













#### **Project Overview**

Romain Muller & Claudia Marcelloni

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- 1. What is Crowd4SDG?
- 1. Goals
- 1. Methodology how was it inspired by ID2!
- 1. Highlights
- 1. Impacts
- 1. CBI Workshop Lessons learned
- **1. Future for the project**
- 2. Present and future benefits for ID2



### 1. What is Crowd4SDG?

#### SDGs need data



17 Goals

**3.1** By 2030, reduce the global maternal mortality ratio to less than 70 per 100k live births.

> 169 Targets

**3.1.1** Maternal Mortality Ratio

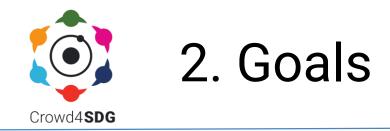
China 2015 27/100k

231 Indicators



#### Youth want change





### EU Funded Crowd4SDG has a mission

Initiate youth-led **crowdsourcing** projects that:

- track progress towards the SDGs
- generate grassroots innovation for the SDGs



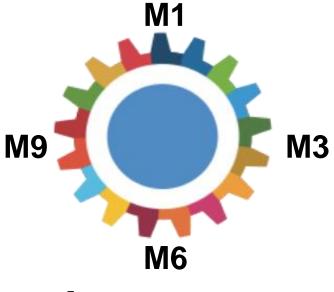
## 3. GEAR Cycle Methodology



Selecting with Goodwall 100 applicants, August-September

#### REFINE

Sharing at Geneva Trialogue 2 teams, 4 days March



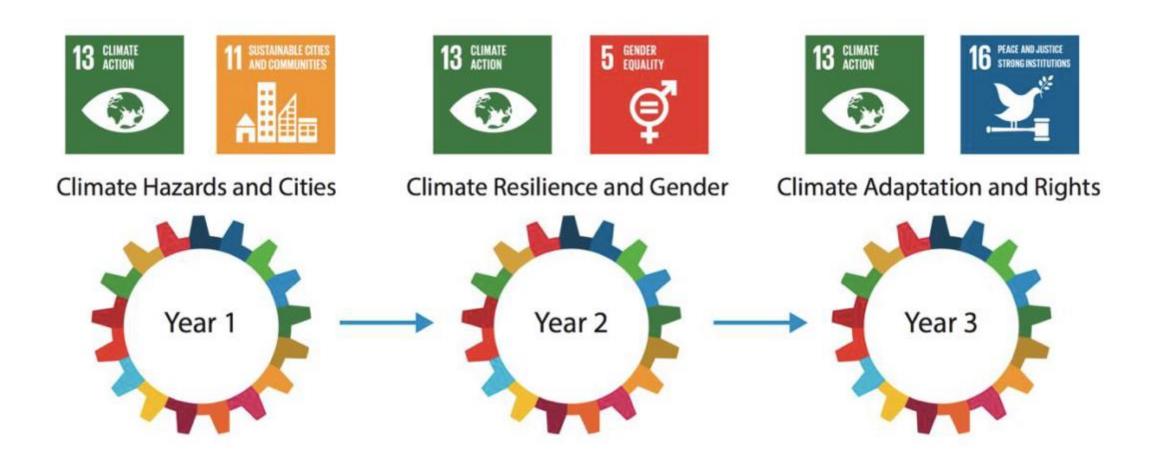
#### **E**VALUATE

Coaching with Open 17 12-15 teams, 5 x 2hrs October-November

ACCELERATE Prototyping with CBI Workshop 4-5 teams, 10x4hrs, December-February



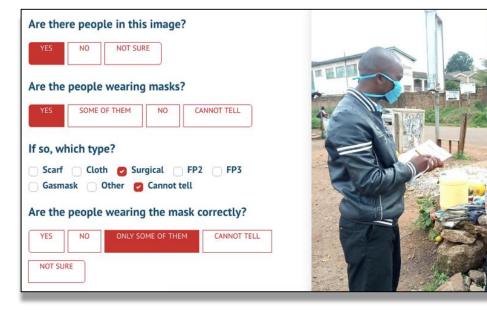
## Timeline : 3 GEAR Cycles (2020-23)





# Specially designed data collection and data analysis tools: CS, AI and social media

### Crowdsourced analysis of AI-filtered social media data about mask compliance





### Crowdsourced analysis of images about women and floods



The following link to the tweet might help in answering to the questions :

http://twitter.com/anuuser/status/1392662150359961600





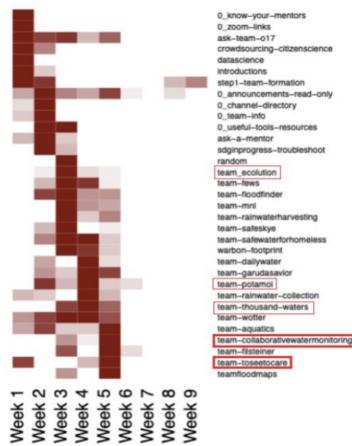
# Research on group dynamic for innovation: Digital traces of CS innovation

2

Week

Week

#### Temporal activity in **Slack** during Open Seventeen Challenge



Temporal activity in **CoSo** during SDG Summer School

> Meeting with onsite mentors Writing / preparing a pitch Brainstorming / ideation Lab maintenance (cleaning dishes, tidving Attending a workshop onsite Reading papers / documents Preparing other documents/materials to sh Attending meetups with other teams Planning tasks Attending a workshop online Meetings with external experts Developing protocols / methods Collaborating with other teams Meeting with online mentors Visiting a new place Project administration Analyzing results Software development Preparing graphics / videos Data analysis / modeling / visualization / C Interpreting results Hardware development က 4 Week Week

9



## Customer-centric: Assessing Impact of CS data for NSOs



10



# Communication efforts: Visibility in Europe and Internationally





### 5. Impact: Research

#### **Research Publications**

8 publications in international journals8 other publications

- 2 conferences, 2 book chapters, 2 posters
- 1 Internship Report, 1 Master Thesis

#### Open Access Article

#### A Conceptual Probabilistic Framework for Annotation Aggregation of Citizen Science Data

by 🔃 Jesus Cerquides <sup>1,\*</sup> 🖾 💿, 🔃 Mehmet Oğuz Mülâyim <sup>1,\*</sup> 🖾 💿, 🔃 Jerónimo Hernández-González <sup>2</sup> 🗠 💿, 🕐 Amudha Ravi Shankar <sup>3</sup> 🗠 💿 and 🕐 Jose Luis Fernandez-Marquez <sup>3</sup> 🗠

<sup>1</sup> Institut d'Investigació en Intel ligència Artificial (IIIA), CSIC, 08193 Cerdanyola, Spain

<sup>2</sup> Department de Matemàtiques, Universitat de Barcelona, 08007 Barcelona, Spain

<sup>3</sup> Citizen Cyberlab, CUI, University of Geneva, CH-1227 Geneva, Switzerland



#### TITLE

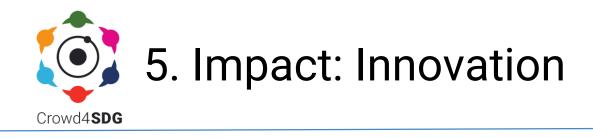
Best practices for Challenge Based Learning as a new paradigm for tackling climate change and building resilience societies.

DATE 23 July 2021

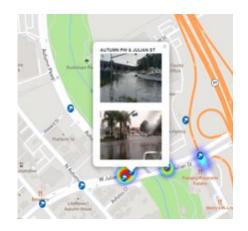
#### **Policy Briefs**

2 briefs requested by PO in DoA

2 additional briefs planned by M24



#### **Project Flood Finder** Accepted in social incubator in San Jose





Using AI and crowdsourcing to improve flood response in San Jose

#### **Project Digital Water** Accepted in incubator in Monterrey





Using AI and crowdsourcing to solve water supply issues in Monterrey

### #Open17ClimateGender

Crowd4SDG

POLITECNICO INITAT

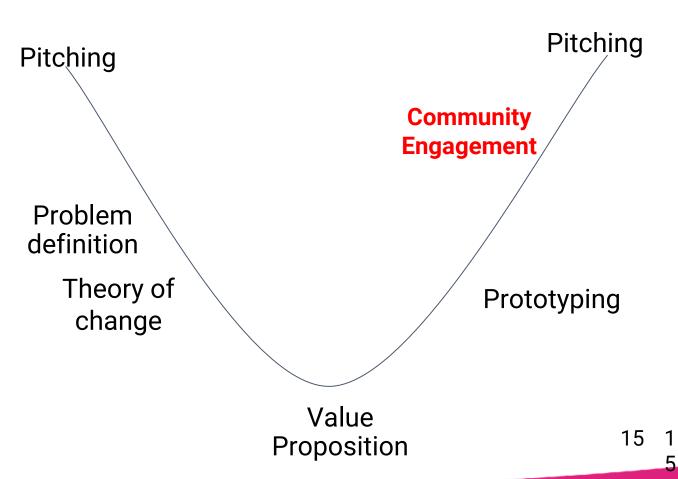


POLITECNICO



### 6. CBI worshops and lessons learned

- Fully online
- Strong focus on social innovation
- Link to SDG's at problem owner level
- Challenge definition at SDG owner level
- Stakeholders engagement notably with the help of designed tools for large volume data collection and data analysis
- Studying group dynamic for innovation







### 7.Relational Value

- Project Partners
- Citizen science network in EU
- National Statistical Offices
- Policy makers
- International organizations (incl. Geneva Trialogue)
- Learning planet festival
- GoodWall network



### 8. Future for the project

- UNICEF project based on GEAR cycle
- UP, CSIC, UNIGE
- **Global Citizen Science Partnership**
- UNIGE, UZH





## 9. Present and future benefits for ID2

- Being part of a network of Citizen Science projects supported by the EC to demonstrate the value of the cooperation between science and society
- Recognising the expertise of IdeaSquare in bringing Citizen Science projects from ideas to prototypes and beyond
- Strengthening the image of ID2/CERN as an organisation active in Citizen Science projects to address societal challenges

How to further valorise the knowledge gained for the benefits of ID2/CERN?



#### www.crowd4sdg.eu

