

Create a 3D Web Scene App Using ArcGIS Experience Builder

Prompt

Produce a web app that includes a 3D scene using ArcGIS Experience Builder. You can choose to create a thematic, realistic, or mixed reality product. The result should be a fully functional web app that is ready to be shared with others.

Note: You will need to find or produce the input data layer(s) for this product.

Note: You may need to publish additional 2D or 3D layers.

Deliverables

1. Provide a list of your source data with a short description and links/citations.
2. Provide a write-up that explains the purpose/goal of your web app. What information is the scene/app meant to represent? Who is the intended audience?
3. URL link to your app. Make sure to share it with at least the WVU organization so that I can view it.

Points

Up to 20 points will be assigned based on the following:

1. App must include a web scene
2. App must include at least two map/scene widgets
3. App must include explanatory text
4. Data sources should be noted somewhere within the app; when possible, include links to the source data
5. Quality and effectiveness of the data symbology used in the 3D scene
6. Layout and responsiveness of the app to different screen sizes
7. Consistency/effectiveness of themes used within the page layout
8. Ease of use (can a user from the intended audience figure out how to use the app given the provided information)