



This project is co-financed by the European Union

Grant Agreement No.: 824603
Call: H2020-SwafS-2018-1
Type of action: RIA
Starting date: 1/02/2019



D 2.11 New Release of the Apps

Coordinator: FVB-IGB
Quality reviewer: DBC

Deliverable nature	DEM
Dissemination level	PU
Work package and Task	WP2, Task 2.5
Contractual delivery date	M36
Actual delivery date	M36

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Abstract	This document explains the delivery of a demonstration of the new release of the Loss of the Night App
Keywords	App, Light pollution, Loss of the Night

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How to quote this document

Austen, K. (2022), New Release of the Apps 2



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EXECUTIVE SUMMARY

This report details the progress of the Loss of the Night App, including a transfer of ownership and update in terms and conditions, over the course of the ACTION Accelerator.

1 The Loss of the Night App

The Loss of the Night app allows citizen scientists to estimate how many stars they can see, and by extension how bright the night sky is. The goal of the project is to track changes in artificial sky brightness in urban areas over the long term (ideally many decades). The app is available for Android and iOS devices.

The Loss of the Night app was developed as part of the Loss of the Night project, (2010-2014). Launched in 2015, the Loss of the Night app has a thriving community of contributors around the globe and is available in 15 different languages. Observations are collected through the app and are viewable on the [My Sky at Night](#) website, which also allows users to track how skyglow is changing at different locations over time. To date there are more than 7000 observations recorded on the My Sky at Night website from LON.

The Loss of the Night app project is operated in co-operation with the [Globe at Night](#) project.

2 Development during ACTION

ACTION has provided support in taking steps to update the app. Due to a complex history of development, the first was clarifying the existing agreements between the various parties involved in its development and promotion over the intervening years. Thereafter it was necessary to clarify which changes were essential to bring the App up to date. Primary to this was to update the App's Terms and Conditions and to source translations into the various languages in which it is already available.

The company hosting the app at the start of ACTION, interactive scape GmbH, was unwilling to continue hosting and updating the App. Therefore, in order to implement updates, it was necessary to find a new organisation to host the app on both Apple Store and Google Play Store. After careful negotiation, [DDQ](#), a Dutch software company that focusses on citizen science, agreed to take over the development and hosting of the App.

Support with preparing a DMP for the app has been offered, as has support in preparation of the new Terms and Conditions, which will be prepared at first in German and English. The app has been updated and released for Android. Preparations for the handover and update of the iOS app are underway.

Support for Loss of the Night App also included consultations on the production of a video for the Loss of the Night / Globe at Night project, and the production of tutorial videos for the use of the app on iOS and Android ([Austen, 2021](#)).

Austen, K, January 2021, Tutorial material for using Loss of the Night App