Mobile Incident Command Center

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Mobile Incident Command Center

- Initiation
 - Time and costs
- Design Philosophy
- Applications
- ArcGIS Online Updates
 - What happens when the platform evolves mid-project
- Challenges and Solutions
- Wrap-up and what's next?



Initiation Timeline

- 2014 Proposed by Police
 - Reduce dependence on paper
 - Digital record of incidents
 - Reduce costs
 - Original system was proposed at >\$100K and an annual ~\$20K maintenance & hosting fee
 - Late 2014 Fire & Rescue come on board
- 2015 First iteration of MICC ready for testing
 - Shared interface
 - Separate symbology
 - Added attachments
- 2016 Wildfire and Hydrant Maintenance
 - Collector takes center stage
 - Disconnected Editing
- 2017 Database redesign
 - New Schema
 - ArcGIS Online (AGOL) new temporal feature
 - Allows near real-time tracking of personnel
- Total Costs
 - 950+ hours development and testing
 - ~\$19,000 in development costs
 - Employee time and salary, no external vendor



Design Philosophy

- Shared Interface
 - Police and Fire & Rescue have some individual symbology
- Easy to use user interface
 - ArcGIS Online (AGOL) front end
- Browser and device agnostic
 - No required applications to view
 - Collector required for editing and personnel tracking
 - Survey123 required for survey model editing
- Offline editing
- Personnel tracking
- Data stored on County servers
 - Data consumed/edited through feature services



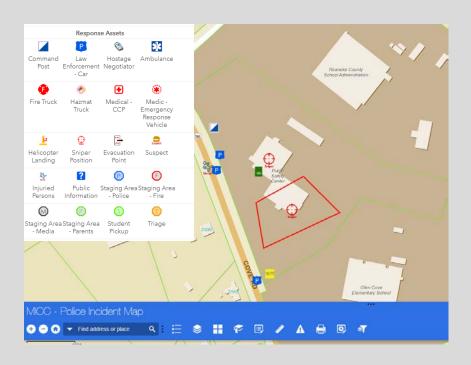
Applications

- Police Incident
- Fire & Rescue Pre-Incident Planning
- Wildfire Incident
- Hydrant Inventory
- Damage Assessment
- Structure Triage

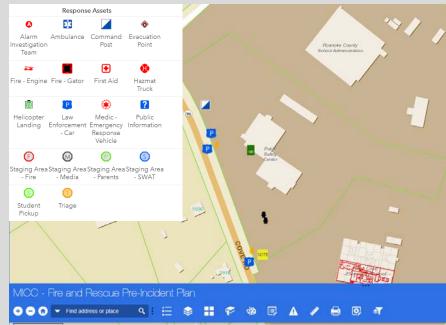


Applications

Police Incident

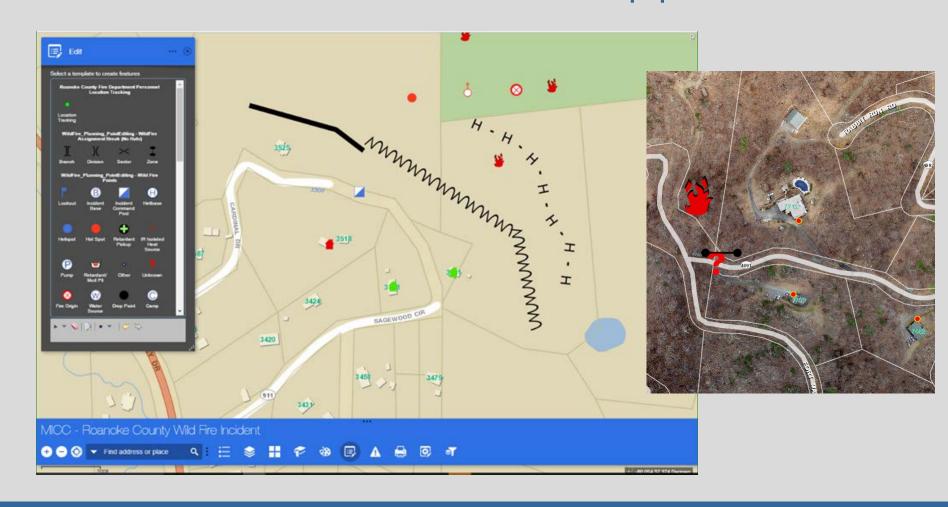


Fire & Rescue Pre-incident Plan



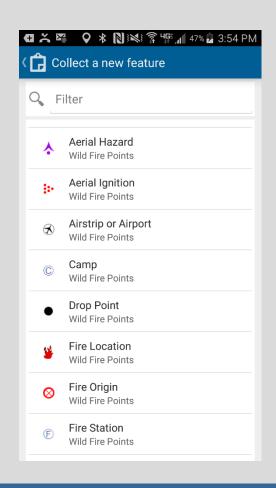


Wildfire Incident - Web Application





Wildfire Incident - Collector

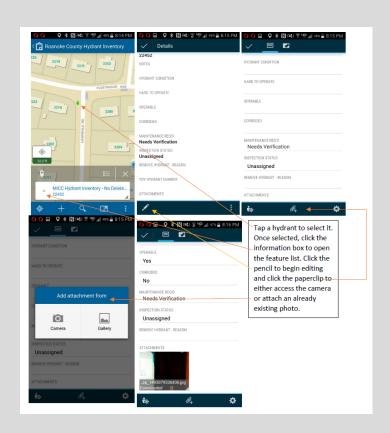


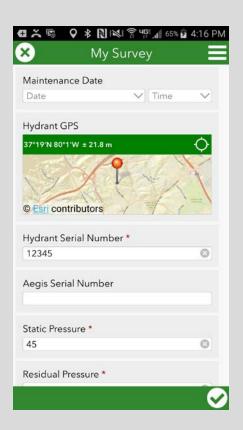




Hydrant Inventory

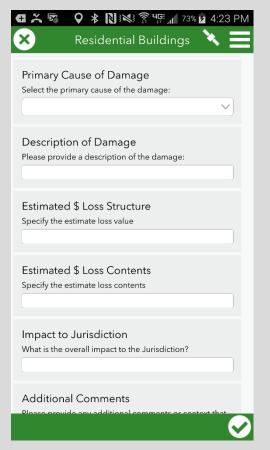
Transition from Collector to Survey123

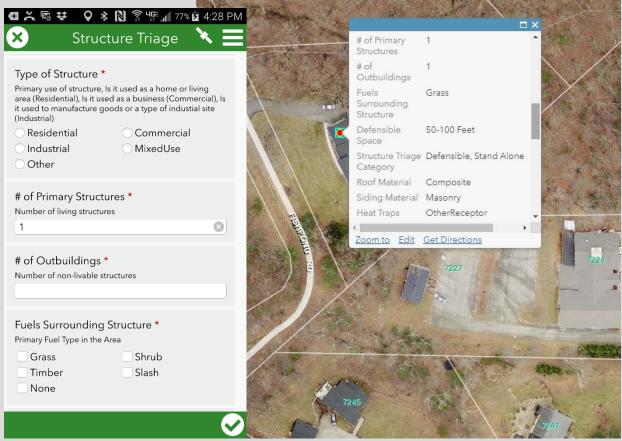






Damage Assessment and Structure Triage







ArcGIS Online Platform

- Cloud Based (Amazon Web Services)
- Free Accounts
- Can create maps from local data or from the Living Atlas
 - Limited Storage of data
 - GIS editing in the palm of your hand
- Enterprise License Agreement (ELA)
 - Cost Based on size of locality by population
 - Grants allowable credits
 - Data storage
 - Analysis
 - Demographic Data and Income Reports
- Quarterly Updates across the platform
 - Occasionally causes application instability



Challenges and Solutions

Development

- Original deployment had very beta application templates
 - Choose to use Local Government Information Model (LGIM) or go custom
- Can use already existing templates to shorten development/deployment
- Many partners who can assist
 - Can develop in house given lead time
- New ArcGIS Pro deployment tools
 - Vastly decreases design time because of database integration
- Challenges with platform
 - Updates and outright changes can delay the deployment
 - Editing online and offline with complex symbology is undergoing a revision

Changes to Project

- Scope Creep
- Adjustments based on in-field testing
- Security at project, application or layer level
- Application and Environment familiarity
 - Takes time to get used to the platform and the tools
 - Once you deploy one application others go quickly



Wrap Up and What's Next

- Great platform to develop applications for localities
 - Great for other departments
 - Planning and Zoning
 - Code Enforcement
 - Public Works
 - Financially neutral when developing in house
 - Do not need local servers to drive data collection
- New Collector App
 - Easier editing complex symbology
- Finish porting applications to Survey123
- Updating Applications for new Public Safety mission
 - Modifying symbology for particular incidents/departments (SWAT, Patrol, etc)



Thank You

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