

A walk in the English Garden

The ultimate urban greenspace to escape from the city life hustle in Munich.

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The English Garden is one of the largest urban parks, stretching over five and a half kilometers. It creates a distinctive connection between the natural landscape along the River Isar and the historic city center of Munich.[1]

The Walk map of English Garden was made with the intention of creating predefined circular walking routes throughout the park. The main aim is to reduce the decision-making time and inform the enthusiasts of the main attractions and nearest public transport they will come across during the walk.

This project is aimed at users who enjoy walks in nature but live in an urban center. This simplified map is for all those who are overwhelmed by information and want straightforward no brainer solutions.



Fig. 1: The English Garden as captured from the South West side [3]

OBJECTIVES

1. To make an eye-catching web map.
2. To create generalized walking circuits.
3. To add robust interactivity to the web map.
4. To adapt the web map to most devices.

WORK FLOW

We began our project with review of literature and field study of the English Garden. Most of our walking circuit selection criteria are based on the field study.

Then we moved on to ArcGIS and QGIS software to digitize the map polygons, lines and points. Most of the data used in the map is from Open Street Maps database [2].

For designing the map elements QGIS software was used. In this process we simplified the map while also making it eye catching so that the main focus would be on the tracks and the nine predefined walking circuits (Fig. 4).

Finally, the code for web map interactivity was written which was the most challenging part of this project. Leaflet map framework was used for visualizing the map and for the overall website bootstrap library was used for uniformity of design across devices.



Fig. 4: Screenshot of web map.

CHALLENGES

Our ability to fully realize our creative vision for the map was limited by our level of familiarity with programming languages and libraries. The decision to merge both parts of the English Garden, as shown in Fig. 2 and Fig. 3, was made at the last minute, which resulted in the integration being rushed. We also had to adapt to each other's working styles and working rate to successfully complete the project.

CONCLUSION

The Walk Map successfully combines digital cartography and interactivity to create an accessible guide for a walk in the English Garden. This project offers a user-friendly experience for those looking to explore nature within the city by simplifying route selection, integrating key landmarks, and ensuring adaptability across devices.

IMPRINT

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LINK

<https://redrum13.github.io/mapro/>



Fig. 2: An image of the map of the northern part of the English Garden on ground



Fig. 3: An image of the map of the southern part of the English Garden on ground

REFERENCES

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