**Using Arcade for Symbology, Labels, and Field Calculations in ArcGIS**  
*Jennifer Harrison, GISP, President, TeachMeGIS, Houston, TX*

**ABSTRACT TEXT:** Arcade, the new cross-platform scripting language available in ArcGIS Pro, is used for on-the-fly symbology, creative labels, pop-ups, and field calculations. This seminar will walk you through the basics of the new language, and show you examples of how it can be used to investigate data issues and improve presentation of data.

**Learning Objective1:** Understand how the Arcade scripting language can be used in ArcGIS Pro to create labels, enhance symbology, and customize pop-ups.

**Learning Objective2:** Learn tips and tricks for data exploration using Arcade.

**Case Studies:** N/A

**Skills:** How to use the Arcade language in ArcGIS

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**Do your GIS Workstations Have Enough Horsepower to Run ArcGIS Pro?**  
*Tripp Corbin, GISP, MCP, CEO, eGIS Associates, Inc., Dacula, GA*

**ABSTRACT TEXT:** ArcGIS Pro is Esri’s newest desktop GIS application. It is slowly replacing the tried and true ArcMap and ArcCatalog applications. ArcGIS Pro bring a wealth of new capability and power to our desktops. But that comes with a price!

ArcGIS Pro has much higher hardware requirements. Just because your computer currently is able to run ArcMap without issue does not mean it will run ArcGIS Pro successfully. Tripp has been using ArcGIS Pro since it was in beta and has learned a thing or two about what works and what doesn't. This presentation will focus on what you really need from a hardware prospective to successfully migrate to ArcGIS Pro.