<u>Final program</u>

COST Action event: Mobile App development for Citizen Science

16:45-16:50	Introduction to COST project and House of Apps Abstract EU COST Action CA15212. A brief presentation of the COST CA15212 Action, its Working Groups, events and aims. House of Apps. Citizen Science is largely realized today through either mobile or web applications. Let's create a fertile environment where future developers will turn to, so to find the basic building blocks for creating such applications. As most applications currently are isolated, we want to create modular reusable components which can be used by app developers…. think of it like a lego-like house of apps.	Rob Lemmens - University of Twente, ITC Vyron Antoniou - Hellenic Army Geographical Directorate
16:50-17:05	Mobile apps for Citizen Science - considerations for design and development Abstract Mobile applications play a prominent role for engaging citizen in scientific research. Over the past decade we witness an increasing number of such Citizen Science apps - some extremely successful, others with a very limited lifetime. Based on own hands-on experiences and previous workshops about the possible re-use of Citizen Science apps and platforms, this talk will reflect about the different possibilities that apps can provide for Citizen Science. It will also reflect on past developments and highlight a few existing challenges. The talk will conclude with a few recommendations for app design and development.	Sven Schade - European Commission, Joint Research Centre
17:05-17:25	Mobile application development - demand and supply in the Copernicus App lab Abstract This presentation will explore how to use Distributed data access in Web-semantically enriched processing workflows [https://analytics.ramani.ujuizi.com] to facilitate access and exploitation of multivariate EO data sets and publish value-added-products to native mobile and web applications.	Valentijn Venus, Firman Wahyudi, Wilberforce Chege - RAMANI B.V.
17:25-17:40	Mobile application development for non-literate citizen scientists in the Congo-Basin Abstract ExCiteS has investigated and developed open-source technologies that facilitate data collection across language or literacy barriers through highly configurable icon-driven user interfaces. These tools can be used to enable communities to capture and share their local environmental conditions. In this presentation, we explore the best practices for developing mobile apps for similar challenging environments.	Michalis Vitos - ExCiteS group, University College London (UCL)

17:40-17:55	Presentation of the winning app: What does riding a bicycle feels like? Your phone can say it. Abstract Many cities are asking this more often. As part of the Geo-C project, first, we explored how a gamified app could change the perception of urban cycling and, second, identified the frictions inhibiting bicycle commuting by analysing the data collected through the app. We present the lessons learned deploying our experiment at three European cities, our research outcomes, and how we conceive the re-use of the app components as tools of the GEO-C open city toolkit.	Diego Fabian Pajarito Grajales - Universitat Jaume I de Castellón
17:55-18:05	Q&A	Vyron Antoniou & Rob Lemmens
18:05-18:15	Creating a small inventory of apps and their characteristics: Follow-up with questionnaire	Vyron Antoniou & Rob Lemmens