

PANDEVITA NEWSLETTER #5

Hello ,

since our last newsletter, many things have happened at PandeVITA. In recent months, there have been many interesting developments regarding the PandeVITA-Dashboard, which aims to further optimise communication between science and society in pandemic crisis situations, and our app. Both, our dashboard and the app, are currently being revised to enable even more functions.

This is to increase our target audience and reach more people for our citizen research project. We will go into more detail on these aspects as well as on the various publications of the last few months in this newsletter.

For questions, please write us an e-mail or contact us via social media!

Lutz Peschke (coordinator)

Noemi Kolloch, Janina Scholz, Alba Ma Gallejo Montejo and Julius Hekkala for the PandeVITA consortium

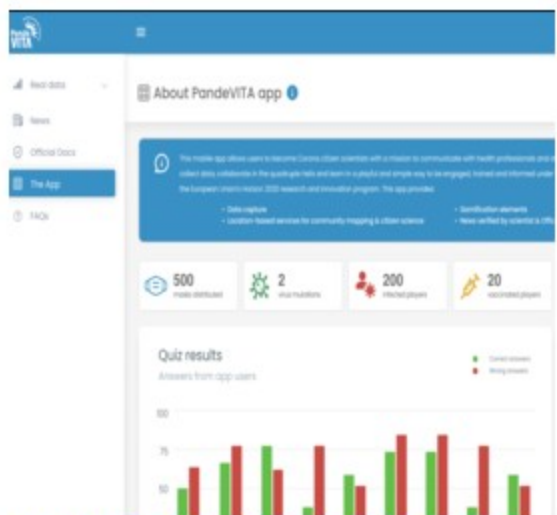


UPDATE FOR PANDEVITA-DASHBOARD

In order to come closer to our goal of the quadruple helix in the form of a balanced and transparent exchange of knowledge between politics and business, our dashboard for information gathering as well as knowledge exchange is being developed.

The PandeVITA dashboard will display data on the pandemic and socio-economic data of the pilot countries. The mobile app allows users to become citizen scientists who communicate with health experts and other members of their community, collect data, collaborate in the quadruple helix and learn to engage, educate and inform in a fun and easy way. The dashboard displays, among other things, the results of all app users' quizzes, how many viral mutations are currently circulating in the app's game, how many players have been vaccinated and infected.

To enable even more functions, the dashboard is currently being revised. Work is underway to translate the dashboard into several languages to reach more people, which in turn will lead to more participation in citizen research. The first test version should be ready at the beginning of November.



UPDATE FOR PANDEVITA-APP

The PandeVITA mobile app allows users to become citizen scientists, communicating with health professionals and other members of their community, collecting data and learning to engage, educate and inform in a fun and easy way.

The prototype app is a tracking simulation game that tracks the user's contacts with other users of the app and uses scoring mechanisms to reward the user for various actions while playing the simulation game. The simulation game aims to drive citizen knowledge transfer through a gamified health app. Various features of the game motivate users to comply with COVID19 regulations as well as increase their knowledge of pandemic/COVID19 related information.

Our app is also being further developed. It will get new features, for example, by being able to create stories, similar to Snapchat. The demo version with the new functions was already demonstrated at the end of September and is now being analysed. In order to make the application more interactive and exciting for the users, we are also thinking about further functions.



PANDEVITA IN PUBLICATIONS

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A paper submitted by Seldağ Güneş Peschke and Lutz Peschke on "Artificial Intelligence and the new challenges for EU legislation" discussing artificial intelligence, including the General Data Protection Regulation (GDPR) and the new legal developments in EU legislation in the context of technological implementations was published.

In addition, Frans Folkvord, Lutz Peschke, Yasemin Gümüş Ağca, Seldağ Güneş Peschke, Alba Gallego, and Anni Karinsalo, among others, published their paper "Preferences in the intention to download a Covid tracing app: A Discrete Choice Experiment study in the Netherlands and Turkey" in *Frontiers in Communications*. This paper presents an experimental discrete choice study using an online survey in two countries, the Netherlands and Turkey, with four different attributes: (1) privacy (privacy vs. no information), (2) producer (government vs. corporate), (3) reward (no reward vs. voucher as reward), and (4) game (no game elements vs. game elements). Participants were recruited from a group of students.

In another study by Nildağ Başak Ceylan, Ayhan Kapusuzoğlu and Lutz Peschke, the impact of the Covid 19 pandemic on Turkey's macroeconomic indicators is examined and comparatively assessed using the quadruple helix model.

Another paper by Alba Gallego, Eugenio Gaeta, Anni Karinsalo, Lutz Peschke, Frans Folkvord and Eleni Kaldoudi, among others, addresses a novel approach to citizen science interventions and user engagement, based on motivation theory and behavioural science, which aims to provide a set of architectural components, technologies, tools and analytics to assess citizen activities, system performance and stakeholder-related Key Performance Indicators (KPIs) in an observational manner to study target participant motivation, user engagement and long-term retention.