

Collective experimentation on human behaviour using citizen science strategies

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We will present the citizen science projects we have been running during the past three years within the field of complex systems and interdisciplinary physics for socio-economics phenomena. During this time period, we have adopted the idea of running collective experiments in public spaces of Barcelona by using digital devices to create crowd-source data attaining to concrete questions related to quite specific phenomena. We mostly have been focussed on non-permanent or pop-up experiments on (1) human mobility through voluntary tracking and on (2) human decision making through games, as a complementary approach to existing ones in the literature. Such data sources have allowed us to develop some stochastic models on human behaviour under concrete situations or circumstances. On one hand, we have been developing human mobility experiments in a park during a Science Festival and in an exhibition room of a museum within the Bee-Path project. On the other hand, we have also been exploring human decision-making strategies through three different games in the three editions of DAU, the Board Game Festival in Barcelona. These projects will be critically analysed from complex systems research perspective and some experience-based conclusions from both a methodological and conceptual perspective will be drawn.