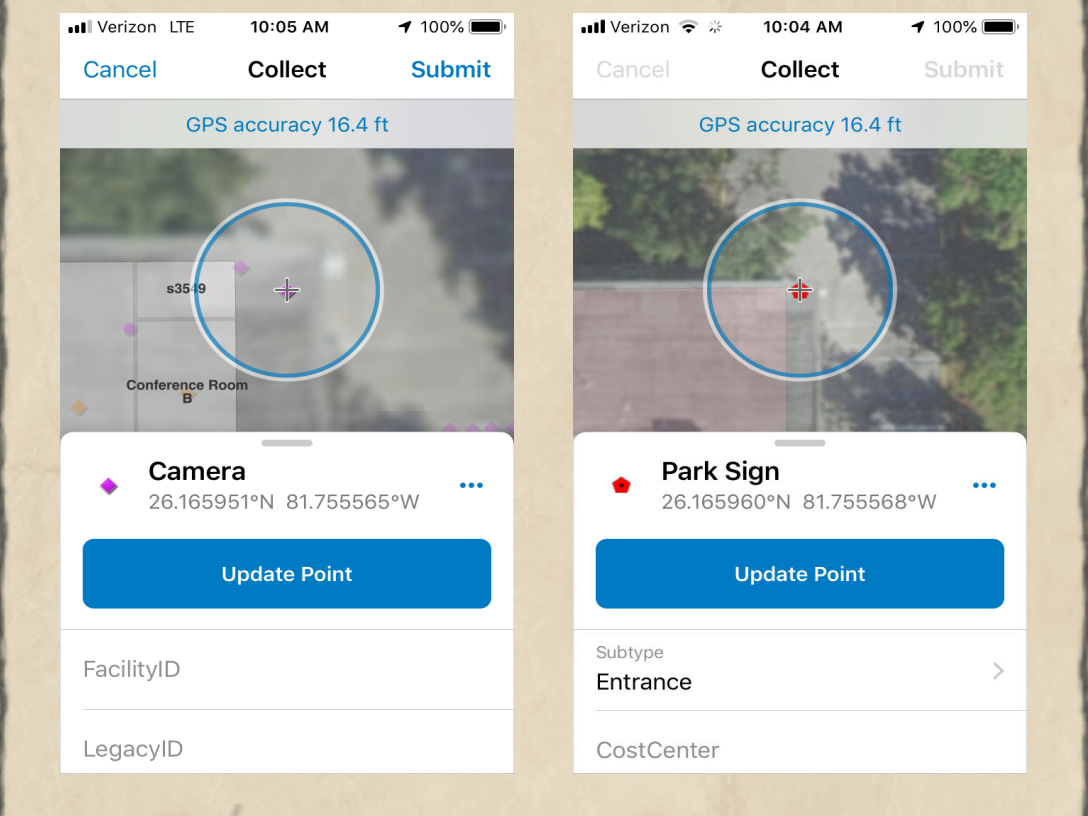
BIZZARE BAY



ON A ROUTINE SCHEDULE, THE COLLECTED DATA GOES THROUGH A QAQC PROCESS TO VALIDATE ACCURACY AND PROPER ATTRIBUTION BEFORE BEING EXPORTED FROM AGOL TO A FILE GEODATABASE. THE EXPORTED DATA IS THEN BROUGHT INTO ARCGIS DESKTOP, WHERE THE EDITING PROCESS BEGINS FOR ADDING IT TO OUR SDE. ONCE THIS PROCESS HAS BEEN COMPLETED, AND THE EDITS RECONCILED AND POSTED, THE NEWLY COLLECTED ASSETS ARE VISIBLE IN CITYWORKS.



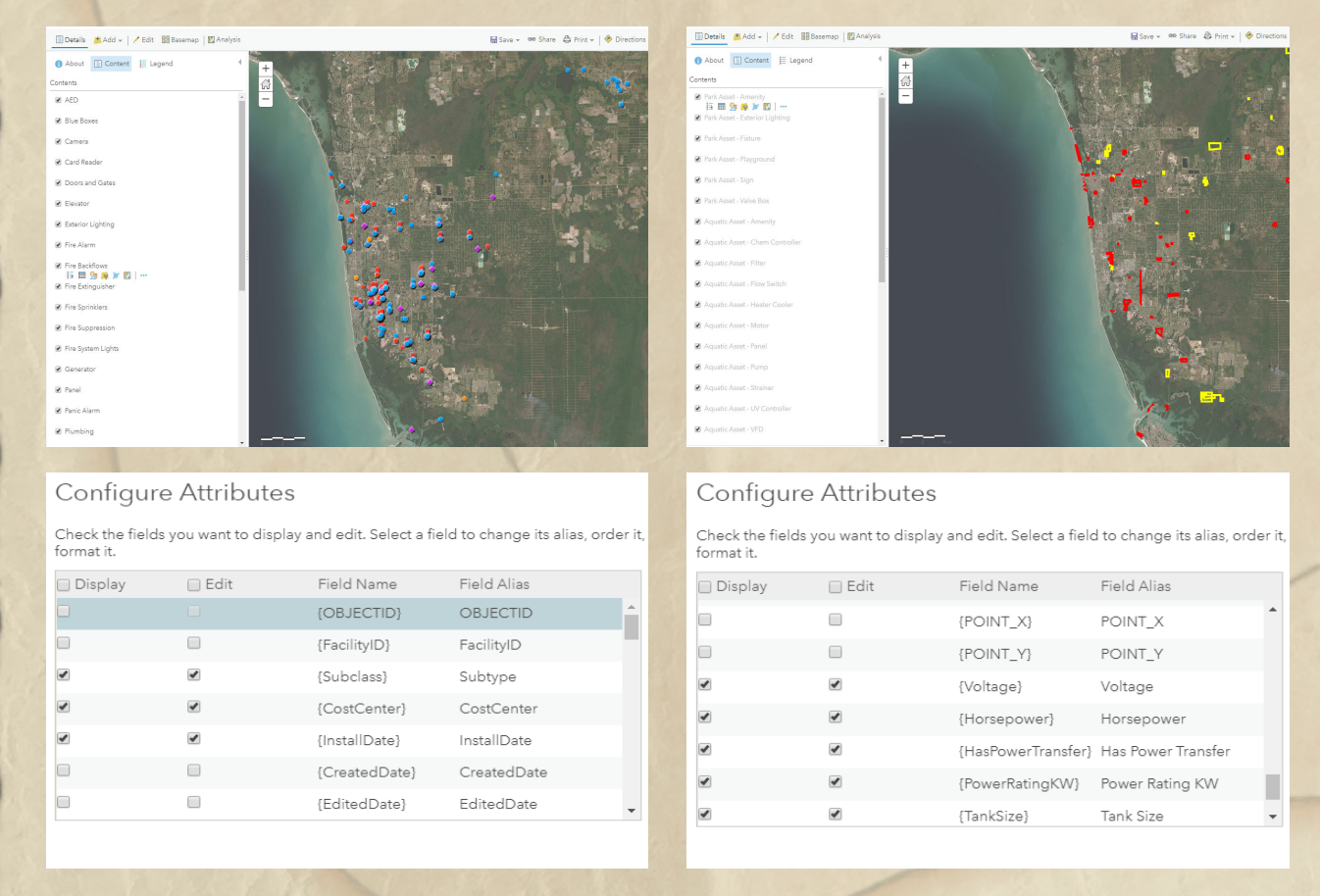
PADS WERE PROVIDED TO THE FIELD CREWS AND THE COLLECTOR FOR ARCGIS APP WAS INSTALLED. A BRIEF TRAINING SESSION WAS CONDUCTED TO GO OVER USING THE APP AND THE PROPER WAY TO ATTRIBUTE THE DATA. FIELD USERS ARE CURRENTLY STILL COLLECTING ASSETS AT COUNTY PARK SITES AS WELL AS COUNTY FACILITY LOCATIONS.



CITYWORKS IS OUR ASSET MANAGEMENT SOFTWARE PROGRAM THAT ALLOWS FOR THE CREATION AND TRACKING OF ASSETS THROUGH SERVICE REQUESTS, WORK ORDERS AND INSPECTIONS. THE HISTORY OF EACH ASSET CAN BE TRACKED, AND EACH ASSET'S REMAINING SERVICE LIFE AND REPLACEMENT COST CAN BE FORECASTED. THE PROGRAM IS ALSO GIS-CENTRIC, MEANING ANY ASSET CAN BE VIEWED SPATIALLY.



UTILIZING ARCGIS ONLINE (AGOL), FIELD USERS WERE GIVEN A NAMED ACCOUNT AND ACCESS TO THE INTERNAL SITE. A FILE GEODATABASE WAS CREATED WITH THE SCHEMA OF THE ASSETS TO BE COLLECTED THROUGH COLLECTOR FOR ARCGIS. THESE SCHEMAS WERE PUBLISHED TO AGOL AS HOSTED FEATURE SERVICES WITH FEATURE ACCESS ENABLED. TWO WEB MAPS WERE CREATED; ONE FOR FACILITIES ASSETS AND ONE FOR PUBLIC SERVICES ASSETS. THE POP-UPS WERE CONFIGURED ACCORDINGLY, WHICH DETERMINED WHICH FIELDS WERE VISIBLE AND/OR EDITABLE.



THE DEAD FOREST



MOUNT COLLIER



SURREAL SOUND



SNAKE RIVER

WINDY BEACH

DISMAL COVE

CLIFFS OF DOOM



MOSQUITO COAST

