

Crowd4SDG Citizen Science for the Sustainable Development Goals

Deliverable 6.1

Crowd4SDG website launched

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Abstract:

The Crowd4SDG landing page has been set up during M1 and is viewable at this web address: <u>http://www.crowd4sdg.eu/</u>.



This project has received funding from the European Union's Horizon 2020 research and innovation programme under grant agreement No. 872944.



For more information on Crowd4SDG, please check on http://www.crowd4sdg.eu/

Document history

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Project Partners

	Partner name	Acronym	Country
1 (COO)	Université de Genève	UNIGE	СН
2	European Organization for Nuclear Research	CERN	СН
3	Agencia Estatal Consejo Superior de Investigaciones Científicas	CSIC	ES
4	Politecnico di Milano	POLIMI	IT
5	United Nations Institute for Training and Research	UNITAR	СН
6	Université de Paris	UP	FR













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Figure 1: screenshot of the whole Crowd4SDG landing page.



1. Purpose and scope of the deliverable

The Crowd4SDG website serves as a central portal for the project related communication activities. It will be the main source for all public communication materials and to share project information externally. Its main purposes are to:

(a) provide information about the Crowd4SDG Project and its partners, as well as collaborating or connected institutions, activities and initiatives in the areas of citizen science, the SDGs and climate change impacts;

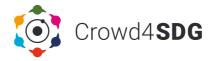
(b) lead interested citizens and scientists to the Crowd4SDG Calls for citizen science projects that are part of the GEAR cycles, which are yearly innovation cycles that Gather, Evaluate, Accelerate and Refine citizen science projects;

(c) provide information to stakeholders about progress of the candidate selection process and scientific progress of the projects being developed through the GEAR cycle;

(d) provide information to stakeholders about the progress of research and innovation on digital tools for citizen science and grassroots innovation being developed by the partners in the context of the project, as well as results obtained with those tools;

(e) communicate the potential of Crowd4SDG through sharing policy papers and blogposts, as an endeavor to demonstrate the benefits of having citizens and researchers joining forces in citizen science initiatives for the SDGs, in particular for challenges related to climate hazards, climate resilience and climate adaptation.

(f) enable Crowd4SDG Consortium partners to contribute individually to the Crowd4SDG website with their own relevant research news, while respecting a lightweight editorial protocol.



2. Website content

The Crowd4SDG landing page has been set up during M1 and is viewable at this web address: <u>http://www.crowd4sdq.eu/</u>

Crowd4SDG
The goal of Crowd4SDG is to research how citizen science can provide data for tracking progress towards the Sustainable Development Goals and to study how grassroots innovation can help achieve such progress.
Crowd4SDG is a Horizon 2020 Research and Innovation Action supported by the European Commission's Science with and for Society (SwafS) programme.
UNIVERSITÉ E CSIC POLITECHICO UNIVERSITÉ UNIVERSITÉ
The 17 Sustainable Development Goals (SDGs), launched by the UN in 2015, are underpinned by 169 concre targets and 232 measurable indicators. Some of these indicators have no established measurement methodolog For others, many countries do not have the data collection capacity. Measuring progress towards the SDGs is th a challenge for most national statistical offices.
Based on shared expertise in crowdsourcing for disaster response, the transdisciplinary Crowd4SDG consortiu of six partners is researching how applications of artificial intelligence and machine learning can enhance citiz science projects involving non-traditional data sources such as social media, in order to provide effecti monitoring of SDG targets and indicators by citizens.
The Crowd4SDG partners are also rigorously assessing the quality of the scientific knowledge and usefulness practical innovations occurring when teams develop new citizen science projects aimed at tackling the SDC This research occurs through regular hands-on innovation events during the course of the three-year project.
GATHER O17 Selection (10 wks.250 pp) REFINE SDG Conference (2 days.2 pp) (2 days.2 pp) (2 days.2 pp) (2 days.2 pp) (2 wks.10 pp)
These events involve both online and in-person coaching, following a novel innovation cycle called GEAR (Gath Evaluate, Accelerate, Refine). The GEAR cycle starts with online selection and coaching of citizen-generate ideas, during an Open Seventeen Challenge (Or). The most promising projects are accelerated during Challenge-Based Innovation (CBI) Workshop. Top projects are further refined at annual SDG conferences, optimize their impact.
Launched in May 2020, in the middle of the coronavirus pandemic, the Crowd4SDG project partners immediate set about applying their hands-on research and innovation methodologies to improving the quality and quanti of data about Covid-10 available to scientists and decision makers. A long-term focus of the Crowd4SDG project on SDG 13, Climate Action, to explore new ways of applying citizen science for monitoring the impacts of extren climate events and strengthening the resilience of communities to disasters, climate-related or otherwise, challenge that has gained heightened importance in the Covid era.
A wide range of stakeholders, including UN agencies, government authorities, the private sector, NGG academia, innovation incubators and maker spaces are actively involved in advising the project and exploiting th scientific knowledge and technical innovations that it generates. In particular, the project partners are usin direct channels they have to the United Nations and National Statistical Offices (NSOs) to proviv recommendations on best practices for generating citizen data and encouraging grassroots innovation for th SDGs.
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Figure 1: screenshot of the whole Crowd4SDG landing page (10/6/2020).

A more complete version of the website, built on Wordpress so that consortium partners can edit different parts of the site, will be made available at the same web address with dedicated content to support the Open Seventeen Summer Challenge, which is taking place 6-31 July 2020. Further significant developments of the website will be shared in updates of this deliverable.