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Descrizione fisica	1 online resource (400 pages)
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Nota di contenuto	<p>Part I, Theoretical and methodological principles. Geographic citizen science: an overview ; Design and development of geographic citizen science: technological perspectives and considerations ; Design approaches and human-computer interaction methods to support user involvement in citizen science ; Methods in anthropology to support the design and implementation of geographic citizen science -- Part II, Interacting with geographic citizen science in the Global North. Geographic expertise and citizen science: planning and co-design implications ; Citizen science mobile apps for soundscape research and public space studies: lessons from the Hush City project ; Using mixed methods to enhance user experience: developing Global Forest Watch ; Path of least resistance: using geo-games and crowdsourced data to map cycling frictions ; Geographic citizen science in citizen-government communication and collaboration: lessons learned from the ImproveMyCity application -- Part III, Geographic citizen science with indigenous communities. Developing a referrals management tool with First Nations in Northern Canada: an iterative programming approach ; Lessons from recording Traditional Ecological Knowledge in the Congo Basin ; Co-designing extreme citizen science projects in Cameroon: biodiversity conservation led by local values and indigenous knowledge ; Community monitoring of illegal logging and forest resources using smartphones and the Prey Lang application in Cambodia ; Representing a fish for fishers: geographic citizen science in the Pantanal wetland, Brazil ; Digital technology in the jungle: a case</p>

study from the Brazilian Amazon ; Community mapping as a means and an end: how mapping helped Peruvian students explore gender equality  
Synthesis and Epilogue, Geographic citizen science design: No one left behind an overview and synthesis of methodological, technological and interaction design recommendations.

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## Sommario/riassunto

Little did Isaac Newton, Charles Darwin and other 'gentlemen scientists' know, when they were making their scientific discoveries, that some centuries later they would inspire a new field of scientific practice and innovation, called citizen science. The current growth and availability of citizen science projects and relevant applications to support citizen involvement is massive; every citizen has an opportunity to become a scientist and contribute to a scientific discipline, without having any professional qualifications. With geographic interfaces being the common approach to support collection, analysis and dissemination of data contributed by participants, 'geographic citizen science' is being approached from different angles. Geographic Citizen Science Design takes an anthropological and Human-Computer Interaction (HCI) stance to provide the theoretical and methodological foundations to support the design, development and evaluation of citizen science projects and their user-friendly applications. Through a careful selection of case studies in the urban and non-urban contexts of the Global North and South, the chapters provide insights into the design and interaction barriers, as well as on the lessons learned from the engagement of a diverse set of participants; for example, literate and non-literate people with a range of technical skills, and with different cultural backgrounds. Looking at the field through the lenses of specific case studies, the book captures the current state of the art in research and development of geographic citizen science and provides critical insight to inform technological innovation and future research in this area.

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