

FIG

FIG WORKING WEEK 2017

Helsinki Finland

29 May - 2 June 2017

Presented at the FIG Working Week 2017,
May 29 - June 2, 2017 in Helsinki, Finland



Surveying the world of tomorrow -
From digitalisation to augmented reality

Organised by



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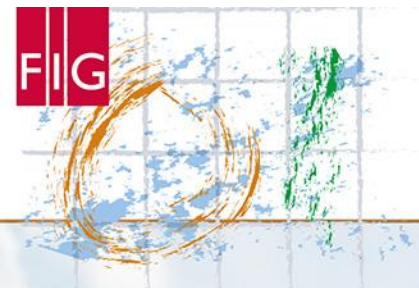


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From digitalisation to augmented reality

The curriculum of Geo Media & Design and an example of the working practice: Key Register Large Scale Topography (BGT)

Marinus DE BAKKER (HAS University of Applied Sciences, m.debakker@has.nl)
and
Guido QUIK (Triformis, g.quik@triformis.nl), The Netherlands

Tuesday: 30/5/2017, session **TS02G: Curriculum on the Move**, Commission: 2



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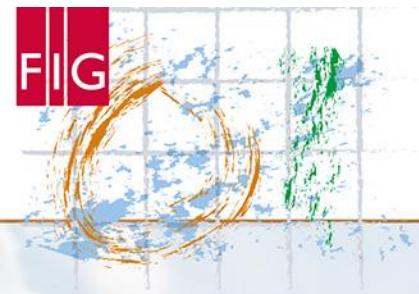


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Vision: sustainable curriculum

- Up to date
 - Technology
 - Society
 - In line with needs of working practice and students
- How to do?
 - An example of the Netherlands
 - Key Register Large Base Topography (BGT)
 - Geo, Media & Design



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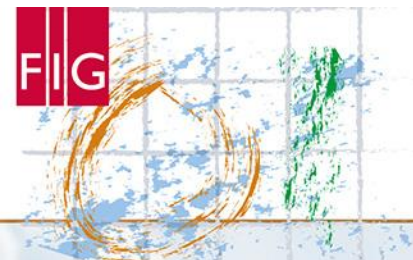


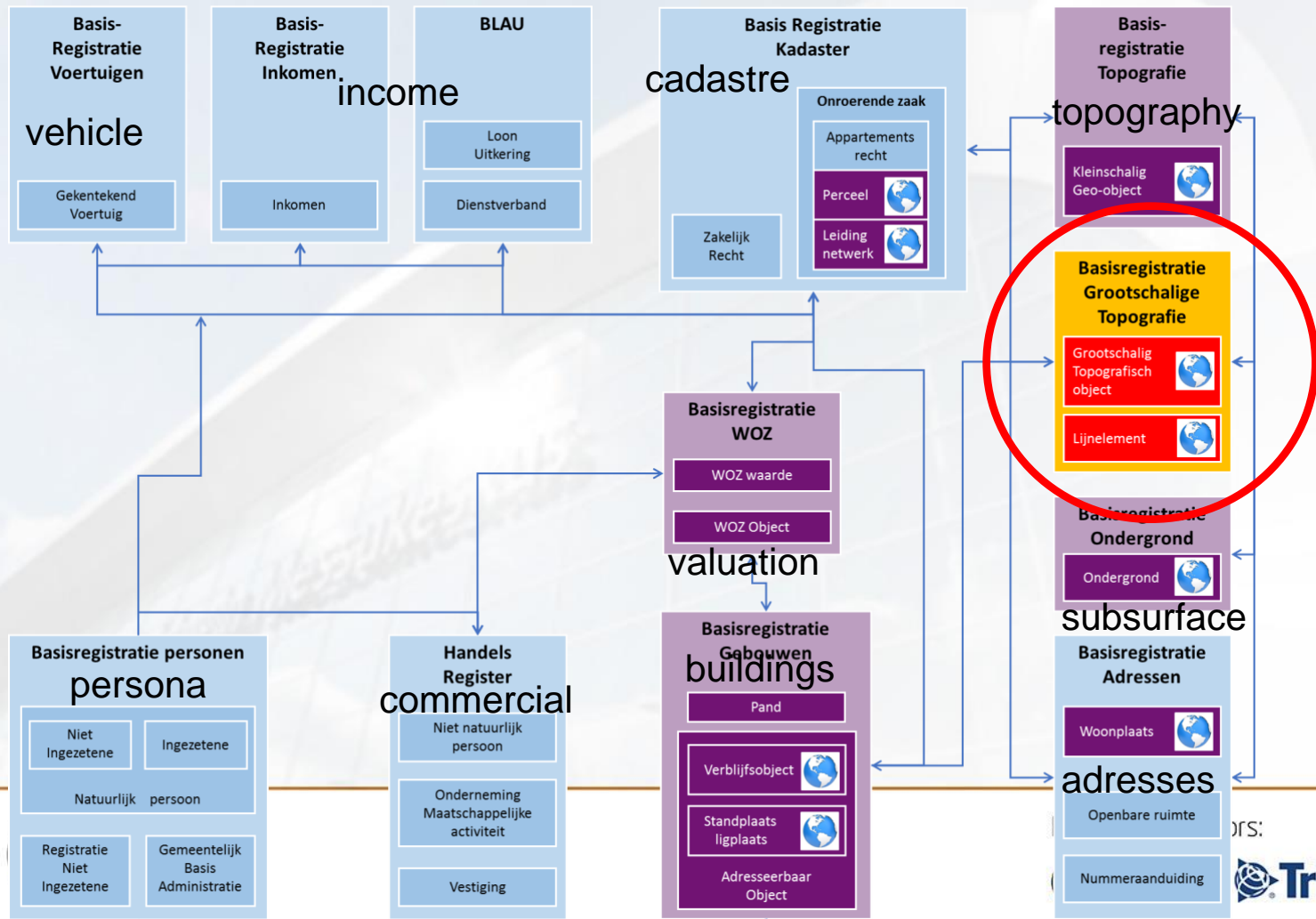
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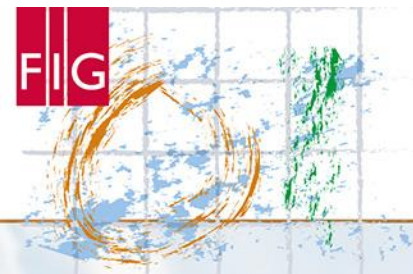
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Key Registers NL





Key Register Large Base Topography (BGT)



Participants:

- Ministry of Economic Affairs (1)
- Ministry of Defence (1)
- Waterboards (21)
- Municipalities (386)
- Provinces (12)
- Ministry of Infrastructure and the Environment (Rijkswaterstaat) (1)
- ProRAIL (1)

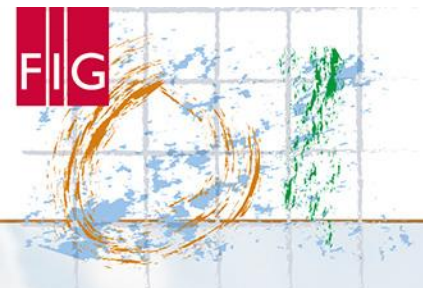


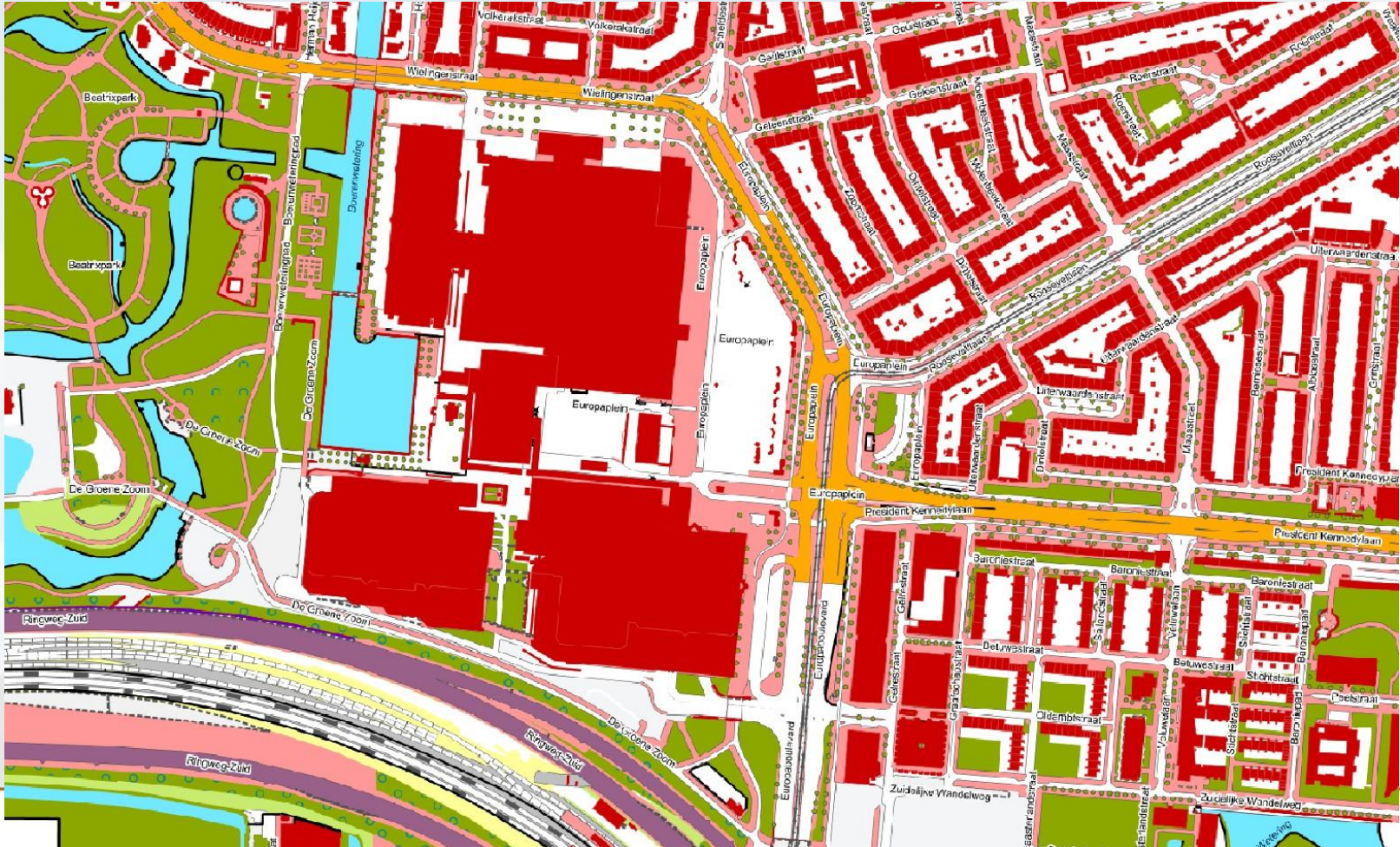
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Example BGT: conference location FIG workingweek 2020



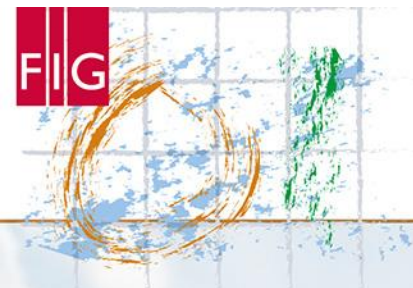


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From digitalisation to augmented reality

Involved Actors & competencies needed (I)

Stage	Context	Knowledge	Skills	Attitude
Production	Data Collecting	Data standards	information use	Accurate
		Geodesy	software	Practical
				Inquisitive
				Broad Interest
	Data Processing	Data standards	software / GIS	Accurate
		Geodesy		Technical
				Practical
				Critical
	Quality Control	Data standards	application domain	Technical
		Geodesy	information use	Critical
			software / GIS	Experimental
			data administration	Client-oriented
			Inquisitive	



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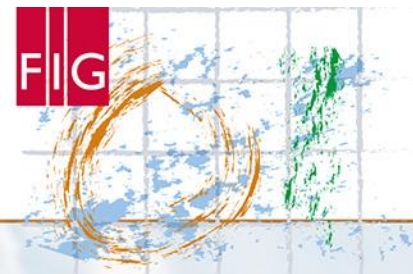


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Involved Actors & competencies needed (II)

Stage	Context	Knowledge	Skills	Attitude
Enabler	Data Visualization	Data standards	software / GIS	Communicative
		Cartography	information use	Technical
				Client-oriented
				Integrating
				Creative
				Artistic
				Overview
	Project Management	Data standards	proces overview / integration	Independent
		Geodesy	application domain	Communicative
			people management	Client-oriented
			financial management	Integrating
			information use	Abstract
				Enterprising
				Overview

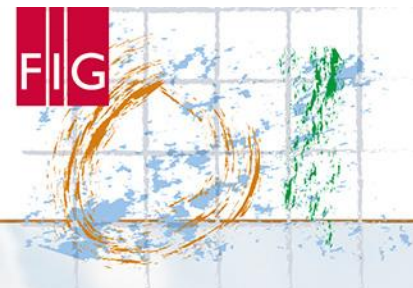


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Involved Actors & competencies needed (III)

Stage	Context	Knowledge	Skills	Attitude
Business	Information Usage:	General standards	software / GIS viewer	Client-oriented
	* citizen		application domain	Integrating
	* government			Solution Oriented
	* entrepreneur			Enterprising



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Geo Media & Design (GMD), HAS University of Applied Sciences

- Started in 2012, first graduates (14) last summer
- Started with 20 students, now (september 2017) almost 100
- Developed in conjunction with working practice (SAGEO and Geobusiness NL)
- Curriculum: 4 year bachelor
 - **Geo:** spatial aware
 - **Media:** hard-, soft-, orgi-ware and data
 - **Design:** visualisation (cartography, infographics) and user interface design
- More info:
 - <https://has.nl/en>
 - <http://geomediadesign.nl/info/>



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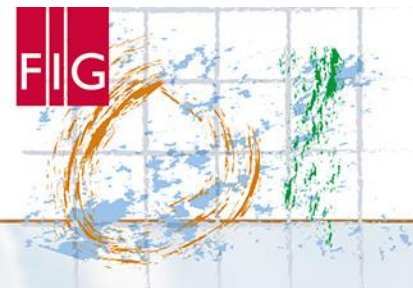


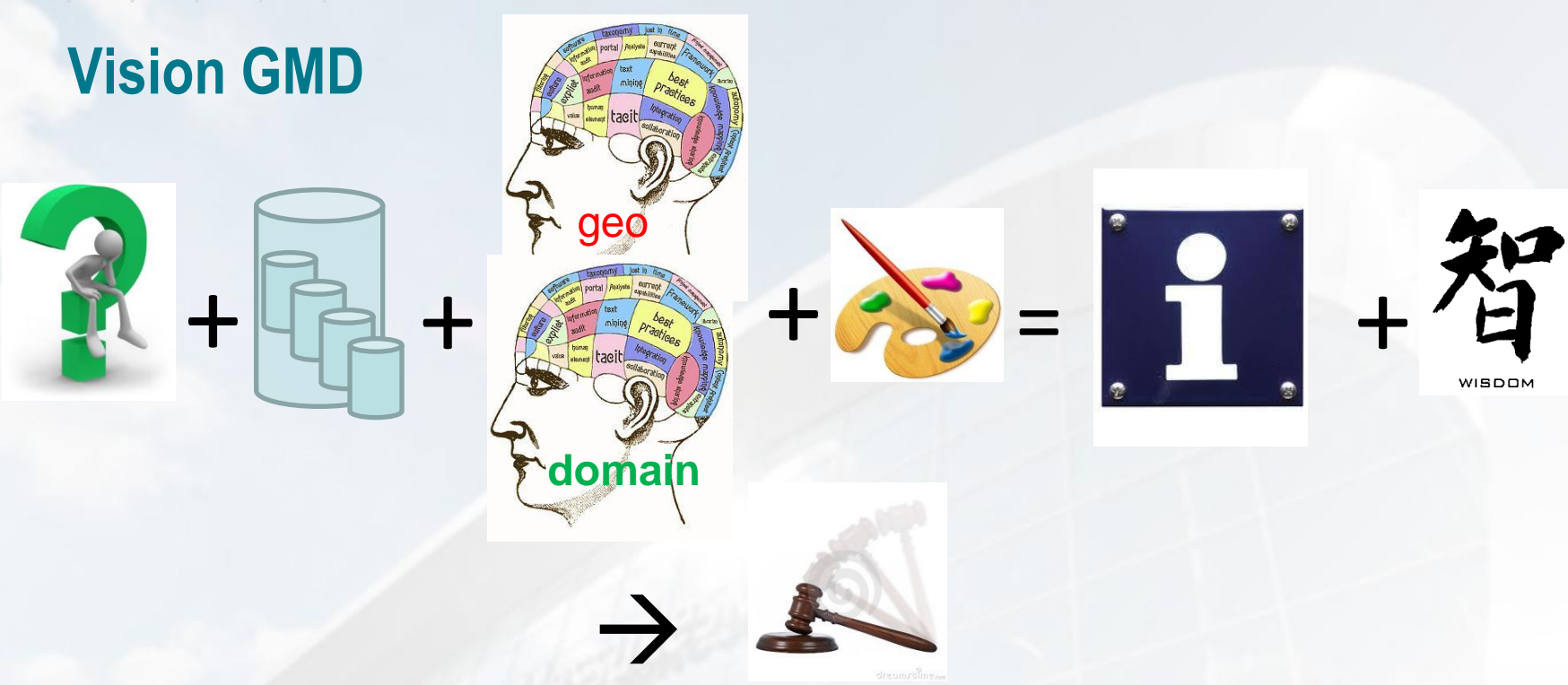
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Vision GMD



question + data + (geo + application domain) competencies + visualisation →
information + wisdom → decision (support)



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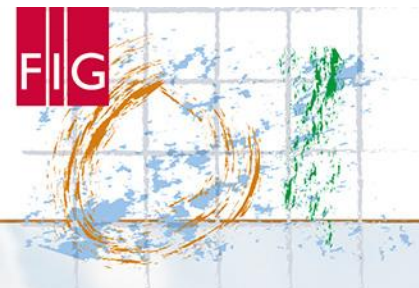


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Competencies GMD

specific to Geo Media & Design

- 1. Designing and implementing spatial information systems *
- 2. Designing and developing geo-information *
- 3. Geographical theory and methods
- 4. Spatial visualisation and visual interaction *

*

Important for BGT

specific to HAS University of Applied Sciences

- 5. Sustainable development of the green domain
- 6. Initiating and supervising creative and innovative processes *
- 7. Enterprising and opportunity-focused working methods

generic in higher professional education in the Netherlands

- 8. Project-based working methods *
- 9. Communication *
- 10. Working on personal and professional development



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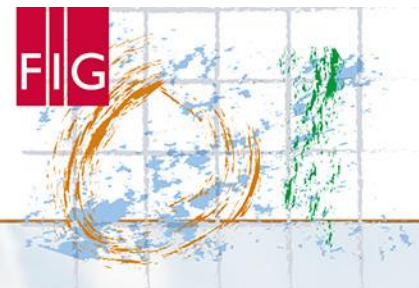


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Comparison BGT & GMD competencies

- Program manager is too much for first or second job
- End-user point of view is well incorporated
- Maintenance of data (quality control) is difficult to incorporate



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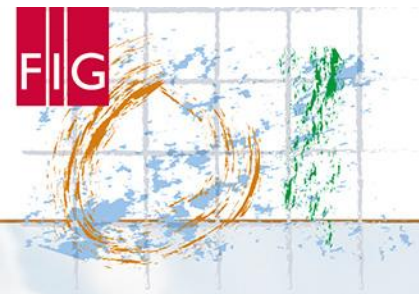


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Conclusion

- Comparison is fruitful, gives an improved curriculum, although ...
 - Working practice uses different terminology
 - More contact is needed in development of curriculum (reality check both ways)
 - Differences in scope (only one process or educating for more)

Questions??



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