MAPPERS

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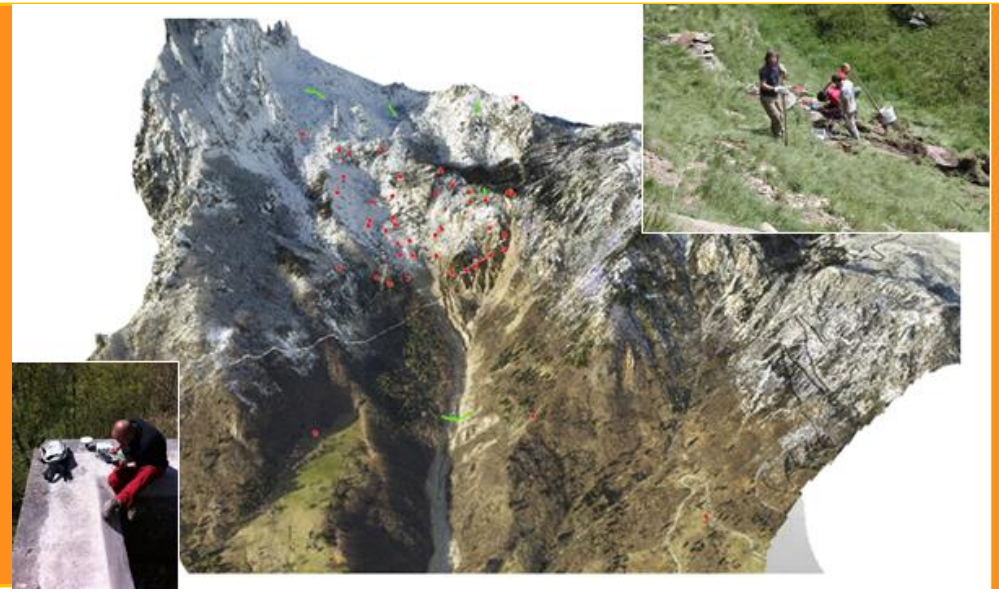


# MAPPERS FRAMEWORK

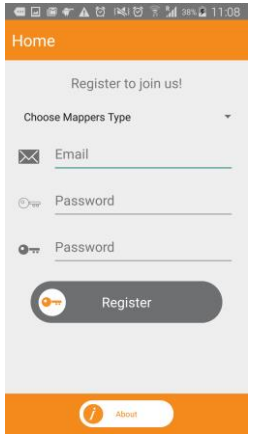
Methodology, content and logic concepts

# MAPPERS ENVIRONMENT

Frame:

1. Customizable code
2. Android SDK (.apk file)
3. Technical and logic user feedback
4. User-friendly update

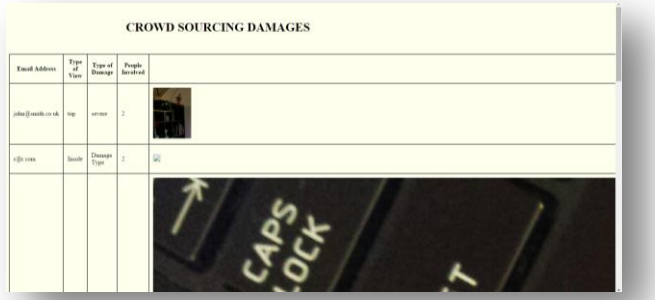
MAPPERS-C MODULE




MAPPERS-V MODULE

MAPPERS APP → DATABASE → DASHBOARD

CLOUD STORE

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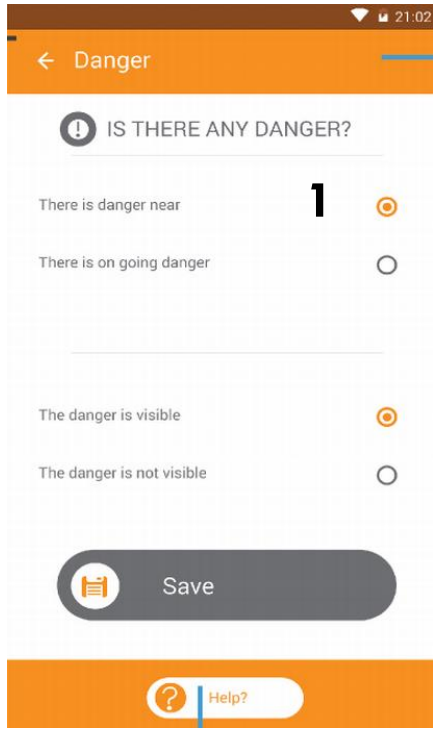
# MAPPERS ENVIRONMENT

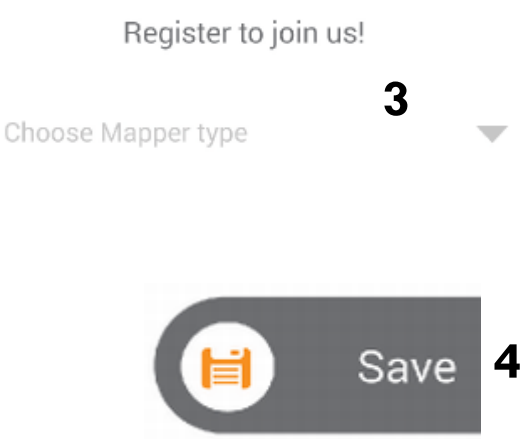
Structural architecture:

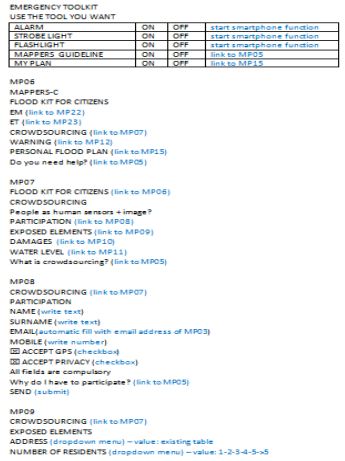
1. SCREENS
2. CONTENTS
3. TOOLS
4. WEB SERVICES

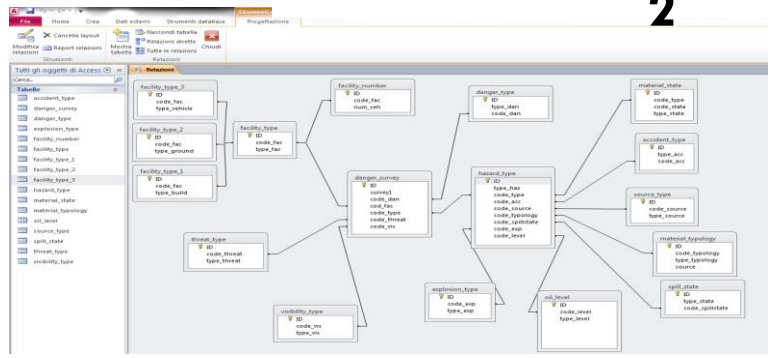
Graphical User Interface (GUI):

- SYMBOLS
- COLORS
- GRAPHIC CRITERIA



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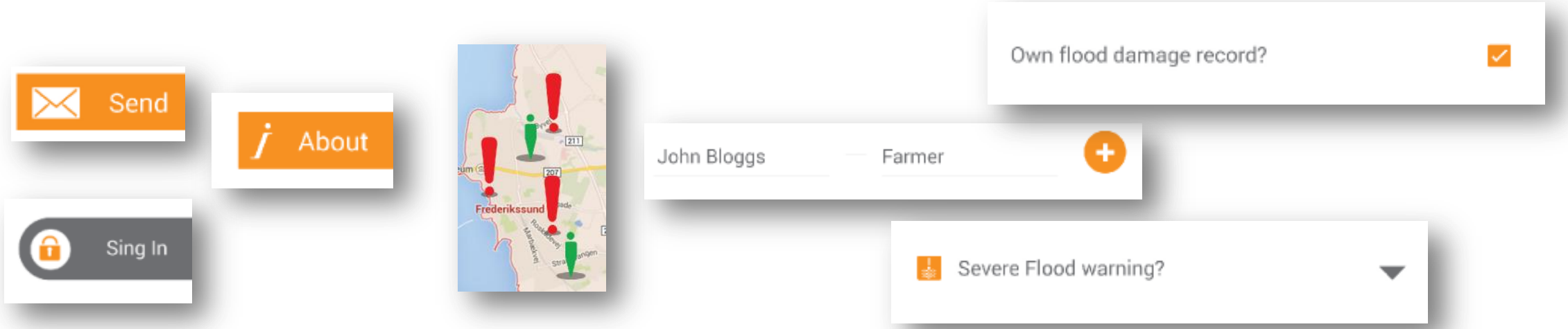
# MAPPERS LOGIC

1. Create a double-module access for crowd information
2. Bi-directional info sharing Rescue manager-End User
3. Application testing on single draft
4. Piloting feedback on each version update
5. Content upload from users by specific tools and services

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# MAPPERS IDEA

1. Offer preparedness to citizens by smartphone tools
2. Long time involvement and awareness
3. Supporting existing data collection systems
4. Piloting as tester and development support
5. Integrate rules of rescue service with raw human sensor
6. Standardize information to avoid asynchrony and redundancy
7. Offer training and well-knowledge approach to local people (volunteers or citizens)

MAPPERS-V

CITIZEN FLOODKIT

MAPPERS-C

DANGER SURVEY

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# MAPPERS MODULES

1. MAPPERS common registering and profiling management
2. Admin, MAPPERS-C, MAPPERS-V profiles
3. Confirming by email
4. User-profile based on role as citizens or volounteers
5. Structures are set but completely adaptable as contents, menu, services and options
6. Adding services to existing frame is available
7. Idea of piloting including the framework structure

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