Anglers catch fish; Can you help them to remember where?

Bachelor project

There are around 600.000 anglers in Denmark. They catch a lot of fish, but no one knows how many, which is a problem for fisheries managers. DTU Aqua, together with an external company, is therefore developing a platform where anglers via mobile app-solutions can report their fishing trips and catches. The app function in an "endomondo-kind-of-way", where the angler log the fishing trip "live" and report catches as they come. At present, we have a test-version of the app, but before the final release, we would like to build in some more features to please the anglers into using the app.

As a special feature on the app, we would like to;

- 1) Register the track the anglers walk (or sail) while fishing, as well as the specific locations where the anglers catch the fish
- Enable the angler to see the specific tracks and catches for each fishing trip i.e. as an over layer to the map the app is already using.

It's a fixed condition for the feature that it will not drain the cell phone battery and that its very user-friendly. Both conditions will have to be incorporated into the solution.

Does this sound as an interesting bachelor project for you?



Figure 1 Angling is a very popular leisure activity in Denmark, generating millions of Kroner for society. To maintain this, DTU Aqua needs knowledge about the fish populations. The angler log book app will help to do so.

If we succeed in creating a user friendly and appealing app. it's likely that a substantial part of the Danish anglers will use this. Hence, the potential for exposure and impact of the bachelor project is considerable. You will have to be part of a hardworking team and work in corporation with the developing company, DTU Aqua and the internal supervisor Ekkart Kindler.

For further details, please contact Ekkart Kindler (ekki@dtu.dk)



Figure 2 Screen dumps from the test version of the Angler log book app. The bachelor project will be an integrated part of this app.