

Geog 220 Final Project instructions

You will be designing a geodatabase that utilizes the proper normalization techniques discussed in class and in the textbooks. You do not need to build the actual geodatabase, but rather show the concept.

Don't turn on ArcGIS when you begin. Your first step should be to brainstorm on the different feature classes you will need. Use a blank sheet of paper or a white board to begin listing items. For example, if I need to make a geodatabase for sustainable transportation, I would begin writing down whatever layer comes to mind. Existing roads, bike lanes, bike trails, bike racks, sidewalks, bus stops, etc.

Once I am happy with my list, I need to organize them into themes. A theme refers to a logical grouping of these feature classes. For example, I could have an administrative theme to show city and county boundaries and other jurisdictional information. My bike lane, trail, and racks features could go under a bicycling theme. I could also have a theme for aerial imagery to give us a better idea of what reality looks like. Every feature class and raster I list must fit under a larger theme.

Now I need to detail my feature classes. Will I use a point, line or polygon to represent city boundaries? What attributes will this class need? City name, sure, but anything else? While you crafting these, you should be trying to anticipate how the feature class will be used. Do we need to know the full extents of the city? At what scale will this feature class be displayed? Do we need to be able to calculate the area of the city? Your answers here should dictate how you develop your project.

Your final product must be visual in some way. While you do not need to use poster board, I would recommend it to easily visualize the final product. Putting each theme and feature onto one surface can help convey what your project is all about.

This project is due on our last meeting date. You will explain what your project is about, why you chose this topic, and thoroughly explain each theme.