Citizer Science

Regione Emilia-Romagna



From Local Challenges to Regional Impact: engaging Teenagers in Citizen Science in Emilia-Romagna

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Citizen Science... what are we talking about?



- Is it only about public participation in science and research through data collection?
- The meaning of the term Citizen Science is broad and constantly evolving; it is difficult to provide a single definition... But what does it mean?

Key elements



a form of research in which non-professional participants collaborate with scientists and institutions (Oxford Dictionary)



contributing to the scientific research by gathering and analyzing data (Rick Bonney, 2009)



it recognizes the **social competence and knowledge** that exist within communities often overlooked by traditional science (Alan Irwin, 1995)



this broader perspective is also reflected in the **European Commission's definition**, which emphasizes citizen involvement across different stages of research and innovation, making science more participatory, democratic, and socially relevant













From Citizen... to Citizer!



- Citizen Science has triggered a paradigm shift: Scientific research as a driver of inclusion, participation, and democratization of knowledge.
- Open Data and active citizen involvement:
 Citizen Science as an important partnership opportunity between institutions and citizens, to co-develop solutions to social, environmental, and economic issues.
- Lack of institutional programs and visions in the field of Citizen Science. (Marina Manzoni, Katrin Vohland, Sven Schade "Exploring Citizen Science Strategies and Initiatives in Europe", 2021)

The result is **a meso-level approach** to build a Citizen Science regional community in **Emilia-Romagna**.













How did it start?

Launched in June 2022

Aim: foster the growth and spread of Citizen Science initiatives in Emilia-Romagna through the creation of a **regional conceptual framework**

- Part of Challenge 1 "Data for widespread intelligence for the territory", within the *Data Valley* Commons strategy
- Included in the new Regional Mandate Program
 2025–2029
- consistent with the EU Recommendation 2024/736
 "Citizen engagement and Citizen Science in knowledge valorization"















Regional Framework

Networking

at national and international level wit CS associations and institutions



Regional Repository



Citizer Science in Action Workshops

Mapping and desk analysis

of CS initiatives, projects and activities at regional level

Seminars

and dissemination activities











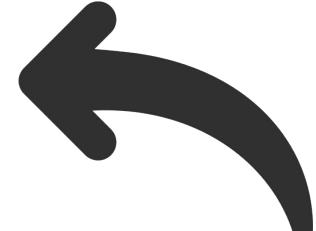


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Why an institutional framework?



Scientific community → dissemination of results, datasets, new research topics



Society → greater awareness, transparency, communication, outreach



Policy making → increased public engagement, monitoring of policy effects, stronger connection with citizens





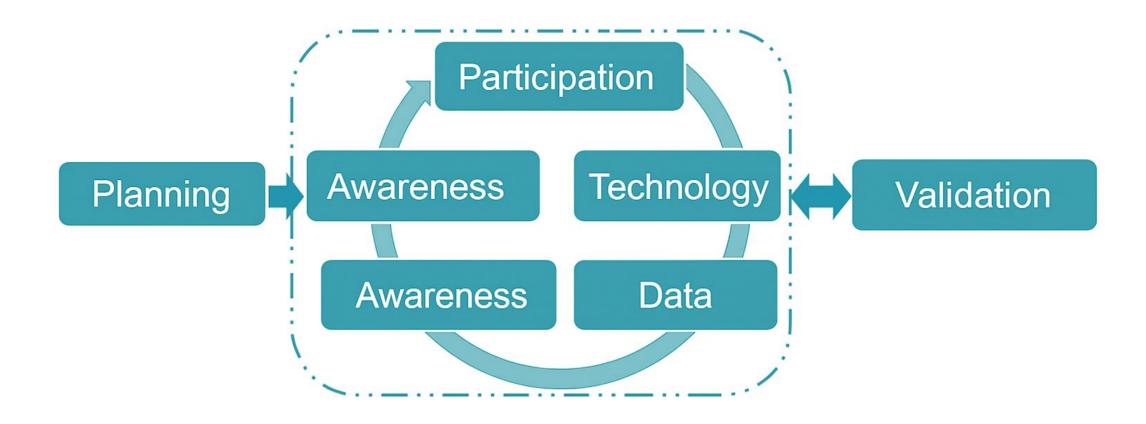








Citizer Science: the Regional Conceptual Framework















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Citizer Science in Action!

Workshops for middle and high school students:

- Since 2022: 10 workshops, 550+ students, 8 cities
 (as part of After Festival or other events about digital and technology)
- + 2 workshops planned in Autumn 2025... (project still active)
- Students develop fun, original mobile app ideas using innovative methods to address social challenges.
- Duration: 2:30 3 hours
- Digital facilitators (scribing) who followed all meetings and visually represented the results

















Engage students in a **practical activity**of **reflection** on social interest issues through
citizen science and technology





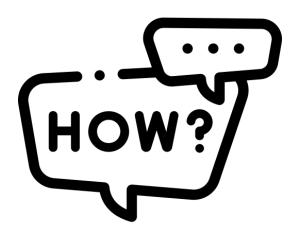












The workshops include:

- A theoretical explanation part
- A practical work part

Student involvement is aimed not only at **raising awareness** about the importance of these initiatives and data, but also at **collecting their suggestions and ideas on possible CS projects** and use of collected data in **concrete and operational solutions for the benefit of the community**

Key Concepts:

- Citizen Science
- Gamification
 - o Game
 - Serious game
- Design Thinking
- Co-Design

Workshop Steps:

- . Introduction to basic concepts with interactive quizzes
- 2. Practical CS data collection activity
- 3. Co-design of gamified CS mobile applications
- 4. Presentation of results
- 5. Brief final validation













Workshops' Topics

Each workshop focuses on a topic of interest

Which ones? Various! But all related to sustainability as represented in the **UN 2030**

Agenda and the 17 SDGs

For example:

- Biodiversity and environmental sustainability
- Digital wellbeing
- Environmental emergencies
- Sustainable mobility
- Sustainable tourism
- Urban accessibility and inclusion











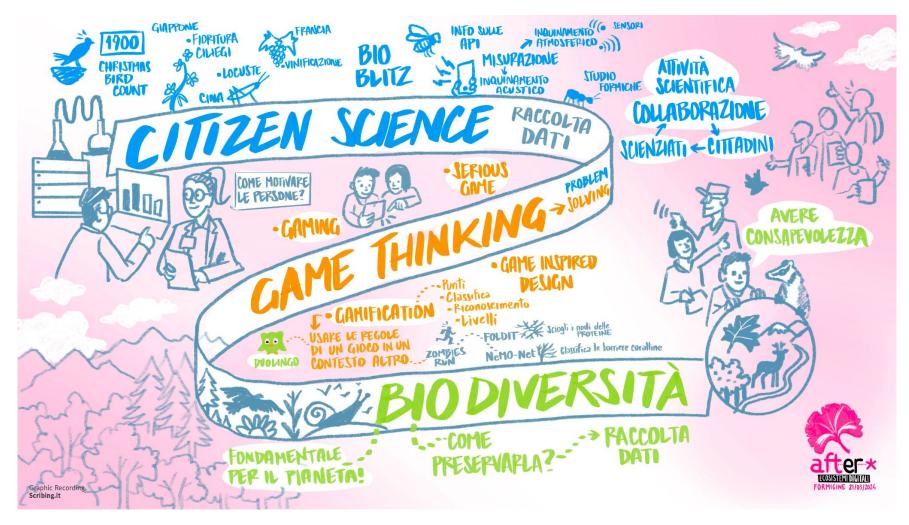








1. Introduction to Basic Concepts















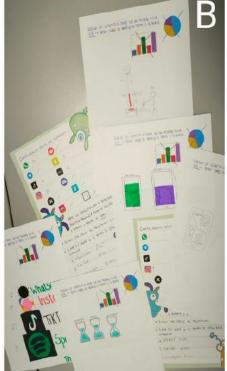
2. Practical CS Data Collection Activity

Warm-up activity

To start reflecting – concretely – on the concept that everyone has knowledge to share for the benefit of the community
 Learning by doing

With the help of printed sheets (maps, tables, etc.)













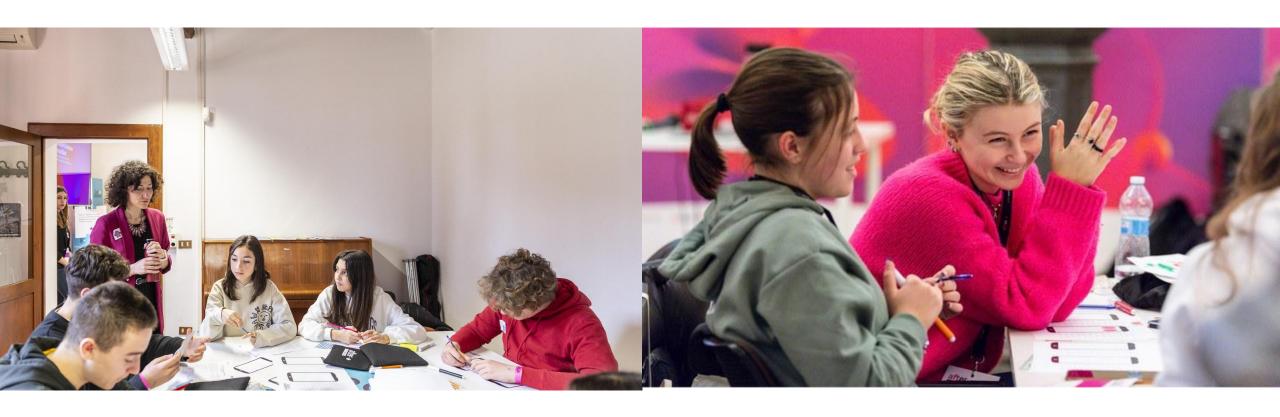








3. Co-design of Gamified CS Mobile Applications







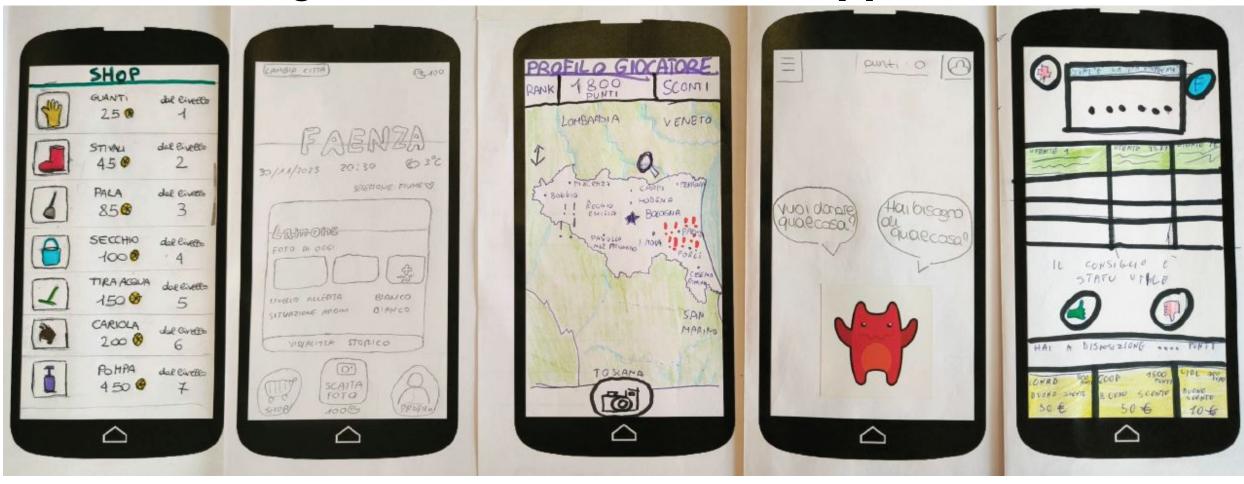








3. Co-design of Gamified CS Mobile Applications















3. Co-design of Gamified CS Mobile Applications









GIOCATORE







4. Presentation of Results















"Citizen science will be that community that will bring the world to another level"

"Pleasant workshop with a high degree of involvement, well structured and logical"

activities"

"I really liked it and found it interesting"

"Very fun activity, but at the same time teaches many things"





"I would have liked the project to last longer to do more









Conclusion

Citizen science practices, when applied to urban contexts, offer significant potential for making planning processes **more inclusive**, **evidence-based**, **and socially relevant**.

The experiences developed through *Citizer Science in Action* show that **involving citizens**—especially younger generations—in data collection, awareness-building, and co-design activities can not only **potentially generates valuable datasets**, but also **fosters civic engagement and trust in institutions**.

In this perspective, citizen science is not just a tool for collecting information, but a driver of cultural and institutional change: it redefines the relationship between citizens, knowledge, and policy, paving the way for urban planning that is more democratic, adaptive, and oriented towards long-term sustainability.













Thank you for your attention!

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