

**Defining principles for mobile apps and platforms development
in citizen science: Interaction, Interoperability, Innovation
Second Workshop**

25th-27th April in Gothenburg

25.04.2017

- 15:00** **Welcome**
- 15:30** **Presentations**
Getting it Right or Being Top Rank: Games in Citizen Science
Marisa Ponti, University of Gothenburg
Lessons learned on re-usability and the way how we define success
Sven Schade, JRC
Building the Zooniverse Platform
Adam McMaster, University of Oxford
SciStarter
Jonathan Brier, University of Maryland
Citizen science in an open data infrastructure: the UK National Biodiversity
Network and GBIF
Ella Vogel, National Biodiversity Network
- 16:45** **Coffee break**
- 17:00** **Results of the first Workshop**
- 1) Principles for Interoperability: Data Standardization & Data Quality
*Luigi Ceccaroni, 1000001 Labs & Jaume Piera, Institute of
Marine Sciences (ICM-CSIC)*
 - 2) Principles for User Interface & Experience Design: Interaction,
Mechanisms to support Motivation
Soledad Luna, ECSA
 - 3) Principles for Outreach, Learning, Education, and other Rewards of
Participation
Dick Kasperowski, University of Gothenburg
- 17:30** **What happened so far and expectations of this workshop**
Ulrike Sturm, Museum für Naturkunde Berlin
Soledad Luna
- 18:00** *Poster session & drinks*
- 19:00** **Dinner (self-paid)**



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26.04.2017

- 9:00** **Collecting social science data with smartphone apps and school children**
Christopher Kullenberg, University of Gothenburg
- 9:30** **Epistemological ideals of inclusion: Mobilizing citizens in science and the humanities**
Dick Kasperowski
- 10:00** **Report on Data Standards by CSA-ECSA-ACSA**
Luigi Ceccaroni
- 10:30** **Coffee Break**
- 11:00** **Working Groups**
- 1) Principles for Interoperability: Data Standardization, Data Quality
Luigi Ceccaroni & Jaume Piera
 - 2) Principles for User Interface & Experience Design: Interaction, Mechanisms to support Motivation
Soledad Luna & Ulrike Sturm
 - 3) Principles for Outreach, Learning, Education, and other Rewards of Participation
Dick Kasperowski
- 12:30** **Lunch**
- 13:30** **Working Groups**
- 1) Principles for Interoperability: Data Standardization, Data Quality
 - 2) Principles for User Interface & Experience Design: Interaction, Mechanisms to support Motivation
 - 3) Principles for Outreach, Learning, Education, and other Rewards of Participation
- 15:00** **Presentation of preliminary results & discussion**
- 15:30** **Coffee Break**
- 16:00** **Exercise regarding principles and guidelines**
- 17:30** **Cultural/Social activity in Gothenburg**
- 19:00** **Dinner (self-paid)**

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9:00

Working Groups

- 1) How to foster reuse? Which is the necessary information to make a list of apps and platforms accessible for reuse?
Sven Schade

- 2) How to share the learning of citizen science practitioners around the designing and building of apps & platforms, managing data and engaging and retaining participants?
Christopher Kullenberg

- 3) How to track participant's contribution across different citizen science projects?
Jonathan Brier

10:30

Presentation of results, discussion and next steps for publication of the principles

12:30

End of meeting with lunch

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