

## **River Sampling - Setting Up the App for Recording Results**

This document is for anyone who is collecting and testing river water samples, as part of the project organised by Geoff Sallis.

Results from river water testing need to be entered into a centralised system, so they are available to the people running the project. This document explains how to find and set up the app on a mobile phone for recording results from the River Sampling.

If you are collecting and testing river samples, but do not want to use the app on your mobile phone, you will need to write down your results, then pass them to another member of your local testing team team for entering into the app.

• The app that is used to record results is called **Epicollect5** and has this logo. It has been developed by Oxford University as a data-gathering tool, for use by projects where data is being collected. Over 100,00 projects from all around the world are already using it.



- Anyone who wants to use the app to record river sample results will need to be registered by Geoff Sallis as a user. To do this:
  - Please send your email address to me at <u>u3apershorechair@gmail.com</u>
  - I will check that names are on our list of volunteers, and then forward them to Geoff for registering on the app
- Download the **Epicollect5** app from the App Store (Apple users), or from the Google Play Store (Android users).
- Open the app and click + ADD PROJECT then search for the project name SafeAvon (NB all one word, no space)
- Click on the SafeAvon project a message comes up to say the project is private and telling you to log in. Do so, using your email.
- Check your emails for one from **Epicollect5**, containing a 6-figure code enter this code into the app. This will give you access to data collection for the SafeAvon project.
  - NB there may be a delay between you logging on to the app for the first time, and your email being registered – you will see a message saying *"this message is private. You need permission to access it from the project manager"*. In this case, you will need to return to the app later and try opening the project again.
  - If you have any problems with accessing the app, you can contact Geoff at: geoffsallis@btinternet.com