



FINAL CONFERENCE GREECE 02/07/2023

THE EXPERIENCE FROM ITALY (SCENARIOS, TRIALS & VALIDATION)

FABCITIZEN: Data-centered Citizen Science for Schools in the Environment of FabLabs



PROJECT TEAM

- 1. HOCHSCHULE RUHR WEST Germany
- 2. POLITECNICO DI BARI Italy
- 3. ELLINOGERMANIKI AGOGI SCHOLI PANAGEA SAVVA AE Greece
- 4. VILNIAUS GEDIMINO TECHNIKOS UNIVERSITETAS Lithuania

PROJECT DURATION

• 36 months

• Start: 01/09/2020

• End: 31/08/2023

FABCITIZEN: Data-centered Citizen Science for Schools in the Environment of FabLabs

Citizen Science (CS) is the **active involvement** of citizens in the collection, analysis and interpretation of scientific data. It plays a role on a **social, scientific, educational and political level**, contributing to the training of more **conscious** and **aware** people. "Linee guida per la Citizen Science in Italia" DITOs Policy Brief #6, March 2019



An experimental field that adopts alternative models of democracy and public knowledge production.



A **shared science** where citizens become an integral part of the scientific process.

Lewenstein B.V. (2004), "What does citizen science accomplish?", prepared for meeting on citizen science, Draft, 27 May 2004, Paris

CITIZEN create
KNOWLEDGE and
KNOWLEDGE creates

CITIZENS



INTELLECTUAL OUTPUTS

- European Stakeholder Analysis
- 2 Competency Framework
- Open Learning Scenarios
- Trials and Validation

FABCITIZEN: Data-centered Citizen Science for Schools in the Environment of FabLabs





O1 STAKEHOLDER ANALYSIS

O1.1 Analysis planning

O1.2 Requirements and stakeholder analysis

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OBJECTIVES

- Analyze the current situation of Citizen Science in the participating countries and Europe.
- Understand stakeholders needs, requirements and barriers
- Incorporate a new subject into curricula and into daily life of teachers

OUTCOME

- Initial curriculum analysis
- Requirements and needs
- Barriers
- Possible Interventions
- Concluding recommendations for the project

METHOD

Expert interviews (10 per partner)

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EXPERIENCE WITH CS PROJECT

Few interviewees claim to have some experience with CS-projects (4,5,10). Actually, their experience could not be classified strictly as CS-projects. The majority of the interviewees haven't got any experience at all.

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CS CURRICULUM AT SCHOOL

There is **no official or mandatory curriculum for** the Citizen Science in Italy.

DATA SCIENCE CURRICULUM

Data Science Curriculum doesn't seem to be present in the Italian school system grade 5-9.

10 INTERVIEWS

BARRIERS + ACTIONS +
NEEDS

O1 | COUNTRY RESULTS ITALY







40 INTERVIEWS

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- •Rigid curriculum (DE1,DE5,DE7, DE3, DE6, LT1, LT3, LT6)
- •Presence of the topic (DE1,DE3)
- •High workload / occupancy of teachers (DE1,DE2,DE5, L1-L7)
- •Establish the projects long-term (DE2)
- •Lack of finances / sponsoring (DE2,DE5,DE7, IT6, IT8, IT10, LT2, LT3, LT4)
- •Time aspect (of teachers) (DE2,DE5,DE7, LT1, LT2, LT3, LT7)
- •Motivation of teachers (DE5, IT2, IT5, IT6, LT2, LT3, LT4)
- Location of schools (DE7)
- •Establish contact to schools / finding the "right partner" (DE4, DE8, IT5)
- Linguistic barrier (DE8)
- •Long term duration of projects (motivating the students long term) (DE8)

BARRIERS

- •(Missing) interest among the staff (DE6)
- •Timeframe for conducting CS-projects (DE9)
- •Coordination needed with school management (DE8)
- •Lack of information about CS (IT1, IT2, LT2, LT1-7)
- •Lack of resources (IT1, IT2, IT3, IT7, LT7)
- Missing requirements (IT2)
- •Missing interest in Scientific Projects (IT3, IT4)
- •Teachers' competencies (IT3, IT8, IT10, LT4, LT5)
- •Lack of data sharing (IT6)
- •Bureaucratic and institutional complexities (IT7, LT3, LT4, LT5)

O1 | COUNTRY RESULTS







40 INTERVIEWS

- •Hardware/ software/ IT infrastructure (DE1, DE5, IT5)
- Project ideas (DE2)
- •Staff support from university (DE2)
- •Material and explanation videos and good instructions (DE3,8, LT1-7, IT1, IT4, IT7, IT8, IT9, IT10)
- •Funds dedicated to education (IT2, IT5, IT9, IT10)
- •Improve network between Schools, public administration and private enterprises (IT2, IT6)
- Spaces dedicated to co-working (IT3, IT5, IT8)
- •Incentives / recognition (EL)
- •Institutional support (to teachers) (EL)

NEEDS

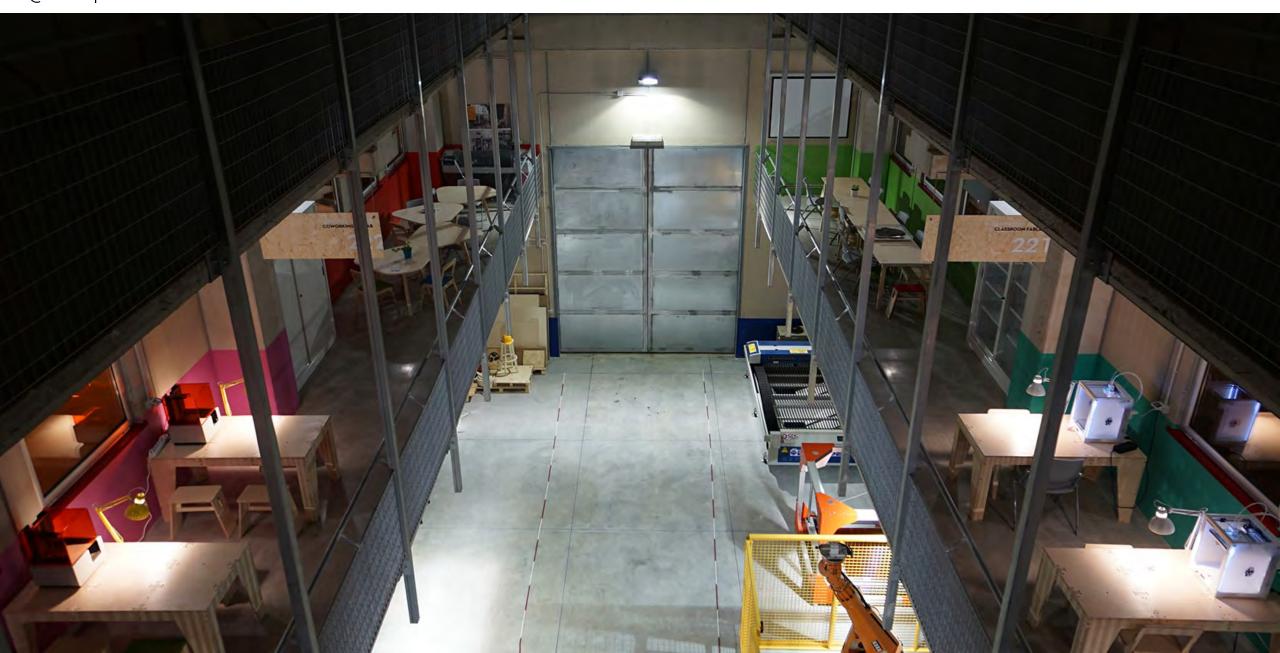
O1 | COUNTRY RESULTS



FAB LAB POLIBA

HOW TO MAKE (ALMOST) ANYTHING















Coworking FabLab











Project

Sensing for Justice - Citizen Sensing as a source of evidence in environmental justice litigation and as a tool for environmental mediation

ECOLOGY & ENVIRONMENT SOCIAL SCIENCES
MONITORING ENVIRONMENT CITIZEN SCIENCE
ENVIRONMENTAL JUSTICE

☆☆☆☆☆ 0 reviews



in Project

NO2 NO Grazie (NO2 NO Thanks)

ECOLOGY & ENVIRONMENT HEALTH & MEDICINE TRANSPORTATION



Project

REINFORCE

ASTRONOMY & SPACE
OCEAN, WATER, MARINE & TERRESTRIAL PHYSICS
SOUND CITIZEN SCIENCE ASTRONOMY PHYSICS

☆☆☆☆☆ 0 reviews



Project

Raccolte del Museo Civico di Storia Naturale di Ferrara

BIODIVERSITY BIOLOGY
ECOLOGY & ENVIRONMENT EDUCATION
INSECTS & POLLINATORS
LONG-TERM SPECIES MONITORING
NATURE & OUTDOORS
NATUREA SOURCE MANAGEMENT
TRANSPORTATION ROADKILL EMILIA-ROMAGNA
HOVERFLIES BEES PO RIVER DELTA ITALY

☆☆☆☆☆0 reviews



Project

LIFE ESC360 - 360 Volunteers for monitoring forest biodiversity in the Italian Natura 2000 Network

ANIMALS BIODIVERSITY BIRDS EDUCATION LONG-TERM SPECIES MONITORING

☆☆☆☆☆ 0 reviews



Project

Mysnowmaps

CLIMATE & WEATHER WATER SNOW AVALANCHE



Project

Farfalle in ToUr

BIODIVERSITY ECOLOGY & ENVIRONMENT
INSECTS & POLLINATORS

NATURAL RESOURCE MANAGEMENT

SOCIAL SCIENCES BIODIVERSITY URBAN NATURE
POLLINATORS

☆☆☆☆ 0 reviews ☆☆☆☆ 0 reviews



Project

The state of the contract of the state of th

Participatory Lithology

EDUCATION GEOLOGY & EARTH SCIENCE SOUND

☆☆☆☆☆ 0 reviews

Overview of CS projects in Italy

https://eu-citizen.science/projects?country=IT





Citizen Science as Public Participation to Scientific Research

- Only "nature based" project?
- Scientific research is wider than nature-based topics

Fablab poliba background

Strong background of Fablab Poliba in cultural heritage project

Some application of CS project in urban areas and Cultural Heritage:

- Chmielewski Szymon Cait Bailey, and Adam Gawryluk .. "Beyond 3 D Building Modelling Citizen Science for 3 D Cultural Mapping, Gl_Forum 2019.
- Strollo, R et al ."Citizen science, gamification fotogrammetria per il contrasto al rischio di oblio dei Beni Culturali minori 2020

PROJECT PROPOSAL

O3 | OPEN LEARNING SCENARIOS



VALUES

Autonomies of teachers and students in scheduling experimentation

Strong Reachability

Direct benefits for administration and citizenship

National guidelines for cultural heritage accessibility classification

CULTURAL HERITAGE-BAS

NEEDS

Cultural heritage subject identification Scientific representative set of indicators for survey support Survey support, better if ICT enabled

O3 OPEN LEARNING SCENARIOS





Learning Scenario ID	«ID»		
Learning Scenario Title	«Title»		
Main ideas and description	«Ideas»		
Sources	«Sources»		
Context – Grade of students	«Context»		
Curricula topics	«Curricula»		
Competencies -	«Competencies»		
Educational approach	«Educationalapproach»		
Learning Activities	«LA»		
	«LA1»		
	«LA2»		
	«LA3»		
Roles	Students Teachers Additional persons for support		
Tools and services	«Tools»		

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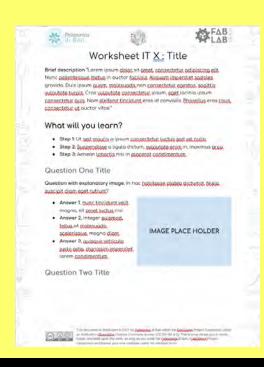
Introduction to Smartphones as a teaching tool Physics, technology, IT IT2 X X X Introduction to Smartphone Sensors Physics, technology, IT IT3 X X X Accelerometer focus and gravity force Part 1 Physics, technology, IT IT4 X X Accelerometer focus and gravity force Part 2 Physics, technology, IT IT5 X X X Walking diagrams Physics, technology, IT IT6 X X X Cultural Heritage Accessibility Arts, social science, history, Technology	
IT2 X X Introduction to Smartphone Sensors Physics, technology, IT IT3 X X Accelerometer focus and gravity force Part 1 Physics, technology, IT IT4 X X Accelerometer focus and gravity force Part 2 Physics, technology, IT IT5 X X Walking diagrams Physics, technology, IT	
IT3 X X Accelerometer focus and gravity force Part 1 Physics, technology, IT IT4 X X Accelerometer focus and gravity force Part 2 Physics, technology, IT IT5 X X Walking diagrams Physics, technology, IT	
IT4 X X Accelerometer focus and gravity force Part 2 Physics, technology, IT IT5 X X Walking diagrams Physics, technology, IT	
IT4 X X Accelerometer focus and gravity force Part 2 Physics, technology, IT IT5 X X Walking diagrams Physics, technology, IT	
IT5 X X Walking diagrams Physics, technology, IT	
IT5 X X Walking diagrams Physics, technology, IT	
0 0 7 7 07	
IT6 X X Cultural Heritage Accessibility Arts, social science, history, Technology	
	У
IT7 X X Compass and GPS Physics, technology, IT	
IT8 X X Image sensor Physics, technology, IT	
IT9 X X QR code: what is it and how to create Technology, IT	
IT10 X X Coding & Scratch Technology, IT, coding	
Let's build an interactive tourist map of the	
IT11 X X City! (Part 1) Art, history, architecture, IT, coding	
Let's build an interactive tourist map of the	
IT12 X X city! (Part 2) Art, history, architecture, IT, coding	
IT13 X X Data, metadata e informations Data collection	
Metadata of historical photos, monuments,	
IT14 X X etc. Technology, IT, Data analysis	
Monuments through the passage of time, Art, History, Conservation of cultural	
IT15 X X photographic documentation collection heritage.	
IT16 X X Stereophotogrammetry 101 Physics, technology, IT	
Conservation of cultural heritage through	
stereophotogrammetry and 3D	
IT17 X X reconstruction Art, history, architecture, IT	
IT18 X X Virtual and augmented reality Art, history, architecture, IT	
Reproduction of a cultural heritage in	
IT19 X X virtual/augmented reality Art, history, architecture, IT	
IT20 X X Light condition and luminosity evaluation Physics, technology, IT	

O3 | OPEN LEARNING SCENARIOS









IT21	х	х	Color by Addition Physics, technology, IT
IT22	X	X	Colors accuracy Physics, technology, IT
IT23	x	х	Ambient Noise Physics, technology, IT
IT24	x	х	Insulators efficacy Physics, technology, IT
IT25	x	X	Internet of Things & IoT Apps Physics, technology, IT
IT26	x	X	Monitoring of Apulian olive trees Sciences, biology, agrotechnics.
			Digitization of the heritage of popular,
			folkloristic and gastronomic culture of
IT27	x	x	southern Italy Physics, technology, IT
			The Basics of 3D Printing for the
			Reconstruction, Study and Preservation of
IT28	x	X	Cultural Heritage Physics, technology, IT
			3D Printing of monuments and works of art
			reconstructed through
IT29	x	x	stereophotogrammetry Physics, technology, IT
			2D modeling for beginners: let's build our
IT30	x	X	own three-dimensional wooden toy Physics, technology, IT
IT31	x	х	Creating an image library Art, history, architecture, IT
			Composition of a command to produce
IT32	x	X	images by AI Art, history, architecture, IT
IT33	x	х	Real Image Vs. AI image (by Midjourney) Art, history, architecture, IT
			How to use AI for artistic production pt.
IT34	x	X	Painting (by Midjourney) Art, history, architecture, IT
			How to use AI for artistic production pt.
IT35	x	X	Contemporary Art (by Midjourney) Art, history, architecture, IT
			3D scanner configuration for Cultural
IT36	x	X	Heritage Art, history, architecture, IT
IT37	x	X	Object scanning Art, history, architecture, IT
IT38	x	X	Refine a scanned 3D object with Meshmixer Art, history, architecture, IT
			Insert texture on the object scanned in 3D
IT39	x	X	with Meshmixer Art, history, architecture, IT
			Visualization of the 3D scan through Google
IT40	X	X	Cardboard Art, history, architecture, IT

O3 | OPEN LEARNING SCENARIOS







https://fabcitizen.eu/2022/ 02/21/heritage_virtual_aug mented_reality/



https://fabcitizen.eu/2022 /02/21/virtual_augmented _reality/



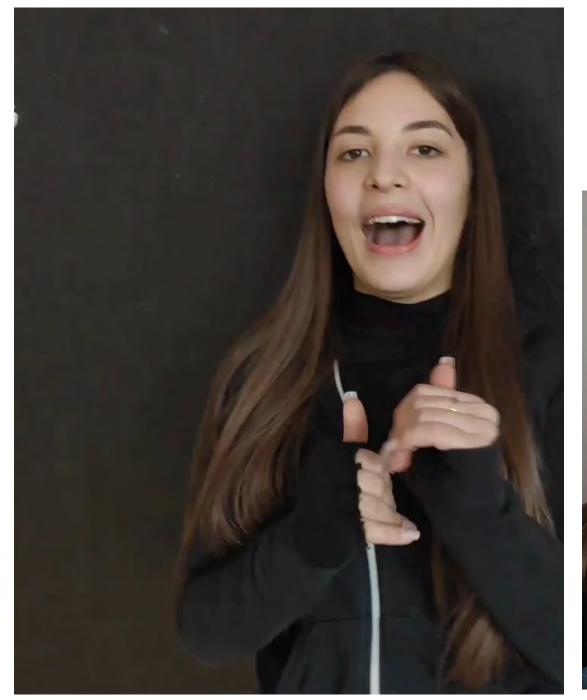


The Basics of 3D Printing for the Reconstruction, Study and Preservation of Cultural Heritage

https://fabcitizen.eu/2022/02/21/the_basics_3d_printing/



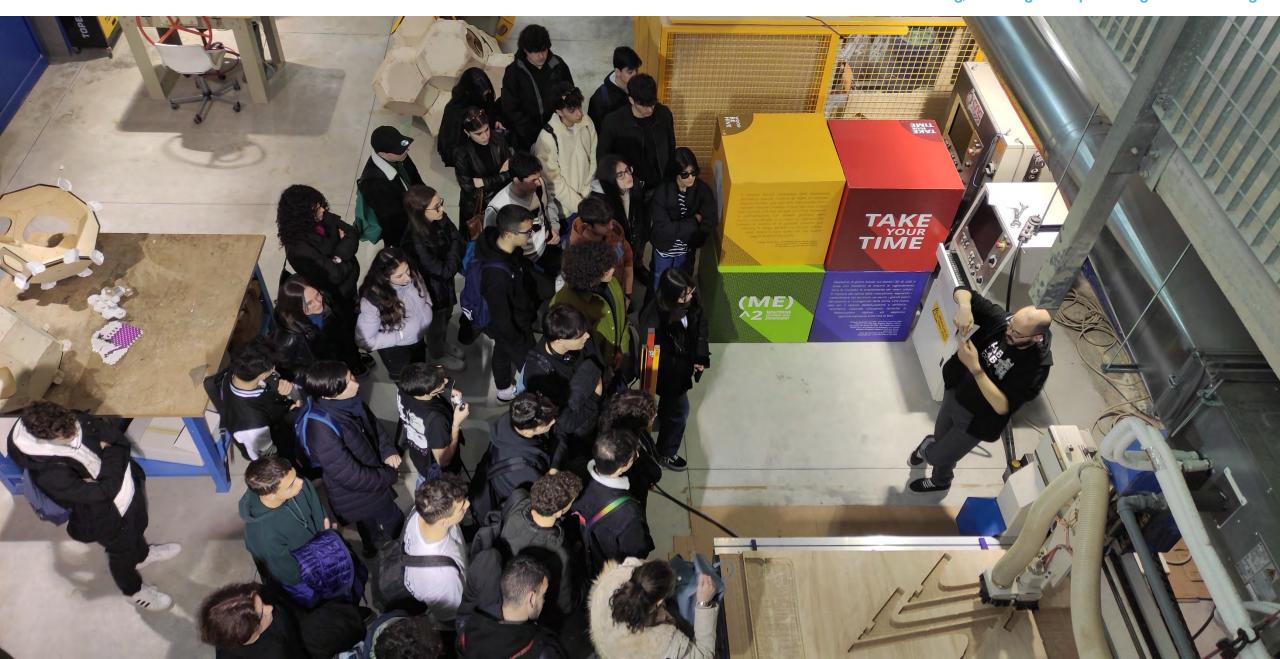
O4 | PILOT PROJECTS



O4 | PILOT PROJECT Basics of 3D Printing



Preserving, restoring and reproducing cultural heritage



O4 | LARGE SCALE TRIALS
Preserving, restoring and reproducing cultural heritage









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OLS16_Stereophotogram metry

OLS17_Conservation of cultural heritage through stereophotogrammetry and 3D reconstruction



https://fabcitizen.eu/2022/ 02/21/stereophotogrammet ry_101/

https://fabcitizen.eu/2023/ 05/05/stereophotogrammet ry-conservation/



OLS28_The Basics of 3D Printing

https://fabcitizen.eu/2022 /02/21/the_basics_3d_prin ting/

OLS29_3D Printing of monuments and artworks

https://fabcitizen. eu/2022/02/22/3 d_printing_monum ents_artworks/



O4 | LARGE SCALE TRIALS

DEMO Sessions - W1: 3D Scanning for Cultural Heritage Accessibility









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OLS36_3D scanner configuration for Cultural Heritage

https://fabcitizen.eu/2023/05/05/3d-scanner-configuration-for-cultural-heritage/

OLS38_Refine a scanned 3D object

https://fabcitizen.eu/202 3/05/05/refine-ascanned-3d-object/

OLS37_Object scanning

https://fabcitizen.eu/202 3/05/05/objectscanning/

OLS39_Insert texture on the object scanned in 3D

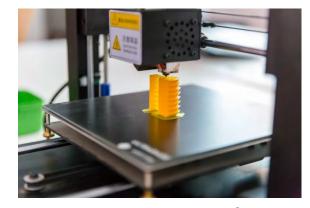
https://fabcitizen.eu/2023 /05/05/insert-texture-onthe-object-scanned-in-3d/

O4 | LARGE SCALE TRIALS









OLS28_The Basics of 3D Printing

https://fabcitizen.eu/2022/02 /21/the_basics_3d_printing/



OLS29_3D Printing of monuments and artworks

https://fabcitizen.eu/2022/02/ 22/3d_printing_monuments_art works/

FAB LAB POLIBA







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The experiences have revealed a broad involvement of the different stakeholders, which has led to reflection on the possibility of integrating these citizen science experiences in a more structured way into school education at different levels. The Politecnico di Bari has even submitted a proposal for funding under the 'Territorial Pacts for Higher Education in Enterprise', a measure that provides co-financing to universities under the PNRR - National Plan for Recovery and Resilience - to promote the interdisciplinary nature of courses and the training of innovative and highly specialised professional profiles, in order to improve and extend university training programmes, also through their integration with related research, development and innovation activities. The Fablab Poliba, as a university research centre, has proposed a specific innovative didactic and orientation course for pre-university education, with particular reference to the STEM disciplines (Science, Technology, Engineering and Mathematics), also integrated with other humanistic and social disciplines through a "citizen science approach", which has been funded for three years.

CONCLUSIONS