motivation

Open Science and Citizen Science are growing exponentially and each play a key role in shaping research and society in the European Union. An increasing number of Citizen Science initiatives engage citizens in digitized projects for a social purpose in an open framework of collaboration.

The INOS project (Integrating open and citizen science into active learning approaches in higher education) will play a key role in this future research landscape by stimulating Open Science and being part of the growing movement, which aims at "transforming science through ICT tools, networks and media, to make research more open, global, collaborative, creative and closer to society" (European Commission).

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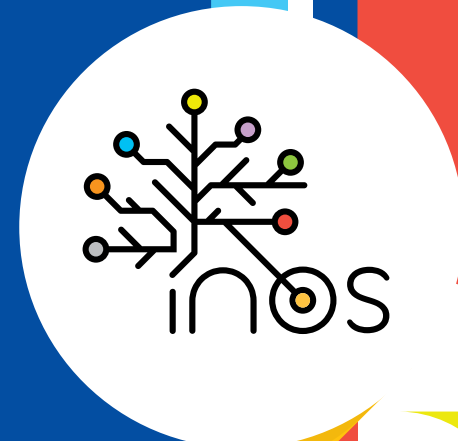**http://eepurl.com/gK1_wb**

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Integrating Open and Citizen Science into Active Learning Approaches in Higher Education

inos-project.eu

Project duration
01.09.2019 - 31.08.2022

Project Number
2019-1-DK01-KA203-060268

The **aim** of the project

To combine Higher Education (HE) curricula with open and citizen science activities and thus upskill HE academic and library staff and students in sustaining technology-mediated social participation inside and outside the University and at different sectors (applied sciences and Social Sciences and Humanities (SSH) disciplines).

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Top Reasons to Follow INOS

- Learn about the social impact of Universities as knowledge creation, sharing and (re-) use ecosystems in the digital economy. Our report on this topic will identify how universities can better meet demand for civic engagement, public participation and societal impact.

- Find out when we publish our learning - design framework: a guide for designing open and citizen science activities in a pedagogically sound way.

- Join one of our 12 Open Knowledge events. Through datathons, service jams, Dotmocracy workshops, knowledge cafés and other formats, we'll teach academic and library staff and students about contemporary trends in open and citizen science.

- Come innovate with us! We'll connect open and citizen science with innovation inside and outside universities through eight events, including hackathons, fablabs, game labs, innovation sprints and Futurefactories.

- Upgrade your university's curriculum. We're supporting universities to include open and citizen science in teaching practices by creating teaching, learning and training resources based on active learning.

consortium

Six partners from the higher education, library and private sector are working on the INOS project.

Aalborg University
Denmark, coordinator
aau.dk

Tallinn University
Estonia
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Web2Learn
Greece
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