



SciShops

ENHANCING THE RESPONSIBLE AND SUSTAINABLE EXPANSION OF THE SCIENCE SHOPS ECOSYSTEM IN EUROPE

D5.2

Interactive Knowledge Base

(Additional Report)



This project has received funding from the European Union's Horizon 2020 Research and Innovation Programme under Grant Agreement No 741657.

Project

Acronym: **SciShops.eu**

Title: Enhancing the Responsible and Sustainable Expansion of the Science Shops Ecosystem in Europe

Coordinator: SYNYO GmbH

Reference: 741657

Type: Research and Innovation Action

Program: HORIZON 2020

Theme: Participatory research and innovation via Science Shops

Start: 01. September 2017

Duration: 30 months

Website: project.scishops.eu

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Deliverable

Number:	D5.2
Title:	Interactive Knowledge Base
Lead beneficiary:	CIMNE
Work package:	WP5
Dissemination level:	Public (PU)
Nature:	Other/ Additional Report
Due date:	30.01.2019
Submission date:	31.01.2019
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Acknowledgement: This project has received funding from the European Union's Horizon 2020 Research and Innovation Programme under Grant Agreement No 741657.

Disclaimer: The content of this publication is the sole responsibility of the authors, and in no way represents the view of the European Commission or its services.

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1 Introduction

As described in Deliverable 5.1, the SciShops development team is currently working on the Beta release of the SciShops.eu platform.

Deliverable 5.2, Interactive Knowledge, base responds to Task 5.2:

Task 5.2 Setup of the open SciShops Knowledge Hub for newcomer science shops with integration of the Video Tutorials, Resource Pools and Expert Directories (Lead: CIMNE, Participants: SYNYO)

In order to ease newcomer's entrance into the world of science shops, the Knowledge Hub will provide essential material for them. Provision of video tutorials and downloadable resources in multiple languages promote the uptake. In addition, a pool of experts to support newcomers is provided through the SciShops Knowledge Hub.

Deliverable 5.2 Interactive SciShops Knowledge Base:

The populated Knowledge Base of SciShops is essential for engagement of new hosts and participants into ecosystem. By providing in-depth knowledge and best practice showcases, incentives for SciShop implementation are generated.

During the past months, SciShops representatives have been in contact with InSPIRES (sister project, funded in the same call) regarding different ICT tools developed by the two projects, in order to create synergies between the two and to avoid duplication of efforts. The communication is ongoing and calls are being organized on a regular basis. This will happen until the end of the project implementation.

The Interactive Knowledge Base is a module triggered from content of already existing deliverables, especially from work package 4, but also new content is being developed, such as video tutorials. This will not be named "Interactive Knowledge Base" on the platform, but will be integrated in different sections where the content fits, especially under "Resources".

Figure 1 illustrates the overall structure that is currently being implemented. New modules, renaming or modifications of existing ones might be subject to the upcoming iterations.

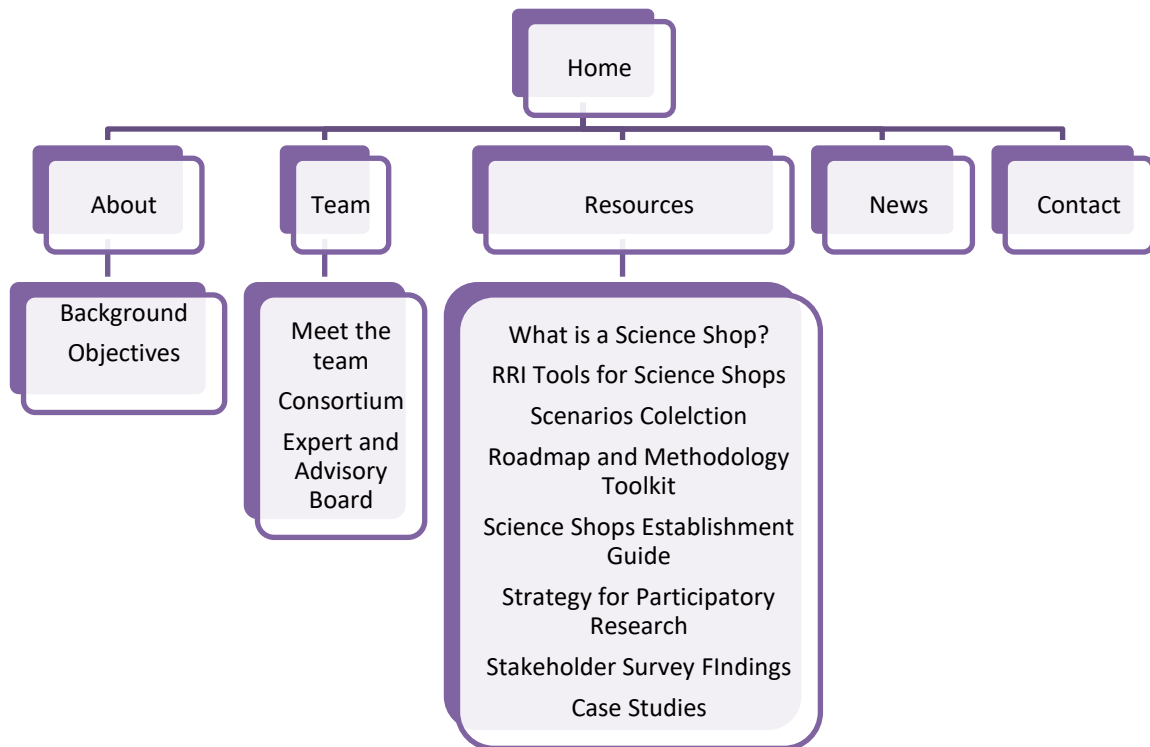


Figure 1: Web Platform Menu Structure

For the purpose of this deliverable, only the content which has been included and the one being planned under “Resources” will be described in the report.


2 Content Overview


2.1. What is a Science Shop?

As it can easily be noticed, this section, nor others are interactive yet. The consortium is keen on first testing the developed resources, update them (if necessary) and then turn them into interactive modules, and translate them on the SciShops.eu platform.

As an info point on the platform, the team considered necessary to have a module on Frequently Asked Questions about Science Shops. From the year-long experience in the project, many different questions have been asked by externals, thus a section showing what Science Shops do and how each type of stakeholder can work together with Science Shops seemed appropriate.

This part is not interactive, but a short video is currently in development.

SciShops 

HOME ABOUT CONSORTIUM **RESOURCES** NEWS CONTACT 

Home > Resources > What is a Science Shop - FAQ

WHAT IS A SCIENCE SHOP? - FREQUENTLY ASKED QUESTIONS ABOUT SCIENCE SHOPS

What is a Science Shop?

Science Shops carry out independent, participatory scientific research in response to concerns experienced by citizens and local civil society. This involves researchers working closely with civil society organisations (CSOs) or other members of society to co-create new knowledge that can be used to better understand or tackle societal issues.

Science Shops are not 'shops' in the traditional sense of the word but help to create knowledge for organisations that lack the resources or expertise to carry out research themselves.

Many Science Shops are based within universities and research institutes, but they can also be run by non-profit organisations, or even companies wanting to share their research expertise to support their local community.

Why would a CSO need research?

Research is a useful tool for generating knowledge and evidence to inform a CSO's work and ultimately attain change in the community. For example, research can provide new insights into a problem, help organisations better understand the motivations or challenges faced by their target audiences, or result in new ideas. Findings might be used to inform funding applications, make decisions on where best to allocate resources, inform the development of new products or services or even shape future policy.

Who can access a Science Shop's services?

Representatives of civil society organisations or local communities can approach a Science Shop with a problem, where they feel some research might be helpful. For example, project requests might be received from non-profit organisations working with young people or on environmental issues, a patient association or a local sports club. Even a group of citizens with shared concerns about an issue affecting their local community can benefit.

Occasionally, Science Shops deal with requests from other types of organisations, such as companies and government institutions. However, in this case, the results must be of wider societal relevance; Science Shop projects are not designed to replace paid-for research consultancy services.

What kind of research do Science Shops carry out?


The field of research that can be undertaken is dependant on the expertise of Science Shop and those undertaking the projects. Some Science Shops may have a specific thematic focus, others may be able to handle a broader range of requests.

The most appropriate research methods will be selected once the research question has been clearly defined, but could include questionnaires, interviews, focus groups or desk research i.e. finding out what research already exists. Data is often collected by the researcher, but the CSO and even citizens may also be involved. Once the data has been analysed, the research findings and recommendations will be presented in a useful and easy-to-understand format.

However, not all Science Shop projects are based on traditional research techniques. Projects sometimes consist of more consultation-type work for community organisations (e.g. legal or business development advice) or result in concrete products, such as technical products, feasibility studies, websites, promotional materials or campaigns.

Some Science Shops also carry out other types of projects, such as developing educational resources or even running other types of consultation and engagement

TWITTER FEEDS

SciShops.eu Retweeted
 UOC university @UOCUniversity
 At UOC we continue to promote #RRI and #OpenScience: next 20/02 starts the second edition of the @UOCphd online course 'Responsible Research and Innovation (RRI)' ow.ly/eSjH30iCkx #ResearchUOC Thanks for helping us spread the word!

Jan 21, 2019

SciShops.eu @SciShops_eu
 Learn more about what #ScienceShops do from our FAQ page bit.ly/2Fia1Vj

What is a Science Shop – FAQ
 Enhancing the Responsible an...
 scishops.eu

Jan 10, 2019

SciShops.eu @SciShops_eu
 @inspirescience 19 December – Join the inSPIRES webinar: Participatory #Research with Rajesh Tandon: bit.ly/2Pvr4oz #CBPR #SciShops

19 December - Join the inSPIRES webina...
 Date: 19/12/2018 Hour: 10 h. Speaker: Dr R...
 inspiresproject.com

Figure 2 What is a Science Shop? Page on the SciShops.eu Platform

2.2. Scenarios Collection

This section is triggered by the scenarios developed in WP 4. At the current stage, the page contains an article and a link to the respective deliverable, however, the scenarios are currently being tested by the 10 Science Shops established in the consortium and will then be integrated in an interactive manner.

The screenshot displays the SciShops website interface. At the top, the SciShops logo is on the left, and a navigation menu with 'HOME', 'ABOUT', 'CONSORTIUM', 'RESOURCES', 'NEWS', and 'CONTACT' is on the right. Below the navigation, a breadcrumb trail reads 'Home > Resources > Scenarios collection'. The main content area is titled 'SCIENCE SHOPS SCENARIOS COLLECTION'. It contains three paragraphs of text: an introductory sentence, a paragraph describing the collection's scope, and a paragraph about the advantages and disadvantages of identified options. A link 'Read_D4.1 Science shops scenarios collection' is provided. On the right, a 'TWITTER FEEDS' sidebar shows a tweet from UOC university (@UOCuniversity) dated Jan 21, 2019, mentioning the promotion of #RRI and #OpenScience.

Figure 3: Science Shops Scenarios Collection page

2.3. Practitioner's Roadmap and Methodology Toolkit

Same as with the previous section, this module is triggered by a deliverable in WP 4 and is not yet interactive but as the name suggests it will be an important toolkit for beginner and advanced Science Shops, but also other practitioners who conduct community-based research.

The screenshot displays the SciShops website interface for the 'Practitioner's Roadmap and Methodology Toolkit'. The layout is consistent with the previous screenshot, featuring the SciShops logo, navigation menu, and breadcrumb trail 'Home > Resources > Practitioner's roadmap and methodology toolkit'. The main heading is 'PRACTITIONER'S ROADMAP AND METHODOLOGY TOOLKIT'. The content includes an introductory paragraph about community-based participatory research (CBPR), a paragraph describing the toolkit's purpose, and a paragraph about the involvement of stakeholders. A link 'Read D4.2 Practitioner's roadmap and methodology toolkit' is provided. The 'TWITTER FEEDS' sidebar on the right shows the same tweet from UOC university as in Figure 3.

Figure 4 Practitioner's Roadmap and Methodology Toolkit

2.4. Science Shops Establishment Guide

Same as the previous sections described in this Additional Report, the Establishment Guides are not yet interactive as they are in process of testing. The team is trying to work efficiently and they will be adapted and developed in an interactive manner only after adaptation. Besides the article which describes the guides and the access to the corresponding deliverable, the page offers as a downloadable resource-the SciShops.eu Project Model Canvas.

The screenshot displays the SciShops.eu website. The header includes the SciShops logo and navigation links: HOME, ABOUT, CONSORTIUM, RESOURCES (highlighted), NEWS, and CONTACT. A breadcrumb trail reads: Home > Resources > ScienceShops establishment guide.

The main content area is titled "SCIENCE SHOPS ESTABLISHMENT GUIDE". It contains the following text:

There are many operational aspects to consider when setting up a Science Shop. How will the Science Shop be funded? Where will it be located? Does it need a physical office? Who will coordinate the Science Shop and implement the projects?

This guide to establishing a Science Shop produced by the SciShops project looks at the main aspects of establishing and running a Science Shop, taking into account different types of organisational models of Science Shops.

It explores how to develop your own Science Shop model; the steps that need to be undertaken to establish a Science Shop; and the various aspects of running a Science Shop, such as staffing, funding, managing projects, etc. It also discusses some of the challenges that can be encountered along the way with suggestions of how to overcome them.

It also includes a planning tool – the SciShops.eu Project Model Canvas (based on a Business canvas) to help you develop a business plan for your Science Shop.

Links provided: [Read D4.4 Science Shops establishment guide](#) and [Download the SciShops.eu Project Model Canvas](#).

The right sidebar features a "TWITTER FEEDS" section with two tweets:

- A retweet from UOC university (@UOCUniversity) dated Jan 21, 2019, mentioning the second edition of the @UOCphd online course "Responsible Research and Innovation (RRI)" and including hashtags #RRRI and #OpenScience.
- A tweet from SciShops.eu (@SciShops_eu) dated Jan 10, 2019, linking to a FAQ page: "Learn more about what #ScienceShops do from our FAQ page bit.ly/2FiahVJ".

Figure 5 Science Shops Establishment Guide

3 Next Steps

The main next steps to be followed are the interactivity component, which is currently in progress of being implemented. The consortium is testing the tools and resources which have been developed in WP 4, however, they cannot be published and turned into interactive tools as they are in deliverables.

The materials together with instructions of use are being spread to some Expert and Advisory Board members, who are long-time experts in running Science Shops. They are asked to provide their feedback and suggestions for improvement, before they are tested with external participants.

During summer 2019, the second SciShops summer school is taking place. The training resources and materials are being tested during this week-long event, teaching both SciShops and external Science Shops staff or aspiring staff different aspects of running such an organization. Based on feedback received from participants, the materials will be updated (content, setup of sessions, organization, etc.).

Finally, after the last feedback and adaptation round, the interactive modules are integrated on the SciShops.eu platform, also available in different languages.