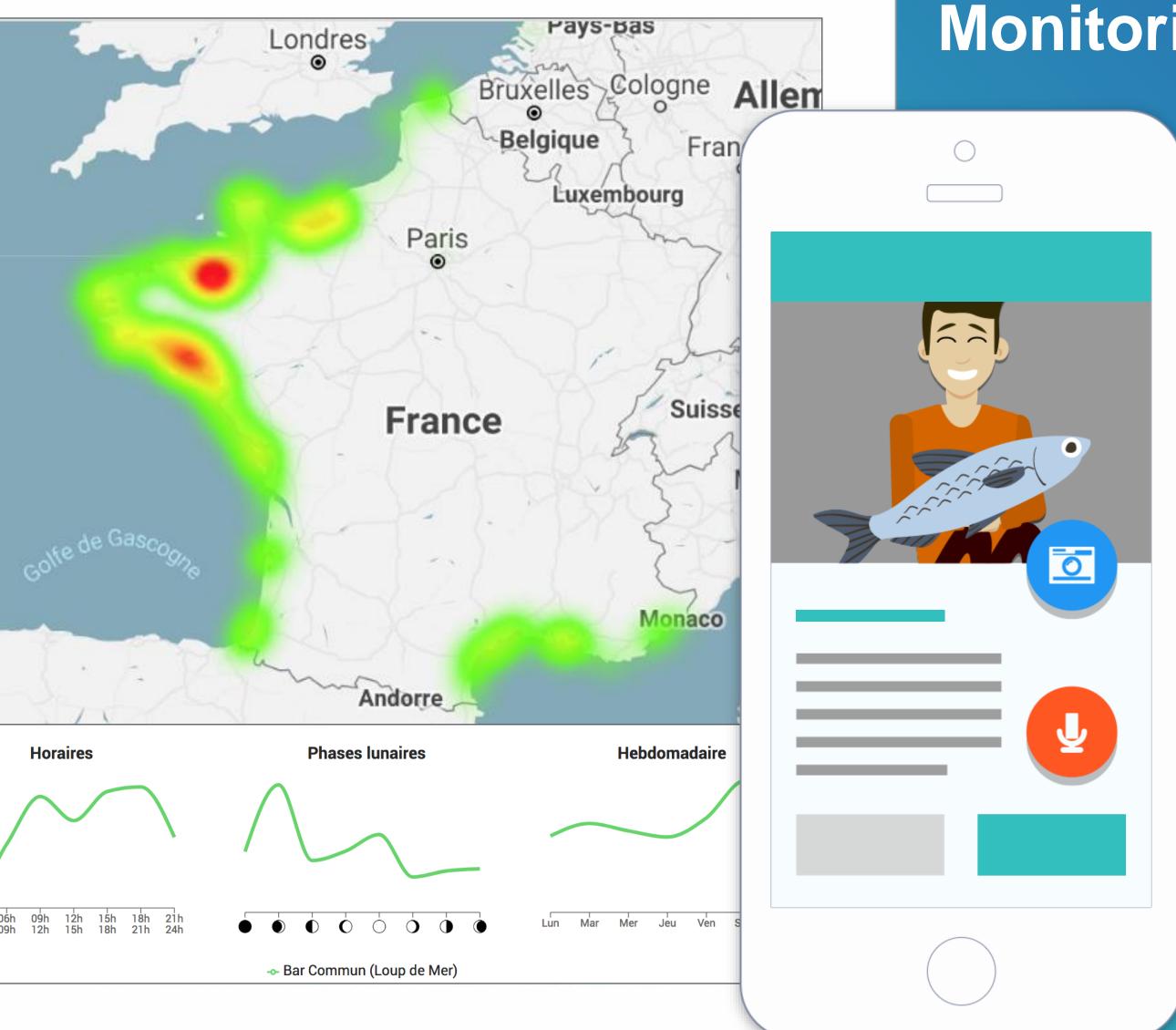
DG MARE - 5th december 2018



# FishFriender

Monitoring and catch reporting system



- Fishing log
- **Statistics**
- **Wheater conditions**
- Fishing equipment
- Find professionals
- Collaborative Map
- News
- **Social network**
- **Challenges & rankings**

## BIG PICTURE



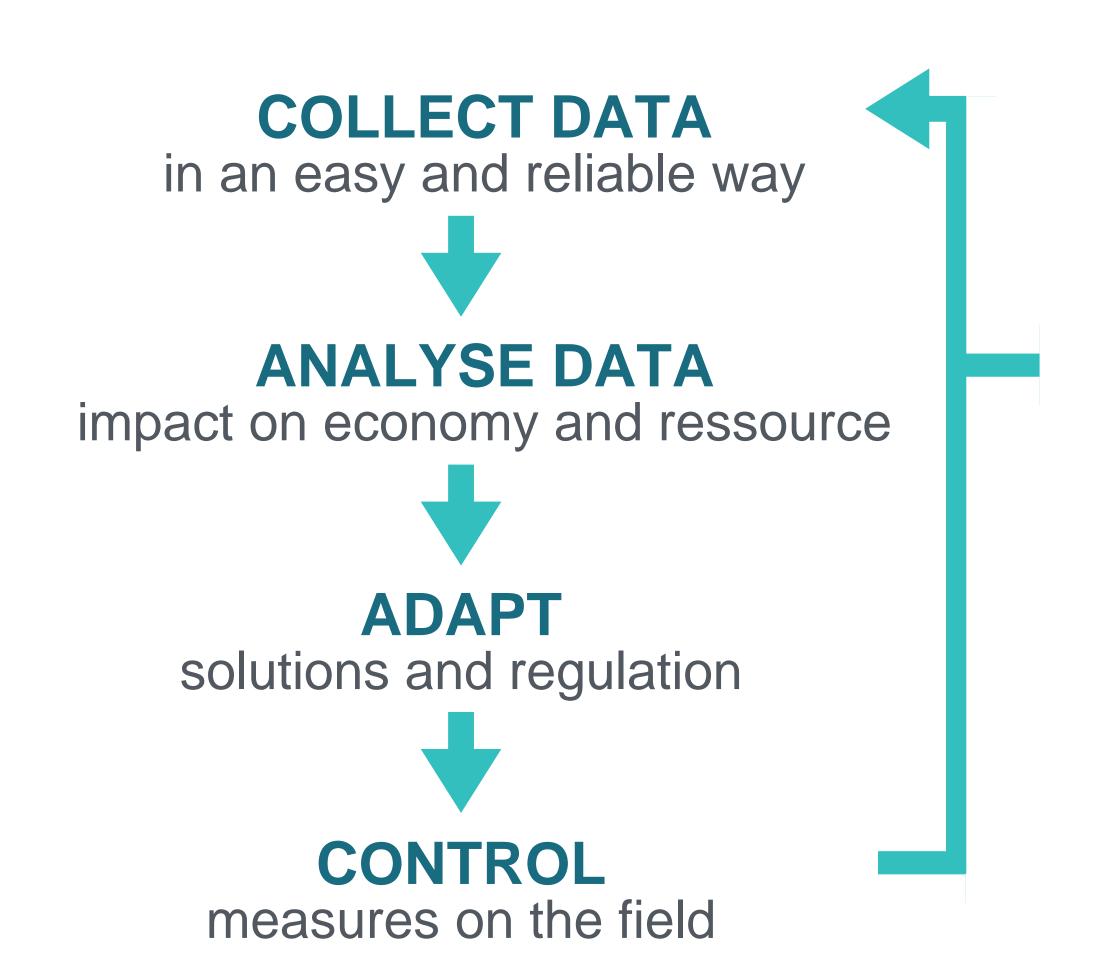
## Build the future of fishing thanks to Data

Fishing is the world's most popular hobby - 200M worldwide / 25M Europe PASSIO Improve performance and get a better impact on ressource thanks to collaborative technology and Big Data\_ MISSION **VISION** 139 4.7 ★ COUNTRIES TOP APP on 900 ratings **VALUES** Socialize fishing and 85% 625 encourage scalable data **NO KILL SPECIES** collection Promote sustainable resource management. Get more transparency on Data for better **learning** 

## KEYS TO SUCCEED SUSTAINABLE FISHING



Need for Data to protect ressources / Need for people to collect Data



# INFORM FISHER MUTUAL INTEREST

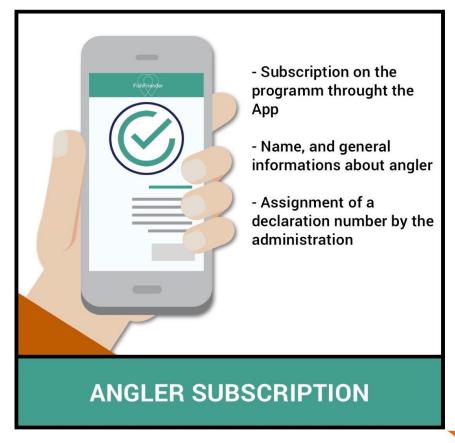
Plan ahead and create an App the user would use because he wants to, not only because it is mandatory

IT HAS TO BE A PLEASANT EXPERIENCE

# EUROPEAN SEABASS EXEMPLE



## Control scheme prototype

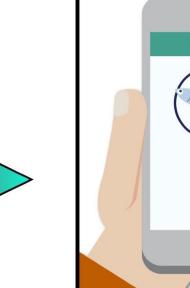


**CATCH DECLARATION AND** 

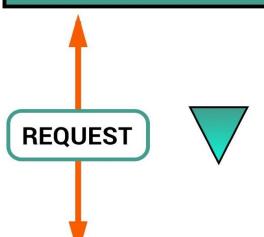
**CONTROL PROCESS** 







**CATCH DECLARATION** 







RÉPUBLIQUE FRANÇAISE

MINISTÈRE

DE L'AGRICULTURE

### Premier ministre

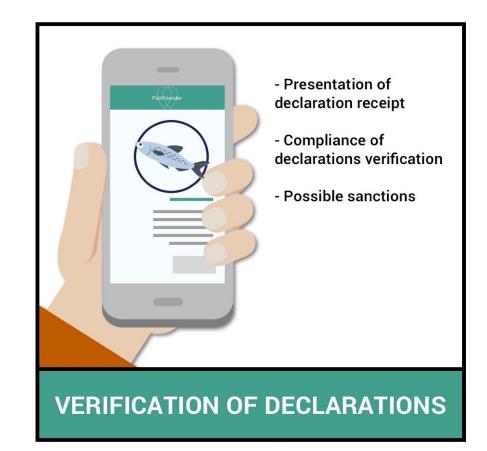
Secrétariat général de la mer

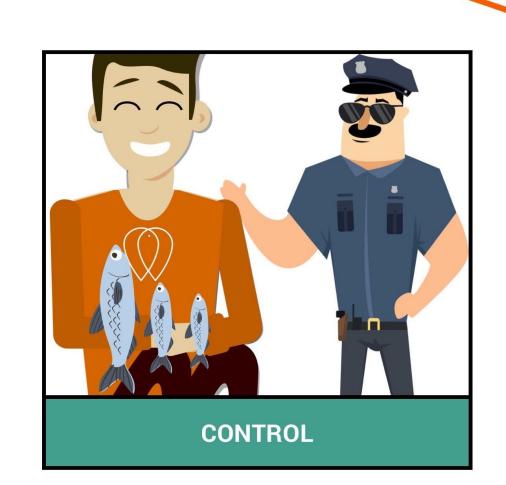




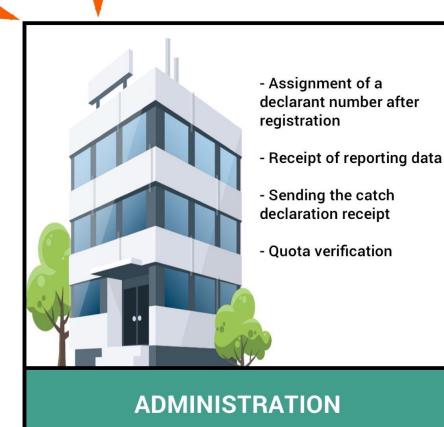


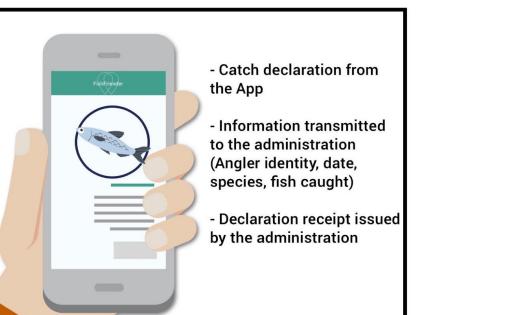






**REQUEST** 







de la Plaisance et des

Pêches en mer

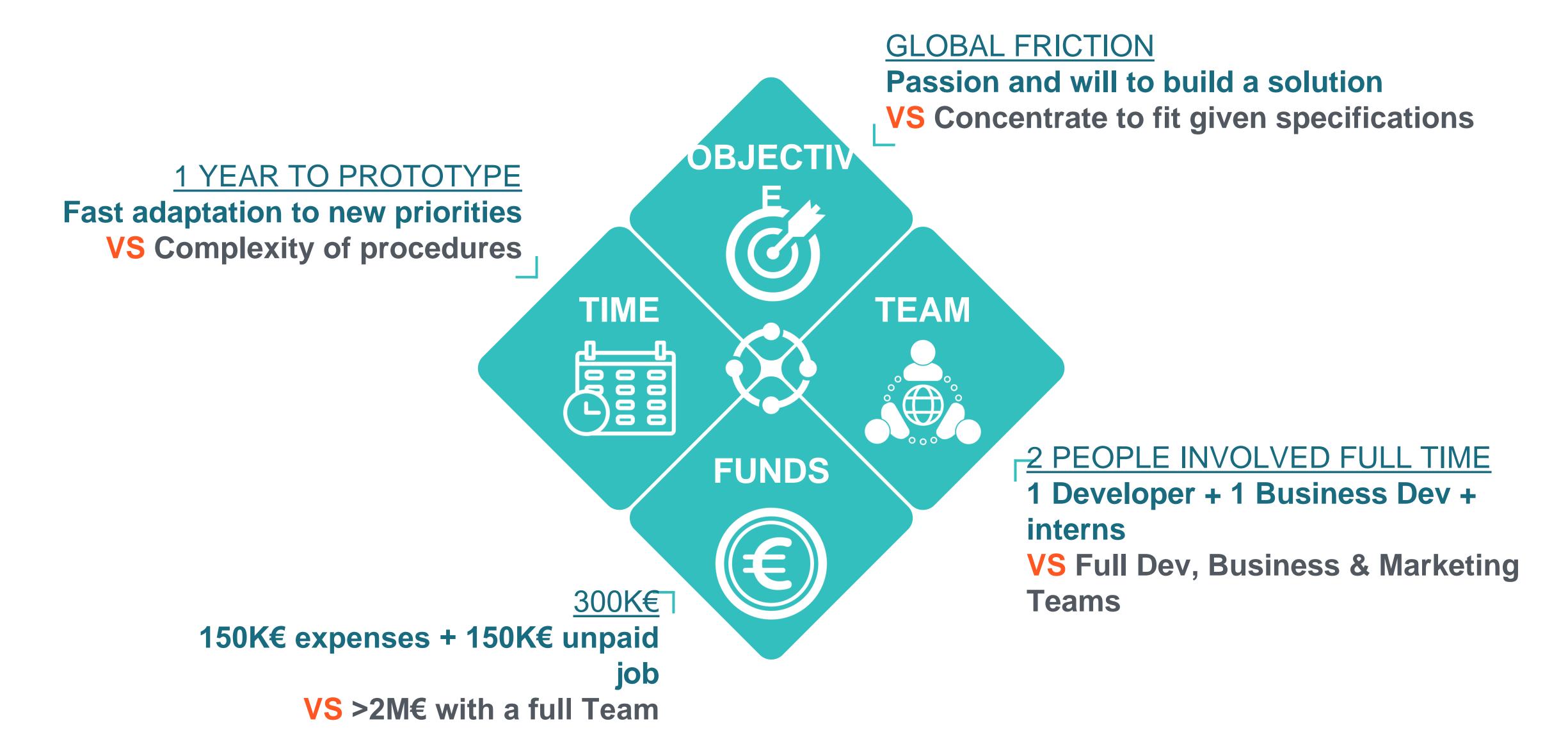




# PLATFORM DEVELOPMENT



Startup case (compared to classic company)



## BUILDING AN APP



## A portable software providing specific and limited functionality

### WHAT USERS SEE

#### DATA THEY ENTERED

Identification, catch history, past declarations

#### **INPUTS FORM TO CREATE DATA**

#### **INFORMATION AVAILABLE**

Fishing regulations, regulated areas map

SUPPORT CONTACT

### WHAT USERS DON'T SEE

#### SERVERS

Secure encrypted synchronization of users data, updates concerning regulations, data analysis, ...

#### **UP-TO-DATE DATA**

Two ways sync : users data and information Regulation maps, species list translated

#### **PROJECT RULES**

What to do if a user has inaccurate GPS location / is near forbidden area? Alert / wait signal?

#### DATA ANALYSIS

Creating reports based on declarative data to learn and adapt regulation

## TIME TO DEVELOP AN APP



## Three phases to solve a problem

# CONCEPTION > 3 months



# DEVELOPMENT > 9 months



# MAINTENANCE full time

STUDY USERS HABITS to know what they are used to

# DEFINE SPECIFIC FEATURES

Main /next goals ? How users will use it ? Do they need / agree ?

#### APP INTERFACE DESIGN

Architecture, servers/data connection, partners aggregation

DEFINE PRIORITIES
Objectives, users, planning

CREATE INFRASTRUCTURE

#### **CODE APP AND SERVER**

**Choose language to fit specifications and evolutions** 

INTEGRATE DATASOURCE External data implementation

TEST APP AND SERVER challenge Beta users before public release

QA

Regular tests to fix bugs

#### **SUPPORT**

**Users feedback assistance** 

#### **UPDATES**

Need for keeping apps and servers up-to-date with security

CONTENT & DEVELOPMENT

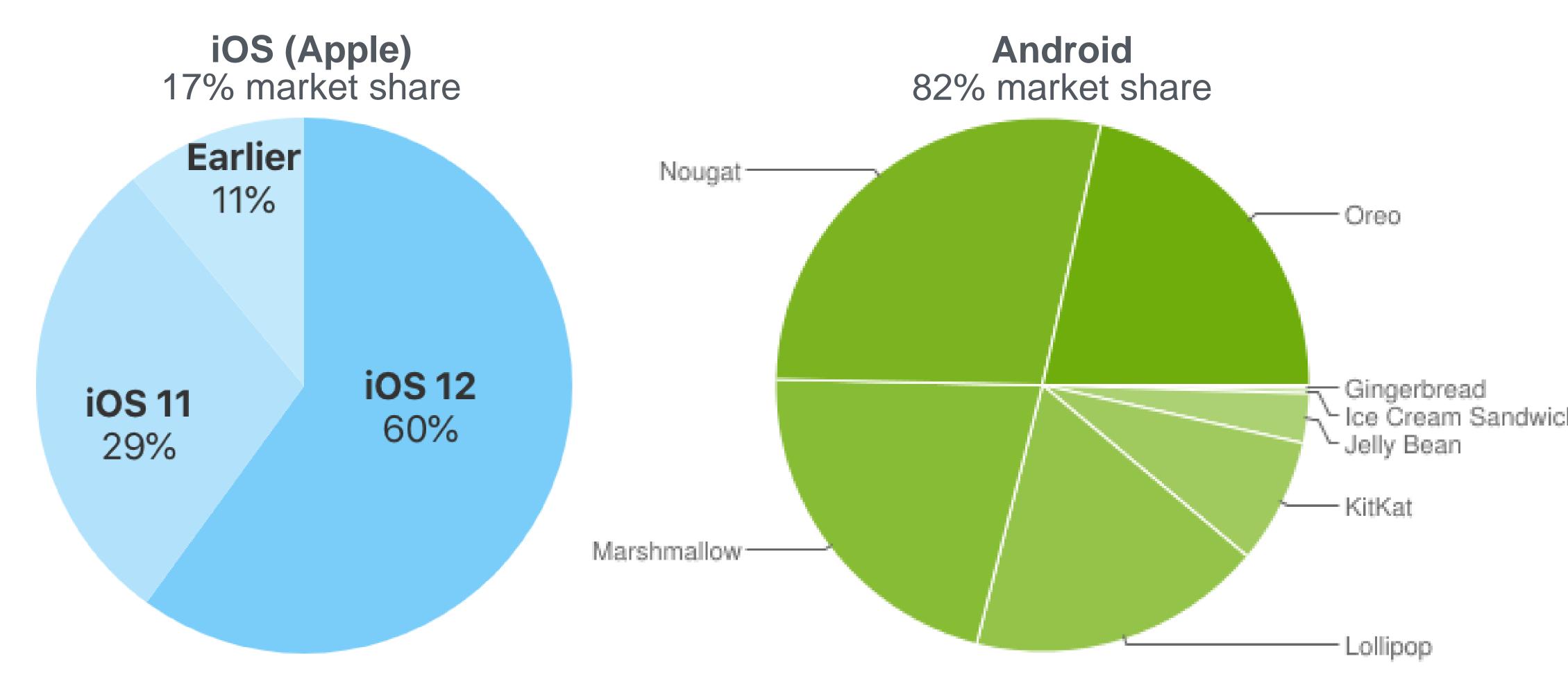
New datasources, new features

# CHOOSING SUPPORTED PLATFORM



Supporting older devices and operating systems is more expensive ...

But is important to not exclude users



Source: official numbers from Apple and Android developer dashboards

# HOW IS DATA AGGREGATED?



## Adding new features can take more time than development



### Where does the data comes from?

- Countries specific regulations
- Institutional partners
- Open-source

Regulations
Species list
Maps areas



### Adding a new source of regulation / data can take time:

The data must be aggregated, converted into the same format the app's server uses, and then added as a specific layer

Depending on the level of difference and the frequency of data updates needed, this can take up to several weeks

## SOME OTHER ISSUES WE ENCOUNTERED



## Cases to anticipate in the App technical conception



Users are at sea when logging data, and often don't have any phone service

Created Data (catches, historical positions) should be saved locally and sent later

Needed Data (regulations, species, fishing areas) must be downloaded on the phone

WORKING OFFLINE ADDS
COMPLEXITY ON THE ENTIRE APP
AND FUTURE IMPROVEMENTS



The App and instructions must be translated in all required languages

Different regulations depending each area must be translated and comprehensible

Species must be correctly listed in every language / Official FAO name displayed

APP MUST BE DESIGNED TO BE MULTI-LINGUAL SO THAT ADDING LANGUAGE IS JUST A MATTER OF TRANSLATION

# TECHNICAL DEVELOPMENT



### Problem to solve and technical solutions

- DECLARATIONS: Time and area are recorded by the system. Species, sizes, weight are filled by users
- USER IDENTIFICATION: User's profile can display license number, contact, boat, ...
- **ALLOWANCE**: Correspondence between the professional's identification number and his fishing rights (quotas, zones, etc.) must be filled in a database
- TRACKING: Regulation must allow to track sessions and intermediate waypoints
- AREAS: Fishing areas and reserve must be defined and updated by administrator
- CONTROL: Administration must have access to fishermen previous declarations in database
- INFORMATION: Species regulation (zones, times, authorized sizes, quotas) must be filled in database
- SIGNAL PROBLEMS: Sending notification when fishing rights are violated (zone, time or quotas)
- COMPILATION: Harmonisation of collected Data format
- **STIMULATE DECLARATION**: Linking fishermen with potential buyers on a digital market system with auctions and product orders on the platform (short circuit, no intermediate, fair trade and maximum traceability, economic impact measure)
- COMMUNICATION: FAQ / live chat assistance on the platform between fishermen and administration