

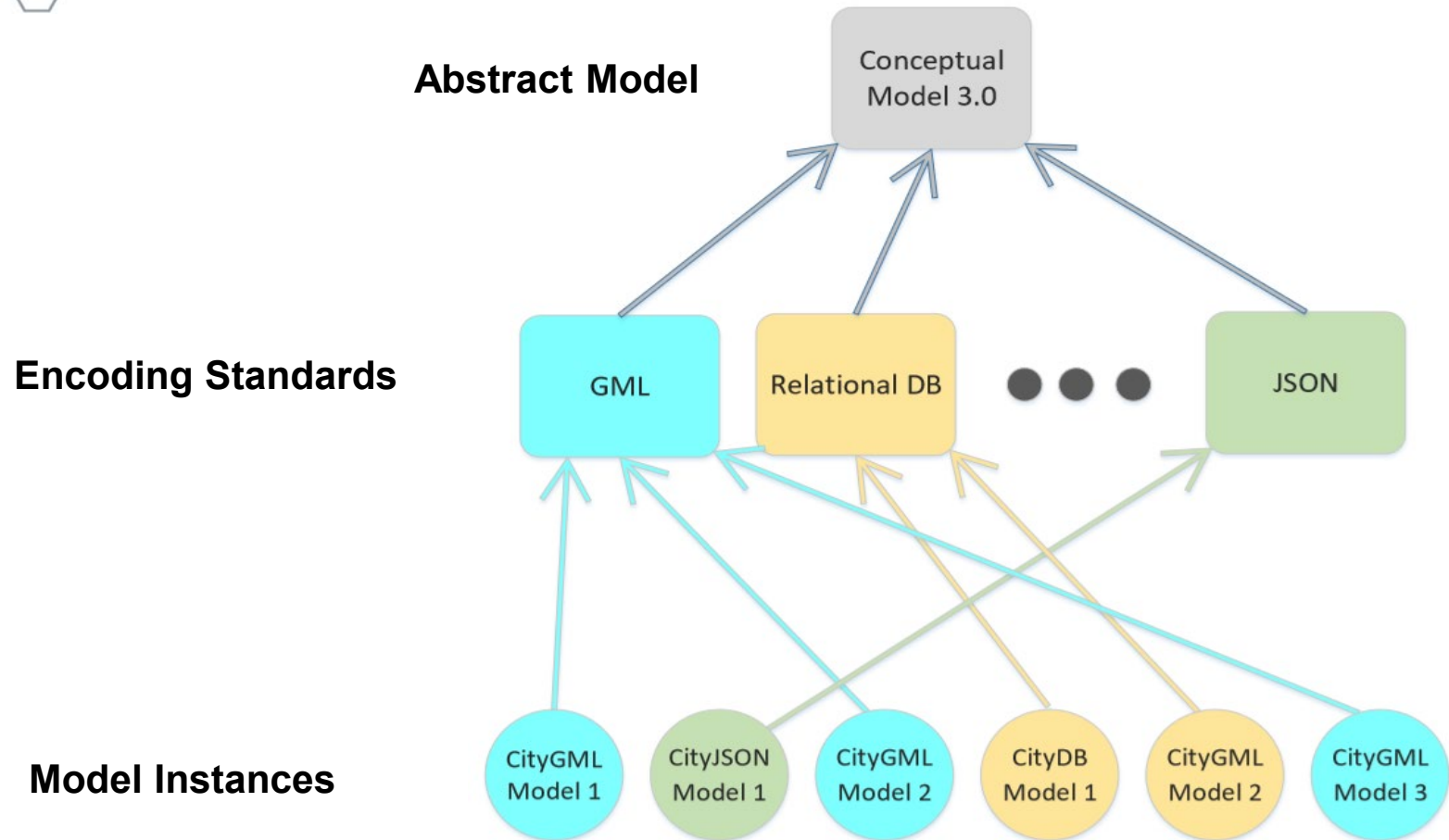
Goals of the Hackathon – 11 June 2019



We all have different interests in participating. For me, the primary contribution of the opportunity to work together with realistic sample data is that we can expose and answer important questions about CityGML 3.0. Until now, our group activities have focused on defining the structure of the conceptual model. Many of the contributions have been grounded in experience with real data, modelling real structures, in real projects. But the work so far has not focused on how our model works with specific modelling tasks and also has not had the social interaction possible in the hackathon.

I hope that we can gain answers to both technical and social questions relating to our various needs and experience.

Overview



CityGML model instances are created according to CityGML encoding standards, which in turn are implementations of the abstract CityGML Conceptual Model

Technical Questions



There are a lot of possibilities. Here are some I care about:

- Is the conceptual model easily implemented by modelling tools or conversion scripts?
- Do aspects of the conceptual model pose unusual demands on the expressiveness of specific encodings such as GML 3.3 or JSON?
- Given some real-world data samples, are there important things that cannot be [easily] modelled?
- Are there too many modelling options for software ingesting a model instance to perform [at all, efficiently, coherently]?
- Is the module modular with the proper granularity?

Social Questions



Similarly with social questions:

- Is the conceptual model comprehensible by developers in such a way that its use is inherently obvious?
- If not, how can it be restructured?
- Is the model its own guide or is an accompanying modelling guide essential?
- Is the model best implemented by software and the details hidden from human modelers?

A Suggestion



My suggestion is we choose a few such questions that are both critical to the development and market success of CityGML 3.0 and feasible within the time, tools, data, available during the hackathon.

These questions and their answers are the product of the hackathon. Even unanswered or partially answered questions are valuable results.