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Reporting Back from the Workshops via Fishbowl Discussion

14.1.2020

Citizen Science Winter School



Fishbowl Discussion

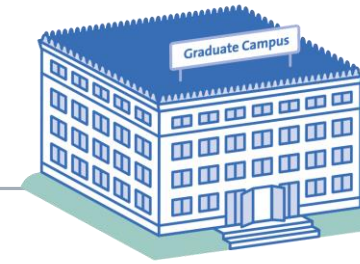
Fishbowl Discussion

Procedure

- Participants of inner circle discuss / outer circle listens
- Outer circle can join / take free chair or place behind person sitting & (let him/her finish thought)
- Inner circle can leave place
- Coming & Going practice
- Aim is to discuss different perspectives

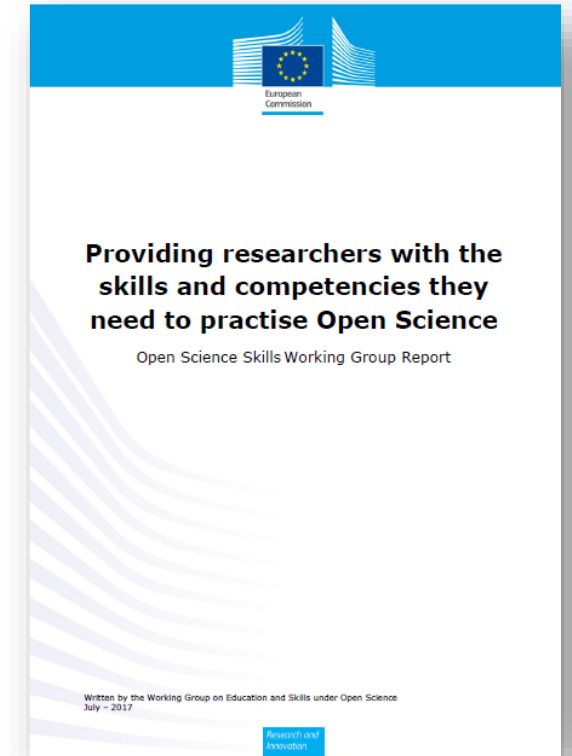
3 Steps Discussion

- 1) What are your main take away, learnings, skills & competencies from the workshops?
- 2) What key competencies do we need for designing good CS projects?
- 3) Next steps? What skills/competencies do you want to develop further?



Citizen Science Skills (EC 2017)

In addition to enabling the practice of science by members of the public, they are about **researchers learning how to engage with citizens**, including how to **communicate** with stakeholders other than researchers or the academic scholarly community, in view of a better user involvement and dissemination of research results. ...These skills encompass: the **capacity to adequately include citizens in the research design and development processes** when relevant, the **capacity to involve citizens in the collection and analysis of research data**, ... and finally the **capacity to communicate, but also explain and discuss research results** with the general public in an easily-understandable fashion to foster interest in science and research, build a relationship of trust with society and allow citizens to gain the knowledge and skills that will allow them to debate with scientists and policy-makers about scientific issues and potential priorities in an informed manner.





Output Fishbowl Discussion on Workshops Ruth Förster and Pia Viviani





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Main take-aways and learnings

- What is participatory CS? What is CS? Find your own definition
- Is CS really that open? -> legal frameworks
- We should hear more stories
- Create impact for society
- Steps in CS/Goals for scientists/for people
- Discuss your design of CS project with others
- Transformative Learning -> deep shift in feelings and actions
- Learning edge -> setting to new ontology
- TL involves emotional reactions
- Implicit assumptions -> source of conflict
- Role of unintended consequences
- Roles in CS projects
- There are hidden/implicit motivations of stakeholders
- Kind of language -> different versions of research questions?
- Research question – usual neutral «nitty-gritty»..

Competencies

- Pay attention to your feelings -> feeling safe
- Empathy also for yourself
- Competencies building need to reflect different dimensions of learning for researchers -> cognitive, emotional...
- Make society safe enough to create spaces for CS
- Strengthen social skills (communication, engagement)
- Look at project for perspective if all stakeholders
- Think of the team
- Science can be done by citizens, not only researchers
- Learn from experience of citizens in projects
- You are part of a network, other people have skills also
- Know that there are things that you don't know
- «Reflective practices» Go back to the start...and reflect
- Be patient and give time
- Anticipatory competencies -> in order to deal with unintentional consequences/risk management

Skills/Competencies to develop further

- Do we really need new skills? Rather mindset
- Stay updated on legal restrictions and formalities -> knowledge acquisition
- Transversal skills
- Contributory, co-create, collaborative approaches