







## Digital Platforms and Interfaces

to facilitate the submission of data, retrieve project results, enhance communication, and enable easy participation

diglib.eodopen.eu



**Get Involved** 



**EODOPEN** video









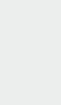


## Challenges and Competitions

to promote friendly competition between the participants, create a sense of achievement and motivate further commitment







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#### Public Engagement Project

to showcase Citizen
Science projects,
incorporating interactive
displays, multimedia
elements, and
informational materials
to engage and educate
visitors













### **Award Winning** Campaigns

to motivate participation through targeted invitations, disseminate campaigns via social media, and recognize participants to boost engagement in participatory offerings













#### **Users' Experience** Survey

to gain a comprehensive insight into the experiences and needs of users of libraries and other institutions









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to collaborate with local and national educational institutions to encourage the participation of pupils and students and to impart scientific skills























#### Storytelling and **Outreach Campaigns**

to communicate project results and share success stories with the public through digital storytelling campaigns, contributions via social media, podcasts and newsletters





















#### Hands-on workshops and Trainings

to familiarize participants with project content and impart skills for collecting data and classifying research results















#### **Community Events** and Science Fairs

for knowledge transfer in libraries / institutions and in public spaces to invite the public to participate and promote a sense of community











