



**OPEN  
SCIENCE  
HUB**

**EMPOWERING CITIZENS  
THROUGH STEAM  
EDUCATION WITH  
OPEN SCHOOLING**

**DELIVERABLE 6.4**

# **Events Report M3**



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# REVISION HISTORY

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REVISION	DATE	AUTHOR	ORGANISATION	DESCRIPTION
0.1	23 December 2019	Maria Vicente and Pedro Russo	ULEI	Initial Draft
0.2	26 December 2019	Ana Faustino, Ana Peso and Paulo Lourenço	MFCR	Review
0.3	27 December 2019	Maria Vicente and Pedro Russo	ULEI	Final Version

# LIST OF ACRONYMS

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ACRONYM	DEFINITION
<b>CBPR</b>	Community-based Participatory Research
<b>EC</b>	European Commission
<b>FCR</b>	Figueira de Castelo Rodrigo
<b>MFCR</b>	Município de Figueira de Castelo Rodrigo
<b>OSHub</b>	Open Science Hub
<b>OSHubMB</b>	Open Science Hub Management Board
<b>OSHub.Net</b>	Open Science Hub Network
<b>PCA</b>	Plataforma de Ciência Aberta
<b>PT</b>	Portugal / Portuguese
<b>STEAM</b>	Science, Technology, Engineering, Art, and Mathematics
<b>ULEI</b>	University of Leiden
<b>WP</b>	Work Package

# EXECUTIVE SUMMARY

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Considering that OSHub.Net project aims to engage schools and local stakeholders in sustainable community development, throughout the 3 year duration of the project, OSHub.Net will organize several events targeted at a wide range of publics: schools (including students, teachers, Direction Board, staff), families, research institutes and universities, enterprises, industry, local governments, civil and wider society. In addition, there will also be a great effort in disseminating widely the project across the different target publics, and this will be done by participating in different kinds of events and initiatives, such as conferences, workshops, science festivals and maker fairs, events for the general public.

**This deliverable corresponds to D6.4: Events Reports M3, and describes the events organized by the OSHub.Net project in the first year of the project.**

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# 1. INTRODUCTION

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**The Open Science Hub Network (OSHub.Net), a consortium of nine partners across Europe, engages schools and local stakeholders in research and innovation as a tool for sustainable community development.**

More specifically, the OSHub.Net is establishing a European network of 8 community hubs – OSHubs, in communities that traditionally do not engage with research and innovation due to various barriers – geographical location, socio-economic status, or ethnic minority group background. OSHubs will inspire, empower and engage citizens, from school children to senior citizens, in STEAM (Science, Technology, Engineering, Arts and Mathematics) learning and research opportunities, grounded on collaboration with societal agents. By supporting local communities with the tools and network to tackle local relevant challenges, OSHub.Net will ultimately contribute to community development, innovation and well-being and to break down borders and barriers in Europe.

As such, local OSHubs will work as mediators in their local communities, positioning schools as active agents for collaboration between families, research institutes and universities, enterprises, industry, local governments, civil and wider society. This will be performed by promoting an open schooling approach grounded in community-based participatory research (CBPR) practices: throughout this process, schools and communities will identify local relevant challenges, which will then be transformed into research questions leading to innovation projects led by students and teachers, in collaboration with local stakeholders.

Importantly, to ensure diversity, inclusion and sustainability, in each OSHub location, there will be a local management board (OSHubMB) with representatives from local stakeholder groups – schools (including students), families, research institutes and universities, enterprises, industry, local governments, civil and wider society – which will be involved in all key processes and decisions regarding local OSHub programmes and initiatives.

To encourage usage and maximise impact in Europe and beyond, all resources, products and solutions developed by OSHub.Net will be fully based on Open Standards, such as open architecture, open education, open technology, open science, open source, open hardware. Also, OSHub.Net will create an online platform to share OSHub expertise, resources, and best practices with all



OSHubs, their partners and the communities they serve. To ensure the legacy and reach of the project, all OSHub.Net resources will also be shared on existing large online educational repositories, and relevant national networks and repositories.

Finally, OSHubs will develop a legacy and sustainability plan, and will work closely with local governments, to ensure that each local OSHub has the tools and resources to continue beyond the lifetime of the project, and that the Open Schooling approach is incorporated in the school vision and organizational structure.

Given the aim of the OSHub.Net project to engage schools and local stakeholders in sustainable community development, throughout the 3 year duration of the project, several events will be organized, targeted at a wide range of publics: schools (including students, teachers, Direction Board, staff), families, research institutes and universities, enterprises, industry, local governments, civil and wider society. In addition, there will also be a great effort in disseminating widely the project across the different target publics, and this will be done by participating in different kinds of events and initiatives, such as conferences, workshops, science festivals and maker fairs, events for the general public.

This Deliverable corresponds to D6.4: Events Report M3. In the next section, we will describe the events organized and that will be organized by the OSHub.Net project in the first year of the project, as well as the events in which the members of the OSHub.Net consortium participated, and will participate, to disseminate the project.

# 2. ORGANIZATION AND PARTICIPATION IN EVENTS

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In Table 1 we provide a list of the events that the OSHub.Net partners organized in the first trimester and plan to organize during the first year of the project.

**These events can be divided in two broad categories:**

- Participation in conferences to communicate and disseminate the project, namely targeted at professionals working on CBPR and citizen-science.
- Organization and participation in STEAM education and Open Schooling initiatives and events, namely targeted at students, teachers, educators, families, with a focus on maker activities and citizen science, and on promoting networking between schools and local stakeholders.

We expect that the number of events organized by the OSHub.Net project will be higher in the second and third year of the project, since this first year will be mainly dedicated to establishing the local OSHubs, mapping local communities and developing resources (community building, STEAM education, impact assessment).

It is also important to mention that, taking advantage of the fact that the partner P8-MFCR has established an OSHub in 2017 in Portugal – whose work is being used as a case study for the expansion of the OSHub network – , OSHub-PT will also be used as a laboratory to test different formats of interaction, engagement and collaboration with schools and local stakeholders in this first year, as has been happening since the start of the OSHub.Net project.

Before describing the events organized by the OSHub.Net consortium, we would like to briefly describe the work that has been developed by OSH-PT, which will also allow to contextualize the events being currently organized.

OSHub-PT (Plataforma de Ciência Aberta – PCA<sup>1</sup>) was established in 2017 in the county of Figueira de Castelo Rodrigo, a low population density region, in the northeast border between Portugal and Spain, with very limited access to science, research and innovation, with identified challenges in terms of school performance, waste management, river pollution and sustainable tourism (amongst others). The work of OSHub-PT is grounded on 2 main axes:

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1 OSHub-PT: [www.plataforma.edu.pt](http://www.plataforma.edu.pt)

## I. Open Schooling

OSHub-PT supports local schools to become agents of collaboration between families, universities, policy makers, scientific institutions, civil society and the local community, through the development of school projects that meet community needs and tackle local relevant challenges, while promoting an active citizenship attitude. This is being implemented both in non-formal and formal educational settings. In the non-formal setting, OSHub-PT has been implementing citizen science projects, where students and teachers collaborate in research projects, contributing to the creation of scientific knowledge with local impact – such as monitoring the water quality of the Douro River (integrated in the international citizen science project Drinkable Rivers<sup>2</sup>). In the formal setting, this has been implemented through the co-development, with teachers, of school curriculum in the context of the “Citizenship and Development” subject, as well as via continuous teacher professional development, using methodologies that promote collaboration, co-creation, research and innovation, such as design-thinking.

## II. Social Innovation

OSHub-PT also works as a facilitator in the local community, promoting social innovation projects, through research and innovation opportunities, and collaborative processes in which citizens and civil society work with researchers, business professionals and policy makers to tackle local relevant issues. An example of such an approach is “Figueira Circular” project (funded by the Portuguese Ministry of the Environment and Energetic Transition), which established a circular economy mechanism that rewards the re-use and transformation of domestic waste (via local recycling techniques, such as the Precious Plastic equipment and upcycling techniques) with a local currency (“Sustento”), thus promoting the adoption of a more efficient and lasting use of resources.

In the table below we depict the events (past and future) organized by OSHub.Net consortium during the first year of the project.

Table 1: Events organized (past and future) by the OSHub.Net consortium during the first year of the project (October 2019 – September 2020)

EVENT NAME	DATE / LOCATION	ROLE	EVENT TYPE & SHORT DESCRIPTION	OTHER / COMMENTS
<b>Ciência Viva Festival<sup>3</sup></b>	2019.10.17-18 FCR, Portugal	Organizer and participant (P8-MFCR)	Science Festival, in collaboration with 15 national science-based institutions, for promoting networking between local/regional schools and local-national stakeholders	Number of participants: 558 students and 56 teachers Media coverage (national television) <sup>4</sup>
<b>Teacher training workshops in Open Schooling</b>	2019/2020 school year FCR, Portugal	Organizer (P8-MFCR)	Continuous teacher training in Open Schooling methodologies and resources (e.g. design-thinking), which are being applied by teachers in the classroom	Past sessions: – 2019.09.12, 2019.10.16 & 2019.11.20  Number of teachers / session: 15 (on average)  Future sessions: – 2020.01.08 & 4 more sessions in the first semester of 2020 (dates TBD)
<b>Drinkable Rivers – Citizen Science sessions</b>	Monthly, throughout the year (start: October 2019) FCR, Portugal	Organizer (P8-MFCR)	Citizen science activities, integrated in the Drinkable Rivers project <sup>2</sup> , to analyse water quality of Douro river, involving students, teachers and the local community	Past sessions: – 2019.10.21 & 2019.11.13  Number of participants: 35  Future sessions: – 1/month throughout the year

3 Ciência Viva Festival – Program (in PT): <https://drive.google.com/open?id=15SfUjELMsO0vUy69h-kLaL58cMdV96mJb>

4 Ciência Viva Festival – Media coverage (national television, in PT): <https://drive.google.com/file/d/1KzQVvN-seRMOcjsPI4grIP7B4KCB EaO4I/view?usp=sharing>

<b>Portuguese Citizen Science Conference<sup>5</sup></b>	2019.10.24-25 Lisbon, Portugal	Scientific Committee (P1-ULEI; P8-MFCR) Selected speaker (P8-MFCR)	Presentation about citizen science projects in which P8-MFCR is involved	Relevant output: Presentation <sup>6</sup>
<b>RELOGIA Conference: Art + Science + Technology<sup>7</sup></b>	2019.11.21-22 Sofia, Bulgaria	Invited speaker (P1-ULEI)	Presentation about OSHub.Net project	Relevant output: Presentation <sup>8</sup>
<b>SciShops Symposium<sup>9</sup></b>	2020.01.30-31 Trieste, Italy	Participant (P1-ULEI; P8-MFCR)	Organization of a workshop on "Evidence-based approaches for mapping local ecosystems"	
<b>City Nature Challenge<sup>10</sup></b>	2020.04.24-27 Different locations throughout the world	Participant / local organizer (Partner: TBD)	Organization of citizen science activities	The participation of OSHub.Net partners is dependent on the organization of joint initiatives in their own countries
<b>SciComPT – Conference of the Portuguese Network of Science &amp; Technology Communication<sup>11</sup></b>	2020.05.07-08 São Miguel, Azores, Portugal	Participant (P1-ULEI; P8-MFCR)	Presentation about OSHub-PT and OSub.Net project	Abstract submission until January 10th

5 Portuguese Citizen Science Conference – Program: <https://www.cienciacidada.pt/encontrocc2019/>

6 Portuguese Citizen Science Conference – Presentation: <https://docs.google.com/presentation/d/1AYH3ZU-PHeweGJ0AfXG6w3wLEAsnoLH7DFjBdx4IZ1cY/edit?usp=sharing>

7 RELOGIA Conference: <https://relogia.net/>

8 RELOGIA Conference – Presentation: <https://drive.google.com/open?id=1xlQTOb27owcel-Pls0r1FPRGZvkB-WlfO8wBipjUI0c>

9 SciShops Symposium: <https://www.scishops.eu/symposium/>

10 City Nature Challenge: <http://citynaturechallenge.org/>

11 SciComPT: <http://scicom.pt/>

<b>European Citizen Science Association Conference<sup>12</sup></b>	2020.05.24-26 Trieste, Italy	Participant (P8-MFCR)	Participation of P8-MFCR in workshop, led by the H2020 project EU-Citizen.Science <sup>13</sup> (P8-MFCR is a consortium partner)	Waiting for abstract submission results
<b>9th Living Knowledge Conference<sup>14</sup></b>	2020.06.24-26 Groningen, the Netherlands	Participant (P1-ULEI; P8-MFCR)	Presentation about OSHub.Net	Abstracts submitted by P1-ULEI and P8-MFCR (separate abstracts)  Waiting for abstract submission results
<b>Inauguration of OSHubs</b>	July-October 2020  OSHub location	Organizer (all partners)	OSHub inauguration events comprising science-related activities happening at OSHubs	
<b>Ars Electronica Festival<sup>15</sup></b>	2020.09.09-13	Organizer (P5-AE)	Workshop about OSHub.Net project	
<b>European Researchers Night</b>	Last weekend of September 2020  Different locations throughout Europe	Participant (Partner: TBD)	Organization of activities to showcase projects happening at OSHubs	The participation of OSHub.Net partners is dependent on the organization of joint initiatives in their own countries
<b>MakerFaire<sup>16</sup></b>	Throughout 2020  Different locations throughout the world	Participant (Partner: TBD)	Organization of activities to showcase maker projects happening at OSHubs	The participation of OSHub.Net partners is dependent on the organization of fairs in their own countries

12 European Citizen Science Association Conference: <https://ecsa.citizen-science.net/>

13 EU-Citizen.Science project: <http://eu-citizen.science/>

14 9th Living Knowledge Conference: <https://livingknowledge.org/lk9/>

15 Ars Electronica Festival: <https://ars.electronica.art/festival/en/>

16 MakerFaire: <https://makerfaire.com/>

# 3. CONCLUSION

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**Throughout the 3 year duration of the project, OSHub.Net will organize and participate in several events targeted at a wide range of publics: schools (including students, teachers, Direction Board, staff), families, research institutes and universities, enterprises, industry, local governments, civil and wider society.**

In this deliverable, we described the events organized by the OSHub.Net project in the first year of the project, which will mainly follow two broad categories: participation in conferences to communicate and disseminate the project, namely targeted at professionals working on CBPR and citizen-science; organization and participation in STEAM education and Open Schooling initiatives and events, namely targeted at students, teachers, educators, families, with a focus on maker activities and citizen science, and on promoting networking between schools and local stakeholders.







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