https://public.etherpad-mozilla.org
Morning_Citizen_Science

Identifying Health and Sustainability Issues Relevant to Your Context

Goals:

Technological Sustianability
Development of software - new / continued maintenance
Technology Integration and collaboration - stages of development and maturity to reach larger subject integration
Adoption of existing platforms vs build own decisions - adoption of platforms, tools, protocols

Financial Sustainability (important for sustaining community & project)

Community Sustainability

Community Continued Participation

Community Growth and continuation

Community Handoff / Retirement - projects with known lifespans

Community Interactions - single project, multi-project - independent platforms, multi-project same platform, multi-project multiple platforn
Technology Interactions - single project, multi-project - independent platforms, multi-project same platform, multi-project multiple platforn

Norms and learning propogation in the commuinty - boundries of community at technology platform & meta-community level

Aoption of best practices - speaks to navelgazing and community awareness and resources

Understand diversity and inclusion in citizen science project

How do we understand movement between projects? The implications aren't necessarily understood yet, so what it would support is le

Science involvement & production: if there's no science or other goals being met, wasted effort is a problem. This is relevant to scientific

Community engagement by project leaders/staff & impacts on productivity, community, etc.

Financial sustainability! What does this look like? People need help with funding strategies and ideas for supporting their work.

Value for whom? People who want to keep participating once the science questions are answered and projects are wrapped up, what ne

Marketing: recruitment is an ongoing challenge, how do projects get effectively branded and build a community? Too much success or n
Frequency of bounce rates for newcomers

Recruitment: who are you recruiting, is it effective? Are you recruiting the people who will stick around, do higher level work? Are you jus

How do we measure progress, skills, learning? Content knowledge can be extremely hard to evaluate, task learning is quick so hard to

Questions:

What kinds of skills and learning are people applying in projects? (roles, skills, evaluation)

What is a healthy level of churn for participation in a project? I.e. when is turnover too high, too low, etc?

How does platform design impact participation and who gets involved? How do governance structures impact participation and engagen

How does in-person involvement impact participation, retention, etc? Investment of time & effort, also translates in Zooniverse but in diff

- Social identity, Sunk cost, etc.
- How do these translate between field-based and primarily online projects?
- Team dynamics/org studies? Anyone digging deep there? Templates for social structures around a project?

How do social networks within and between projects impact participation/retention/recruitment/etc? SciStarter is working on this.

- Does visibility of work in the social network promote learning? Are people learning from others when their work is visible? Observed
- Standardization of science protocols: variables being measured across projects as success propagates.

How long does it take for projects to get to achieving goals? Are they getting to publications/decisions/actions faster than they used to?

How long does it take for features and protocols to propogate to similar and overlapping communities? Technology features - talk to dev

Metrics: (Indicators)

Duration of engagement in a project
Number of projects people are associated with
Demographics of participants within a project - what's appropriate depends on design, recruitment, etc., IRB constraints - how do we asl

- Age groups
- Educational & professional background
- Location

Sophistication (skills) of a user:

- Science terminology use -- sophistication over time (this is pretty hard to do, but hasn't been tried outside of Zooniverse)
  - A concern here is whether language use changes based on peer observation (zooniverse/wikipedia) or some other source of edu
- Reporting negative data -- requires a level of sophistication to know why that is important.
- Organizational work (as opposed to working as an individual contributor)
  - E.g. administrators in zooniverse, but vast majority is engineered toward individual contributors
- Emergent role specialization & formalization of new roles, e.g., moderators, meta-work, etc.
  - Impacts of life cycle stage of projects/communities on roles

Number of projects & pace of growth/completion, e.g. on platforms, projects using shared protocols

Ability to precisely follow protocols/processes (reporting negative data, indicating primary habitat instead of all possible relevant habitats

Some "categories" to consider: Growth/maturity/decline (lifecycles), diversity & inclusion, risk (skew), value (evaluation, broader impacts

e-deliberation tools

consider-it