Co-Designing Mobile Applications for Data Collection in Citizen Science Projects

Challenges and Lessons Learned within the Nachtlicht-BüHNE Project

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Nachtlicht-BüHNE – Project Goals

GOAL

Development of a co-design approach enabling scientists and citizens to jointly develop citizen science projects based on smartphone apps

METHOD

in two parallel pilot studies on related scientific topics, we

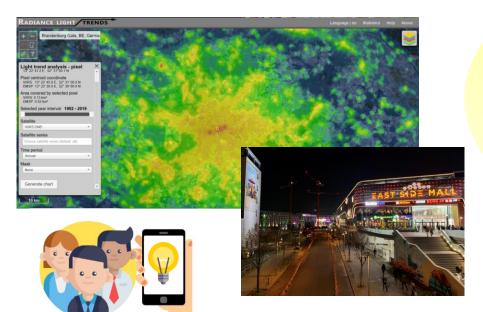
- (1) conceptualize and develop two mobile applications and participatory app design processes
- (2) design, plan and organize field campaigns using the mobile applications, and
- (3) evaluate our approaches

EXPECTED RESULTS

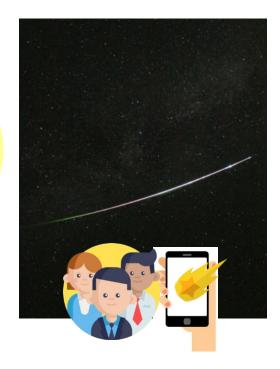
implementation of the resulting methodologies using suitable tools (e.g. as part of a web platform)



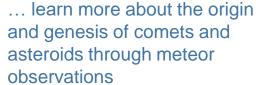
Nachtlicht-BüHNE - Pilot Studies



Conception and development of two mobile applications in order to ...



... identify sources of light emission as the cause of light pollution





Citizen Participation in Nachtlicht-BüHNE





Nachtlicht-BüHNE – Research Design



Joint conception & development of two smartphone apps

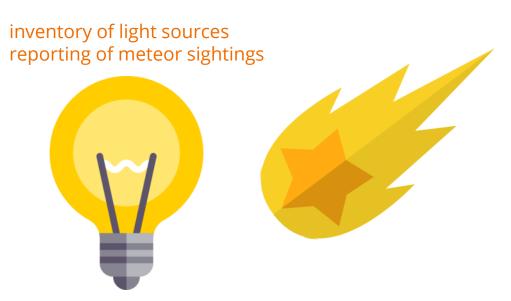
for the inventory of light sources and to reporting meteor sightings



Nachtlicht-BüHNE – Data Collection



Planning & implementation of measurement campaigns





Nachtlicht-BüHNE - Reflection & Evaluation



Joint reflection and evaluation of the co-design process

face-to-face workshop online feedback

analysis of the effects and impacts of the co-design approaches



Nachtlicht-BüHNE — Why do people participate?

personal experience

motivation

getting others interested in the topic & share knowledge being part of a research project light pollution astronomy

interest

learning something new connecting with others

methods of scientific research

Being part of a network

expectations

data exchange

large scale inventory of luminaries, public, private, commercial, And also for dark sky places technology transfer

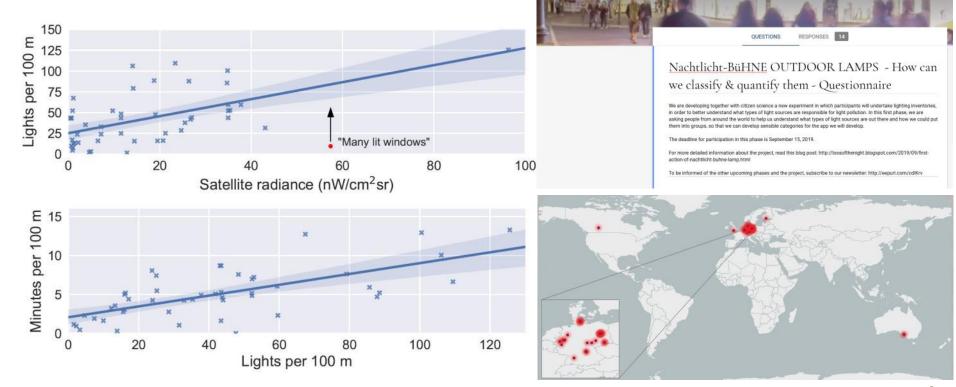






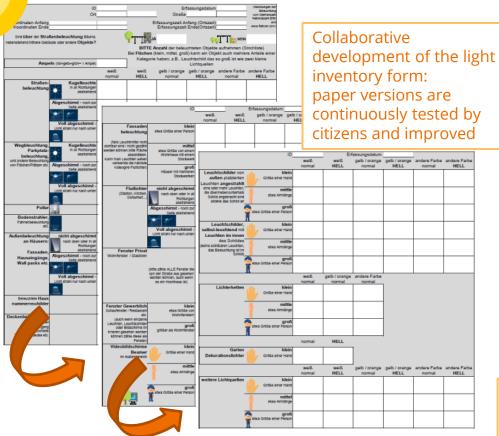


Nachtlicht-BüHNE - Light sources, 1st trial

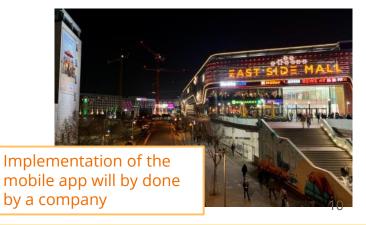




Nachtlicht-BüHNE - Light sources, 2nd trial









Co-Design of the Meteor App





ideation and continuous feedback



continuous and agile development



Student Development Team

Feuerkugelsichtungen

Anforderungen an die zu erfassenden Daten









rapid prototyping



Insights & Lessons Learned

- Working together can inspire both citizens and scientists in the long term
- Working in a diverse team takes time
- It's important to clarify mutual expectations very early
- Citizen science requires mutual respect and openness
- Taking another perspective triggers learning and generates innovative ideas
- Citizens science happens in the evening
- Temporal synchronization between ideation/feedback and software development work is sometimes difficult
- Citizen scientists start thinking big and also want that the project goes beyond the funding period, they want that the time they put into the project has a long lasting effect
- mailing lists are a great tool, for transparency and collaboration between citizen scientists, also for distribution of news and information about the general topic
- language can be a barrier, if you work with citizen scientists with different native languages (here English and German), with a mailing list that is predominately in German a bilingual exchange does not work



Being Part of Nachtlicht-BüHNE

Try out our app prototypes

Skywatcher app (meteors)

https://skywatcher-development.herokuapp.com/http://skywatcher-development.herokuapp.com/demo

Provide feedback

Skywatcher app http://bit.ly/2tqR4MQ

Check out the blog post of our light pollution activities

http://lossofthenight.blogspot.com

Receive the Nachtlicht-BüHNE newsletter

https://www.listserv.dfn.de/sympa/subscribe/nachtlicht-buehne

Subscribe to the Nachtlicht-BüHNE mailing lists

https://www.listserv.dfn.de/sympa/subscribe/nachtlicht-buehne-light https://www.listserv.dfn.de/sympa/subscribe/nachtlicht-buehne-meteor





Vorschläge für die Skywatcher App

In diesem Dokument sammeln wir Kommentare, Verbesserungsvorschläge, Wünsche, Bugs für die vom Studententeam entwickelte App. Gerne könnt ihr uns natürlich auch mitteilen, was euch aut oefällt:)

Die aktuelle Version der App könnt ihr unter https://skywatcher-development.herokuapp.com ausprobieren.

Es wäre schön, wenn ihr Kommentare mit eurem Namen/einem Kürzel verseht, dann können wir mit Rückfragen auf euch zukommen.

Ramona

Höhenangabe in km -> kann man schwer schätzen

Friederik

Dauer -> Vergleichsangaben (solange wie ein Blitz, etc.)

Tassos

Blickrichtung sollte O,W,S,N sein

Flugrichtung besteht aus zwei Angaben -> von, nach





Contact



LIGHT POLLUTION PILOT STUDY & APP

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METEOR PILOT STUDY & APP

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Figure Attribution

- slides 4-7: inspired by the research lifecycle presented on the website of the Professur für Kommunikationsmanagement, Ostfalia Hochschule für angewandte Wissenschaften, Hochschule Braunschweig/Wolfenbüttel
- slides 3-7, 10, 11 icons made by <u>Freepik</u> from <u>www.flaticon.com</u>

