A GROWING FOCUS ON ACCESSIBLE, INTEGRATED GEODATA IN DENMARK

To create new efficiencies and greater synergy across administrative sectors, the Danish Geodata Agency has a growing focus on making geodata more accessible and integrated.

It is currently responsible for building a data distributor on behalf of Denmark's public sector, in particular The Agency for Digitisation. This is modelled on the Agency's existing digital map supply system and will provide a single point of access for all free public sector data released through the Basic Data Program.

The current platform enables users to download full datasets or access data live through services linked in real-time to the Agency's servers. Whilst the new data distributor will feature the same functionality, a wider range of information will be available including business registration, addresses and property information as well as spatial data. Integration is achieved by standardising these diverse datasets according to shared data models.

The benefits of standardisation were also seen when the Agency released its full-scale model of the country in the gaming platform Minecraft – a development which attracted global media interest. As the data was already available in a standardised format, the Minecraft launch was reasonably uncomplicated and the generalisation of the full model required fewer than 100 hours of work.

The aim was to make geodata more accessible to students and a new generation of geodata users in a platform they already know and use. Several educators have reported their use of the model in curricula for teaching geography, maths and social studies.

Geodata has already proven to have key value in areas such as environmental and emergency response management. There is now a growing demand for data that are authoritative and can be used in law-making. The Danish Geodata Agency will direct a great deal of attention to the area of authoritative data over the coming year.