

# D4.3 First version of mobile application ready for public testing

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BONUS BALTICAPP WP4 Task 4.1 D4.3

# Baltic App

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## 1. BONUS BALTICAPP application's aim

The BONUS BalticAPP aims to provide an online platform for citizens and scientists alike to share and collect information related to recreation around the nine countries surrounding the Baltic Sea. For citizens, the application aims to provide relevant information on the current condition of the sea through shared observations in the social media, while adding official Baltic Sea wide information if possible (e.g. air and water temperature, algal blooming information, beach quality). For scientists, the application provides a pathway to reach users of the Baltic Sea through directed questionnaires, and observe indirectly anonymized users preferences and quality observations via social media input.

## 2. The BONUS BALTICAPP application development history

Initial application development planning included a meeting with Helsinki City's officials and application coders in Helsinki 01.06.2015. Along with the discussion at the meeting, between BONUS BALTICAPP partners at the kick-off meeting, and extensive online searching for open data sources, we found available data to be largely lacking for the purposes of the mobile application. Thus the mobile application design was adjusted to ensure end-users' capability to share information. Further, we found the mobile application to have the potential to serve as a platform to collect and disseminate EU Bathing Water Directive information currently collected and disseminated in widely varying methods across Member States.

The mobile application design was finalized and a tender for open source application development sent out in late November 2015. The tender process finally selected Metropolia University of Applied Sciences as the service provider.

Coding the application began 31.8.2016. Two competing groups of students were supervised by Metropolia's staff and BONUS BALTICAPP project personnel during the coding including back-end, front-end and design teams. Roughly biweekly meetings with the developer groups were held depending on the need for input, and project status. The application was finalized in 16.12.2016 and one, Android-native, application was chosen<sup>1</sup> for further testing.

The test application is currently (Jan-Feb 2017) under semi-public testing with volunteers from Natural Resources Institute (an in-house open call to all the +1300 personnel), and project partners to provide a proof of concept.

## 3. Application code

The latest version of the tested Android-native application is available from

<https://github.com/harmittaa/LukeApp/releases>

Installing the external application to a mobile device requires installing the "lukeapp.apk" and allowing an external installation.

For application coders willing to use the source code, this application version has a dependency on the auth0 user identification system, which is, for this specific project, given an open source software status. Other users should contact auth0.com for details on use.

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<sup>1</sup> The other application in its current state is available from: <https://getexponent.com/@juhaniv/balticnative>

Screenshots of the BalticAPP:

From top left: Welcome screen, Login screen, Map view with reports and pooled reports,  
From down left: Reporting screen, Category listing example, Individual report view

