# THE FUTURE OF GIS

#### 2013 AND 2025

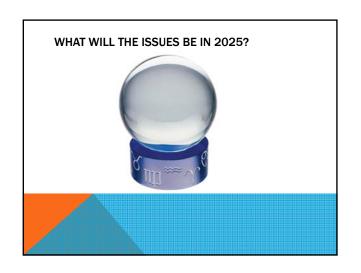
- What is the state of geospatial computing today?
- · What are the issues today?
- Unresolved problems
- What will geospatial computing be like in 2025?
- What issues will be of concern then?

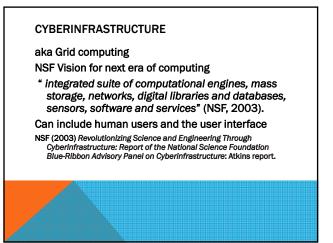
#### **COMPUTING ISSUES IN 2013**

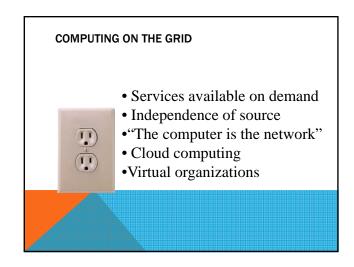
- Building the cyberinfrastructure
- · The digital divide
- The "where" of computing
- User interfaces and Web 2.0/3.0
- Who owns software?
- · Too much data

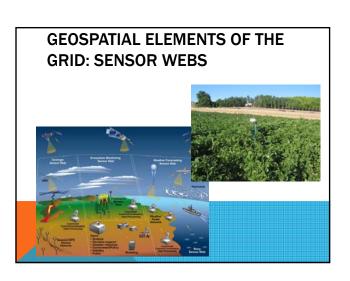
#### **GEOGRAPHIC INFORMATION TECHNOLOGY IN 2013**

- Countering industry trends, LBS
- Positioning systems commonplace
- Geobrowser era, and VGI
- Mobile GIS
- New generation of earth imaging (e.g. webcams)
- Interoperability and standards

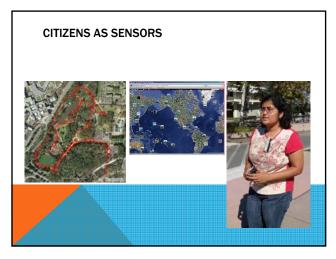




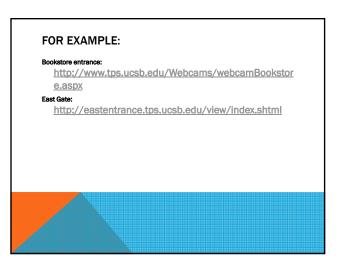












#### THE GEOSPATIAL WEB

- Content on server side
- What content? (Map, image, video, text)
- Who supplies and moderates the content?
- How can the geospatial web build a market?



Dick Cheney's House









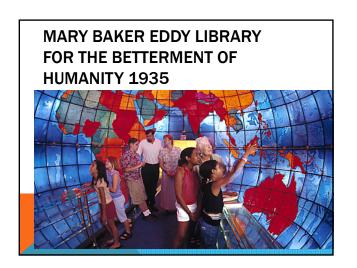


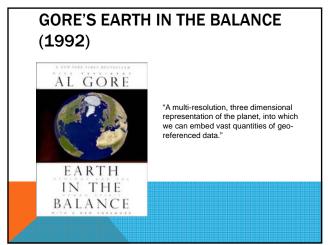
#### WHAT IF?

- All geospatial content becomes available over distributed systems
- Geobrowsers link content and facilitate search
- Most other web (and data) content become linked by geography?
- Vision of a "Digital Earth"

#### **DIGITAL EARTH**

- Visionary concept: Holistic perspective
- Popularized by former US VP Al Gore
- Virtual and 3-D representation of the Earth
- Spatially referenced
- Connected with digital knowledge archives
- Vast amounts of scientific, natural, and cultural information
- "to describe and understand the Earth, its systems, and human activities."





#### **CONSENSUS DEFINITION 1999**

Digital Earth will be a virtual representation of our planet that enables a person to explore and interact with the vast amounts of natural and cultural information gathered about the Earth.

(Consensus definition adopted at  $\underline{2nd\ interagency\ workshop},\, \textbf{1999\ Sept\ 23})$ 

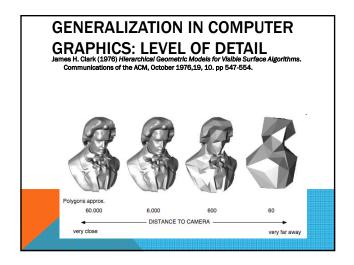






# SO WHAT ABOUT CONTENT? GLOBAL MAPS

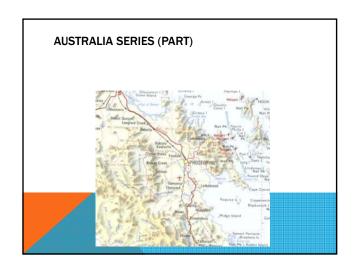
- LOD and drill-down
- Maps and imagery plus search
- · Crosses boundaries between
- MAPS
- IMAGERY
- TOPONYMY



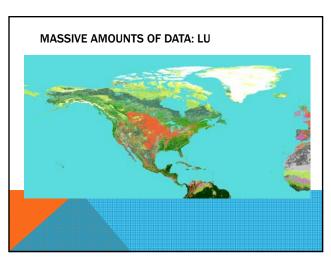
## WE'VE BEEN THERE BEFORE:

### **GLOBAL MAPS**

- International Millionth Map of the World
- VMAPO (DCW)
- GlobalMap



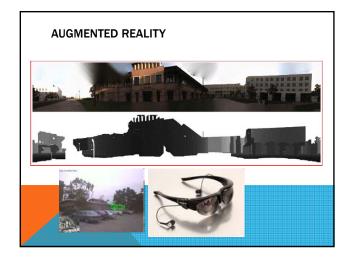




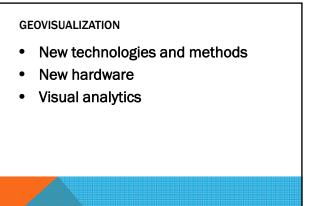
#### INTERFACES

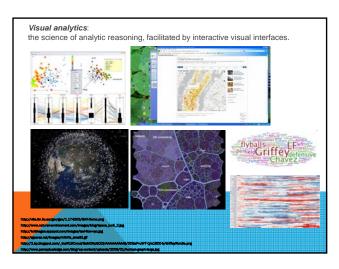
- GUI and WIMP
- Perceptual and multimodal interfaces
- User centered design, "cognitive engineering"

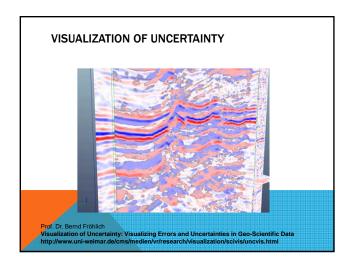


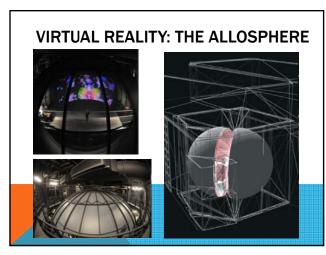


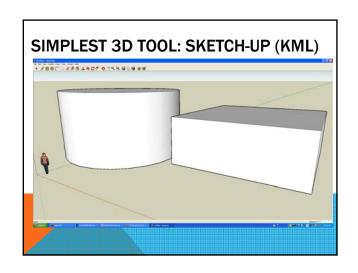


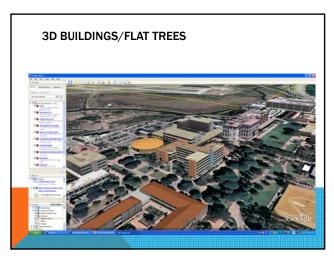


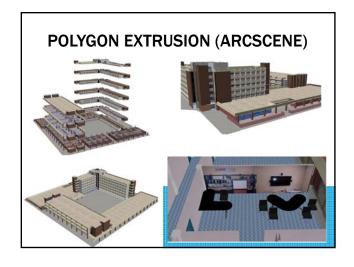


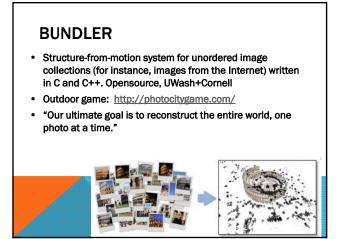












#### **NEW IMAGERY SOURCES**

- VGI: GeoTagged photographs
- Kite photography
- Microsoft Kinect
- Quadcopters
- UAVs
- Webcams
- Virtual geography





#### SOME UNSOLVED PROBLEMS

- Fusion
- Conflation
- Spatio-Temporal GIS (4D GIS)
- Change detection
- Multiple moving objects
- Forecasting, modeling and simulation

