MERCURY

Web Mapping (Building Web-Based Applications Using Experience Builder for ArcGIS)

03 - 07 May 2027
Lisbon (Portugal)

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Web Mapping (Building Web-Based Applications Using Experience Builder for ArcGIS)

Ref.: 15409_312012 **Date:** 03 - 07 May 2027 **Location:** Lisbon (Portugal) **Fees:** 6200 **Euro**

Introduction:

This web mapping to build web-based applications using Experience Builder for ArcGIS course is designed to provide participants with the knowledge and skills required to build interactive web-based mapping applications using Experience Builder for ArcGIS. Experience Builder is a powerful tool that allows users to create and customize web applications without coding.

Through hands-on exercises and practical examples, participants will learn how to leverage Experience Builder's capabilities to create visually appealing and functional web maps. This web mapping to build web-based applications using experience builder for ArcGIS is an advanced course designed to comprehensively understand web mapping and its applications.

This course begins with an introduction to web mapping, defines it, and explains its significance in the modern digital landscape. Participants will then explore various web mapping tools and solutions, focusing on how to build a web-based application using Experience Builder for ArcGIS. It covers essential concepts such as the definition and implementation of ArcGIS web maps, offering practical insights into the web mapping application ArcGIS.

Through hands-on exercises, participants will learn the step-by-step process of building web-based applications, mastering the skills required to effectively utilize the ArcGIS web map builder. Attendees will have the knowledge and expertise to create dynamic, interactive web mapping applications, enhancing their ability to develop robust web-based mapping solutions.

Targeted Groups:

- GIS Professionals: Individuals working in Geographic Information Systems GIS who want to enhance their skills in web mapping and create interactive applications.
- Developers: Web developers or programmers interested in expanding their knowledge of web mapping technologies and learning how to build mapping applications without coding.

Targeted Competencies

By the end of this web mapping to build web-based applications using Experience Builder for the ArcGIS training, participants' competencies will be able to:

- Understand the fundamental concepts of web mapping and its applications.
- Use Experience Builder for ArcGIS to create customized web mapping applications.
- Incorporate different data sources into web maps, such as shapefiles, geodatabases, and online services.
- Configure and style web maps with different base maps, symbols, and labels.
- Create interactive and dynamic web applications with tools and widgets provided by Experience Builder.
- Publish and share web applications with others.
- Implement advanced features such as filtering, querying, and spatial analysis in web maps.
- Optimize web mapping applications for various devices and screen sizes.

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Course Objectives:

At the end of this web mapping to build web-based applications using Experience Builder for the ArcGIS course, the participants will be able to:

- Understand what web mapping is and its significance.
- Gain a thorough introduction to web mapping concepts.
- Learn to use various web mapping tools and solutions.
- Explore the web mapping application ArcGIS and its functionalities.
- Define and understand key terms in web mapping.
- Master the process of building web-based applications using ArcGIS.
- Develop skills in using the ArcGIS web map builder.
- Acquire practical knowledge on how to build a web-based application.
- Create dynamic and interactive web mapping applications.
- Enhance the ability to develop robust web-based mapping solutions.

Course Outline:

Unit 1: What is Web Mapping?

- Overview of Web Mapping Concepts.
- Introduction to Experience Builder for ArcGIS.
- Understanding the components of a web application.
- Exploring the benefits and applications of web mapping.
- Examples of successful web mapping projects.

Unit 2: Getting Started with Experience Builder:

- Installation and setup of Experience Builder.
- Familiarizing with the user interface and workspace.
- Creating a new project and project settings.
- Navigating the main components of Experience Builder.
- Understanding the different layout options and templates.

Unit 3: Building and Customizing Web Maps:

- Adding data sources to web maps shapefiles, geodatabases, online services.
- Configuring symbology, labeling, and transparency.
- Customizing base maps and themes.
- Exploring and applying different map projections.
- Utilizing spatial reference systems and coordinate systems.

Unit 4: Creating and Configuring Widgets:

- Adding and configuring interactive tools and widgets e.g., search, zoom, identify.
- Implementing search functionality to locate specific features.
- Incorporating navigation tools pan, zoom, extent.
- Creating and customizing pop-ups for map features.
- Using widgets for spatial analysis and measurements.

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Unit 5: Advanced Web Mapping Techniques:

- Filtering and querying data based on attributes and spatial relationships.
- Applying advanced symbology and thematic mapping techniques.
- Performing spatial analysis and geoprocessing operations.
- Incorporating charts and graphs to visualize data patterns.
- Configuring time-aware applications and animations.

Unit 6: Publishing and Sharing Web Applications:

- Deploying web applications to different platforms web servers, cloud services.
- Sharing and collaborating with others using ArcGIS Online or ArcGIS Enterprise.
- Understanding security and access control for web applications.
- Configuring authentication and authorization settings.
- Exploring options for embedding web maps into websites or applications.

Unit 7: Responsive Design and Optimization:

- Designing web applications for different devices and screen sizes responsive design.
- Optimizing performance and loading times for web maps.
- Implementing techniques for adaptive layouts and user interfaces.
- Ensuring compatibility across various web browsers and platforms.
- Testing and troubleshooting web applications for usability and performance.

Unit 8: Case Studies and Practical Projects:

- Reviewing real-world examples of successful web mapping applications.
- Analyzing the design and functionality of selected case studies.
- Working on hands-on projects to apply learned concepts and skills.
- Collaborating with peers to solve practical challenges.
- Presenting and sharing completed projects for feedback and evaluation.

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Registration form on the :
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code: 15409 **From:** 03 - 07 May 2027 **Venue:** Lisbon (Portugal) **Fees:** 6200 **Euro**

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