AWS re:Invent

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FWM202

Build a real-time serverless application to drive fan engagement

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Agenda

- Workshop objectives
- Architecture, tools, and services
- Coding and discussion

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Workshop objectives

- Build a web application with serverless backend for large events
- Implement real-time features for fan engagement
- Understand how to provide offline-data-access capabilities

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General housekeeping

- Running time is 2 hours
- AWS account will be provided
- This account is temporary
- Questions? We are here to help!

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Prerequisites

- Workshop cannot be completed with a tablet
- Compatible with Chrome/Firefox
- Familiarity with AWS Management Console

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Tools and services

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AWS services you will be using today

IDE



AWS Cloud9

Developer tools, libraries, frameworks



AWS Amplify

Backend services



Amazon S3



AWS AppSync



AWS Lambda



Amazon Location Service



Amazon DynamoDB



Amazon EventBridge



Amazon Cognito

aws

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What we will build

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Workshop scenario

- A mobile-first web application for large events
- Annual conference



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Workshop scenario

- A mobile-first web application for large events

- Annual conference
- Music festival

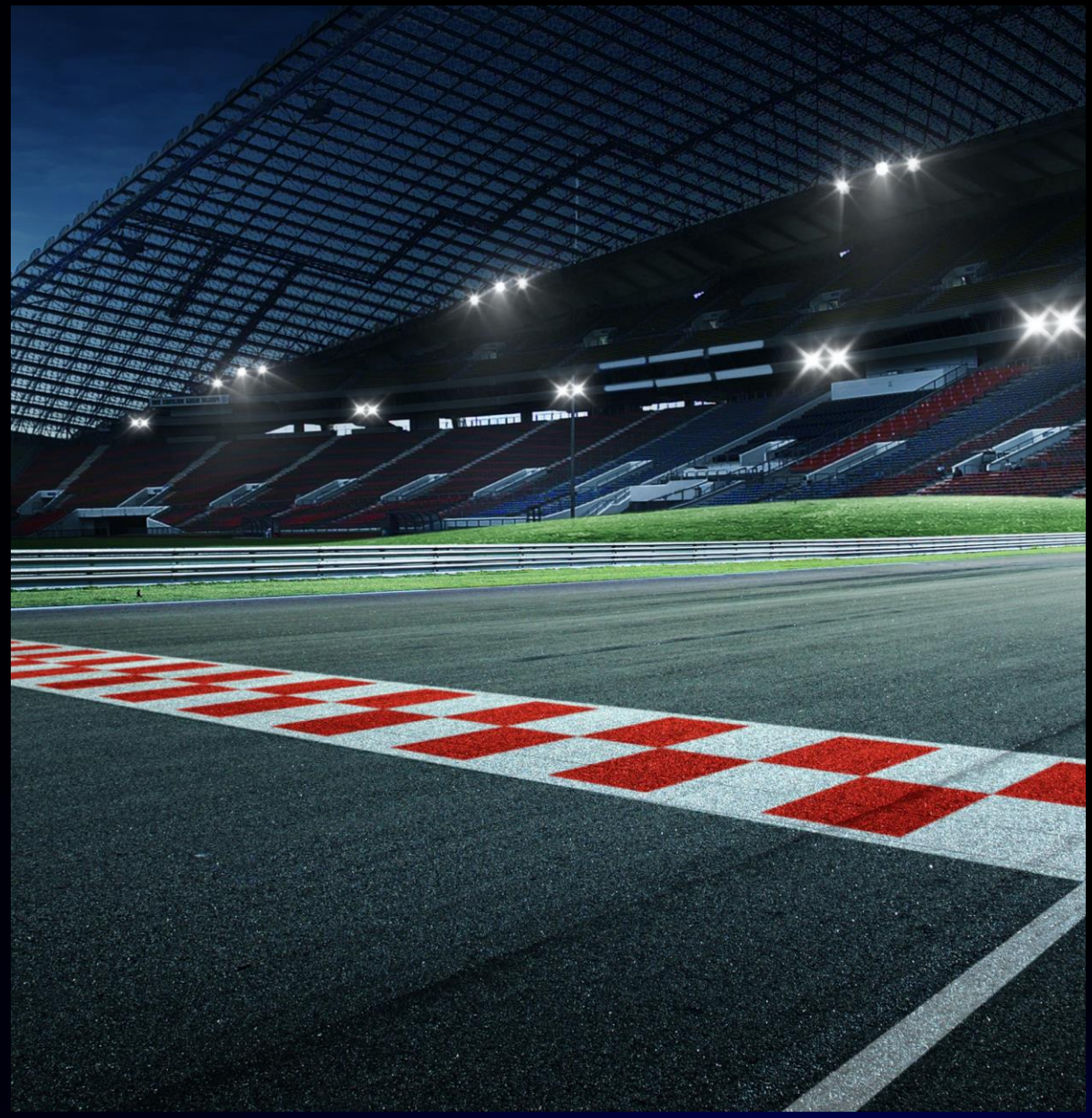


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Workshop scenario

- A mobile-first web application for large events

- Annual conference
- Music festival
- Sports event



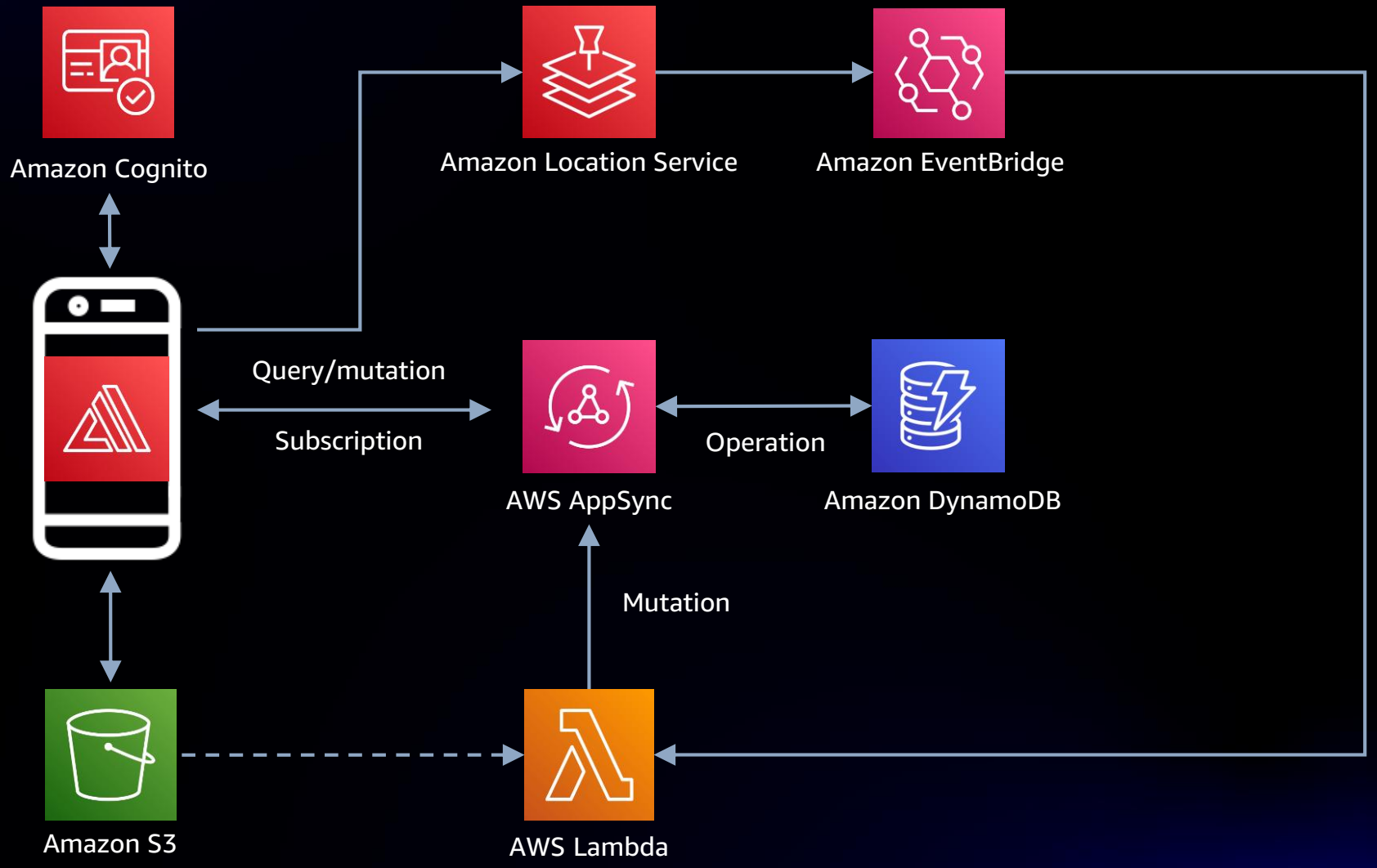
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Features

- Authentication
- Offline data access
- Location-based features
- Chat

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Architecture



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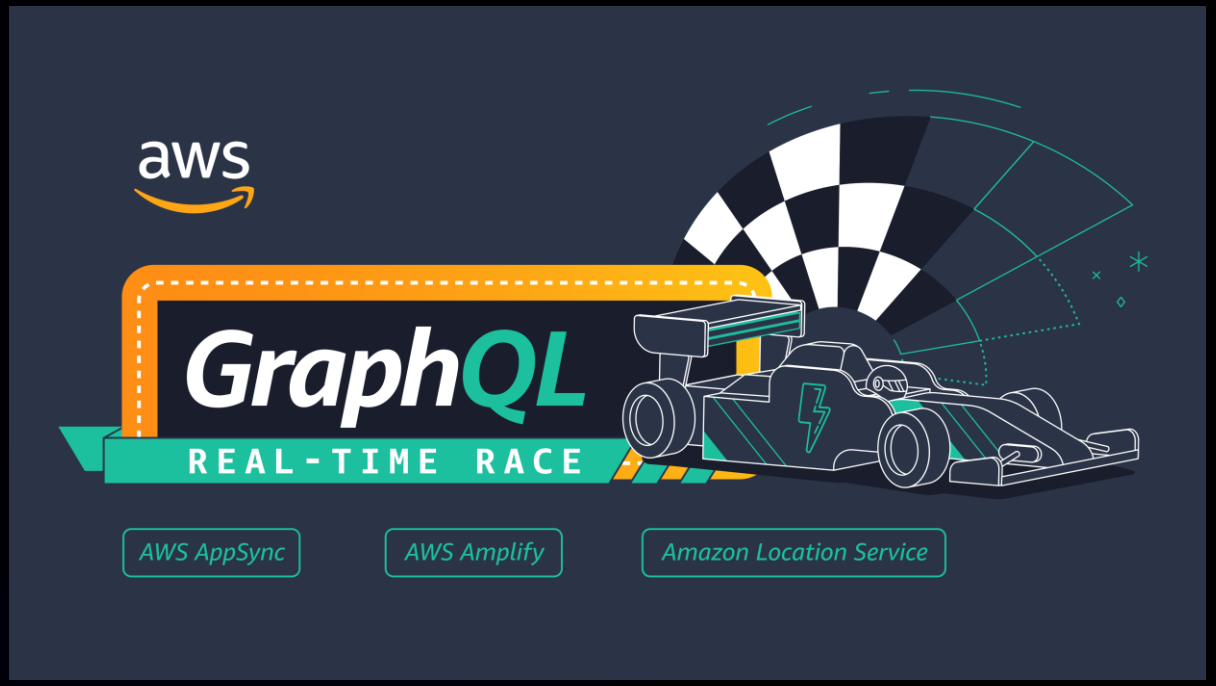
Additional resources

Original self-paced workshop is available

https://amplify-appsync-real-time-race.workshop.aws

Total running time is approximately 5 hours

Today's workshop covers modules 1, 3, and 4



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Let’s run the workshop!

https://bit.ly/3layU9P

Event Hash: 5ffd-141fb55624-b7

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Thank you!

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