Citizen Science Project Template

Why use this template:

- To begin planning a new citizen science project
- To assess an existing citizen science project, including its suitability for your needs
- To make sure citizen science is the best approach to achieve your goals

STEP 1: Project Brief

Description	Project name	Families and digital media
	Style of project (underline)	• Contributory (e.g. scientists developing projects engaging citizens in data collection) • Collaborative (e.g. scientists and citizens involved in project planning) • Co-created (e.g. projects initiated by citizens for their questions, supported by scientists) N.B. One style is NOT better than another style. The style of a project should be chosen to support the desired outcomes of the project.
	Project aim	The project aims to provide an insight into how digital media is currently used in families. In particular, it looks at how families resolve conflicts relating to media time and use. The project should include components in which the family reflects on its own use but also has the opportunity to discuss the topic with other families and benefit from their experiences. As a result, the findings on media use will be published as well as a collection of best practices from parents for parents.
	Activity description	• A playbox will be co-created with families. • The playbox will be placed in a community center, where a lot of families get together to gather data. • Exchange between families about the topic will be facilitated. • A best practice collection will be published and tested with families. • A exchange round will be organized with participants, researchers and organizations from the network

STEP 2: Project Outcomes

Strategic outcomes	**Alignment with existing plans or strategies**	One of the main tasks of the Medienkompetenz Team is to provide families with ideas and support for good use of digital media. In our daily work, we see a lot of knowledge and strategies that are already available in families. We want to use this knowledge and make it available to other families and professionals in this field. Digital media is also a rapidly changing topic, so it is often difficult for professionals to keep up to date. That's why we regularly exchange ideas with families. The Citizen Science project is therefore a perfect opportunity to collect new developments and make them available to other professionals.	

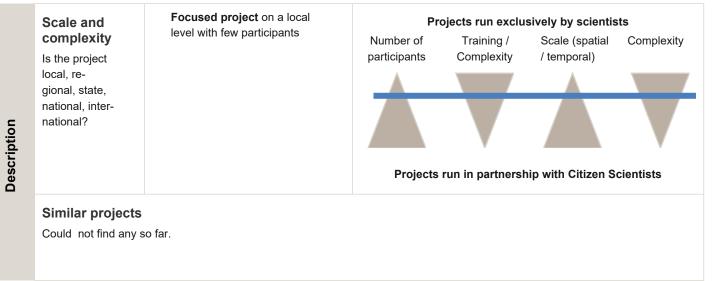| Project outcomes	**Outcome categories**	**Importance***	**Description**	**Who will contribute to the delivery of this outcome**
		LOW	Citizen Science experience report	Medienkompetenz Team
		MEDIUM	Exchange opportunities for families and professionals	Medienkompentez Team Participants Community Center Local network of researchers and professionals

		HIGH	Collection of strategies and methods how to handle digital media usage in the family. Overview of current topics and developments in families regarding digital media for professionals.	Medienkompetenz Team Participants Medienkompetenz Team Community Center
	Research		• How do families deal with the use of digital media? • What methods and strategies can be used as general advice to help other families make better use of digital media?	Medienkompetenz Team Participants Community Center
	Education		In the first place families will reflect their own handling of digital media. This will either reveal areas for development or good practices that can be included in the best practices pool. Participants will work on the pool of best practices so that they get an insight in other families' media usage and learn about new options. This might include educational measures but also technological options. Professionals will get a better picture of the current digital media handling in families and learn about how to accompany families better with this topic. They can also benefit from the best practices pool and use it for their daily work.	Medienkompetenz Team Participants Community Center
	Engagement		The project is aimed at families with children of all ages. Ideally, we want to bring families who have developed good strategies for dealing with digital media together with families who have difficulties in this area. No special skills are required. We plan to engage at least 50 families and recruit them through a local community center as well as local schools and kindergartens and local events.	Medienkompetenz Team Community Center

*While citizen science projects can achieve research, education and engagement outcomes, it is not necessary or typical for projects to place 'high' importance on all three outcome categories. Most importantly, the outcomes should align with your organisation's plans or strategies.

STEP 3: Project Analysis (for existing or new projects)

Description	**Scale and complexity** Is the project local, regional, state, national, international?	**Focused project** on a local level with few participants	
	Similar projects Could not find any so far.		

Projects run exclusively by scientists

Number of participants | Training / Complexity | Scale (spatial / temporal) | Complexity

Projects run in partnership with Citizen Scientists

Engagement of citizen scientists

As we have good connections with local institutions, we will use the Community Center, migrant organizations, schools, kindergardens, and sports clubs to inform families about the project. We will also use local events and places likes playgrounds and place the playbox there to also reach families that are not included in any network.

Data management

The technical implementation is not yet entirely clear. But we are planning to use digital devices for our Playbox so that we can also use these devices for data collection. In addition to quantitative data, there will also be qualitative data. As we want to keep the language barrier as low as possible, we accept foreign language input and voice notes. The digital infrastructure of the media literacy team will be used to store and evaluate the data.

Communication & feedback

During the preparatory phase, there has already been an intensive exchange with families, researchers and experts. We want to expand this exchange and organize an event where all those involved can come together and exchange ideas as soon as the results are available. The pool of best practices will be publicly available on our website, as will the final report. As we regularly hold information events for parents and professionals, we will also present the results there.

Logistics

We plan to make our Playbox as mobile as possible so that we can easily take it to different locations. Power supply could be a problem at external locations, so we definitely need devices with good batteries. As we work with many different organizations, there will always be opportunities to carry out the project.

Citizen Scientist commitment

The project is planned as a short-term project. If the method produces good results and is well received by the participants, we could repeat it.

Agency commitment

The Medienkompetenz Team is financed on an annual basis. The commitment is guaranteed for this period.

Costs

- The project management, implementation of the Playbox, evaluation and organization of the events will be carried out by members of the media literacy team and volunteers.
- The costs for the Playbox are not yet clear. We may need 2-3 tablet computers and other elements to enable families to interact. The cost of this is likely to be a maximum of EUR 2000.
- The costs for the events will most likely be covered by municipal institutions and organizations from our network

Useful reading:

- A UK guide to help decide if citizen science is right for a project: http://j.mp/project-decision-guide
- A UK guide to developing projects: http://j.mp/project-development-guide
- A Cornell Lab paper (USA) on developing projects: http://j.mp/CLO-project-development-paper
- A Cornell Lab paper on the deliberate design of projects: http://j.mp/deliberate-design-paper

Government of South Australia

University of South Australia