



# Developing appropriate data collection and visualisation tools for communities with limited literacy





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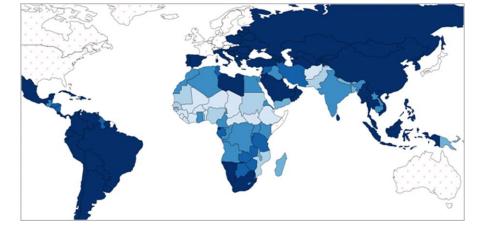


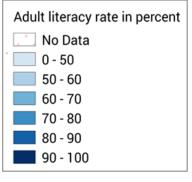
### ExCiteS research group - participants

- Most of the communities we work with:
  - have low levels of literacy (both print and digital).
  - are also often politically and economically marginalised.

 Our work has often focused on tackling the specific issues that these communities face, and helping to put protocols in place that protect and empower the people who end up using the tools we co-create

with them.









### ExCiteS research group - projects

- Illegal logging activity in the Congo
- Illegal poaching in Cameroon
- Illegal grazing and conservation in Namibia
- Water scarcity in Israel and Palestine
- Climate variation in Ghana
- In **Brazil,** growth of informal settlements, and hunting and fishing practices in the Amazon
- In Kenya, farming challenges in EMC county, and plant species distribution in Maasai's land
- Air quality monitoring and wheelchair user accessibility around London, UK







#### Citizen Science and Extreme Citizen Science

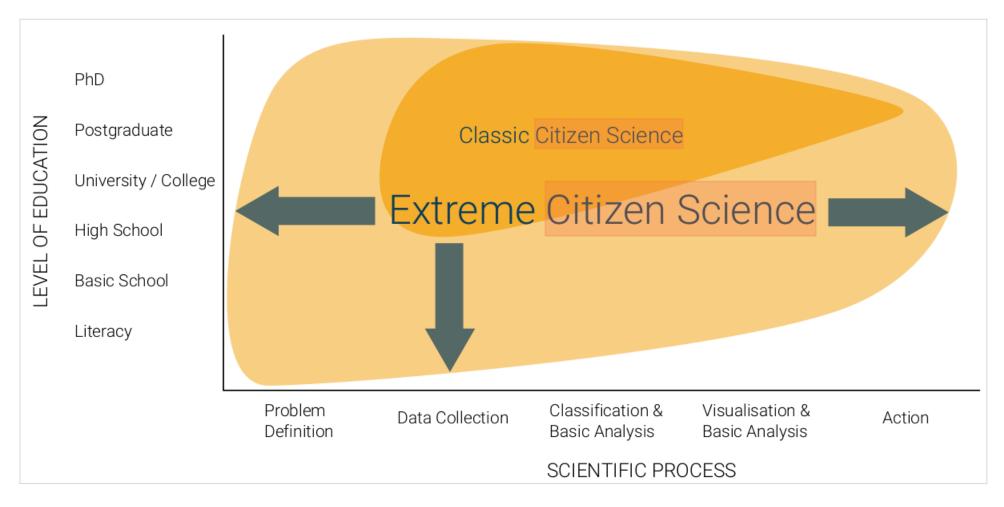
Citizen science is understood as scientific activities in which non-professional scientists ('citizens') participate in data collection (and sometimes data processing, by supplying brain or computing power) within a scientific project (Haklay, 2013).

Extreme Citizen Science is defined as a situated, bottom-up practice that takes into account local needs, practices and culture and works with broad networks of people to design and build new devices and knowledge creation processes that can transform the world (ExCiteS group, 2017).





#### Citizen Science and Extreme Citizen Science







#### Free, Prior Informed Consent

A process that consists of **informing** the affected persons about planned **activities** and their **impacts** – both positive and negative – and **verifying** that the information provided has been **understood**, before explicit consent can be negotiated (Lewis, 2012).

- What is the purpose and main objectives of the monitoring and reporting project?
- What are the risks and benefits of the project?
- Who should have access to the data and what can they do with it?
- Can those who take part withdraw? If so, how can these measures be put in place?







### **User-Centered Design**

User-Centred Design (UCD) approach, or Participatory approach, focuses on the users, their experiences and their concerns (Preece et al., 2002).

- The role of the **designer** is to:
  - Understand and capture user needs and goals
  - Design appropriate interfaces
  - o **Evaluate** the usability of the product
- The role of the **USEr** is to:
  - Provide, in every stage of the development, insights that drive the design decisions being made
  - Evaluate the suggested solutions according to the degree they satisfy their needs and goals (Saffer, 2009)







### Technology







GeoKey Server



Community Maps Visualisation









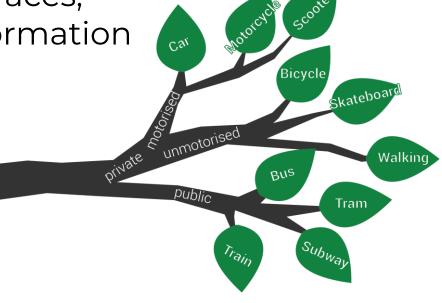
### Sapelli

• Sapelli is a mobile data collection and sharing platform designed primarily (yet not exclusively) for non-literate or illiterate users with little or no prior ICT experience.

• Conceptually, Sapelli is like an empty and customisable decision

tree that allows to easily design interfaces, the navigation flow, and how the information

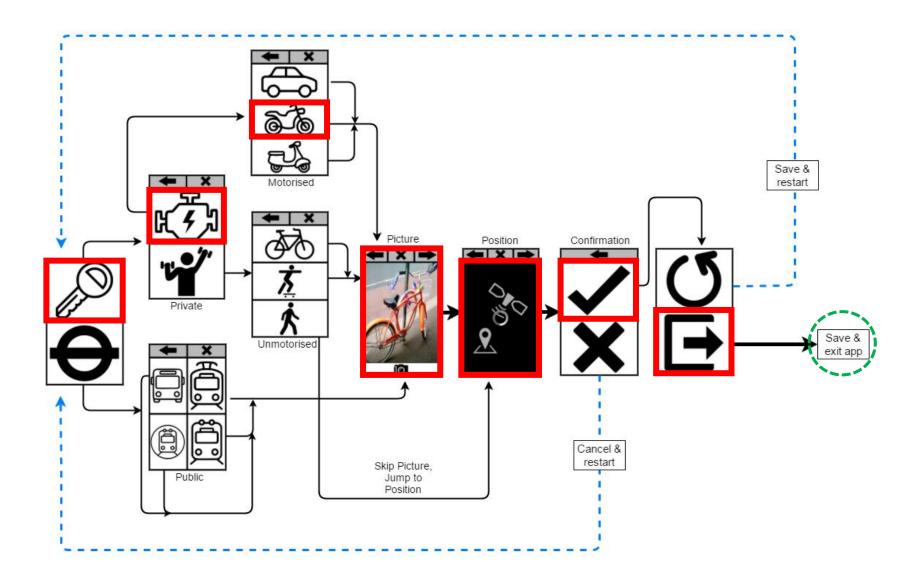
is transmitted and shared.







### Sapelli

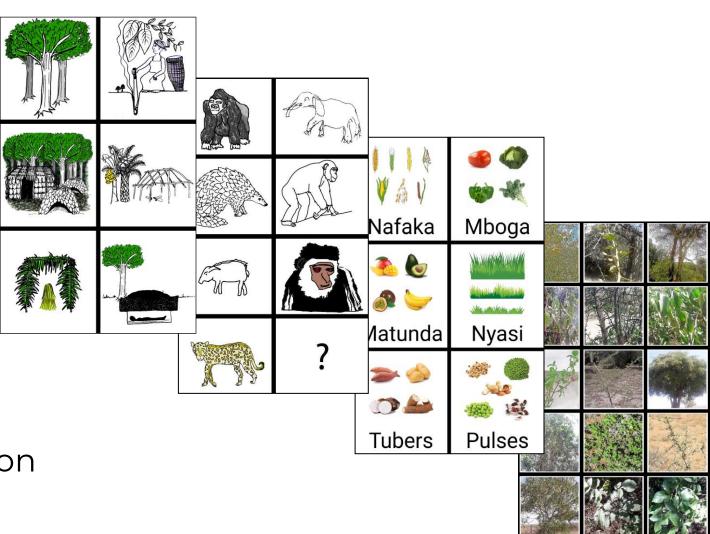






### Sapelli

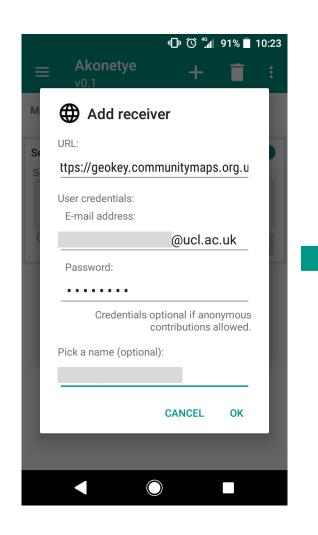
- Illegal logging
- Illegal poaching
- Farming
- Plant species distribution

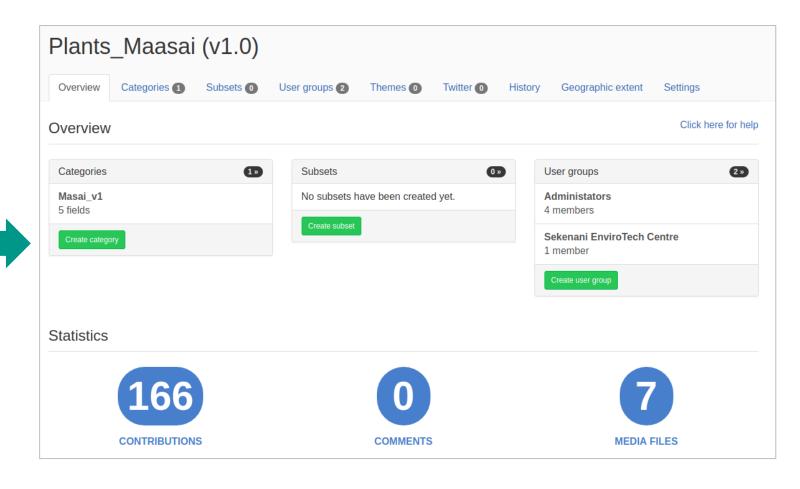






## GeoKey

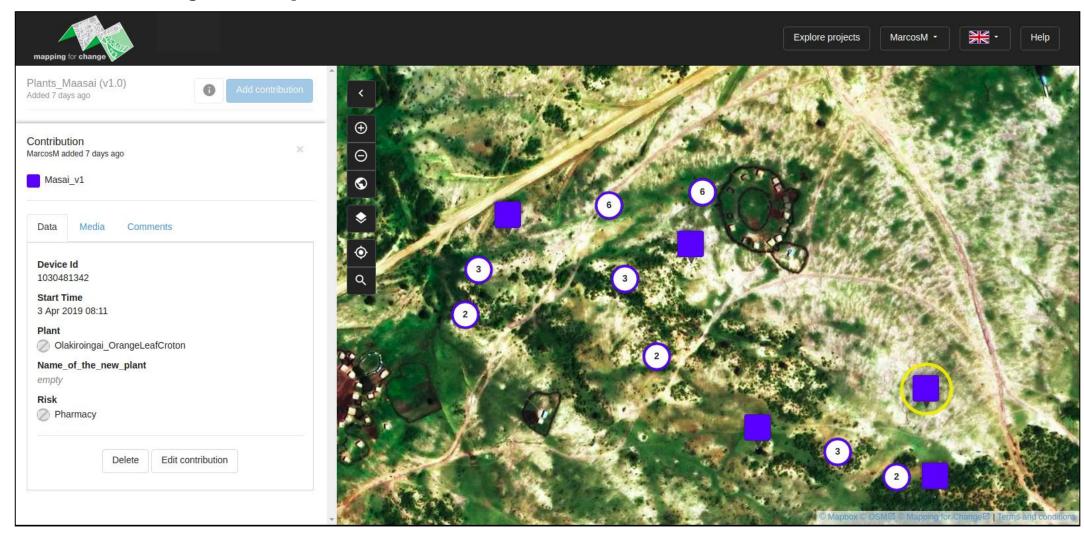








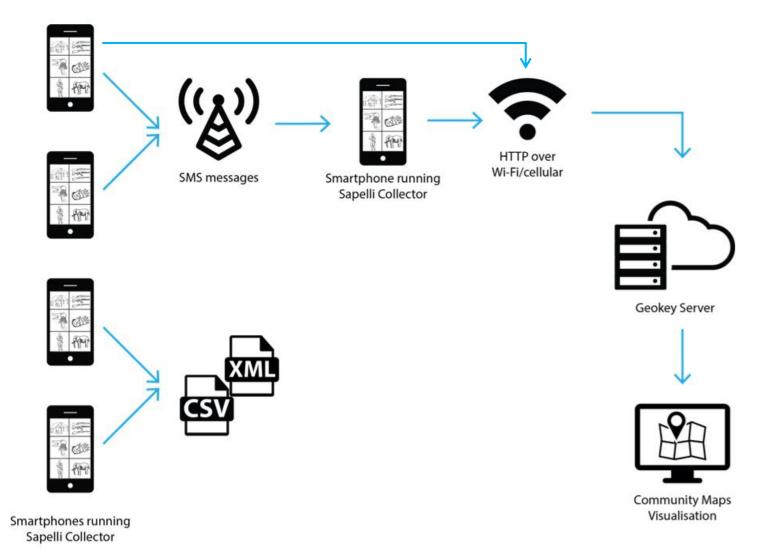
### Community Maps







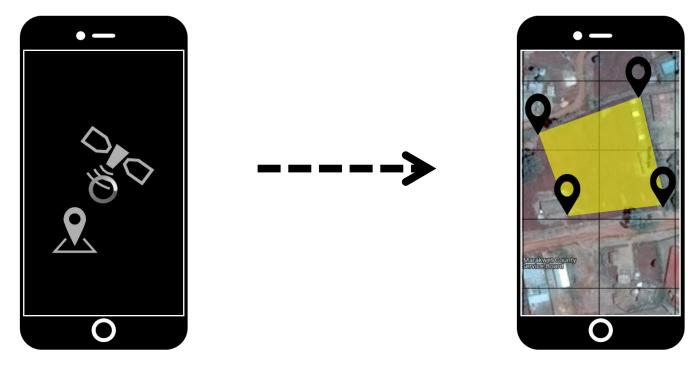
#### Data transmission







### **Evolving Sapelli**



Point data collection

Point & <u>area</u> data collection & <u>visualization</u>





#### References

Haklay, M., 2013. Citizen science and volunteered geographic information: Overview and typology of participation. In *Crowdsourcing geographic knowledge* (pp. 105-122). Springer, Dordrecht.

Lewis, J., 2012. How to implement free, prior informed consent (FPIC). *Biodiversity and culture: exploring community protocols, rights and consent*, p.175.

Preece, J., Rogers, Y., Sharp, H., 2002. Beyond Interaction Design: Beyond Human-Computer Interaction. 1st ed. N: John Wiley & Sons, Inc.

Saffer, D., 2010. *Designing for interaction: creating innovative applications and devices*. New Riders.







# Thank you!

Questions?

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