

CO-DESIGN AS A SERVICE IN CITIZEN SCIENCE

CO-DESIGN: WHAT IS IT?



It is a process based on collaboration that provides innovative solutions to a challenge, a problem or a need

Co-design or collaborative design, is a practice of creating or improving ideas, products, services, policies and other outputs with –not for– people.

Co-design is so versatile that it can be adapted to any context and field

From science to economy, politics, ecology, technology, citizen science, public participation and others.



It can involve a wide range of stakeholders' profiles

The key to success is to give voice to all the people that need to be in the room.



Using co-design in citizen science engages participants in a more active way

You can co-design the project's objectives, the data collection and analysis processes, and any tools needed in these processes.



A SUCCESS CASE: COS4CLOUD

CHALLENGE

In citizen science we need more data, more open and accessible technologies. However, there is still a low interoperability, low levels of data validation and low technological capacity.

INNOVATIVE SOLUTION

To tackle this challenge Cos4Cloud has co-designed and developed 13 services for citizen observatories to increase the quantity and quality of citizen science data. These services are available at the EOSC*.

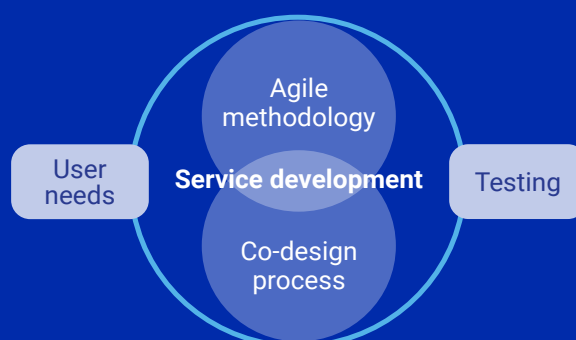
PROCESS TO ACHIEVE IT

Co-design

Cos4Cloud has organised several co-design activities to collect needs and expectations towards these new services directly from the services end-users, the citizen science community.

Agile methodology

Cos4Cloud is constantly reviewing and improving its services thanks to the collaborative relation with the services end-users.



OUTPUTS TO SHARE

An [open guideline](#) for implementing co-design in the development of citizen science technologies, based on the lessons learned by Cos4Cloud project.

*European Open Science Cloud

