

DESIGNING CITIZEN SCIENCE TECHNOLOGIES IN PRACTICE

PART 2 - BUILDING APPS FOR CITIZEN SCIENCE

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THE TECHNOLOGY BASIS OF APPS



The basis: working on many devices, operating systems, browsers



App updates & improvements:
In a changing environment, technologies evolve



Compatibility - Growth - Security - Stability:
Apps are never “done”





CONSIDERING
CITIZENS & USERS



OUR DIGITAL LIFE



Jane

Is active in social platforms
Stays up to date in her apps
Interacts with other people



John

Blogs about his garden
Uses messenger apps daily
Loves hiking and uses map apps

RELATING TO CS APP TECHNOLOGIES (EXAMPLE)



Jane



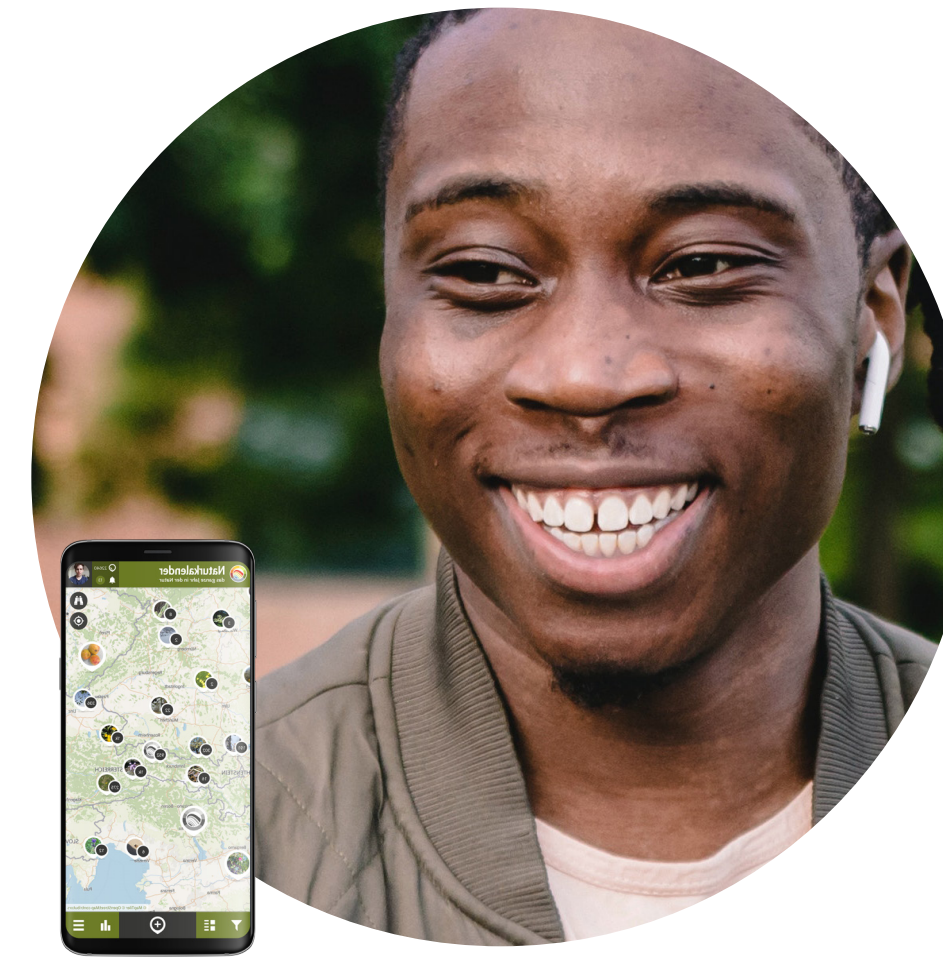
Sharing her contributions online



Community newsfeed & notifications



Commenting and user interaction



John



Creating maps with own data



Using emojis in communication



Offline mode & map download

CITIZEN SCIENCE FEATURES ON A **MODULAR PLATFORM** APPROACH



Features: The puzzle pieces of a modern Citizen Science App



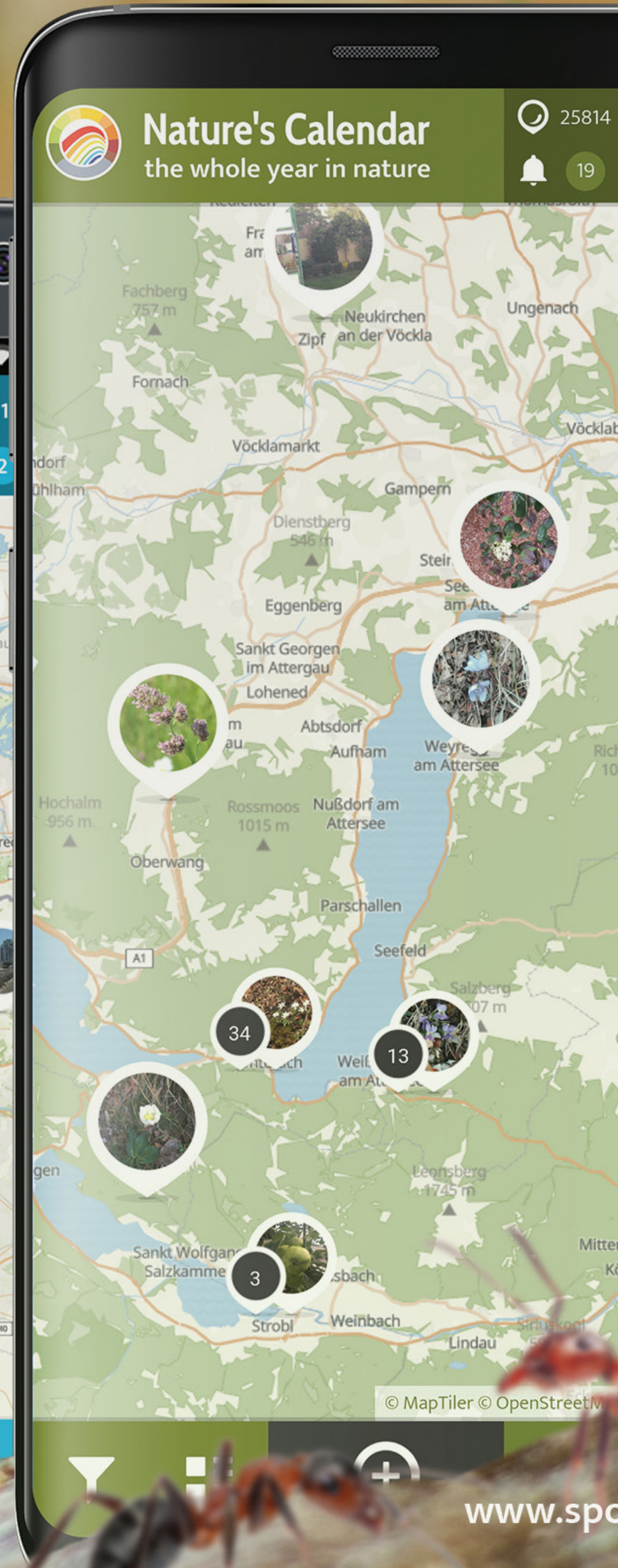
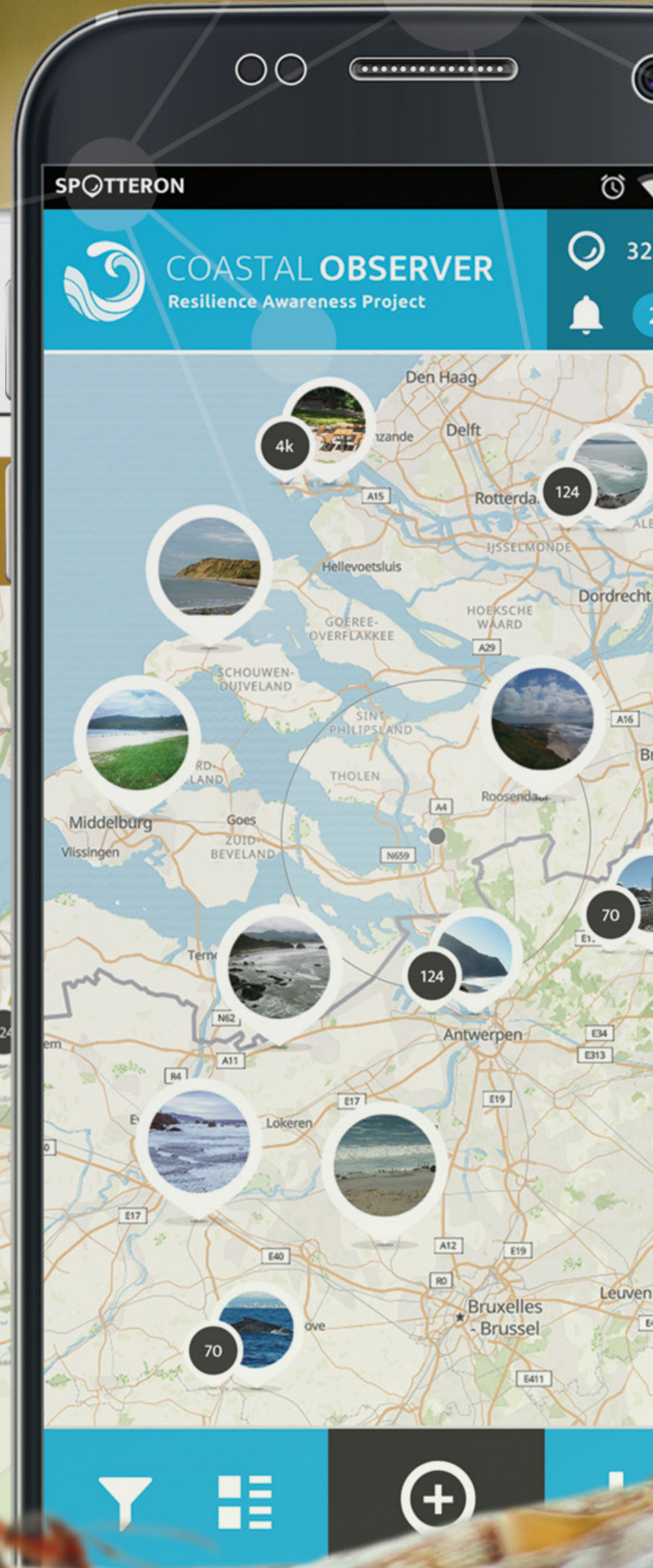
Technologies can be shared within such a common digital environment

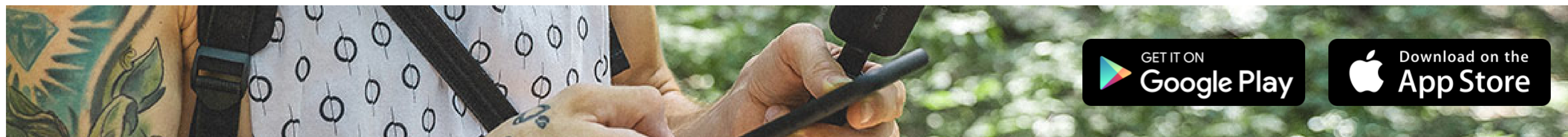


Example: Designing for collaboration in the SPOTTERON “Feature Ecosystem”



LIVE HANDS-ON PART





LET'S SEE IT IN **ACTION!**

Interactive hands-on with screenshare coming up.

To follow along live: Please download an app from www.spotteron.net/apps or from your App Store.



Crowdwater

Hydrology & water observations

University of Zurich, CH



Nature's Calender ZAMG

Phenology & nature

Meteorology Institute ZAMG AT



Landauf LandApp

History and local heritage

Archive BW Germany

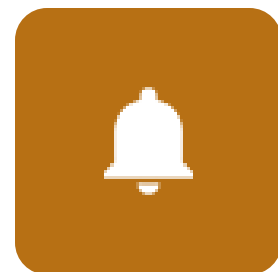
EXAMPLE SYNERGY BETWEEN PROJECTS

THE “**SPOT UPDATE**” FEATURE

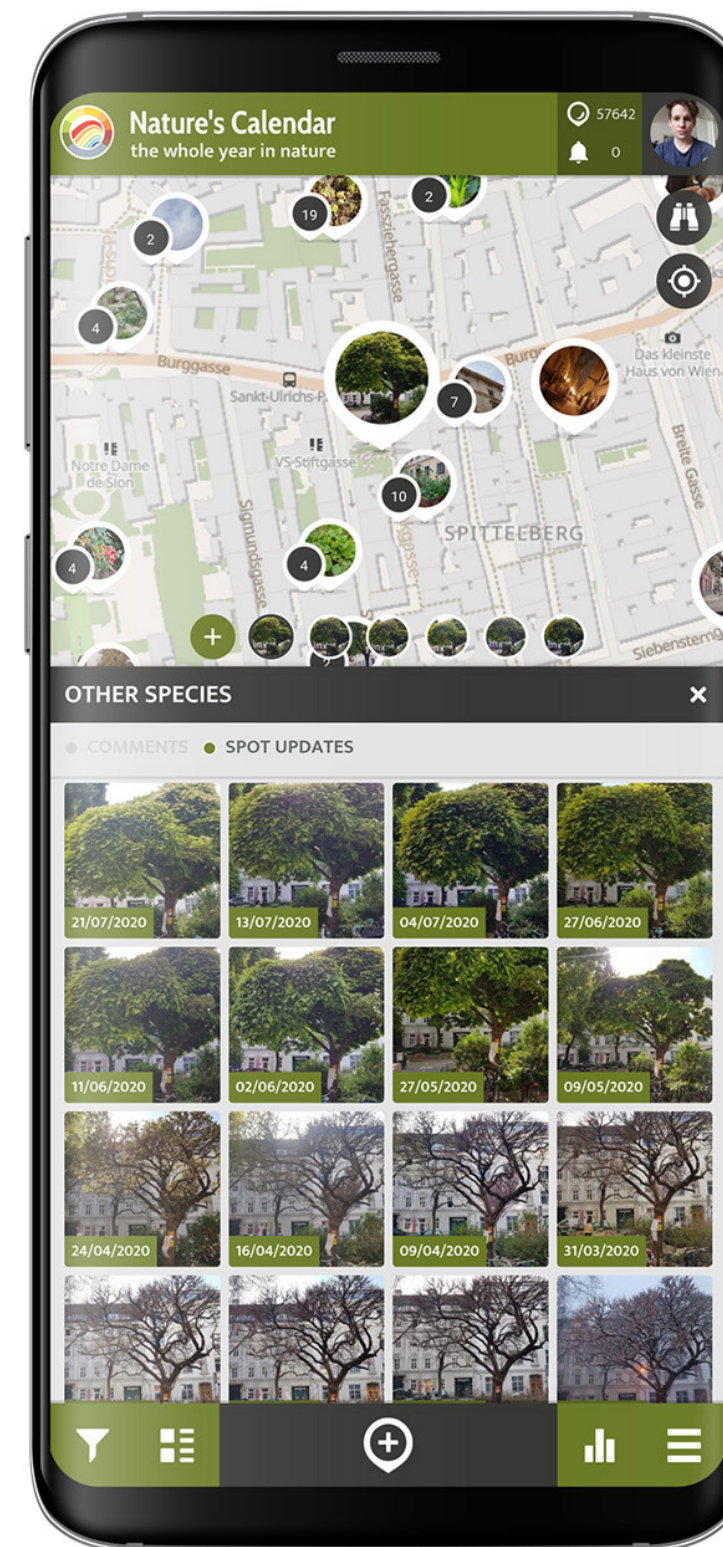
Enabling chronological timelines



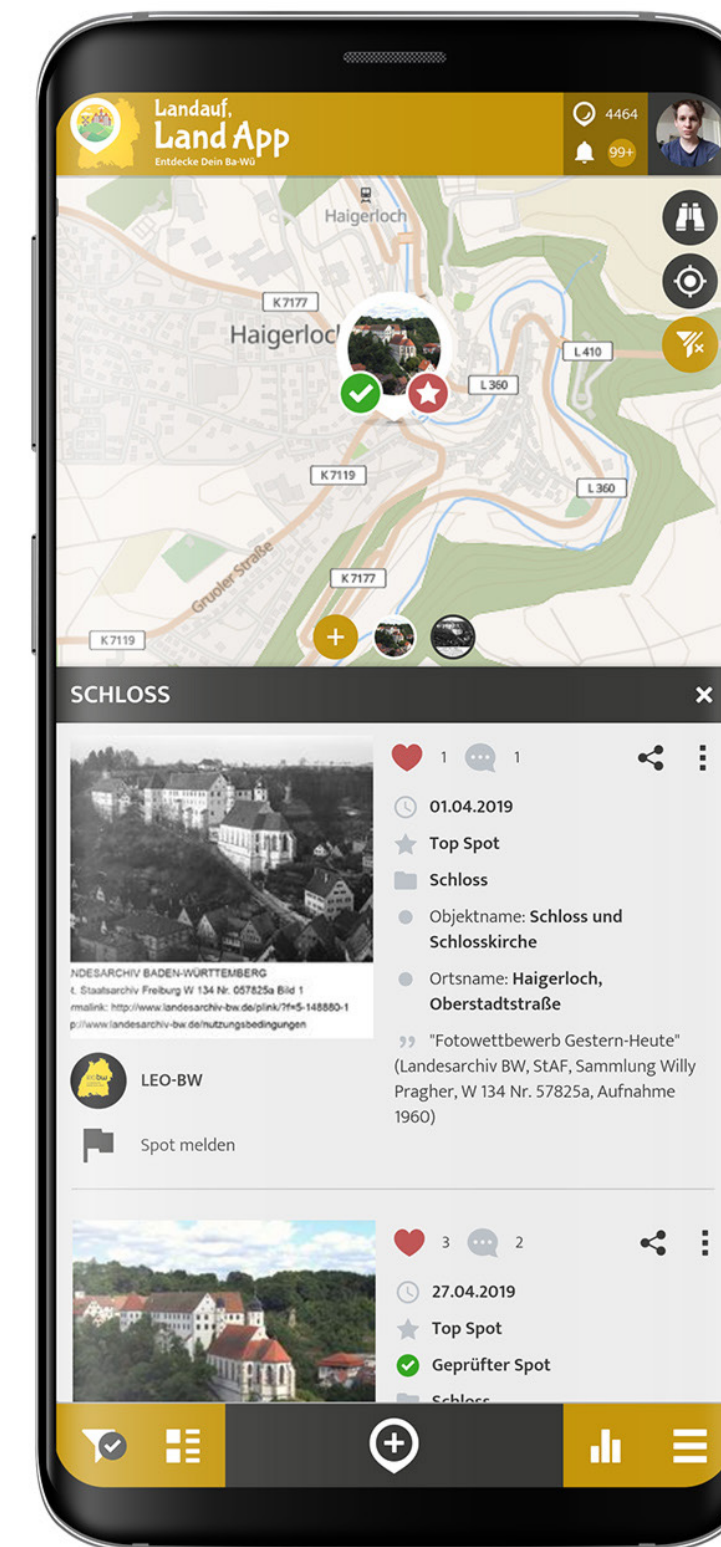
Users can update existing observations to create timelines and different states



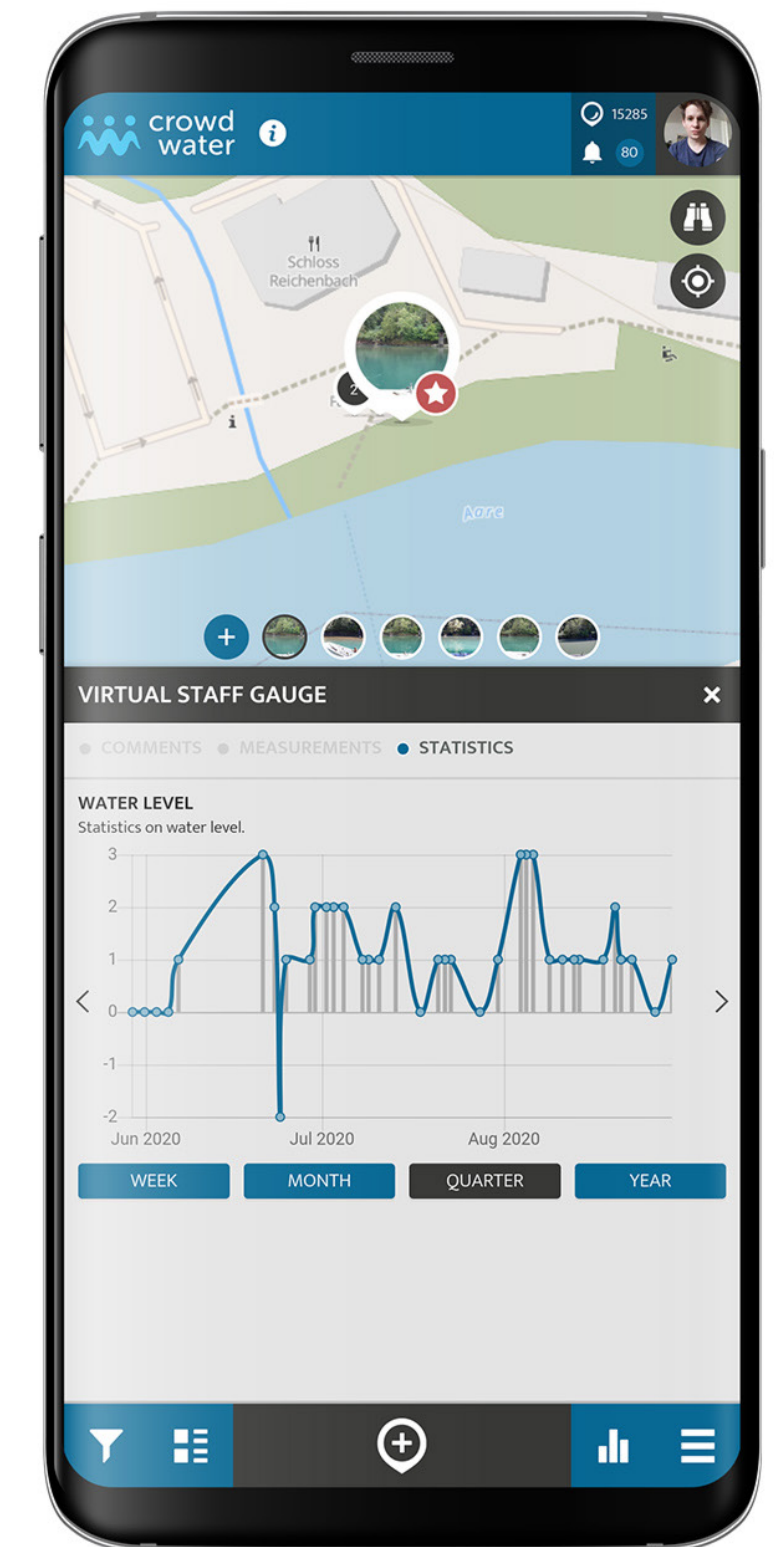
Funded by “Nature’s Calendar” for phenology, used in different approaches in other Citizen Science projects



Nature's Calender ZAMG



Landauf LandApp



Crowdwater



GOING LIVE



CHANCES BY FEATURE-RICH CITIZEN SCIENCE APPS



HAVING A BIG IMPACT



CREATING COMMUNITIES



BEING PART OF OUR LIVES

Technologies matter for how people can start on with Citizen Science.
And they matter for a Citizen Science impact in a world of online interaction.



Got questions?



Design Research

Audio in Citizen Science

Designing for creativity and context



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Design & Implementation in Practice

The platform approach

Providing synergies for Citizen Science Apps



www.spotteron.net

 [@spotteron](https://twitter.com/spotteron)