



## **LEARN CitSci:**

What Do We Know about Young Volunteers? An Exploratory Study of Participation in Zooniverse

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### **LEARN CITSCI**

The Learning and Environmental science Agency Research Network for Citizen Science (LEARN CitSci) Project is a four-year international collaborative research project that aims to understand how young people develop Environmental Science Agency through their participation in Citizen Science programs at Natural History Museums. Principal Investigators from the USA and UK include Citizen Science practitioners at The Natural History Museum Los Angeles County in Los Angeles, The Natural History Museum in London, and the California Academy of Sciences in San Francisco, and Educational Researchers from UC Davis, Open University, and the University of Oxford. LEARN CitSci is funded through the Science Learning+ initiative &, a partnership between the National Science Foundation and the Wellcome Trust with the UK Economic and Social Research Council (ERSC).

#### Organizations involved:

- University of California Davis
- The Natural History Museum in London
- The California Academy of Sciences №
- The Natural History Museum Los Angeles County №

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## **Research Questions**



What is the nature of the learning environments, and what activities do youth engage in, when participating in NHM-led citizen science?

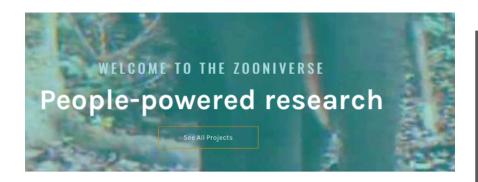
# To what extent do youth develop the following three science learning outcomes:

- a) an understanding of the science content
- b) identifying roles for themselves in the practice of science
- c) developing a sense of agency for taking actions using science

through participation in NHM-led citizen science programs?

What program features and settings in NHM-led citizen science foster the three science learning outcomes (a,b, and c above)?

## Online citizen science: Zooniverse



FEATURED PROJECT



- Contributory forms of participation (Shirk, 2012)
  - processing, rather than collecting data

Types of data processing activities/tasks:

- response to a question
- free text entry tasks
- marking tasks
- identification tasks

# Research Objectives

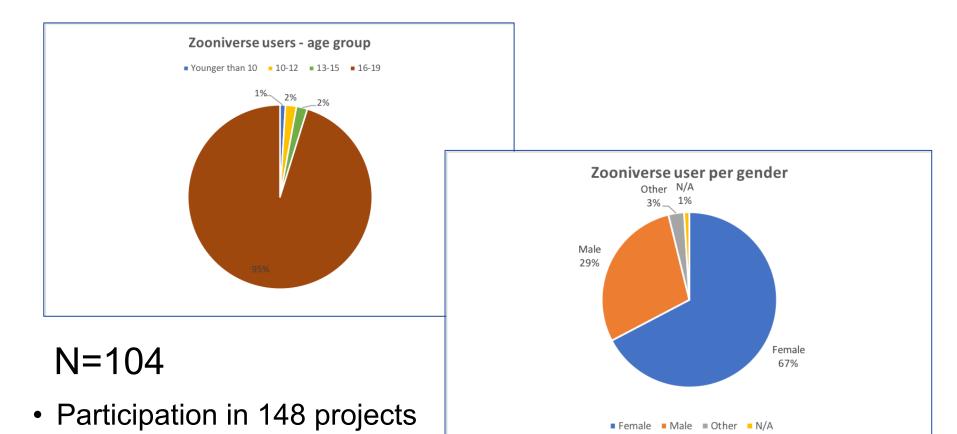


- What does young people's participation look like in CS projects?
- What Zooniverse projects do young people choose to participate in?
- What Zooniverse projects do young people choose together?

# Who are the young people?

66,250 total contributions





Herodotou, C., Aristeidou, M., Miller, G., Ballard, H., & Robinson, L. (2020). What Do We Know about Young Volunteers? An Exploratory Study of Participation in Zooniverse. *Citizen Science: Theory and Practice*, *5*(1).

# Where are the young people?



### Most interconnected projects:

(links with many other projects)

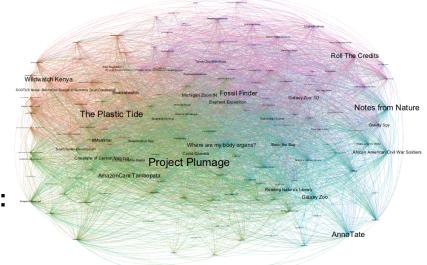
- Project Plumage
- The Plastic Tide
- Notes from nature

## Most popular projects (number of users):

- Project Plumage 48 users
- The Plastic Tide 24 users
- Camera Catalogue 21 users

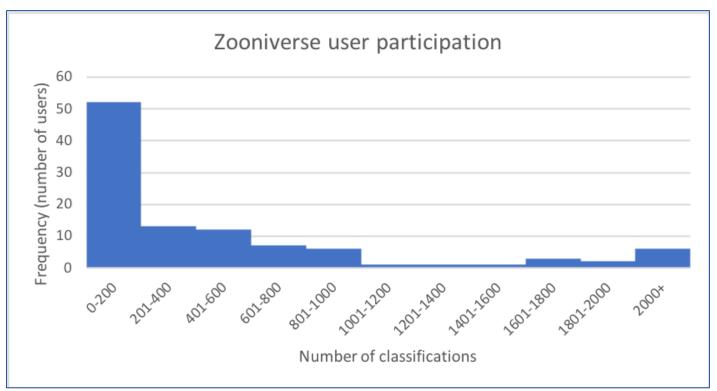
## Possible reasons affecting their preferences:

- Targeting projects supported by NHM London (e.g. Project Plumage, Notes from nature)
- Promotion of specific projects in Zooniverse newsletters (e.g. The Plastic Tide)
- Easy and quick to complete
- Attractiveness of camera trap wildlife projects



# What are young people doing?



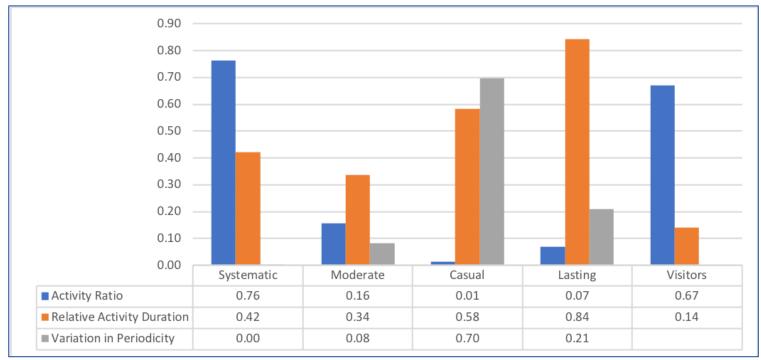


- 50% of the users had <=200 classifications</li>
- Median: 199 classifications
- 12 super-users with more than 1,330 classifications

No gender differences in number of contributions (p=.657)

# What are young people doing?





- Systematic: regular visits and a lot of tasks (n=5)
- Moderate: regular visits and a few tasks (n=16)
- Casual: not regular visits and a few tasks (n=8)
- Lasting: members for a long time but not very active (n=40)
- Visitors: one or two visits only, yet very active (n=34)

# Conclusions



- One of the few studies examining young people's participation in online citizen science programmes
  - Young people, 16-19
  - Visitors than systematic participants
  - Unclear which projects they prefer

Lack of online citizen science projects designed around the needs, preferences, and skills of young people, <16 years old, with explicit learning goals.





## Thank you!

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