

| | Mandatory field | | | |
|--------------|-------------------------------------|-------------------------------|--|--|
| | Optional field | | | |
| | Expert assessment | | | |
| Attribute id | Attribute | Attribute type (# categories) | Attribute values | Description |
| 1 | Name | (text) | | Name of the project/activity |
| 2 | Website | (text) | hyperlink | Link to the project's website |
| 3 | Contact | (text) | | Contact for the project, ideally an e-mail address (alias or personal) |
| 4 | Brief description | (text) | | Short description of the project (1 or 2 sentences) |
| 5 | Geographical extent | Category (7) | Global, Macro-regional, National, Sub-national, Regional, City, Neighborhood | The spatial scale at which the project is implemented. Sub-national is used as generic category for projects for which the sub-national scale is not known (i.e. regional, or city, or neighborhood). All regional, city and neighborhood projects are also sub-national projects. |
| 6 | Geographic coverage | List | Name of country(ies), lead country first | The countries involved in the project team/consortium (comma separated list; lead country first). Naming for countries follows https://www.iso.org/obp/ui/#search (English short name + "Europe" + "World") |
| 7 | Lead organisation name | (text) | | Name of the lead partner. Local name, in native language |
| 8 | Lead organisation category | Category (5) | Governmental, Non-governmental, Academic, Private sector, Community-led, Consortium | Type of organisation represented by the lead partner. 'Tbc' in cases where the lead is not clear (see confidence) |
| 9 | Start year | (Year) | | |
| 10 | Still active | Category (2) | Yes/No | |
| 11 | End year | (Year) | | |
| 12 | Primary environmental domain | Category (4) | Terrestrial, Freshwater, Marine, Atmospheric Cross-cutting | The dominant domain of research. Cross-cutting' has been added for the facilitating platforms. See short-list attributes for other potential environmental domains affected. |
| 13 | Primary environmental field | Category (13) | Air quality, Biodiversity, nature and landscapes, Climate, Land, Noise, Sustainable consumption and production, Waste, Water, Efficient use of resources, Transport and energy use, Animal welfare, Environmental risks, Environmental health, Cross-cutting. | The dominant environmental field tackled by the project activities. List adapted based on the environmental fields in the environmental impact assessment under the Better Regulation Agenda. 'Cross-cutting' has been added for the facilitating platforms. See short-list attributes for other potential environmental fields impacted. |
| 14 | Primary category of project | Category (8) | Passive sensing, Crowd-sourcing, Volunteer computing, Monitoring, Occasional reporting, DIY engineering, Civic science, Facilitating platform. | Adapted from on Haklay et al. (2013) Citizen Science and Policy: A European Perspective. <i>See short-list attributes for other potential categories of projects impacted.</i> |
| 15 | Social uptake | Category (3) | - Very large - Large - Considerable | Index of number of participants or followers. Based on expert knowledge: - Very large: large number of users, tradition, excellent EC-funded projects with high numbers of users (above 1,000). So: zooniverse, opal, ebird, ornitho and other big names, because of number of users. Old UK societies (from XVII century to late XX century), because of tradition; EC-funded projects that we would say excellent in review and with high number of users (above 1000) - Large: EC-funded projects that we would say good in review and with medium number of users (below 1000) - Considerable: all others |

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| 16 | Policy uptake | Category (2) | Yes/No | Stated policy uptake (on the website) |
| 17 | Policy uptake explanation | Text | Brief explanation of which policies are impacted and how. | Explanation why there is a policy uptake or no policy uptake. Especially to be filled for cases where there is a policy uptake. |
| 18 | Policy relevance | Category | <ul style="list-style-type: none"> - Problem definition: - Early-warning - Policy implementation or monitoring, - Policy evaluation - Compliance assurance - NA: no clear policy link | Main phase of the policy cycle potentially impacted by the project actions. <i>See short-list attributes for other potential policy areas affected.</i> |
| 19 | SDG 1 - Poverty | Category (3) | <ul style="list-style-type: none"> 0 - No impact 1 - Direct impact 2 - Indirect impact | <p>Value =1 in projects whose objectives are explicitly related to poverty eradication or mitigation</p> <p>Value =2 in projects whose objectives are potentially related to poverty eradication or mitigation</p> <p>No matches with current long-list</p> |
| 20 | SDG 2 - Food, sustainable agriculture | Category (3) | <ul style="list-style-type: none"> 0 - No impact 1 - Direct impact 2 - Indirect impact | Value = 1 for projects looking at land, soil or water impacts of either pollution or climate change that have an impact on food sources, even when not agriculture (such as hunting, fishing and foraging), for projects dealing with forestry (forest biotic agents) or fisheries, projects dealing with food waste potential. Also, projects like agriculture 4.0 projects, community-based agroalimentary approaches (eg recovering local seeds), DIY hydroponic technologies, etc. Value = 2 for projects dealing with soils, climate adaptation, land use, pollinators, biological pest-control, as well as with bird monitoring projects that include species important to seed dispersal, or climate change monitoring projects that consider impacts on food production. |
| 21 | SDG 3 - Health and well-being | Category (3) | <ul style="list-style-type: none"> 0 - No impact 1 - Direct impact 2 - Indirect impact | Value = 1 for all projects improving recreation or tourism experience (human health), air quality, water quality (sanitation), noise reduction Value = 2 for all projects dealing with biodiversity conservation that have clear links to health or well-being, or for projects investigating changes in factors influencing health (e.g. atmospheric allergens) |
| 22 | SDG 4 - Education | Category (3) | <ul style="list-style-type: none"> 0 - No impact 1 - Direct impact 2 - Indirect impact | Value = 1 for projects specifically stating an education goal (regardless of target audience) and beyond simple awareness-raising. Value = 2 for ALL citizen science projects, because any citizen scientist is both learning under formal or informal training and being educated by others (professional scientists, peers, etc), but education is rarely the direct project goal. |
| 23 | SDG 5 - Gender equality | Category (3) | <ul style="list-style-type: none"> 0 - No impact 1 - Direct impact 2 - Indirect impact | Value = 1 stated goal is gender equality Value =2 for projects with explicit mention of gender equality concerns |
| 24 | SDG 6 - Water availability and sustainable management | Category (3) | <ul style="list-style-type: none"> 0 - No impact 1 - Direct impact 2 - Indirect impact | Value = 1 for all projects dealing with water quality, water monitoring Value = 2 for all projects dealing with climate adaptation measures (flood management, soil water retention), sustainable agriculture (reduced water pollution, improved soil water retention), or reporting of environmental damage, including water pollution or wetland destruction. |
| 25 | SDG 7 - Energy affordable, reliable, sustainable | Category (3) | <ul style="list-style-type: none"> 0 - No impact 1 - Direct impact 2 - Indirect impact | Value = 1 for all projects dealing with transport and energy use. Projects that could fit are: DIY energy management systems and communities (eg SomEnergia in Spain). Value = 2 for projects dealing with efficient use of resources, sustainable consumption and production with links to the energy sector. |
| 26 | SDG 8 - Sustainable economic growth and employment | Category (3) | <ul style="list-style-type: none"> 0 - No impact 1 - Direct impact 2 - Indirect impact | Value = 1 in case social employment, business development, social integration or Sustainable consumption and production are stated project goals. Value = 2 citizen science projects that have the potential to transfer technical skills or DIY skills |
| 27 | SDG 9 - Resilient infrastructure, innovation | Category (3) | <ul style="list-style-type: none"> 0 - No impact 1 - Direct impact 2 - Indirect impact | Value = 1 in projects addressed to empower communities through co-creation of technologies, all DIY projects, maker spaces, fablabs. Any project with urban or industrial development dimension, as well as projects creating research infrastructures (e.g. mapping or network of national databases) Value = 2 all other projects, because one of the key elements of citizen science projects is the re-use of existing volunteer-based equipment such as smartphones or desktop computers that compose a distributed infrastructure for research. |

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| 28 | SDG 10 - Reduce inequality | Category (3) | 0 - No impact 1 - Direct impact 2 - Indirect impact | Value = 1 for projects specifically targeting economic, fiscal or social inclusion/skills development in the professional sector Value = 2 all other citizen science projects with a stated economic or social dimension |
| 29 | SDG 11 - Sustainable, resilient cities/settlements | Category (3) | 0 - No impact 1 - Direct impact 2 - Indirect impact | Value = 1 for all projects focused on improving urban environmental sustainability, e.g. projects focused on nature-based solutions Value = 2 for all projects that also include urban areas (e.g. large scale monitoring projects), and improve environmental status or social inclusiveness, e.g. projects focused on drinking water access and management. |
| 30 | SDG 12 - Sustainable consumption and production | Category (3) | 0 - No impact 1 - Direct impact 2 - Indirect impact | Value = 1 for projects dealing with sustainable food chains or industry (including addressing pollution impacts), waste management (food, household), green labelling, consumption patterns, eco-efficiency Value = 2 projects related with, co-creation of technologies, all DIY projects, maker spaces, fablabs |
| 31 | SDG 13 - Action to combat climate change and its impacts | Category (3) | 0 - No impact 1 - Direct impact 2 - Indirect impact | Value = 1 for projects with stated goal to combat climate change, help with climate adaptation or mitigation (monitoring air quality, climatic conditions, coastlines). Value = 2 All air projects, and marine, biodiversity projects, natural disasters projects that state a link to climate change. |
| 32 | SDG 14 - Marine conservation and sustainable development | Category (3) | 0 - No impact 1 - Direct impact 2 - Indirect impact | Value = 1 for all marine projects (incl. marine litter) Value = 2 for freshwater projects, waste projects that may have effluents in the sea; (sea)food consumption patterns |
| 33 | SDG 15 - Terrestrial biodiversity conservation, sustainable forest management and land use management | Category (3) | 0 - No impact 1 - Direct impact 2 - Indirect impact | Value = 1 stated goal to contribute to biodiversity, nature and landscapes, land projects Value = 2 for ALL other terrestrial (and freshwater) projects, and for projects promoting changes in land use patterns (e.g. in agricultural practices). |
| 34 | SDG 16 - Peace, justice for all | Category (3) | 0 - No impact 1 - Direct impact 2 - Indirect impact | Value = 1 specific stated goal related to environmental justice Value = 2 for all projects, because they promote a participatory approach and support public access to information |
| 35 | SDG 17 - Strengthen Global Partnership for Sustainable Development | Category (3) | 0 - No impact 1 - Direct impact 2 - Indirect impact | Value 1= all projects with multi-national AND cross-sectoral partnerships (promote public-private-civil society partnerships) AND direct impact on at least one of the other SDGs Value 2 = all projects that share data AND the data can be globally aggregated (contribute to data monitoring and accountability) |

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| 30 | SDG 12 - Sustainable consumption and production | Category (3) | 0 - No impact 1 - Direct impact 2 - Indirect impact | Value = 1 for projects dealing with sustainable food chains or industry (including addressing pollution impacts), waste management (food, household), green labelling, consumption patterns, eco-efficiency Value = 2 projects related with, co-creation of technologies, all DIY projects, maker spaces, fablabs |
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