



# Get Started with ArcGIS QuickCapture

Ismael Chivite

May 24, 2023

# Agenda

- Vision and use cases
- Components and licensing
- A few things you should know
- Live demonstration
- Q&A

# Agenda

- Vision and use cases
- Components and licensing
- A few things you should know
- Live demonstration
- Q&A

# ArcGIS QuickCapture

*The rapid data collection app*

A “big button” mobile app

Simplest way to capture field observations

At-speed & rapid data collection workflows





### Road Debris Report

CAR PART

ROAD SIGN

ROAD MARKER

LITTER

VEGETATION

ROAD KILL

BUBBLE

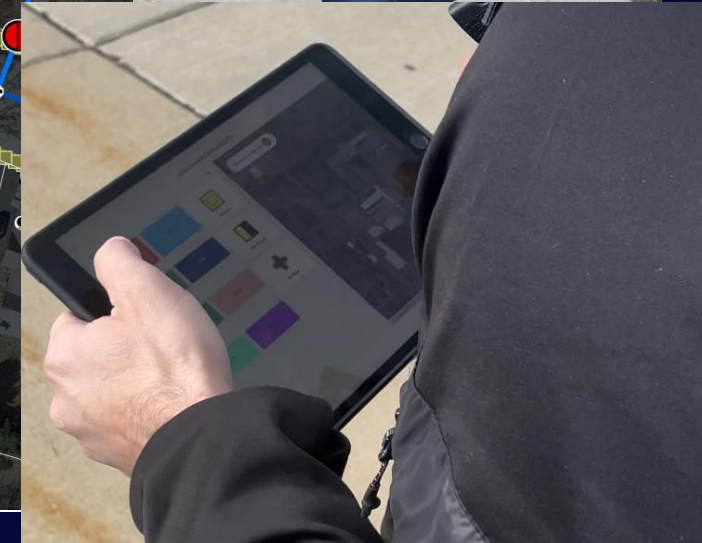
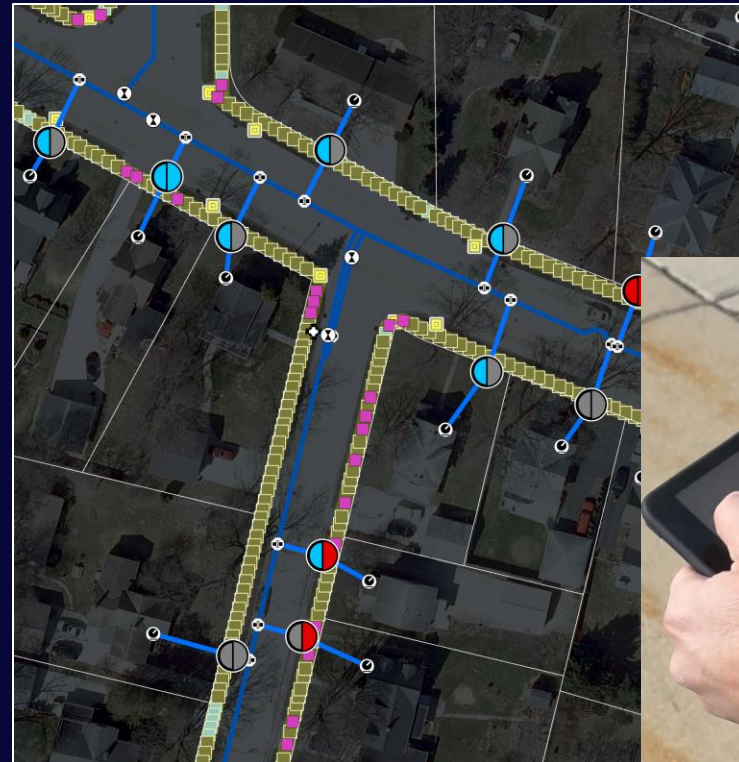
OTHER

Captured

# Rapid Sidewalk Inventory with ArcGIS QuickCapture

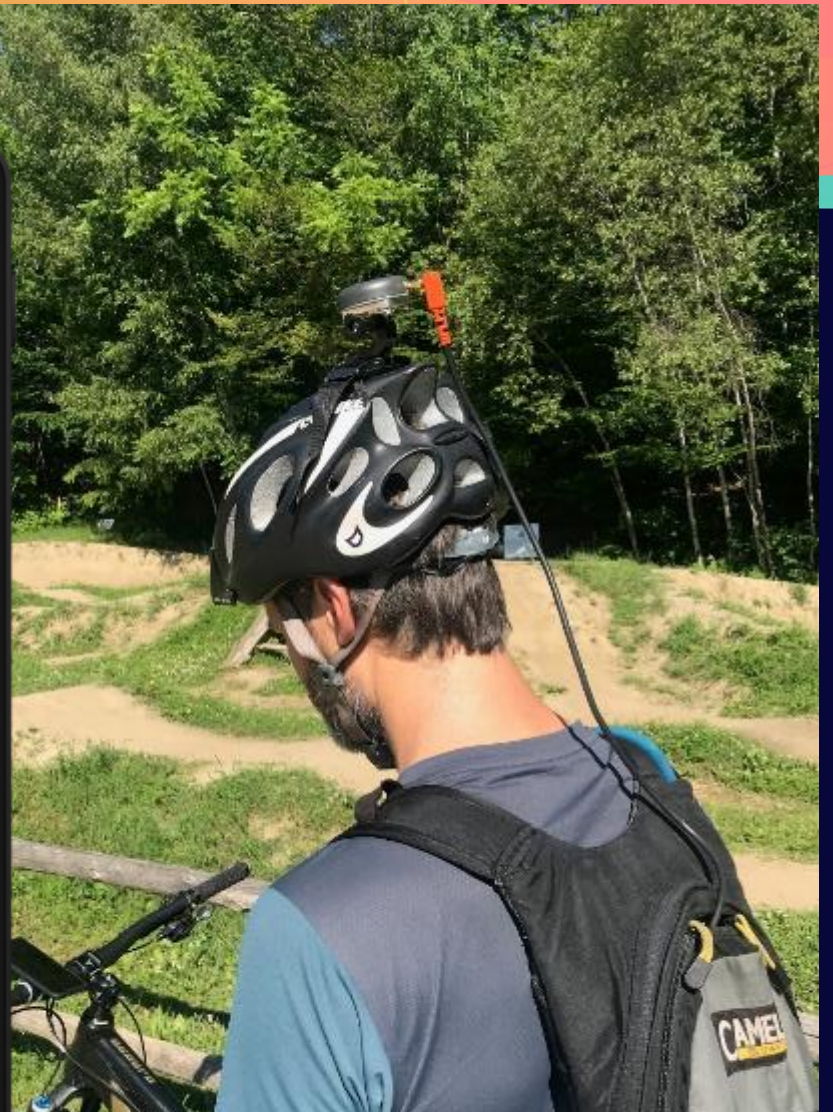
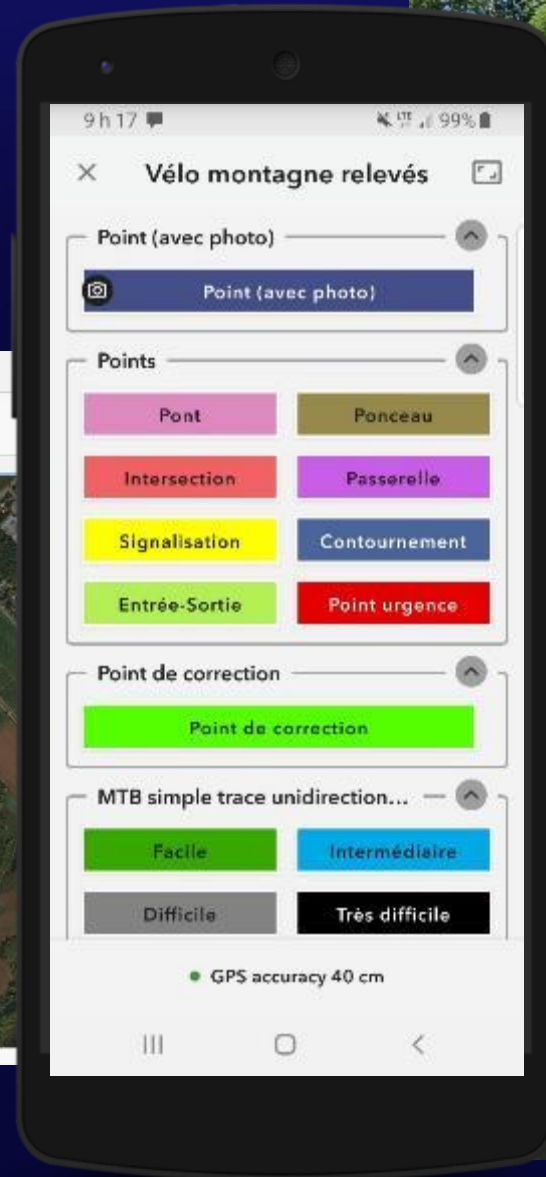
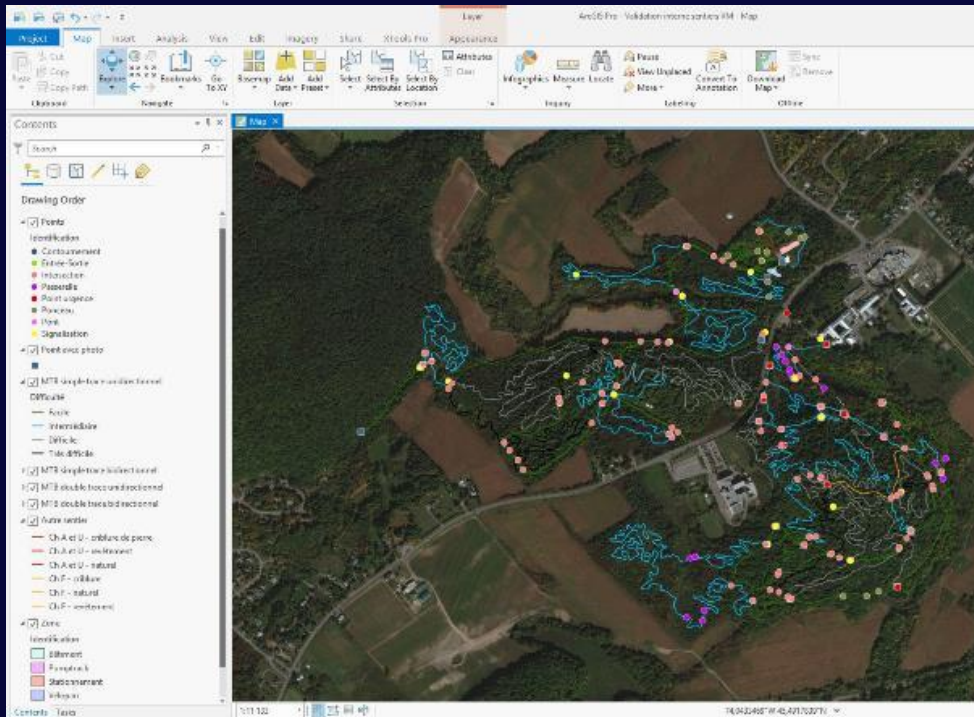
City of Oconomowoc, Wisconsin

- QuickCapture project setup in hours
- Rapid data collection with sub-meter accuracy
- Field work reduced from 59 to 16 days
- 135 miles of sidewalk mapped
- Over 100,000 GIS features collected



Photos and map courtesy of Mead&Hunt

# Trail management



# Aerial Surveys and Inspections

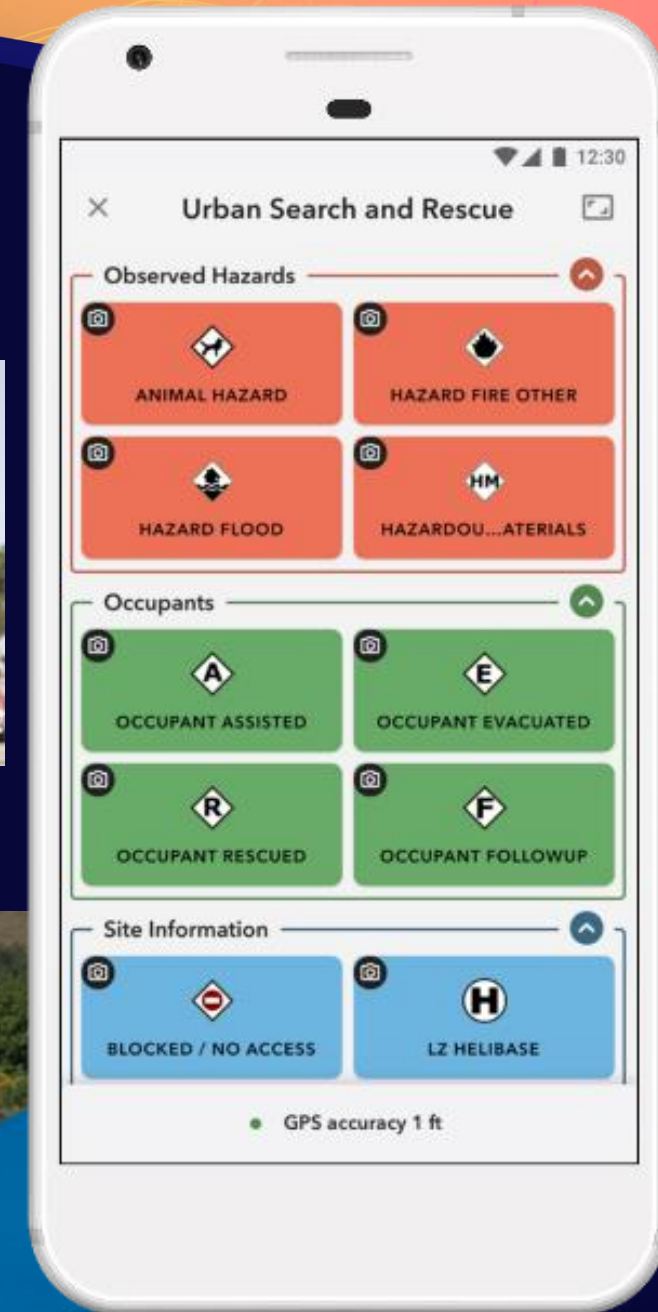
Powerline and pipeline inspections. Wildlife aerial surveys. ROW patrols.





# Emergency Response & Public Safety

Windshield damage assessments. Search & Rescue. Police patrols.



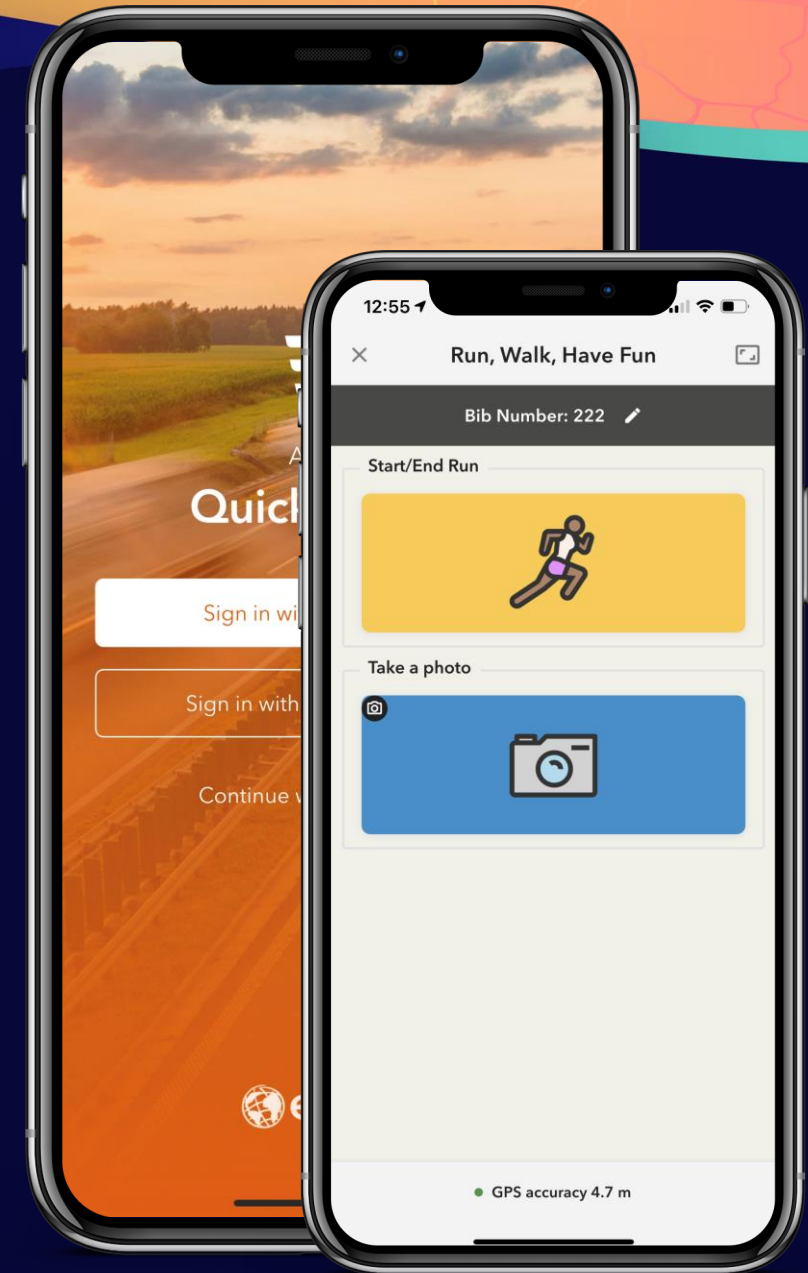
# Agenda

- Vision and use cases
- **Components and licensing**
- A few things you should know
- Live demonstration
- Q&A

# QuickCapture mobile app

A native mobile app for collecting data

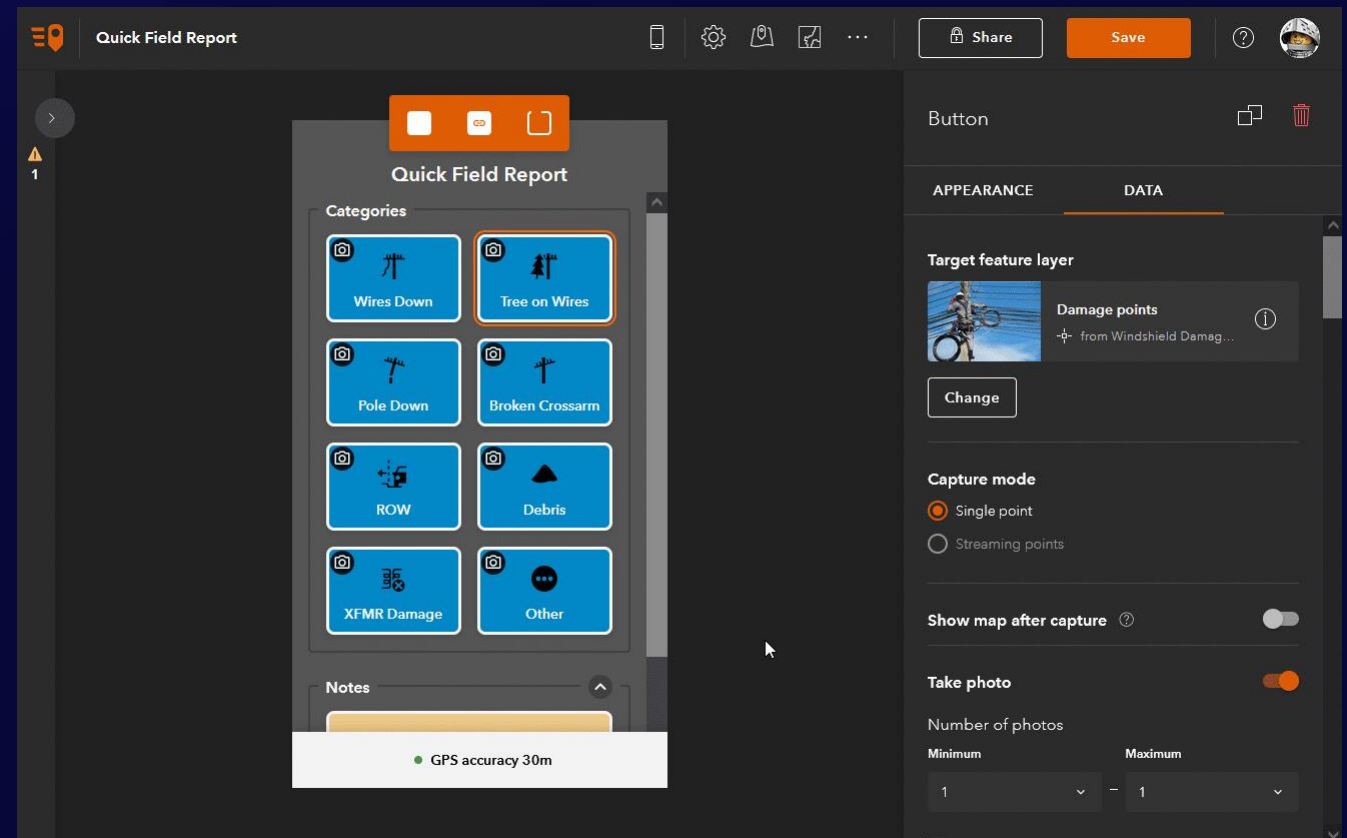
- iOS, Android and Windows
- Online and offline capabilities
- Supports high accuracy GNSS receivers



# QuickCapture designer

## A web environment for QuickCapture authors

- Visually create your own QuickCapture projects
  - Choose buttons to show
  - Their behavior
  - Configure the map
  - Setup webhooks for workflow automation
- Work with ArcGIS Enterprise and Online
- Share them within your organization, or publicly\*



\* You can only share QuickCapture projects public with ArcGIS Hub Premium

# ArcGIS QuickCapture licensing

Included with Mobile Workers, Creators and GIS Professionals at no additional cost  
Optional add-on for Editor user types

|                                  | Viewer | Editor | Mobile Worker | Creator |
|----------------------------------|--------|--------|---------------|---------|
| View collected data              | Yes    | Yes    | Yes           | Yes     |
| Collect data with the mobile app | No     | Yes*   | Yes           | Yes     |
| Create and share projects        | No     | No     | No            | Yes     |

\* Editor user types need the QuickCapture add-on license to collect data

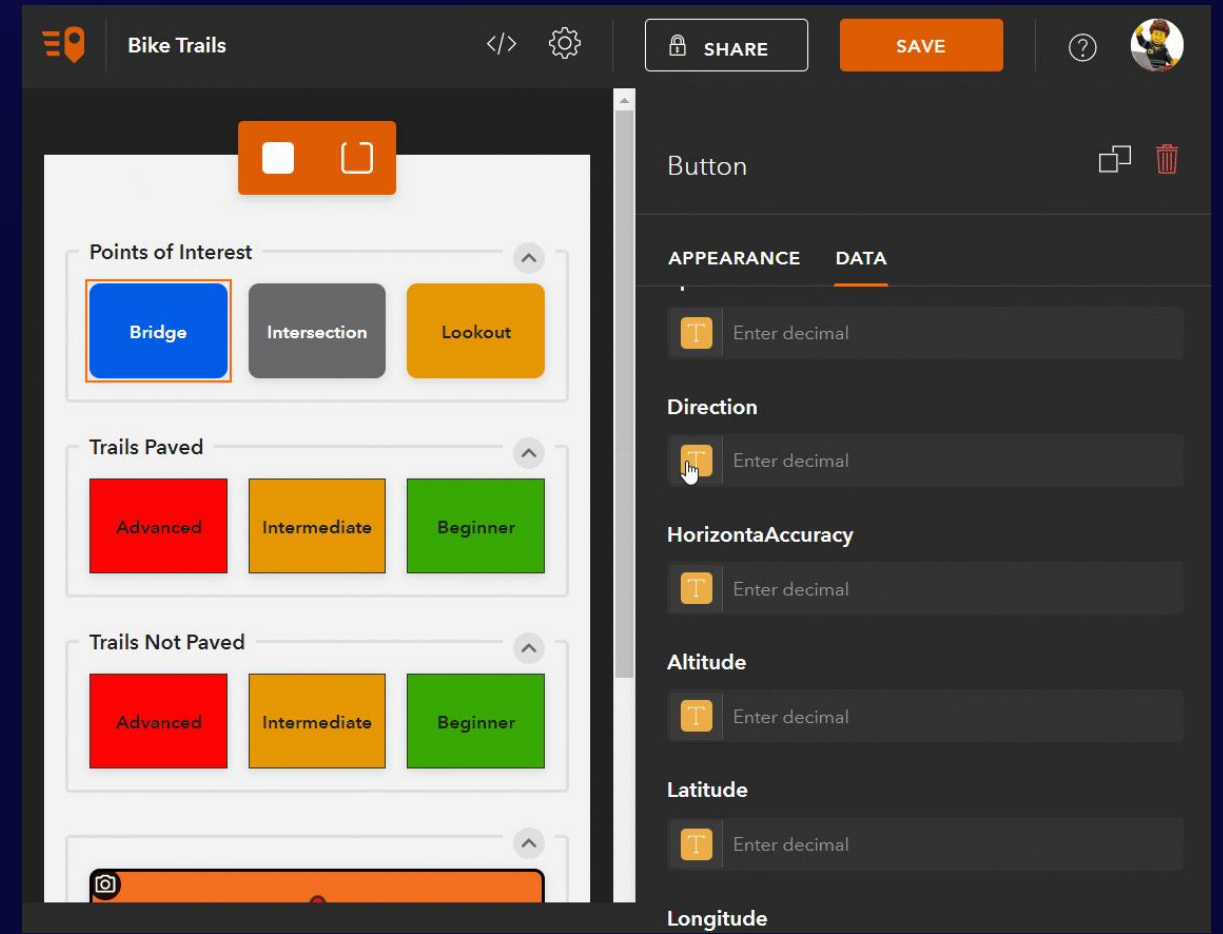
*The mobile app can also be used without an ArcGIS account, if a QuickCapture project is shared publicly to an ArcGIS Hub Premium organization.*

# Agenda

- Vision and use cases
- Components and licensing
- **A few things you should know**
- Live demonstration
- Q&A

# Device Variables

- Use them to automatically calculate attributes when a feature is captured
  - Speed
  - Direction of travel
  - Time of capture
  - Device model and version of QuickCapture
  - Logged-in user
  - Etc.
- Over 50 variables



# Attribute data collection

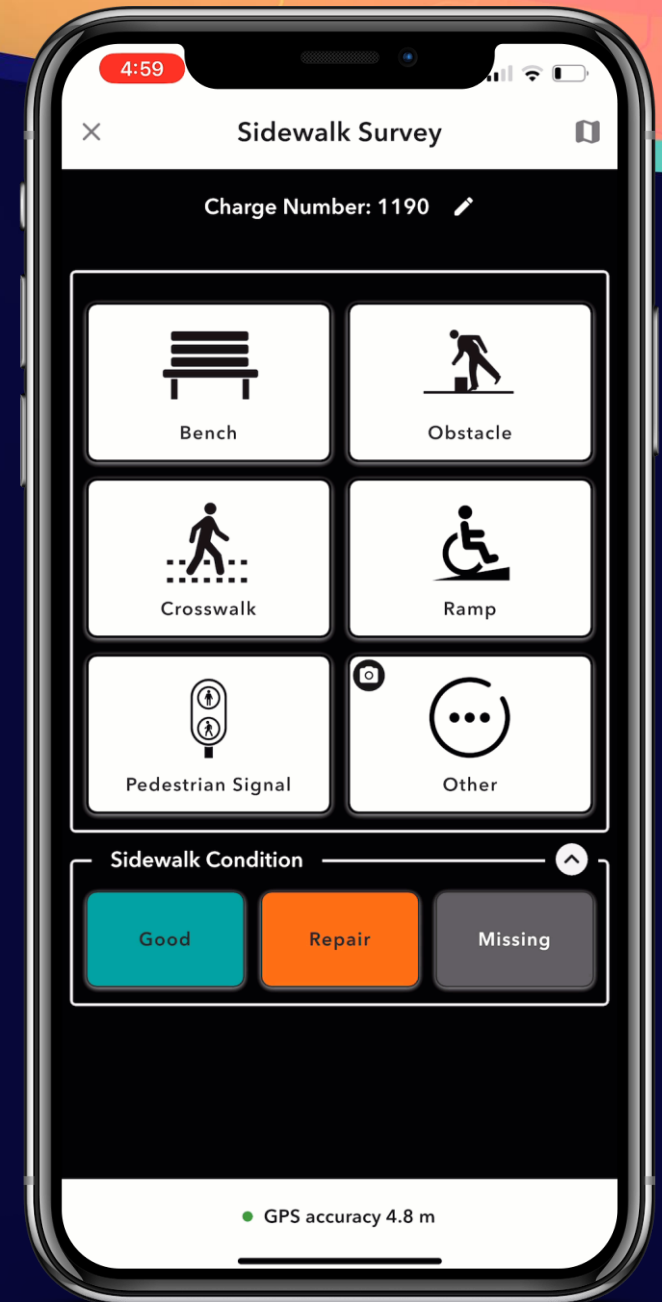
- **Button user inputs:**
  - Enter attributes after a button is pushed
  - Set up to 3 attributes quickly through tap-once dialogs
- **Project user inputs:**
  - Enter data BEFORE data collection
  - Reuse data when data is collected
  - You can configure up to 3 project user inputs





# Collect Photos and Video

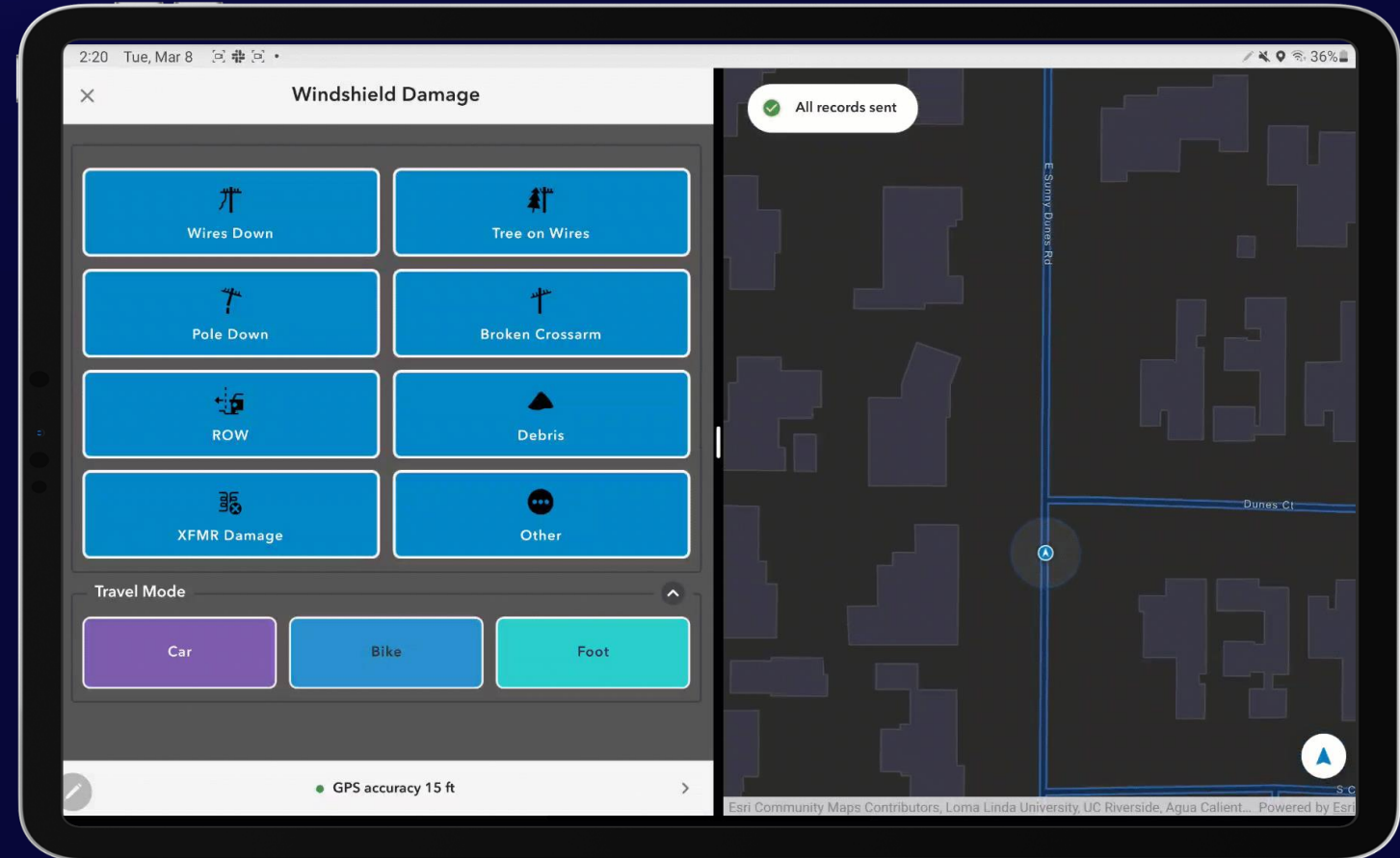
- Photos and videos are stored as ArcGIS attachments
- **Photos**
  - Single or multiple (1-5)
  - Oriented Imagery
- **Video:**
  - Up to 10 seconds



# Custom maps and side-by-side configuration

Configure your projects with your own:

- Web map
- Offline map



# High accuracy GNSS receivers

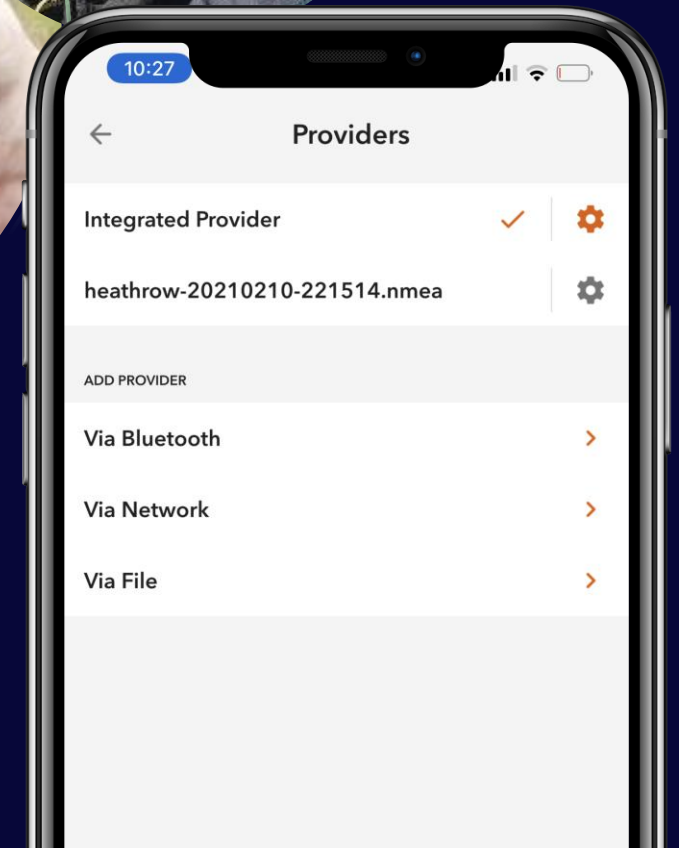
Use external GNSS receiver to

- Improve location accuracy
- Store GNSS metadata
- Higher frequency data collection

- Supported GNSS receivers

- Eos Arrow
- Bad Elf
- Trimble
- Juniper Geode...

<https://doc.arcgis.com/en/quickcapture/help/highaccuracyuse.htm>



# Agenda

- Vision and use cases
- Components and licensing
- A few things you should know
- **Live demonstration**
- Q&A

# Live tour

How to create your first QuickCapture project (with emphasis on new features)



# Agenda

- Vision and use cases
- Components and licensing
- A few things you should know
- Live demonstration
- Q&A

# Where to learn more

- [Basic Tutorials](#)
- [Configuring a custom map](#)
- [User inputs \(button and project\)](#)
- [Link buttons](#) (Launch another app from a QuickCapture button)
- [Working with oriented imagery](#) (Blog)
- [Using voice commands to push buttons](#) (iOS English only)
- [QuickCapture and drones!](#)