

Fauna Field Guide app

Participating organisations: [Museum Victoria](#), [Australian Museum](#), [Museum and Art Gallery of the Northern Territory](#), [Queensland Museum](#), [South Australian Museum](#), [Tasmanian Museum and Art Gallery](#), [Western Australian Museum](#), [Atlas of Living Australia](#).



In 2012-2014 museums around Australia collaborated on a project to create [Field Guide apps](#) for each State and Territory.

Funded by an Inspiring Australia Unlocking Australia's Potential Grant, the result was seven new Field Guide apps, plus a revamped Victorian Field Guide app, available for download for Apple and Android devices. The apps are free.

The project involved scientists around Australia writing species descriptions, sourcing images and sounds. Museum Victoria took the technical lead in producing the apps by continuing to develop the publishing platform - the open source Genera code.

Collectively the apps contain 2,105 species, 7,281 images and 270 audio files. Over 300 scientists, photographers as well as developers, designers and marketers contributed to the products.

Demonstrating that national collaborations can, indeed, be successfully delivered, the apps are highly rated in the App stores and attract extremely good reviews.

Target audience/community: students, community groups, local environmental organisations and many, many keen individuals.

Demonstrating innovation in: cross jurisdictional collaboration; release of code as an open-source resource; engaging the community with natural science.

[Source, Meeting of Cultural Ministers, Digital Technologies Working Party Report Attachment 2 'Projects Demonstrating Excellence in Digital Innovation' June 2015]