# How to Identify Priority Areas for New Data Acquisition Using the GEBCO SCRUM Data Prioritization Web App

This application was designed by GEBCO's Sub-Committee for Regional Undersea Mapping (SCRUM) to help gather input from the broad community about areas that are of high priority for new data acquisition. Areas identified by multiple individuals will be recognized as high priority. Please be sure to include the requested information about resolution needs and intended use of the data so that information can be considered when opportunities for data acquisition arise.

https://columbia.maps.arcgis.com/apps/webappviewer/index.html?id=17be370fd5ff4b2ebc773c11c0c97fa0

1. Click the link to access the web app, and the default view should be as shown below. This is the GEBCO world map of ocean bathymetry, with lighter blue representing shallow water and darker blue representing deeper water. Any area of the ocean shown in black is an area that is not supported by direct observation and is considered a data gap.
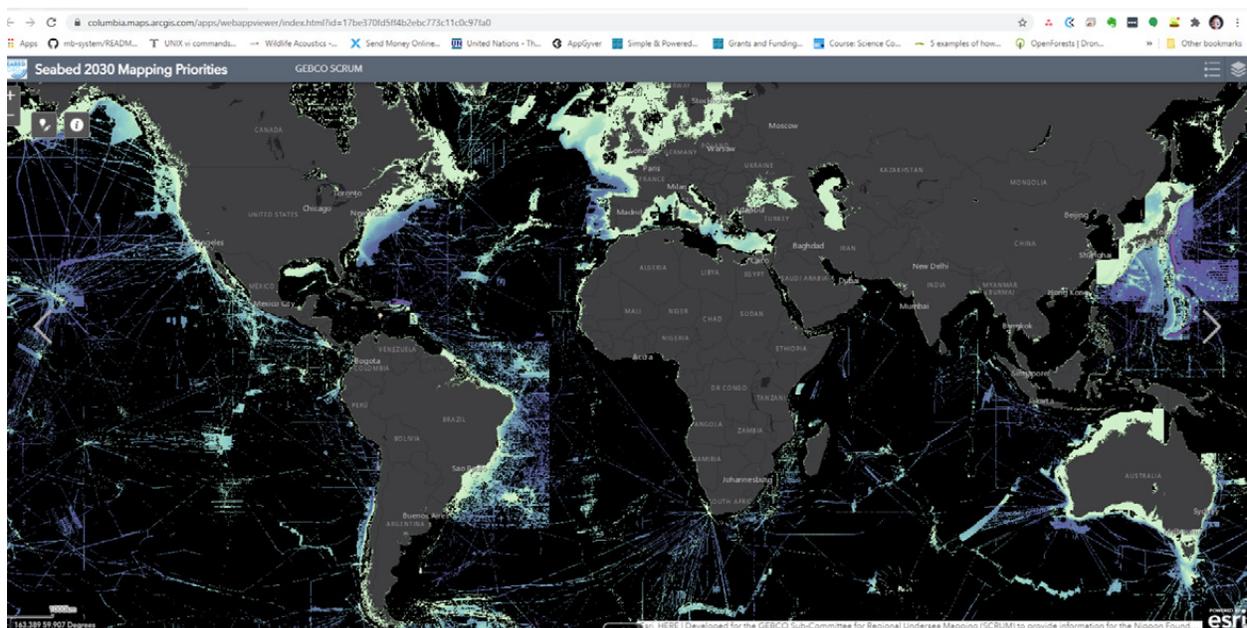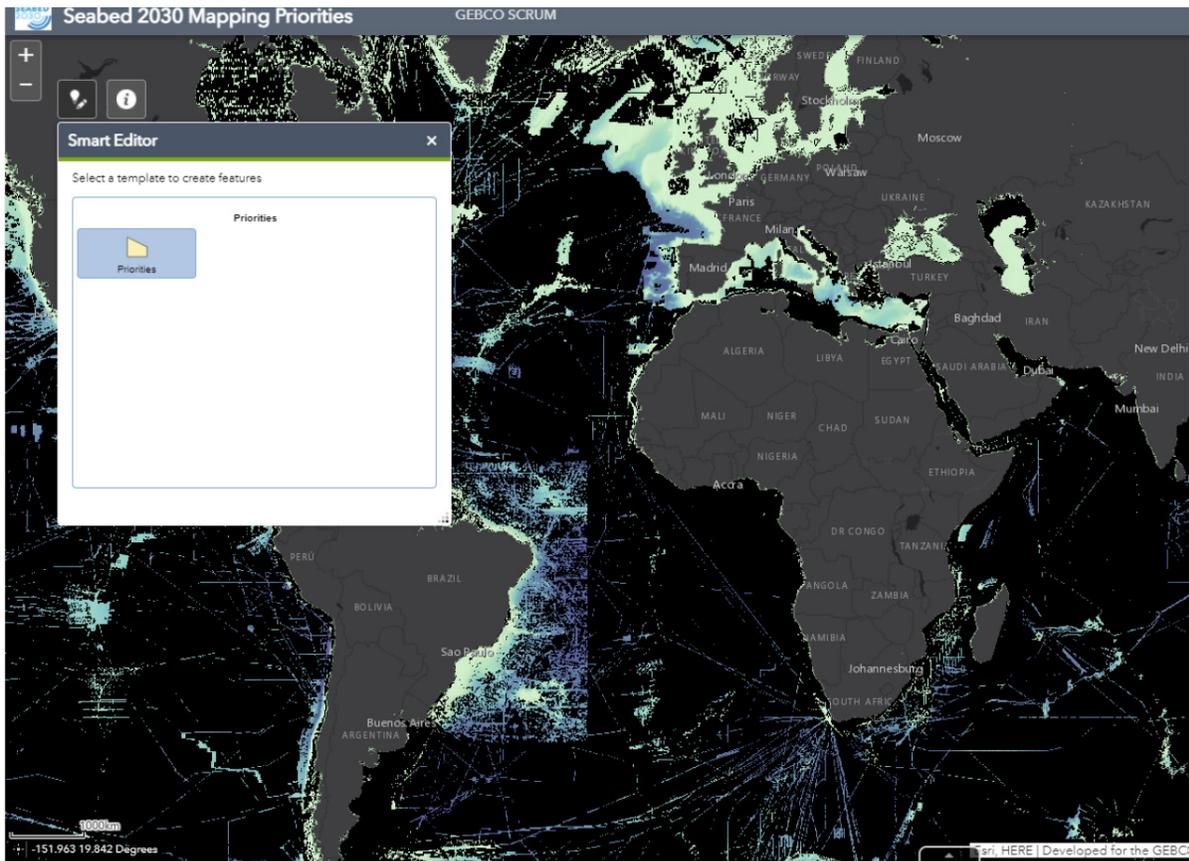

2. Using your mouse, pan/navigate to the area of interest and scroll in the zoom to the appropriate scale.

3. In the upper left corner of your screen, click the smart editor icon to enable the edit function
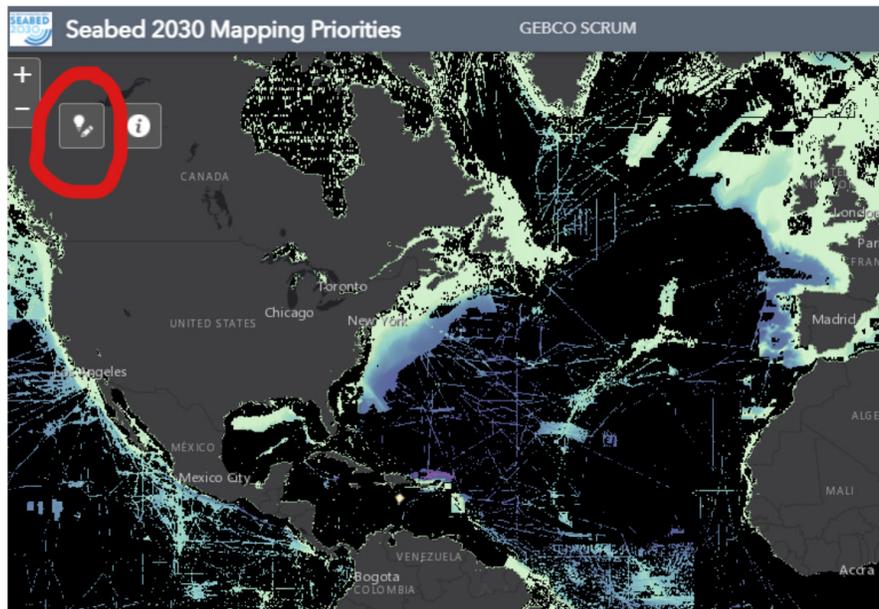
4. Start editing the web app: Click on "Priorities", then click in the map to draw a polygon to define the area of interest. Double click when the polygon is complete.

5. After drawing a polygon, a dialog box will appear, allowing the user to input information regarding the reason for prioritising the polygon.

Enter information for each field:

- **Email** : Provide an email address that can be used to contact you
- **Motivation**: Describe the motivation for mapping the area. What is the intended use of the data?
- **Resolution**: What resolution of bathymetry data is needed
- **Why is it important**: Tell us why data from this area is important to acquire. Who will it benefit and how?
- **Edit Geometry:**
  - if checked: polygon is editable
  - if not checked: polygon is finalised and no more edits can be done

6. **Save** your suggestion by clicking the save button. The polygon which has just been inputted should turn yellow and the window appears as below

7. You can review the details of your entry by clicking on the polygon