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

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Deliverable

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Table of Content

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.

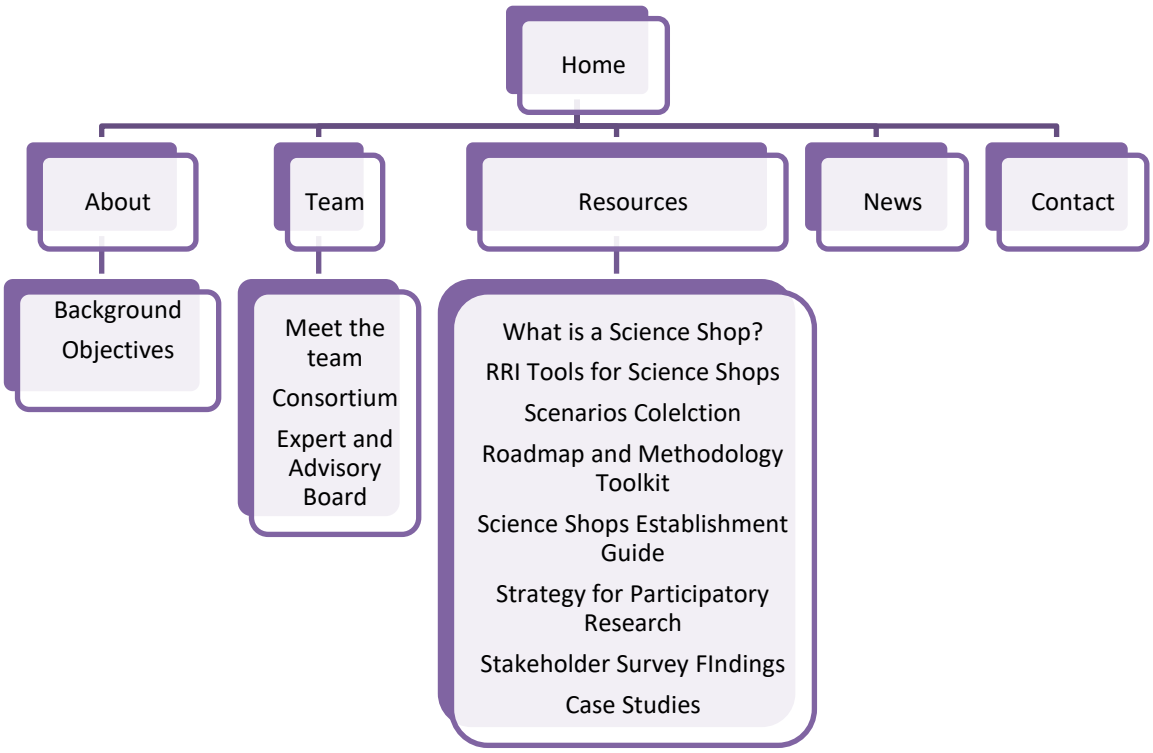

Figure 1: Web Platform Menu Structure

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.

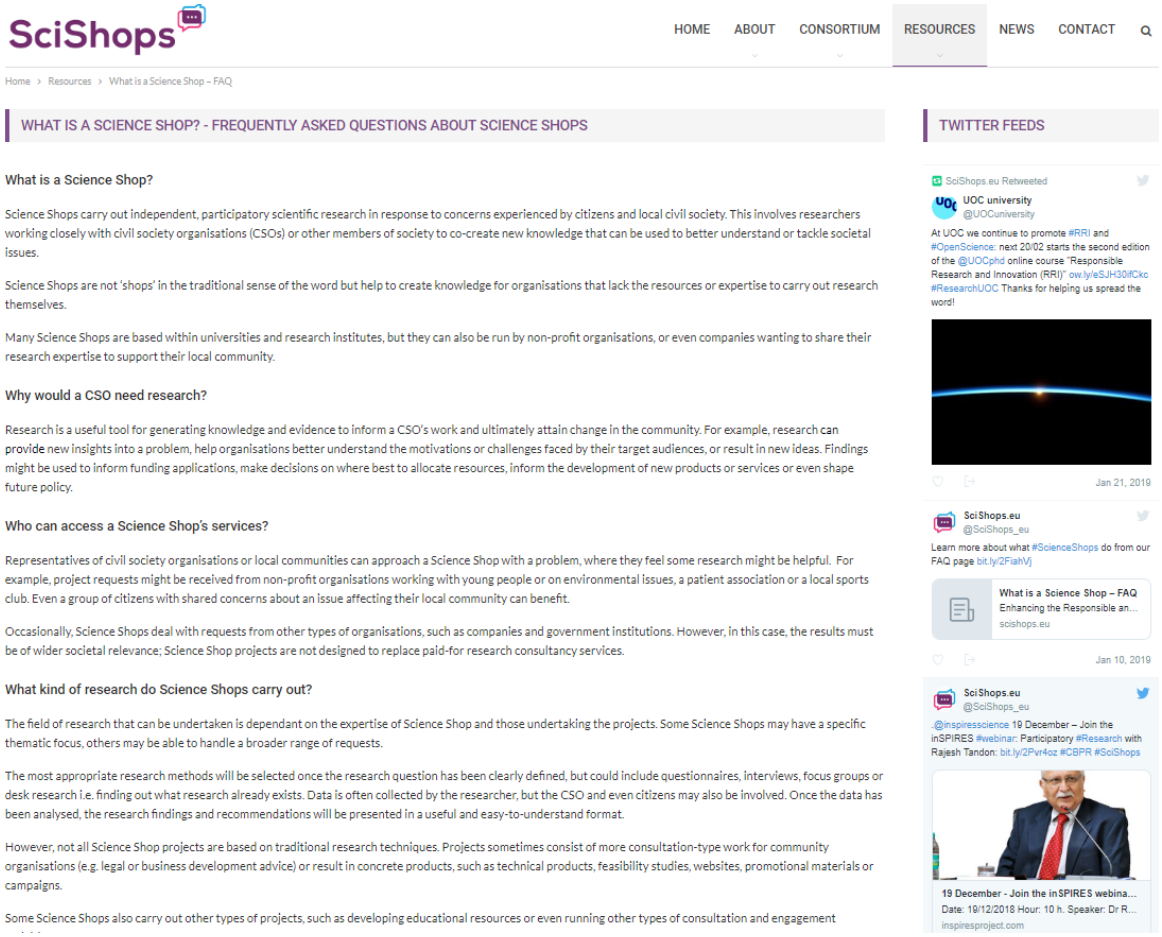

Figure 2 What is a Science Shop? Page on the SciShops.eu Platform

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.

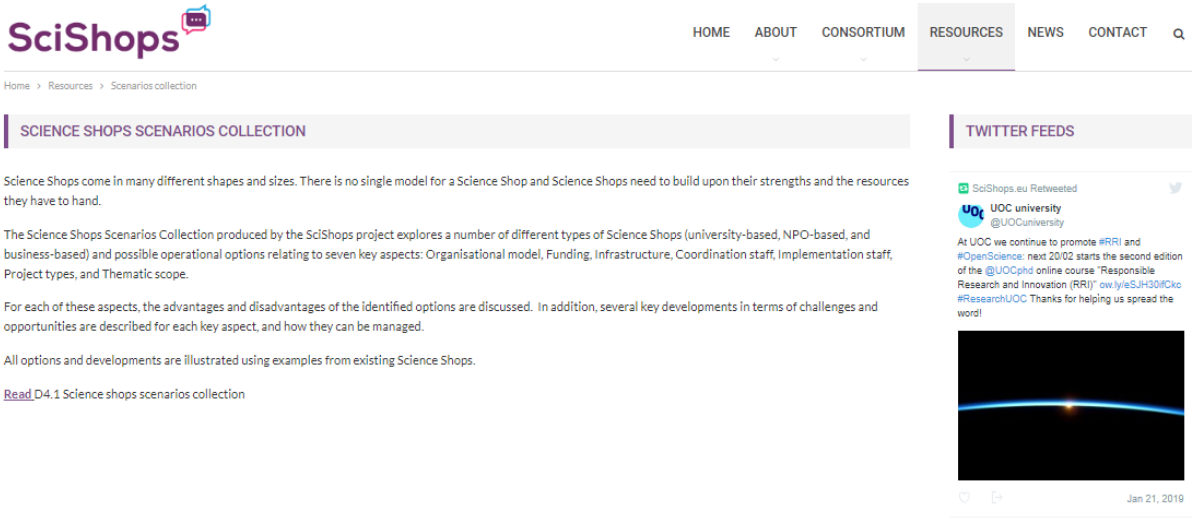

Figure 3: Science Shops Scenarios Collection page

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.

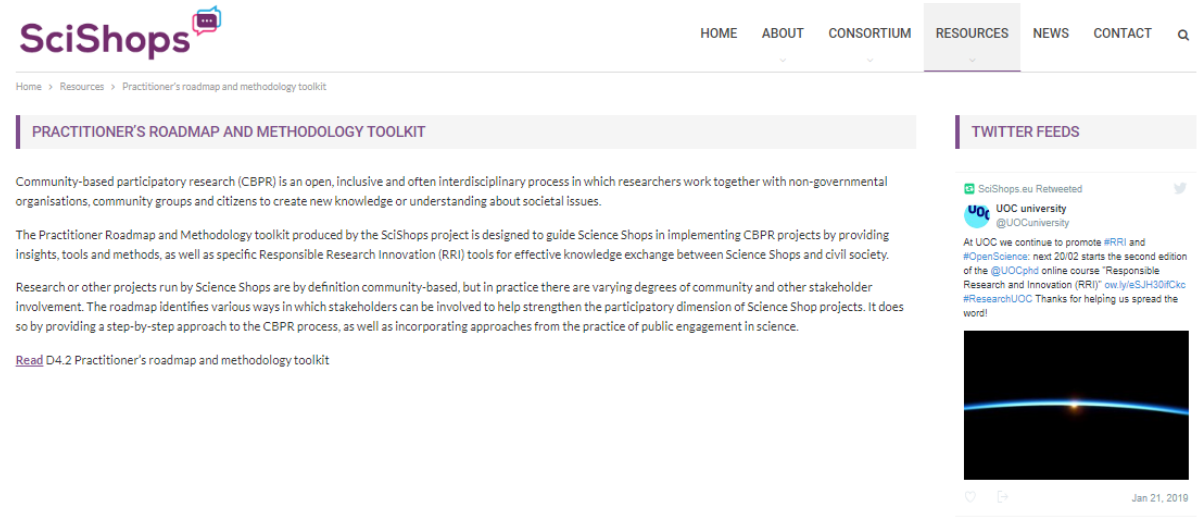

Figure 4 Practitioner's Roadmap and Methodology Toolkit

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.

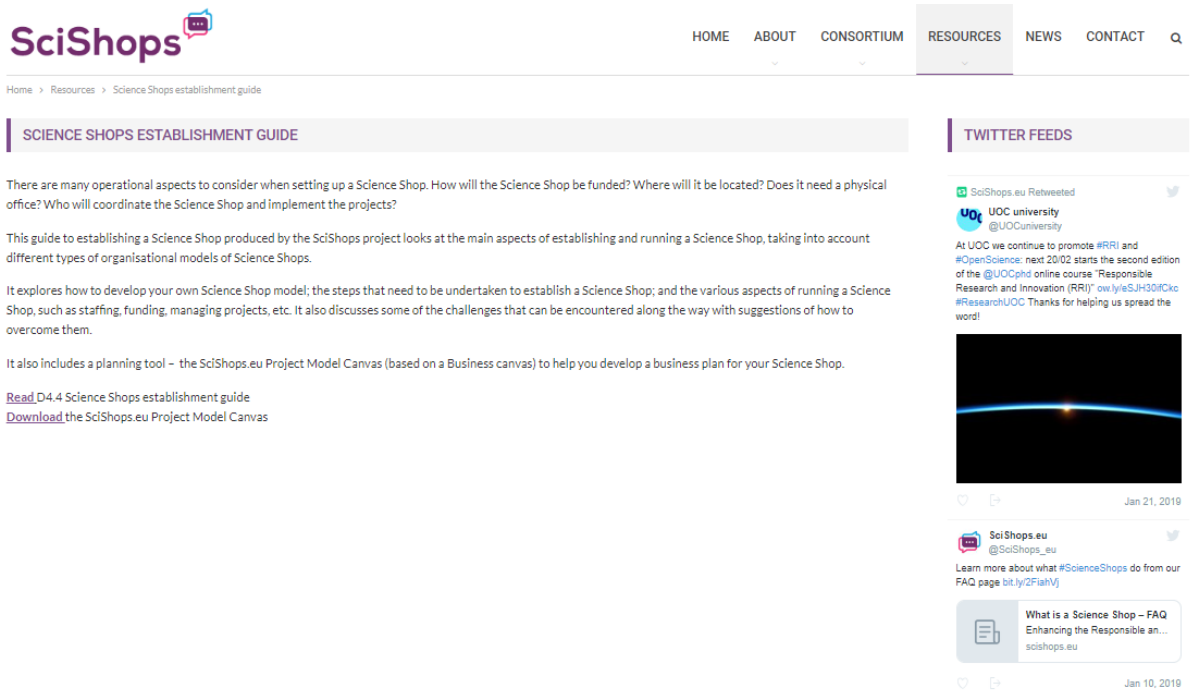

Figure 5 Science Shops Establishment Guide

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.