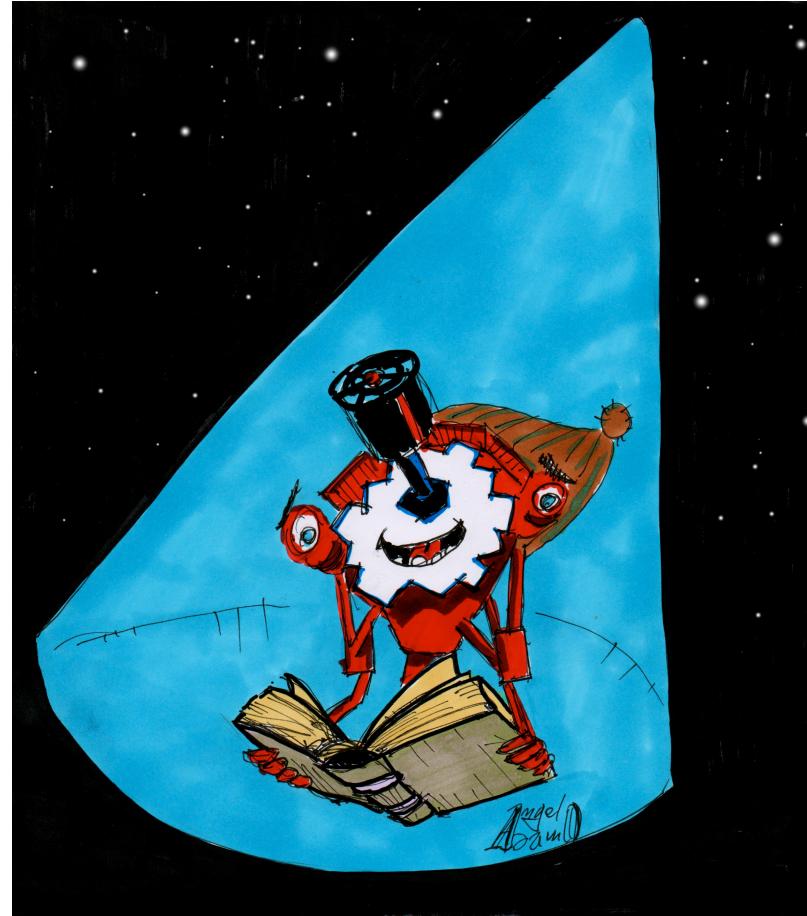
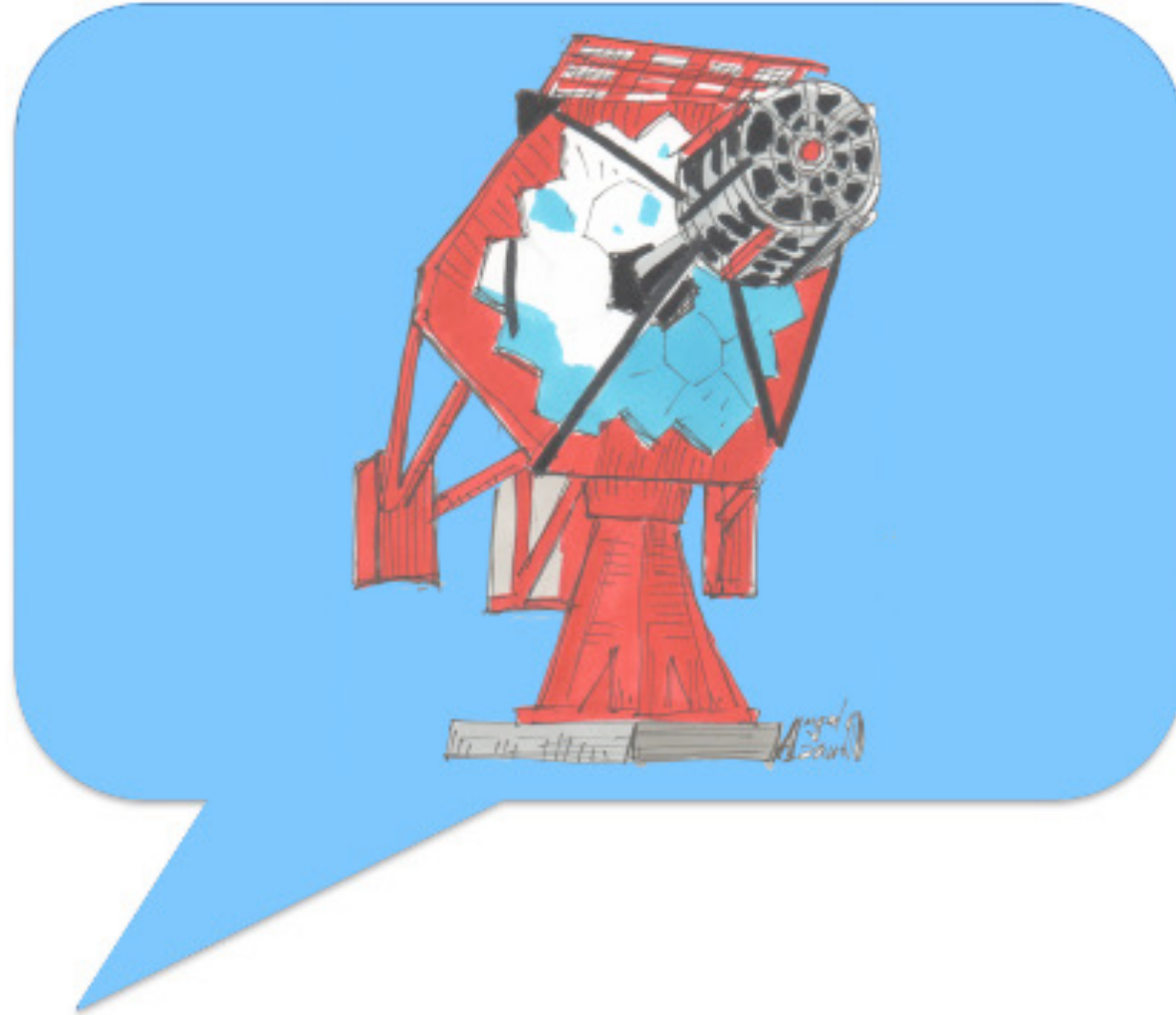


# “CHERENZOO” – An Educational Project for Computers?



A. Adamo, M. Del Santo, V. La Parola, T. Mineo, S. Sandrelli, L. Lupo, M. Montoleone, A. Argento Zangara

# I telescopii Cherenkov e il pubblico: Studi di comunicazione





# The outreach elettro-public spectrum

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# The outreach elettro-public




im




# The outreach elettro-public



im



$\mu$ wavelength <b>M-AMMA</b> 0-7 years					
! 					



# The outreach elettro-public



im




$\mu$ wavelength <b>M-AMMA</b> 0-7 years	$X$ (who can understand them?) 7-14				
					



# The outreach elettro-public



im





$\mu$ wavelength <b>M-AMMA</b> 0-7 years	<b>X</b> (who can understand them?) 7-14	<b>UV</b> Ultrà- Violent 14-28			
					



# The outreach elettro-public



im

$\mu$ wavelength <b>M-AMMA</b> 0-7 years	<b>X</b> (who can understand them?) 7-14	<b>UV</b> Ultrà- Violent 14-28	<b>V</b> liVable 28-56		
					










# The outreach elettro-public



im







$\mu$ wavelength <b>M-AMMA</b> 0-7 years	<b>X</b> (who can understand them?) 7-14	<b>UV</b> Ultrà- Violent 14-28	<b>V</b> liVable 28-56	<b>IR</b> Broken (it.: InfRanti) 56-70	
					

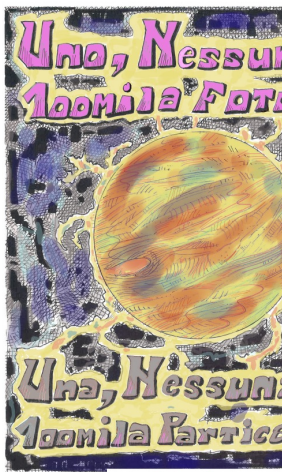


# The outreach elettro-public



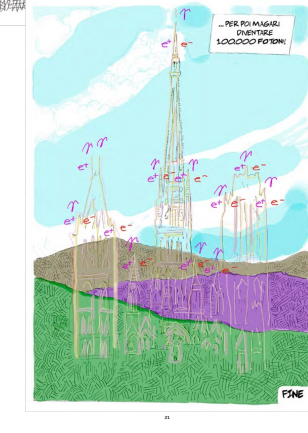
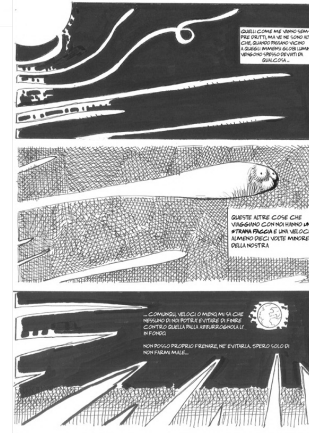
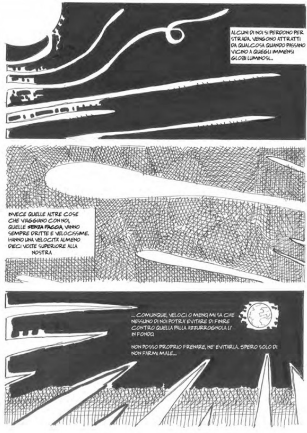
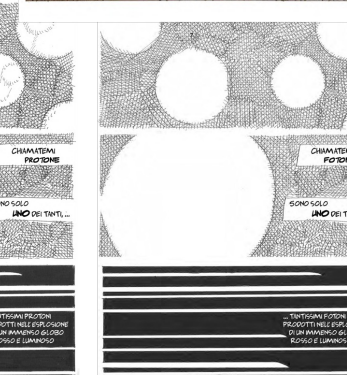
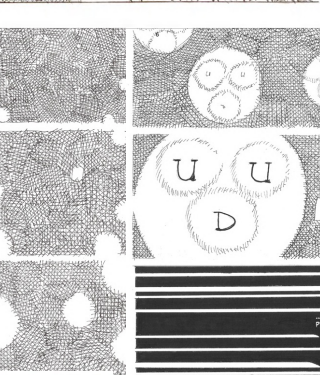
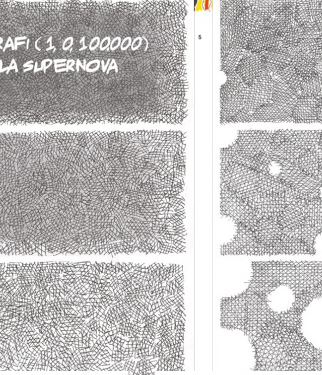
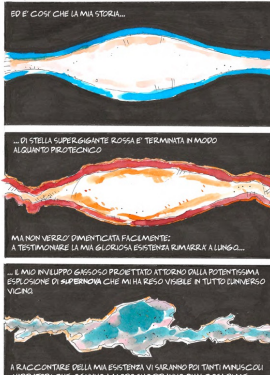
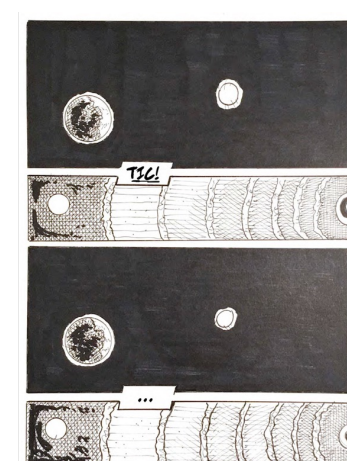
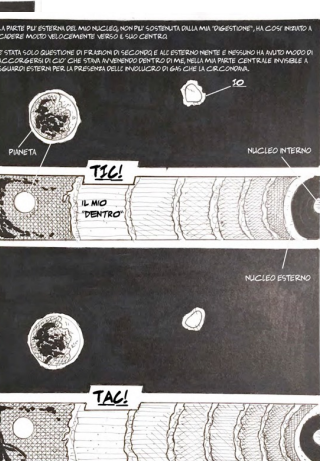
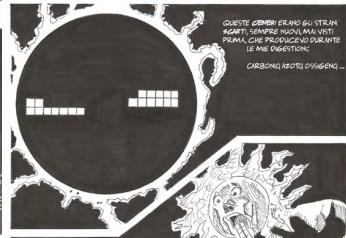
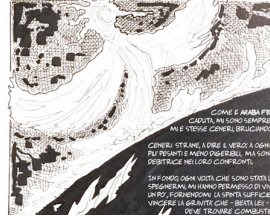
im

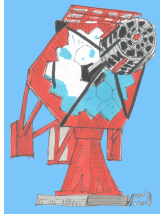
$\mu$ wavelength <b>M-AMMA</b> 0-7 years	<b>X</b> (who can understand them?) 7-14	<b>UV</b> Ultrà-Violent 14-28	<b>V</b> liVable 28-56	<b>IR</b> Broken (it.: InfRanti) 56-70	<b>RADIO</b> (& ULNA) over
					



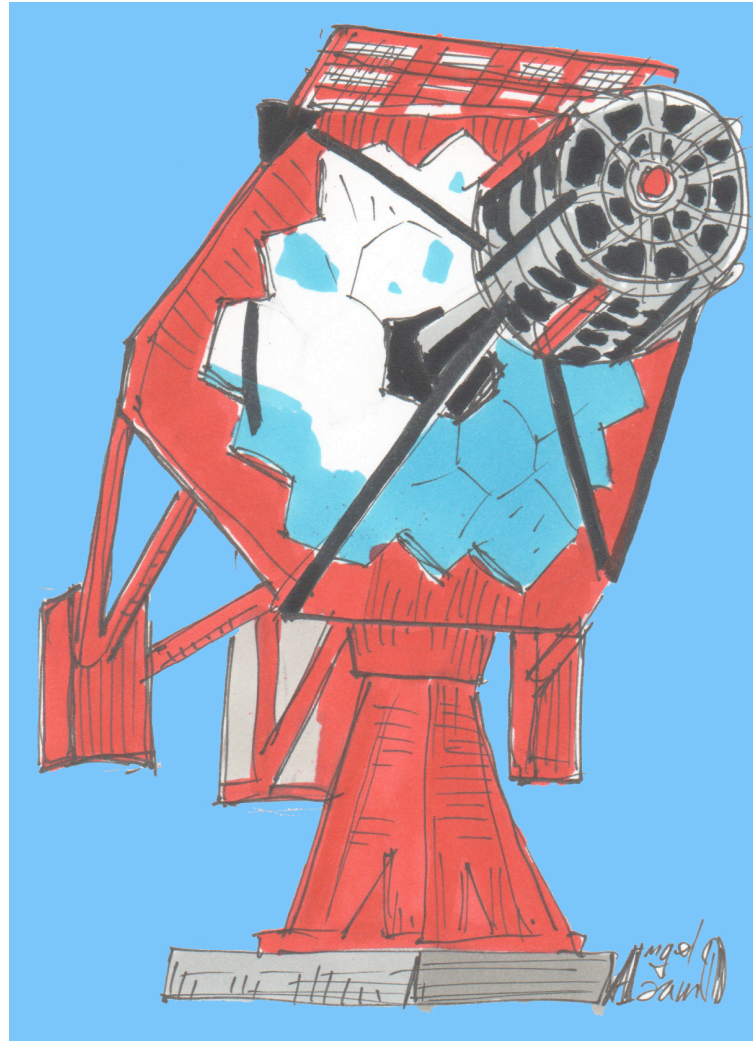
VISTO CHE VE LO STATE CHIEDENDO VI DIRO' CHE SONO STATA UNA BELLISSIMA STELLA SUPERGIANTE ROSSA

TRADOTTO IN CIFRE, QUESTO SIGNIFICA CHE ERO CIRCA 20 VOLTE PIU' MASSICIA DEL VOSTRO INSUISO SOLE E, SE QUESTO NON VI BASTA, AGGIUNGERO' PURE CHE IL MIO RAGGIO SOPRANZAVA IL SUO DI BEN 1000 VOLTE!



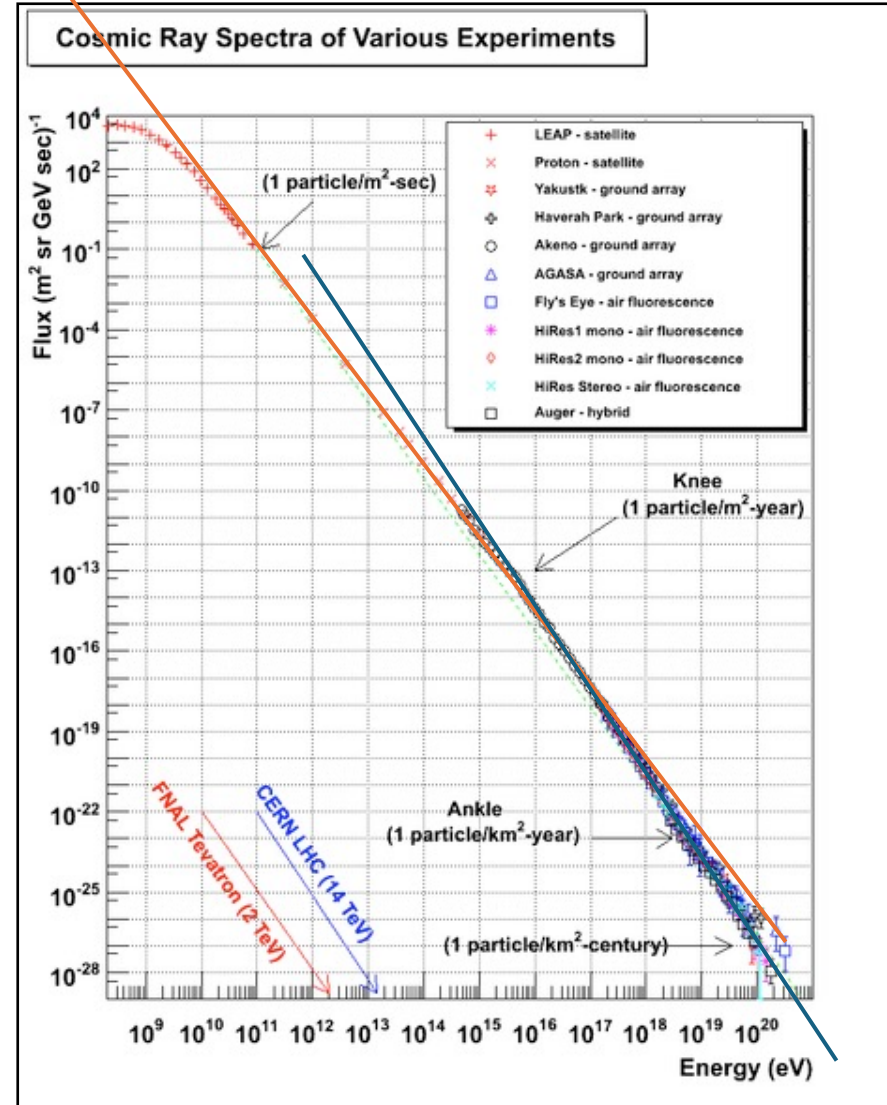
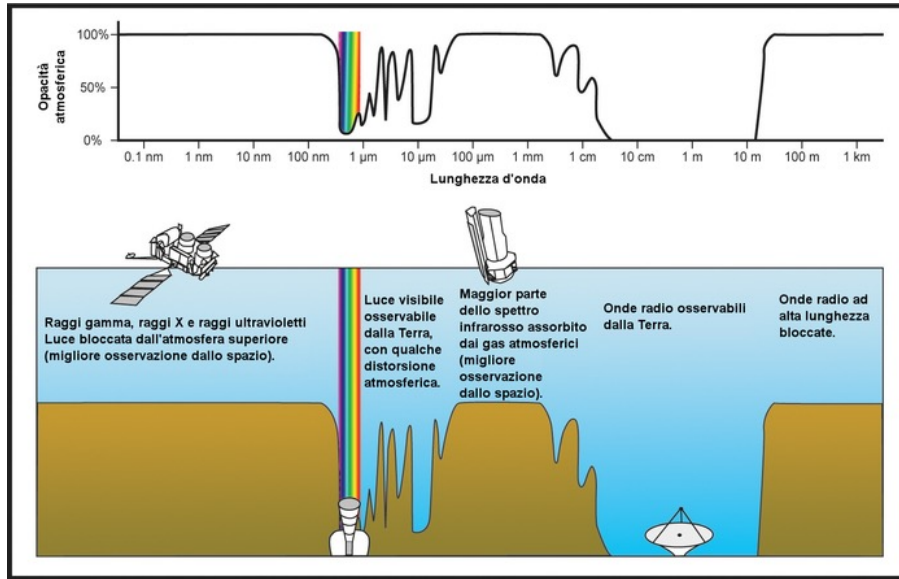


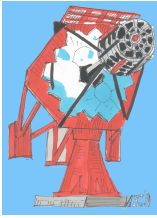
# Astrophysics Scenario: $\gamma$ (TeV) Astronomy with Cherenkov Telescopes



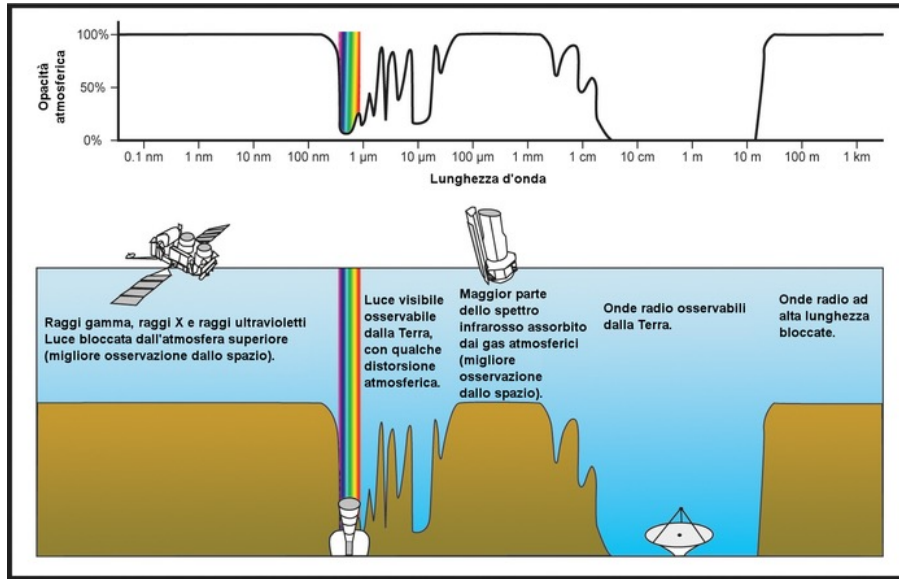


# RC Energy Spectrum

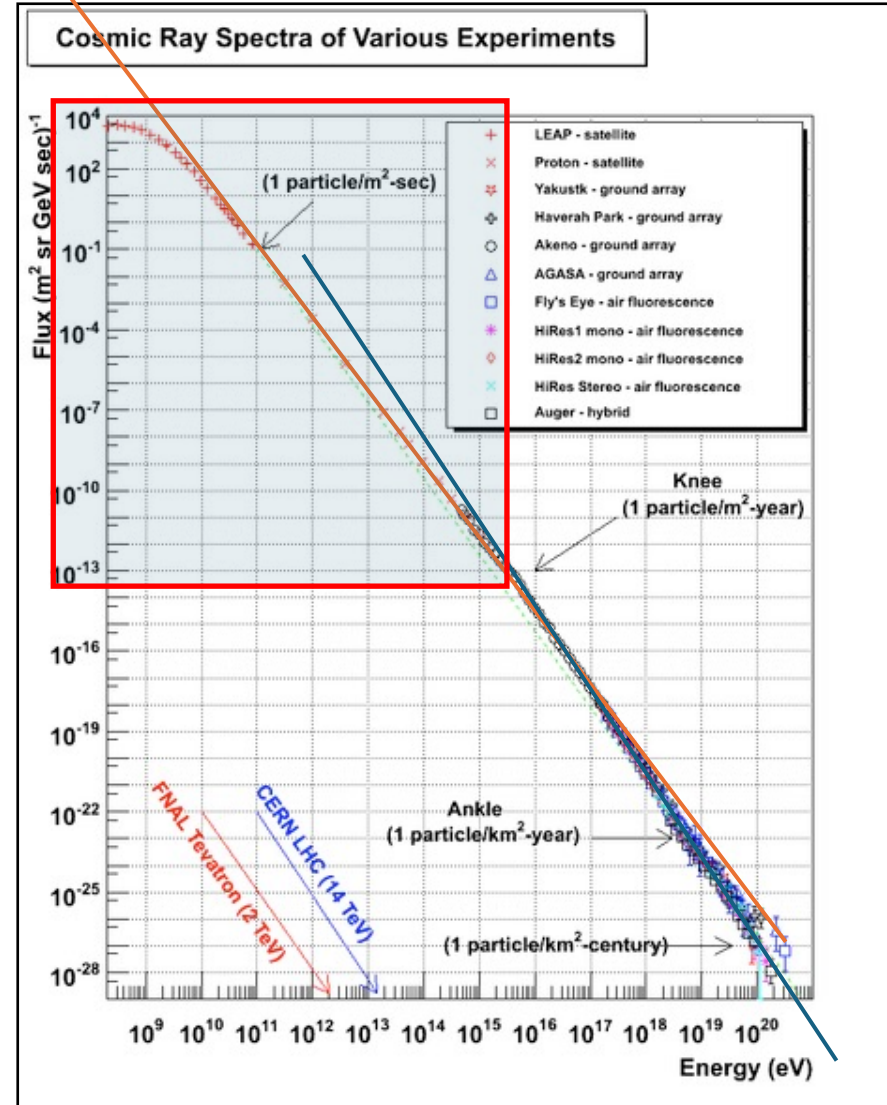




# RC Energy Spectrum

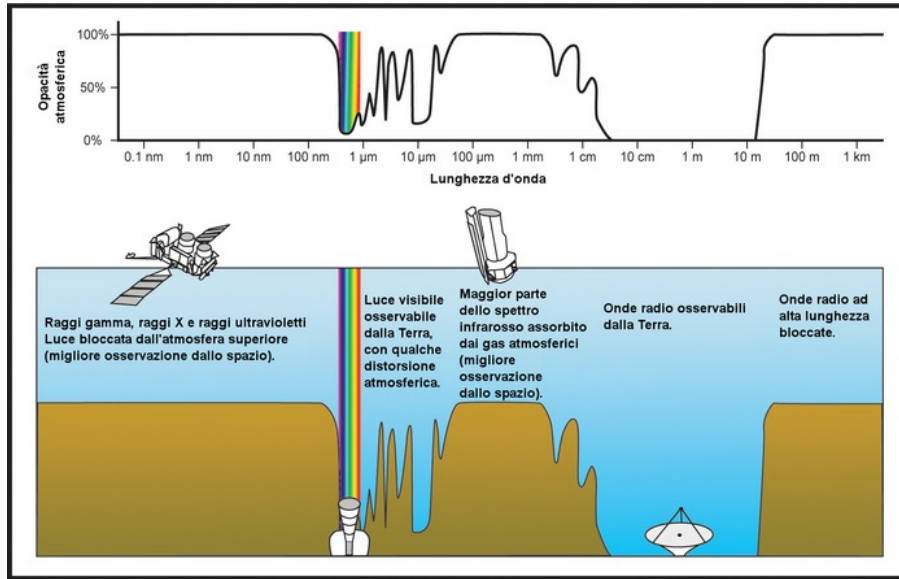


**1) Direct measurements,  $E < 10^{14}$  eV**  
 Satellites, usable satellites up to  $\approx 100$  GeV

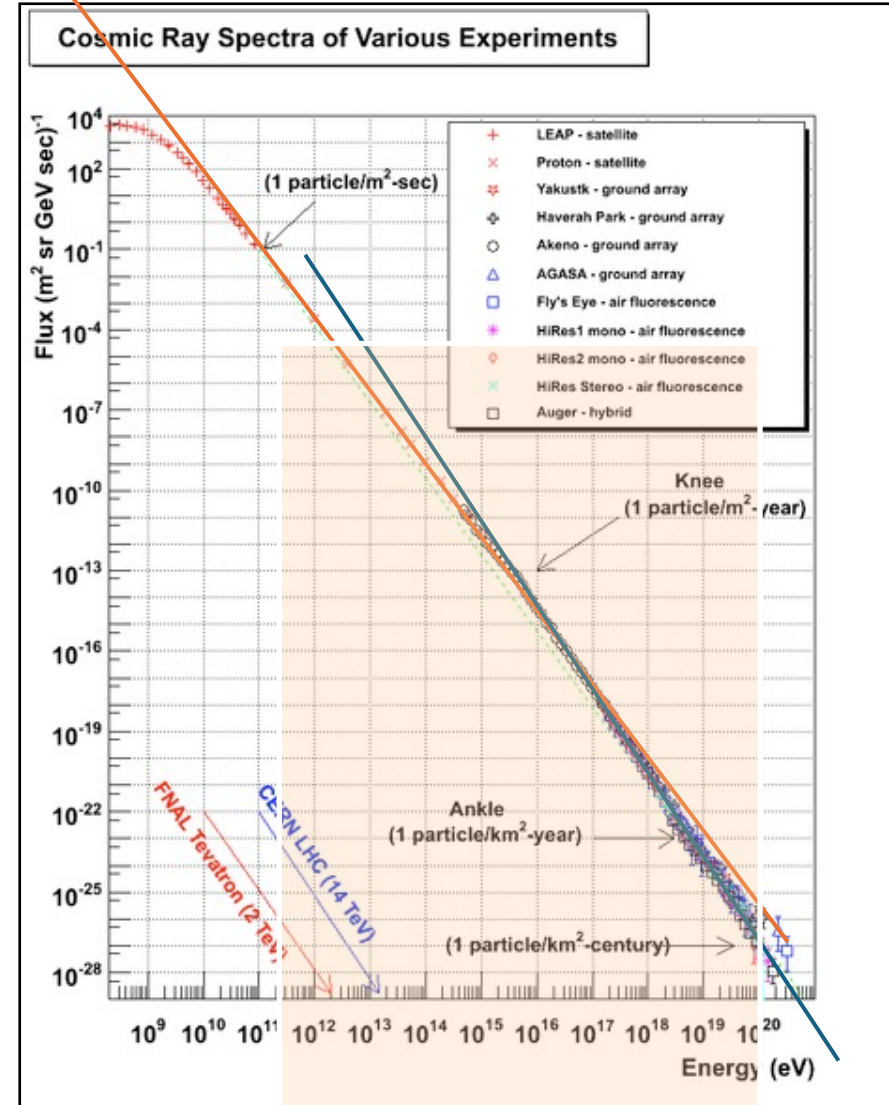




# RC Energy Spectrum

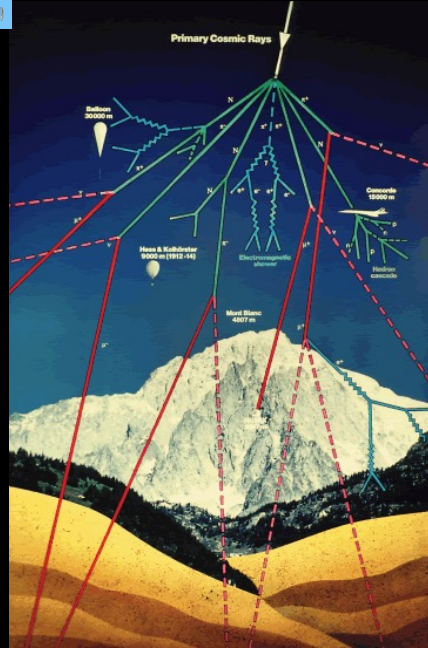


**2) Indirect measurements,  $E > 10^{14}$  ev,**  
Cherenkov telescopes using atmosphere  
as a detector

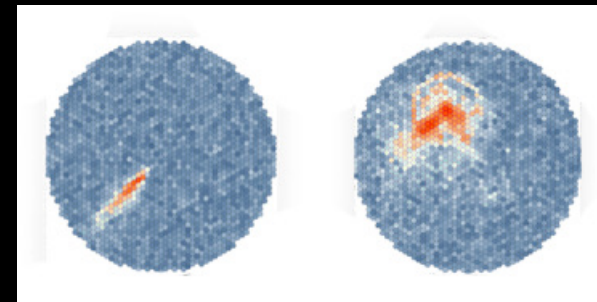
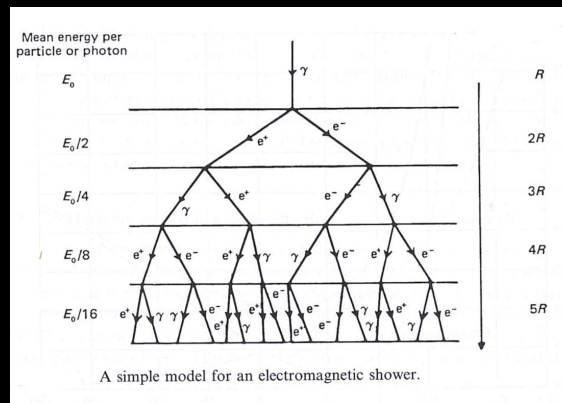
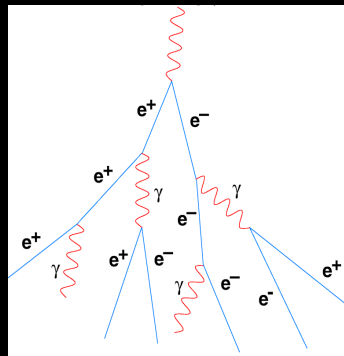
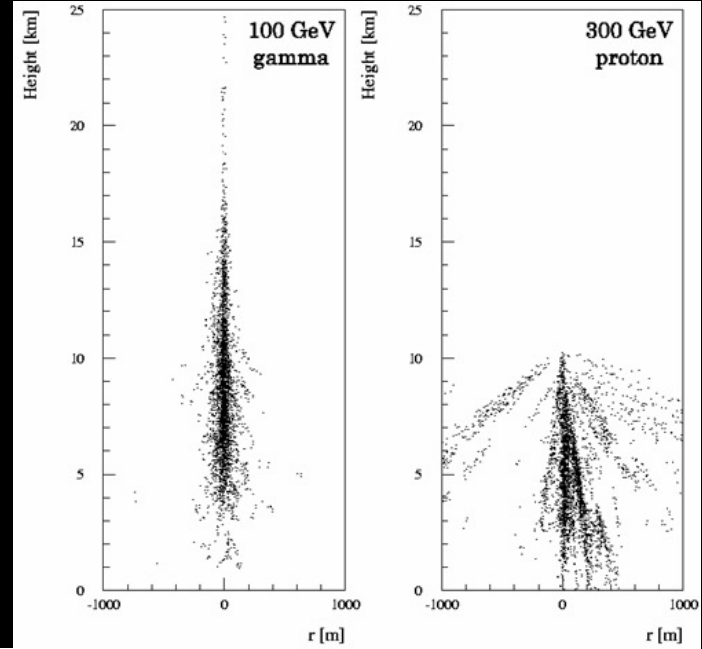




# Secondary RC



Heitler model

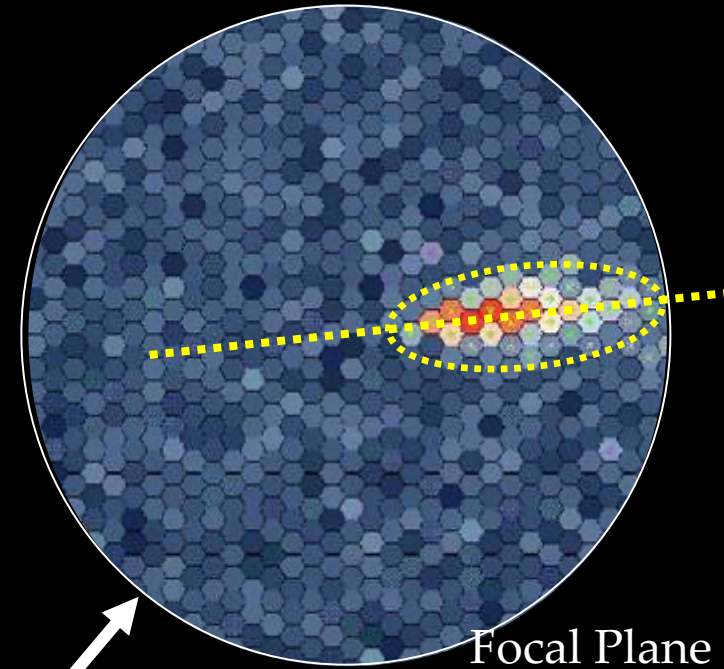






~ 10 km

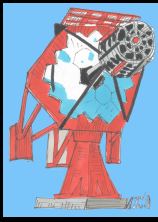
Particle Shower



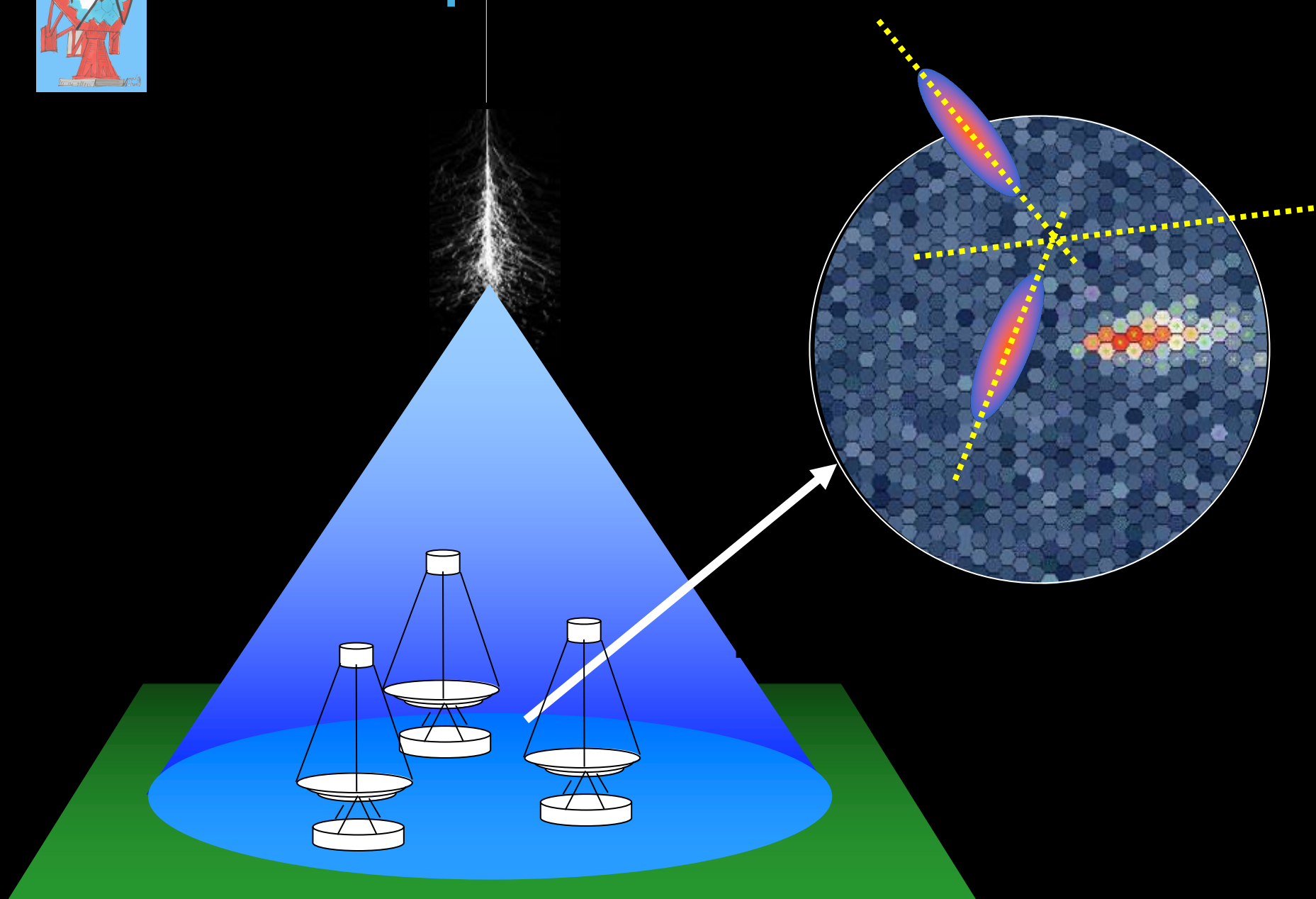
Focal Plane

1. Intensity  $\rightarrow$  Shower energy

2. Image orientation  $\rightarrow$  Shower direction

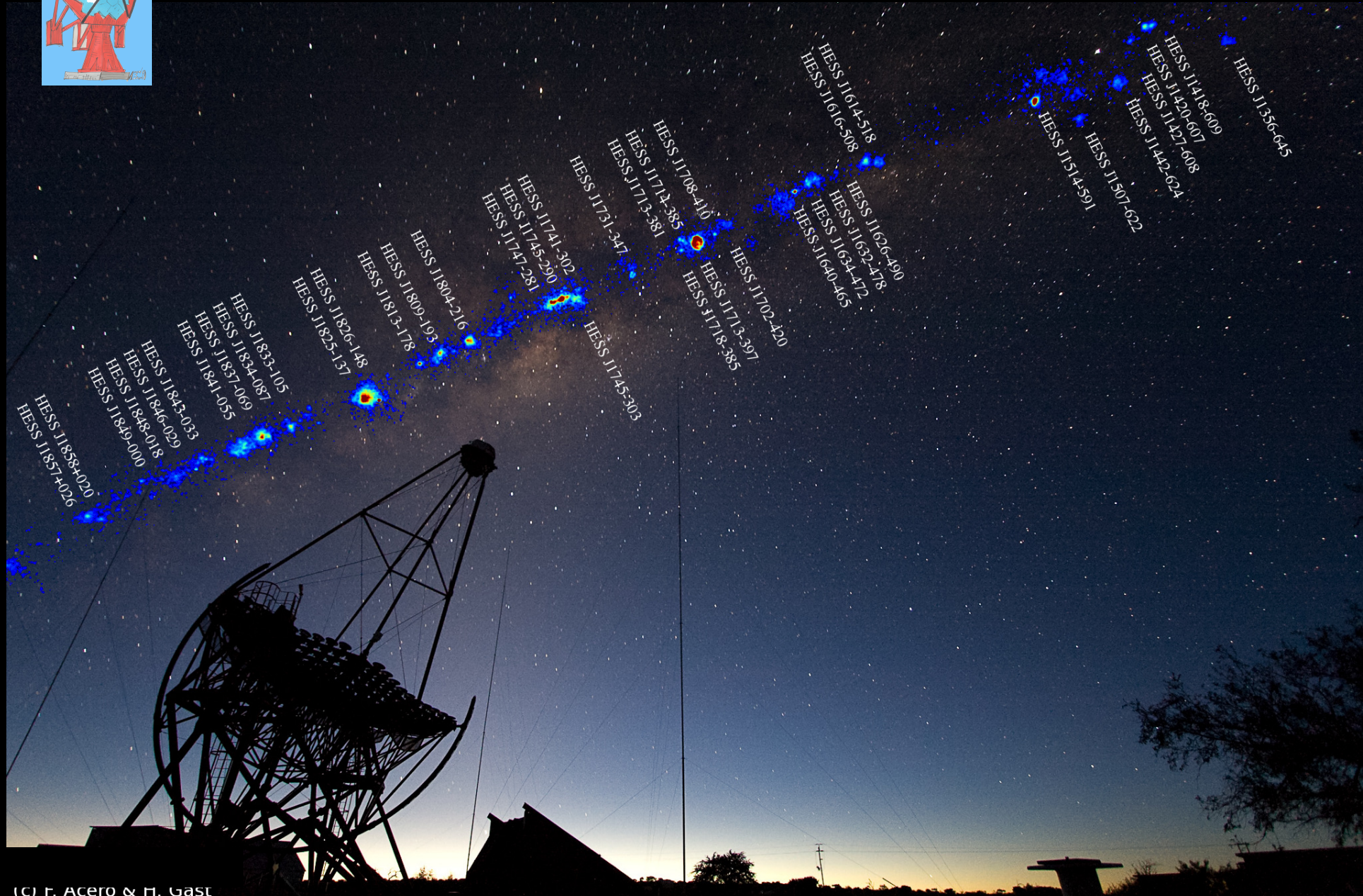


# Stereoscopic Observations





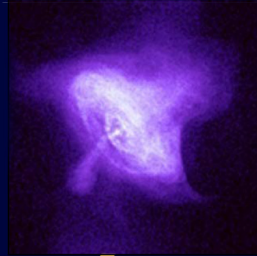
# The sky in gamma rays, at TeV energies



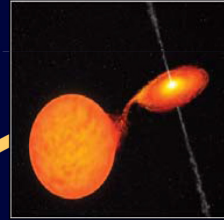
(C) F. Acero & M. Gast



**Pulsars**

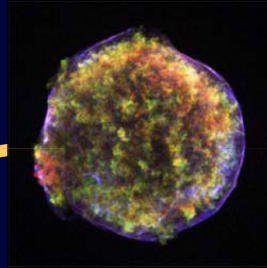


**Binaries**



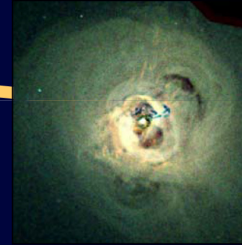
**Jets, winds**

**SNRs**



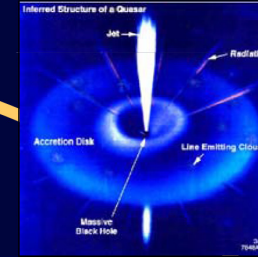
**Shocks  
Fermi Mech.**

**Starbursts**

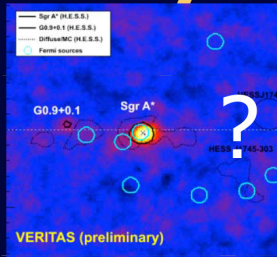
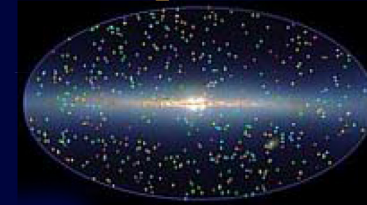


**SN activity  
Cosmic rays**

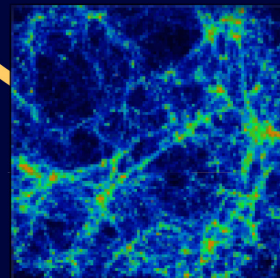
**AGN**



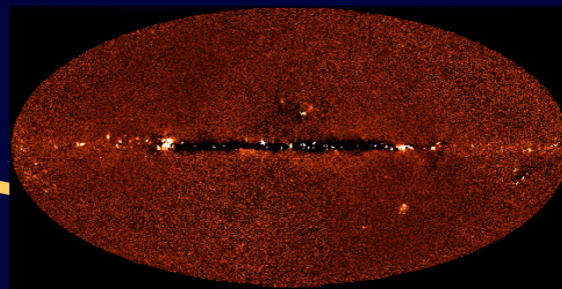
**GRBs**



**Unknowns  
(Gal Center)**



**Dark Matter**



**Cosmological Fields**



## **Main goal:**

implement a Citizen Science game designed specifically for babies and children, based on the images that the Cherenkov Telescope Array (CTA) instrument will capture.

The proposed goal was to start an active dissemination project ("learning by doing") both for humans and routines.

While children will simply play a game, humans interested in this project will take part in a citizen science project on 'gamma ray astronomy.

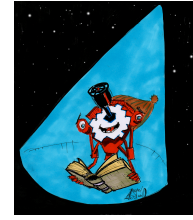
## How to do

Thanks to their cataloguing using *pareidolia*, the participants in the game could teach the automatic algorithms (already quite efficient in discerning), the normal traces of particles and photons, to recognize even the most ambiguous ones.

It will therefore mainly be an "educational project for automatic routines" which will make use of the results of experiments conducted through structured interviews.

**Due to their lack of preconceived ideas**, this game will mainly involve children in nursery school and the first two classes of primary school with the aim of building a database of human solutions to some pattern recognition problems that still plague automatic routines who work on selecting light tracks captured by Cherenkov telescopes.

# What is meant by “citizen science”?

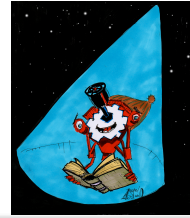


There is a growing number of scientific projects that actively include members of the general public in their research.

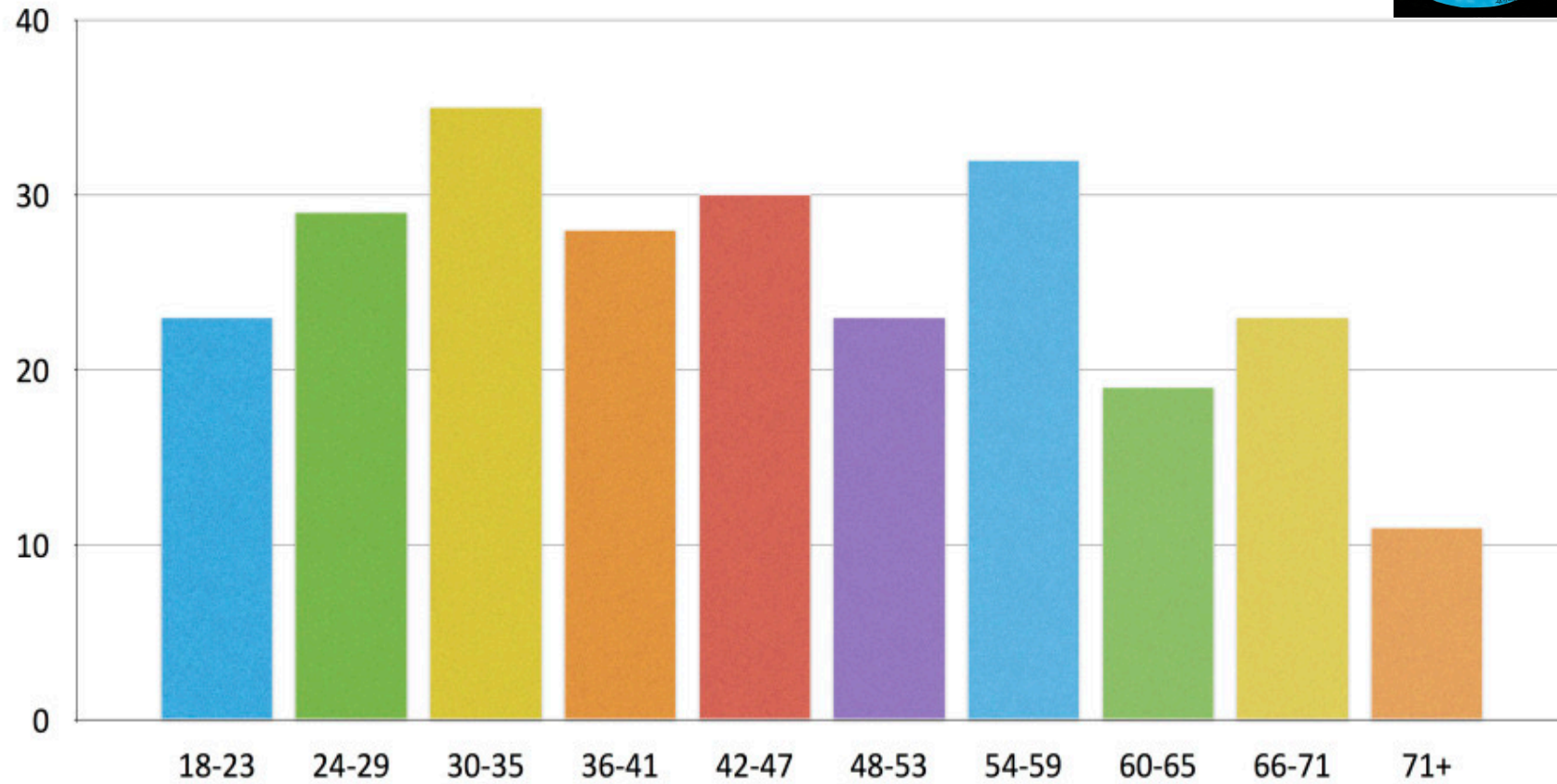
In such projects, a large number of non-specialists perform a wide range of mostly relatively simple tasks such as image analysis, pattern recognition, document transcription or data collection.

This type of active involvement of the general public is referred to as *citizen science* and currently it receives rising attention from the scientific community, policy maker and funding agencies.

Raddick et al., *Galaxy Zoo: Motivations of Citizen Scientists*, <https://arxiv.org/abs/1303.6886>

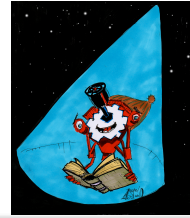


## Distribution of Ages

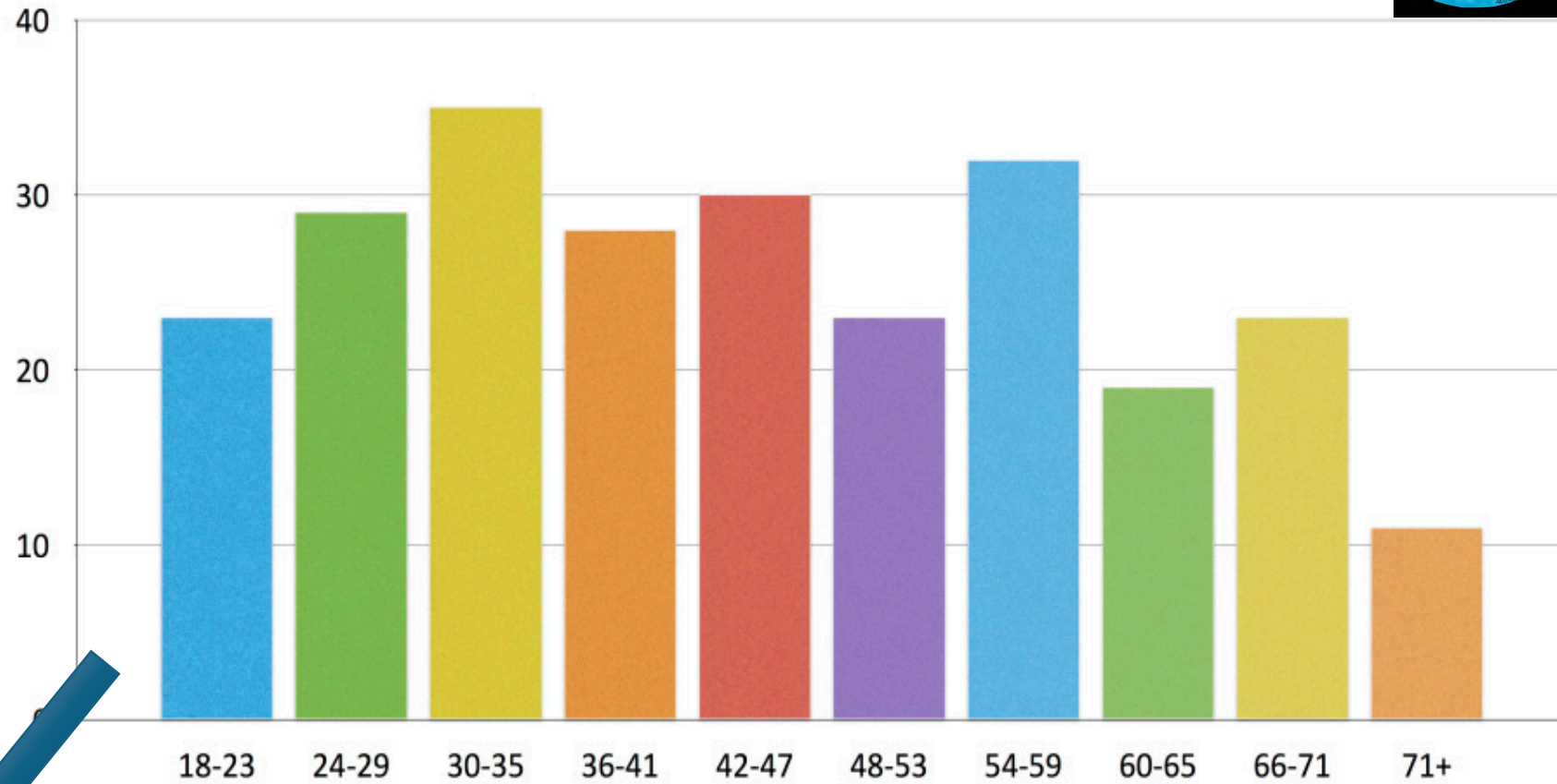


Age distribution of «Zooties»





## Distribution of Ages



Age distribution of «Zooties»

Lack of participants younger than 14 years

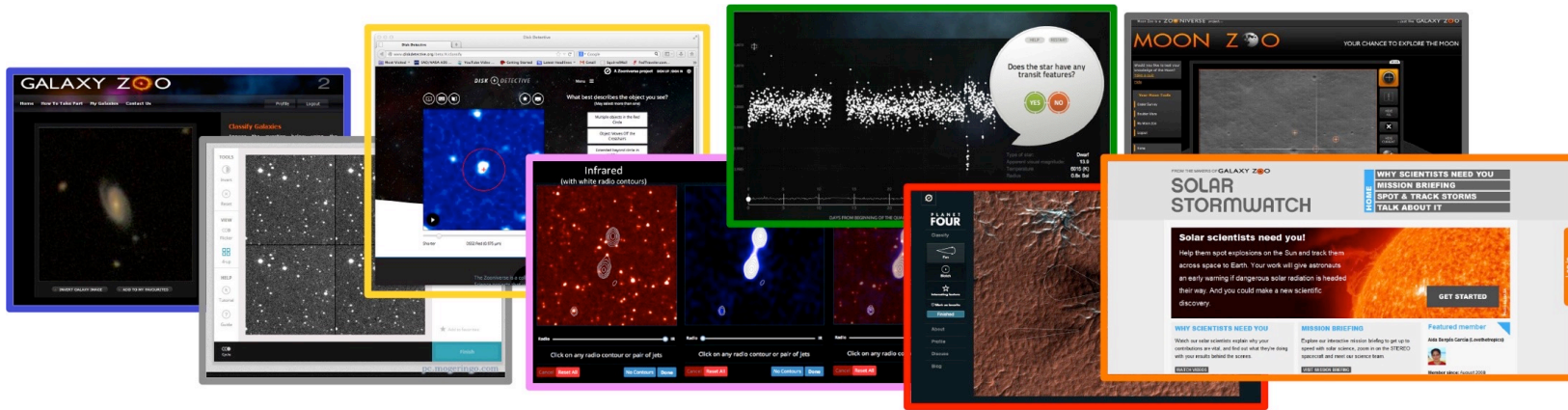
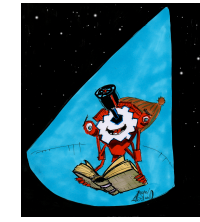


## Wikipedia:

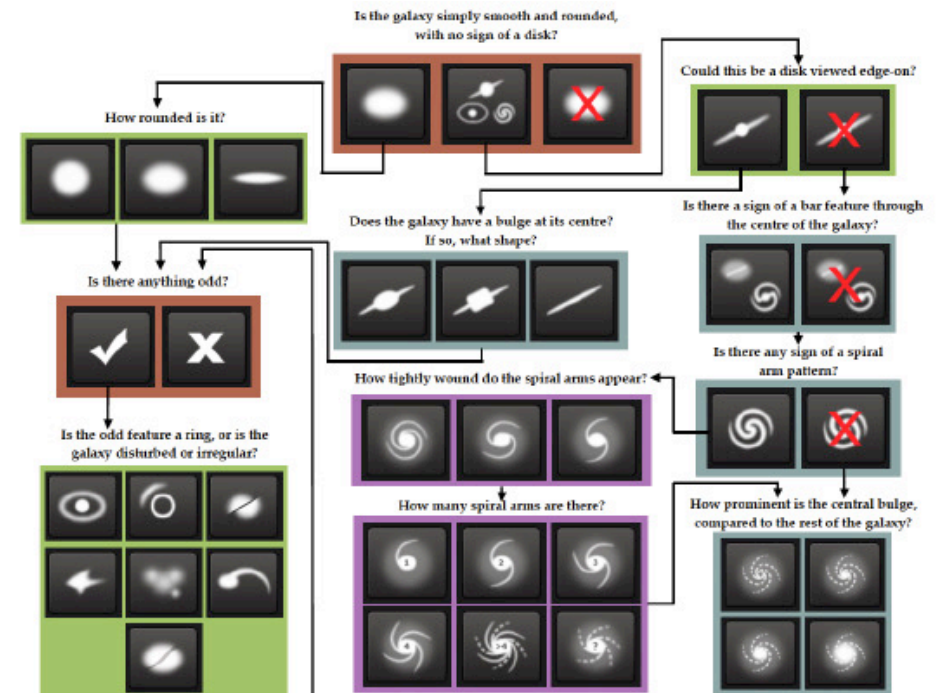
**Pareidolia** is the tendency for perception to impose a meaningful interpretation on a nebulous stimulus, usually visual, so that one detects an object, pattern, or meaning where there is none. (...)

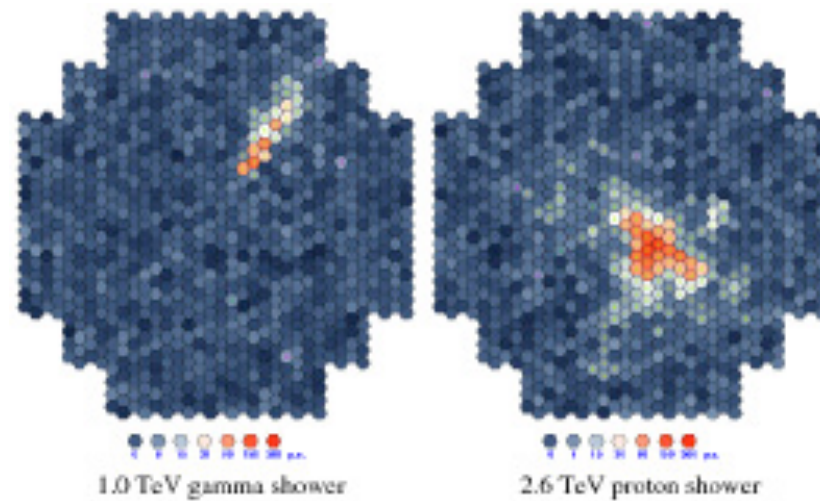
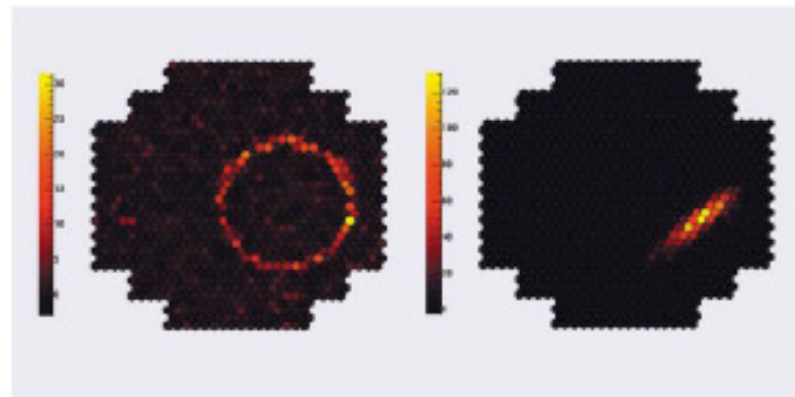
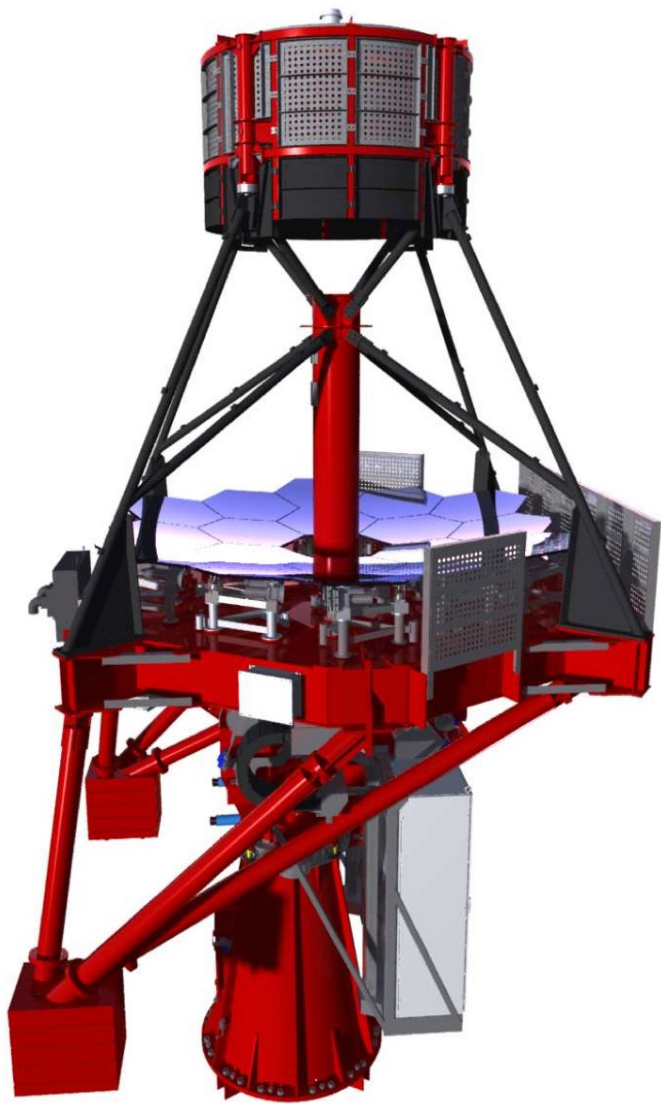
Common examples include perceived images of animals, faces, or objects in cloud formations; seeing faces in inanimate objects (...).

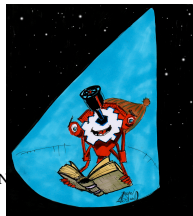
# Example: *Galaxy Zoo*



FEW, VERY SIMPLE PARAMETERS







[ftp://heasarc.gsfc.nasa.gov/caldb/docs/sas2/sas2\\_calguide/sas2\\_c...](ftp://heasarc.gsfc.nasa.gov/caldb/docs/sas2/sas2_calguide/sas2_c...)

**Laboratory for High Energy Astrophysics  
Office of Guest Investigator Programs**

**SAS-2  
Calibration Guide**

**SAS-2 CALIBRATION  
GUIDE**

Paul Barrett, Brendan Perry,  
& Ian M George  
Code 668,  
NASA/GSFC,  
Greenbelt, MD 20771

Version: 1995 Feb 24

**LOG OF SIGNIFICANT CHANGES**

ground.

The post-flight selection of events was based on the following criteria. The detection of an inverted Y or V shape in one orthogonal view of the spark-chamber, and the elimination of single-track events or those intersecting the wall. After the event being accepted, its direction and energy were determined. The determination of event direction was based on a weighted bisector method: the direction was weighted toward the higher energy electron or positron. Details of this method can be found in Fichtel *et al.*(1972). The arrival direction is first determined in space-craft coordinates (altitude-azimuth), and then using the space-craft's attitude data, the celestial coordinates are determined.

The energy calculation is based on multiple Coulomb scattering of pair electrons in the tungsten plates. A description of this formalism is given by Pinkau (1966, 1968) and Kniffen (1969). The accuracy of measuring the scattering angle limits the maximum measurable energy, since higher energy  $\gamma$ -rays have smaller scattering angles. For SAS-2 this energy is about 200 MeV.

### 2.2.2 Human Selection

About 10% of events are considered marginal, based on the automated-selection criteria. Humans are then used to select those events which are  $\gamma$ -rays, by viewing the two orthogonal views of the spark-chamber on a graphics terminal. If the event is accepted then the direction and energy are determined using the automated selection software.

### References

- Derdeyn, S.M., Ehrmann, C.H., Fichtel, C.E., Kniffen, D.A. & Ross, R.W. 1972, *Nucl. Instr. & Methods.*, **98**, 557.
- Fichtel, C.E., Hartman, R.C., Kniffen, D.A. & Sommer, M. 1972, *Astrophys. J.*, **171**, 31.
- Fichtel, C.E., Hartman, R.C., Kniffen, D.A., Thompson, D.J., Bignami, G.F., Ögelman, H., Özel, M.E. & Tümer, T. 1975. *Astrophys. J.*, **198**, 163.
- Kniffen, D.A., 1969, *NASA Tech. Report TR R-308*.
- Pinkau, K. 1966, *Zs. f. Phys.*, **96**, 163.
- Pinkau, K. 1968, Max-Plank-Institut preprint.

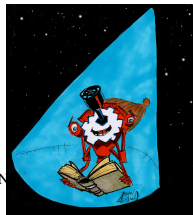
## Chapter 3 POTENTIAL PROBLEMS

### 3.1 Earth Albedo

(Source: Marvin 1978)

One of the major problems with  $\gamma$ -ray astronomy is the interaction of cosmic-rays with the Earth's atmosphere producing high energy  $\gamma$ -rays. Most of these events were rejected and not included in the database, because the zenith angle (the angle between the estimated  $\gamma$ -ray direction and the zenith (the spacecraft pointing direction)) was  $> 90^\circ$ , implying their direction is near the Earth's horizon.

During the creation of the SAS-2 2 database, the STDGTI (standard good-time-interval) and ALLGTI (all good-time-interval) were determined from the spacecraft orbital data using the following criteria:



[ftp://heasarc.gsfc.nasa.gov/caldb/docs/sas2/sas2\\_calguide/sas2\\_c...](ftp://heasarc.gsfc.nasa.gov/caldb/docs/sas2/sas2_calguide/sas2_c...)

**Laboratory for High Energy Astrophysics  
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**REFERENCES**

Derdeyn, S.M., Ehrmann, C.H., Fichtel, C.E., Kniffen, D.A. & Ross, R.W. 1972, *Nucl. Instr. & Methods.*, **98**, 557.

Fichtel, C.E., Hartman, R.C., Kniffen, D.A. & Sommer, M. 1972, *Astrophys. J.*, **171**, 31.

Fichtel, C.E., Hartman, R.C., Kniffen, D.A., Thompson, D.J., Bignami, G.F., Ögelman, H., Özel, M.E. & Tümer, T. 1975. *Astrophys. J.*, **198**, 163.

Kniffen, D.A., 1969, *NASA Tech. Report TR R-308*.

Pinkau, K. 1966, *Zs. f. Phys.*, **96**, 163.

Pinkau, K. 1968, Max-Plank-Institut preprint.

**Chapter 3  
POTENTIAL PROBLEMS**

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(Source: Marvin 1978)

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# HAWC

The High-Altitude Water Cherenkov Gamma-Ray Observatory

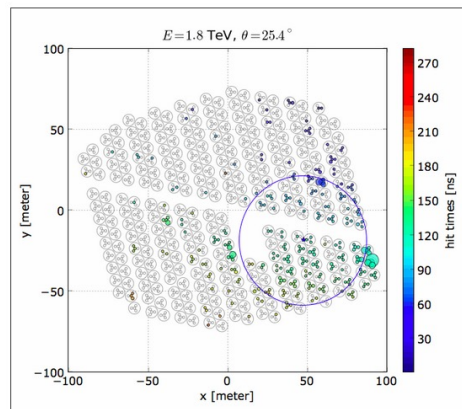
Home News Science Observatory Details Publications Collaboration Contact Support Español

## The Gamma/Hadron Separation Game!

Play this game to see how well you can distinguish events created by gamma rays and cosmic rays in the detector. (See Instructions.)

0/0 gamma-ray showers tagged so far

0/0 proton showers tagged so far



Is this a gamma-ray or a proton event?

### Instructions

A simulated event is shown in the plot. Try to guess whether or not the event was caused by a gamma ray or a cosmic ray. The colors show the relative timing of the hits within the event (blue=early, red=late), and the marker sizes indicate the number of photoelectrons (PEs) in each channel. Large markers mean that a channel was hit by many photons due to a very large ground signal.

To identify cosmic rays, you should look for hard-hit channels far from the reconstructed shower core, which is shown as a blue star in the center of a 40-meter blue circle. Isolated hits indicate the presence of penetrating particles in the shower, a hallmark of cosmic-ray events.

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# HAWC

The High-Altitude Water Cherenkov Gamma-Ray Observatory

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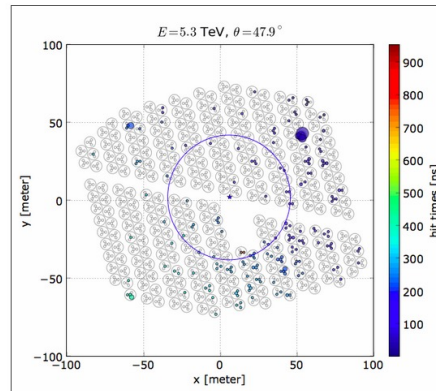
## The Gamma/Hadron Separation Game!

Play this game to see how well you can distinguish events created by gamma rays and cosmic rays in the detector. (See Instructions.)

Correct! That last one was a proton.

0/0 gamma-ray showers tagged so far

1/2 proton showers tagged so far



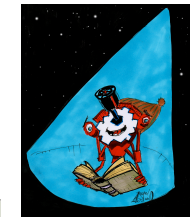
Is this a gamma-ray or a proton event?

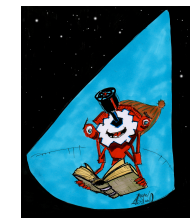
### Instructions

A simulated event is shown in the plot. Try to guess whether or not the event was caused by a gamma ray or a cosmic ray. The colors show the relative timing of the hits within the event (blue=early, red=late), and the marker sizes indicate the number of photoelectrons (PEs) in each channel. Large markers mean that a channel was hit by many photons due to a very large ground signal.

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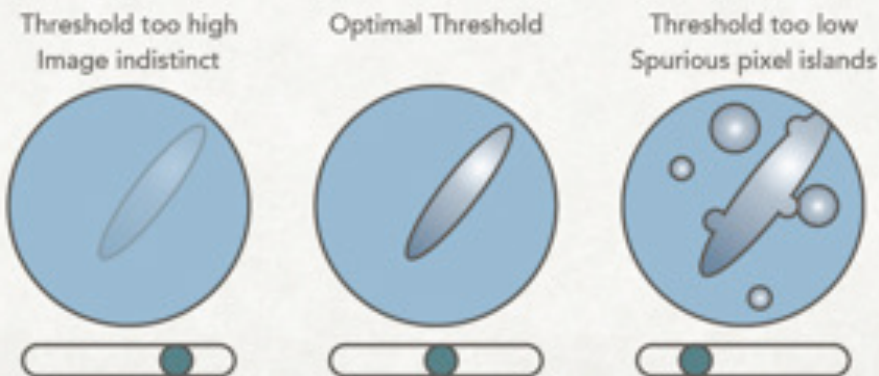
[Return to top.](#)





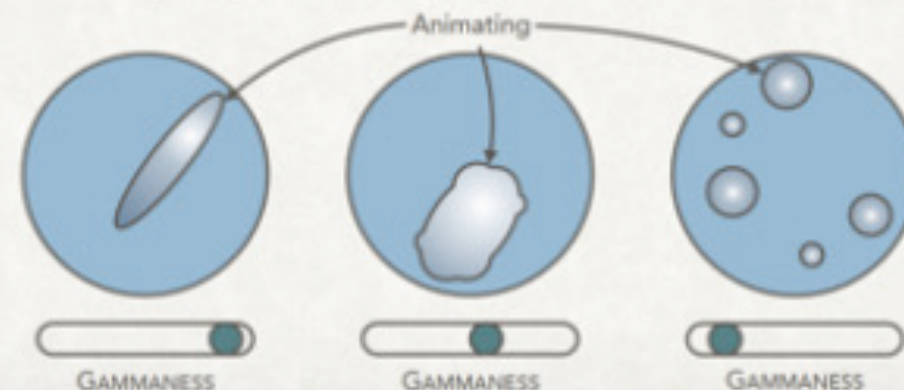
## STEP 1: CLEANING

- Human vision very good at detecting "**structure**".
- Allow the user to **tune the image cleaning algorithm** to maximize contrast.
- Machine algorithm could map e.g. **camera-wide pixel RMS** to appropriate cleaning **threshold**.



## STEP 2: "GUESS" GAMMA VS. HADRON

- **Pre-filter** "obvious" hadronic images to avoid boredom?
- Allow the participants to images that have a well defined **centroid-within-coma** structure.
- **Do not discard images**, but provide a "GAMMANESS" scale to rank potential images during later tasks.
- **Animating image** helps to distinguish sub-showers.





### STEP 1: CLEANING

- Human vision very good at detecting "structure".
- Allow the user to **tune the image cleaning algorithm** to maximize contrast.
- Machine algorithm could map e.g. **camera-wide pixel RMS** to appropriate cleaning **threshold**.

Threshold too high  
Image indistinct

Optimal Threshold

Threshold too low  
Spurious pixel islands

### STEP 2: "GUESS" GAMMA VS. HADRON

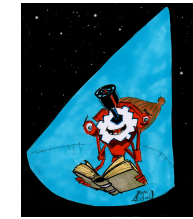
- **Pre-filter** "obvious" hadronic images to avoid boredom?
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GAMMANESS

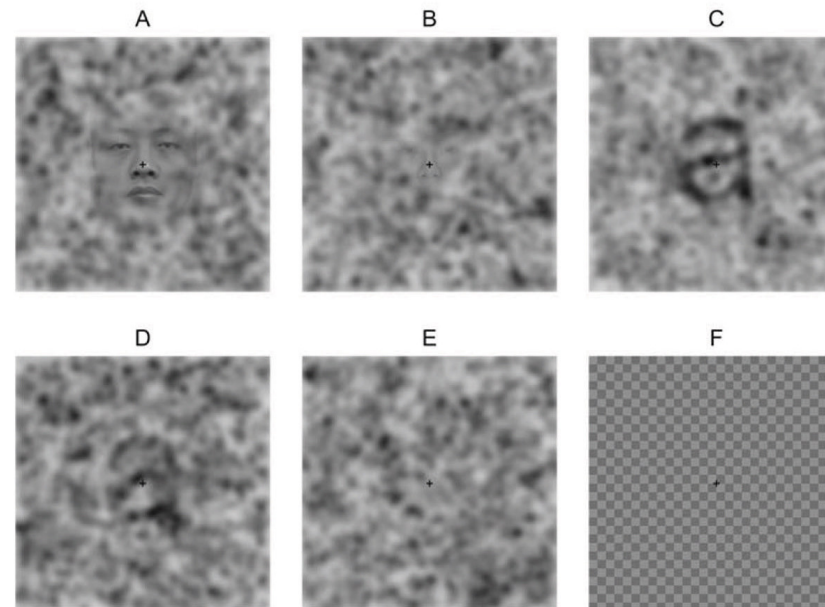
Animating

GAMMANESS

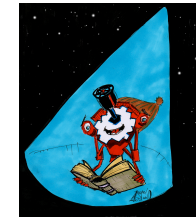
GAMMANESS



# Pareidolia



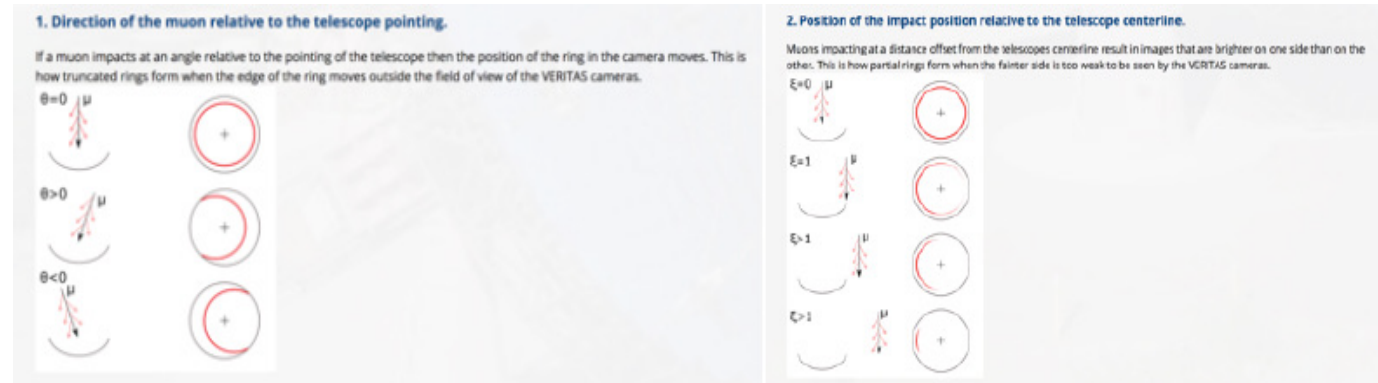
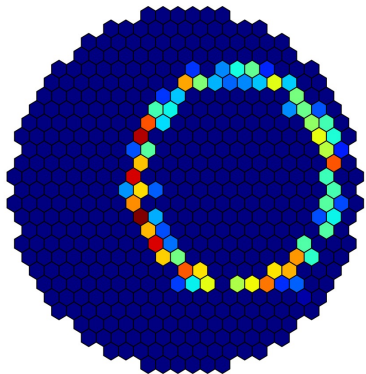
Various levels of "immersion" of faces and letters in a Gaussian background

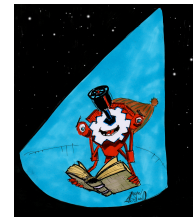


Muons (a particle like an electron, only heavier) are a prominent background contaminant when observing very-high-energy gamma rays on earth.

They leave a distinctive ring-like shape making them obvious to the human eye, but incomplete or truncated rings can appear very gamma-ray-like to automatic analysis algorithms.

We need your help to identify camera images that contain muon rings so we can teach computers to better identify such images and efficiently filter out those pesky muons that are masquerading as gamma rays.

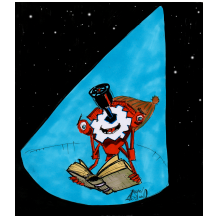




# Citizen Technicians?



Children are better than adults at identifying and understanding less likely options.

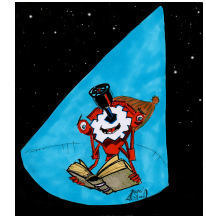


This may reflect a more general difference between Children's and adults' pareidolia.



Children may be particularly good at thinking about more unusual possibilities. After all, adults know a lot about how the world works, so it would be logical for them to rely on what they know.

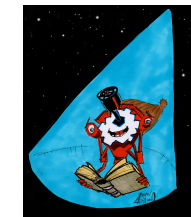
This difference between children and adults reflects the “**explore**” versus “**exploit**” tension.



In “explore” learning we try to discover many possibilities, including the least possible ones, even though they may not have an immediate reward. To navigate a complicated world well, we need both of these types of learning.

;



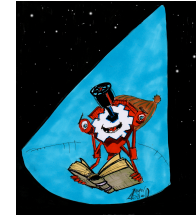


In “explore” learning we try to discover many possibilities, including the least possible ones, even though they may not have an immediate reward. To navigate a complicated world well, we need both of these types of learning.

The adults keep to the verified-and-true; but four to six year-olds can afford the luxury of seeking out the strange and the fantastic.



Pareidolia = F (Age, culture, ...)



**The first result is that as our knowledge grows,  
we become less open to new ideas.**

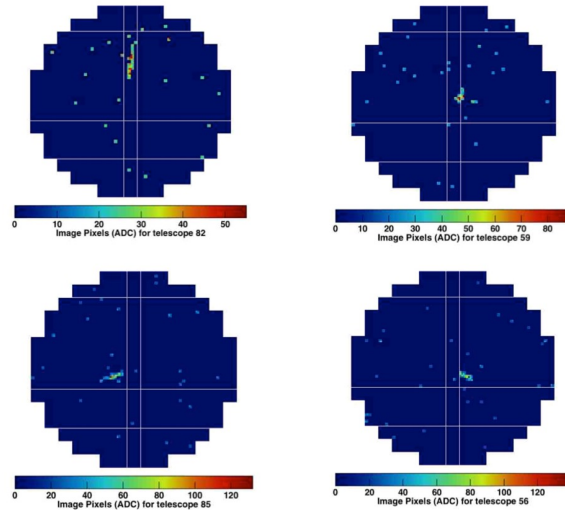
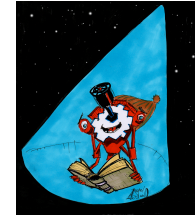
**The second is that younger minds and brains are  
intrinsically more flexible and exploratory,  
although they are also less efficient as a result.**

- 20. Gopnik, Alison, *Essere genitori non è un mestiere*, Bollati Boringhieri, 2016, pp. 112-113;
- 21. Gopnik, A. et al., *When Younger Learners Can Be Better (or, at least, more open-minded) Than Older Ones*, “Current Directions on Psychological Science”, 24, n.2, (2015), pp. 87-92;

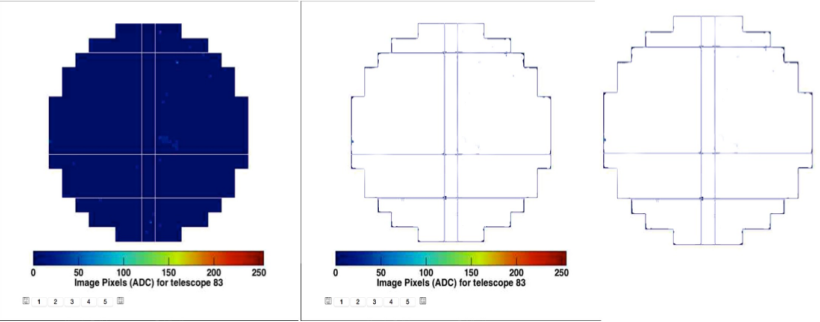
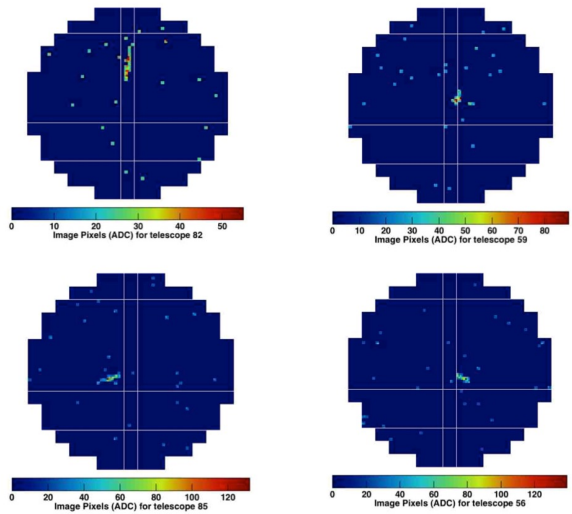
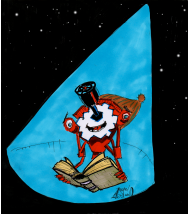


# Citizen Teachers or citizen trainers (for routines)?

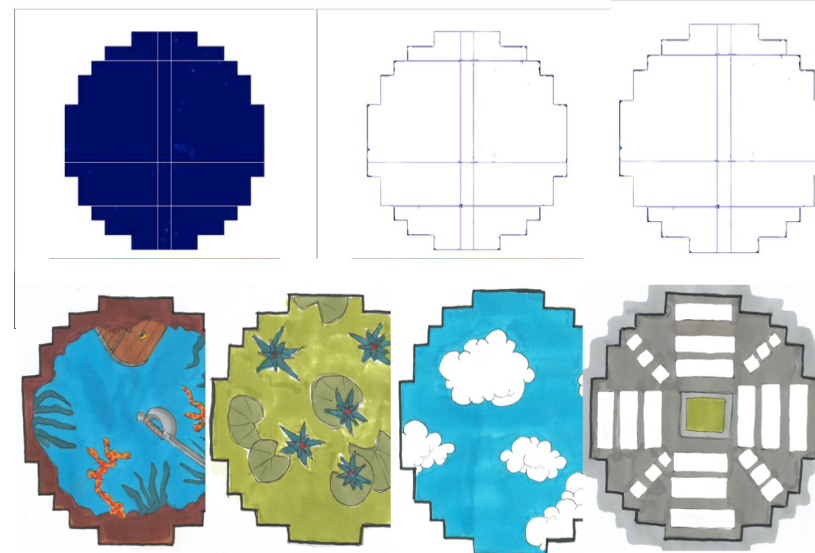
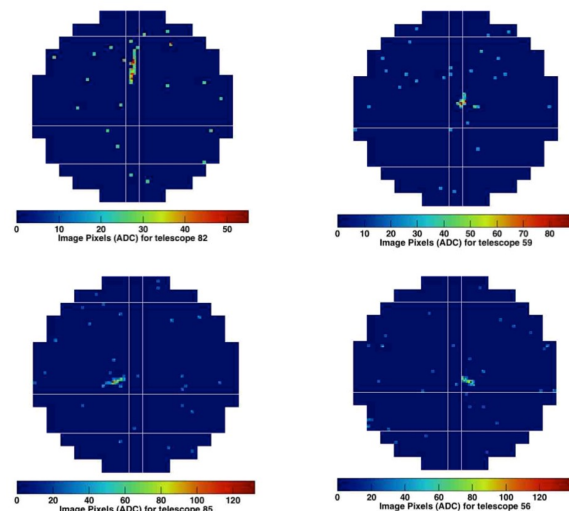
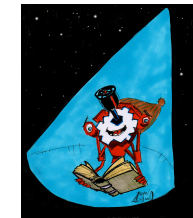
# Narrative approach



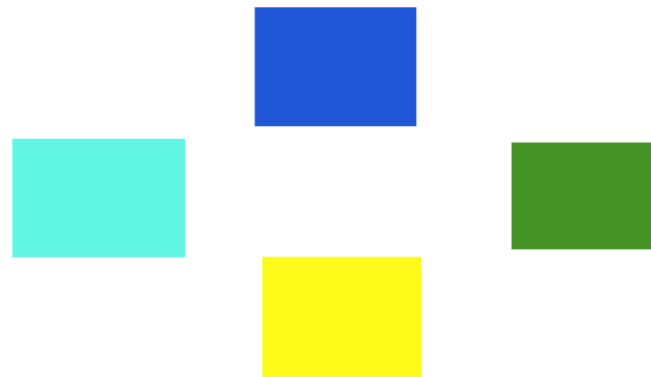
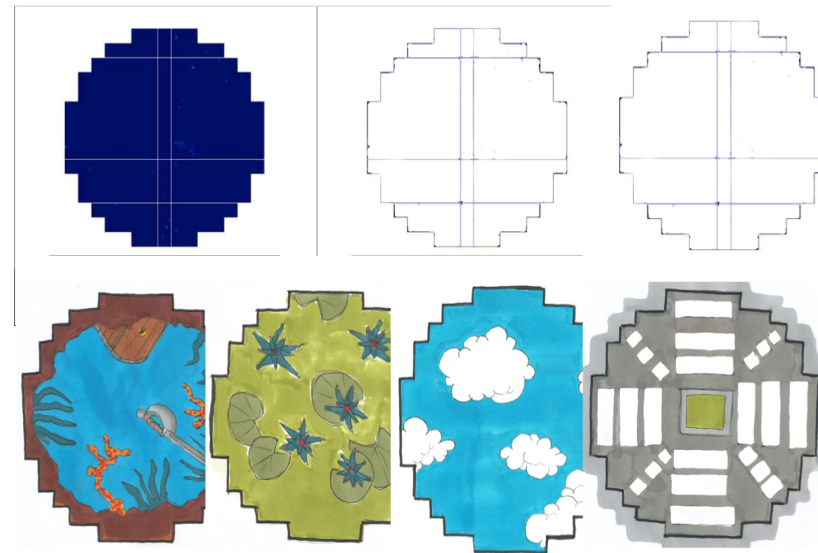
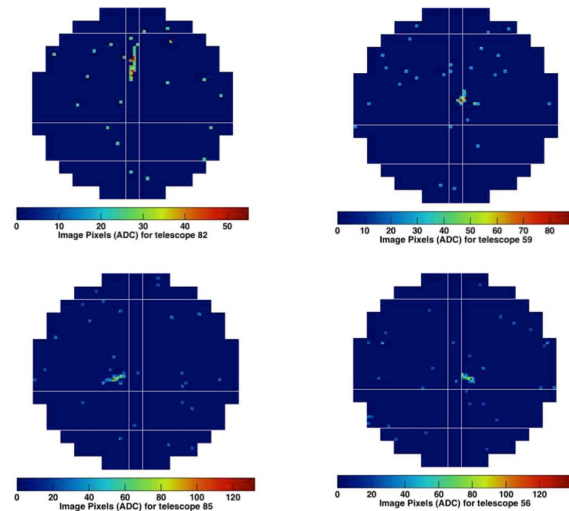
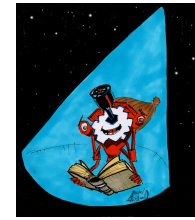
# Narrative approach



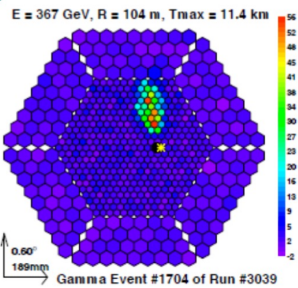
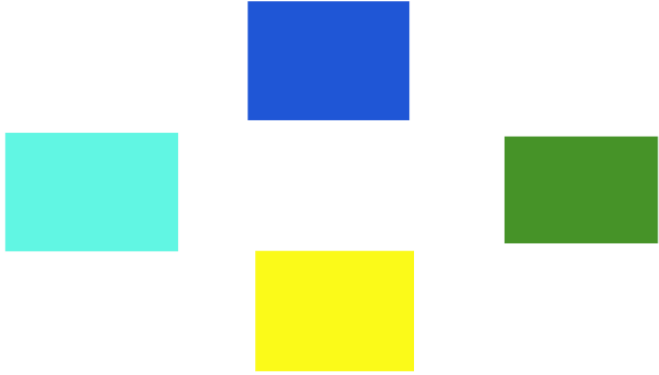
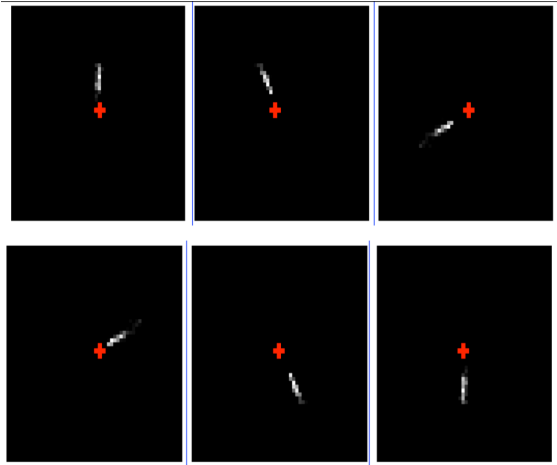
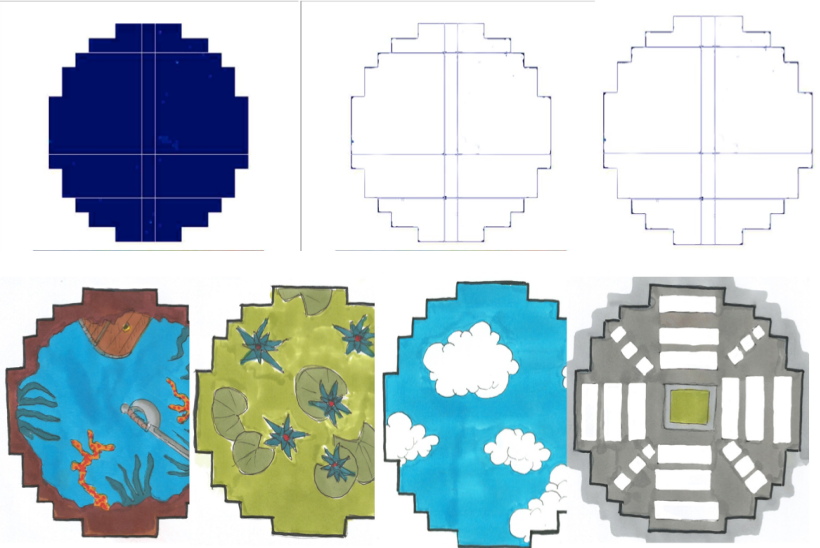
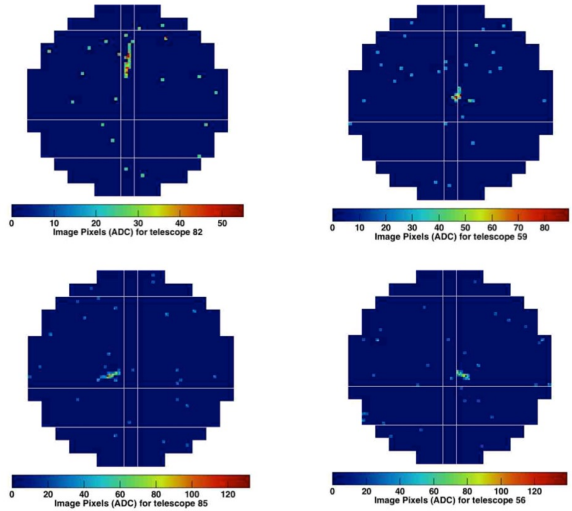
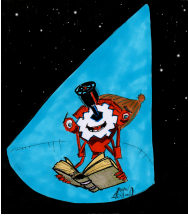
# Narrative approach



# Narrative approach



# Narrative approach



## Appropriate questionnaire

CLASSE:

DATA:

- **QUALE AMBIENTE HAI SCELTO?**

CELO

MARE

PRATO

CAMPO DI GRANO

ASFALTO

- **SECONDO TE, COSA STIAMO CERCANDO: UN OGGETTO O UN ANIMALE?**

OGGETTO

ANIMALE

- **CHE TIPO DI OGGETTO? \_\_\_\_\_ CHE TIPO DI ANIMALE? \_\_\_\_\_**

- **HA UN NOME? SÌ**

**NO**

- **SE LA TUA RISPOSTA È SÌ, MI DIRESTI COME SI CHIAMA? \_\_\_\_\_**

**ORA VORREI CAPIRE QUANTE VOLTE VEDRAI NELLE IMMAGNI SUL COMPUTER CIÒ CHE STIAMO CERCANDO.**

**OGNIQUALVOLTA TI CAPITA DI VEDERLO IN UNA IMMAGINE, SCRIVILO NEL RIGO CORRISPONDENTE!**

**MI PIACEREBBE INOLTRE CHE TU MI DICESSI SE PER CASO, OLTRE A QUELLO OGGETTO O ANIMALE, CI SONO ANCHE DEI SUOI AMICI.**

**SE NE VEDI, MI DIRESTI PER OGNI IMMAGINE, CHE ALTRI OGGETTI O ANIMALI TI FANNO VENIRE IN MENTE?**

IMMAGINE 1 \_\_\_\_\_

IMMAGINE 2 \_\_\_\_\_

QUESTO LINDO HA VISTO PRIMA  NELL'IMMAGINE NUMERO:

IMMAGINE 3 \_\_\_\_\_

QUESTO LINDO HA VISTO PRIMA  NELL'IMMAGINE NUMERO:

IMMAGINE 4 \_\_\_\_\_

QUESTO LINDO HA VISTO PRIMA  NELL'IMMAGINE NUMERO:

IMMAGINE 5 \_\_\_\_\_

QUESTO LINDO HA VISTO PRIMA  NELL'IMMAGINE NUMERO:

IMMAGINE 26 \_\_\_\_\_

QUESTO LINDO HA VISTO PRIMA  NELL'IMMAGINE NUMERO:

IMMAGINE 27 \_\_\_\_\_

QUESTO LINDO HA VISTO PRIMA  NELL'IMMAGINE NUMERO:

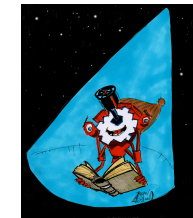
IMMAGINE 30 \_\_\_\_\_

QUESTO LINDO HA VISTO PRIMA  NELL'IMMAGINE NUMERO:

The gamma Photon is the Main character.

Children have to give him a name and to look for him

Ambiente: Cielo		
1	2	3
4	5	6
7	8	9
10	11	12
13	14	15
16	17	18
19	20	21
22	23	24
25	26	27
28	29	30



GUARDANDO TUTTE QUESTE IMMAGINI, TI E' CAPITATO DI PENSARE A UNA STORIA NELLA  
QUALE VO' SONO TUTTI I PERSONAGGI CHE HAI TROVATO?

SI  NO

SE LA TUA RISPOSTA E' SI, ME LA RACCONTERESTI?  
(SE TI VA, SCRIVILA QUI IN BASSO)



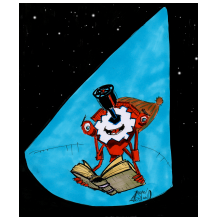
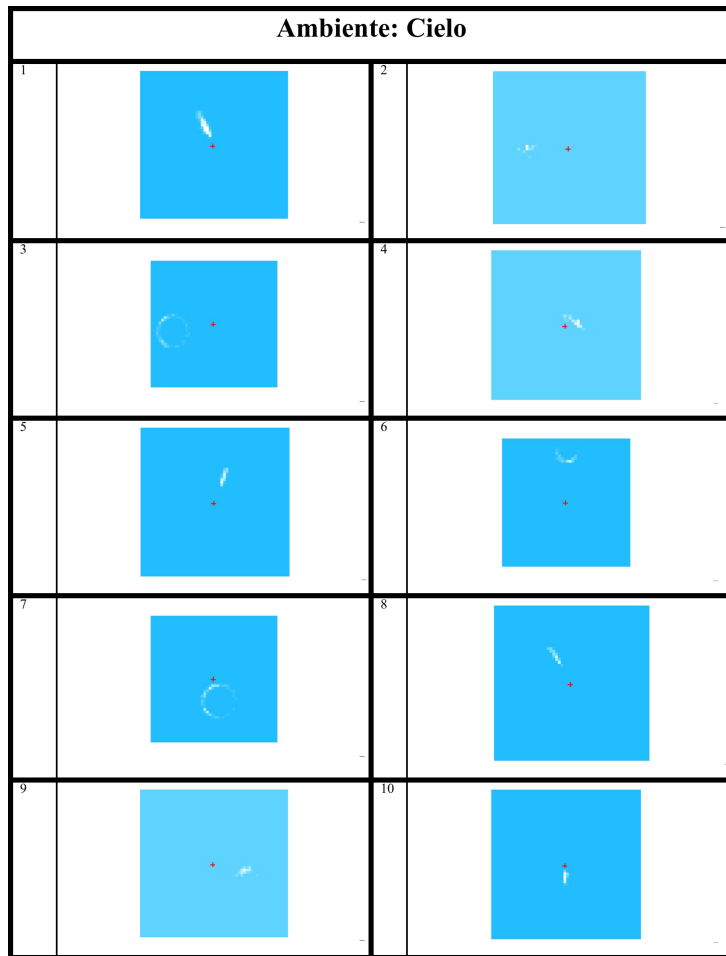


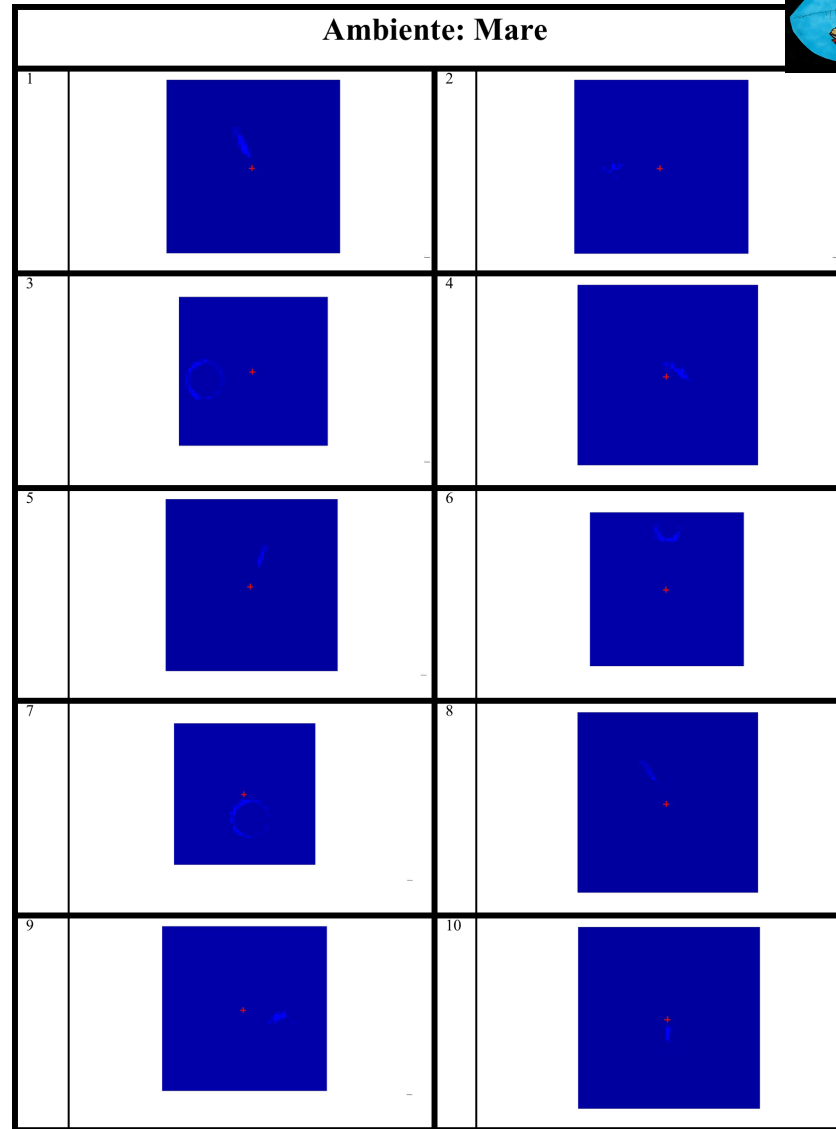
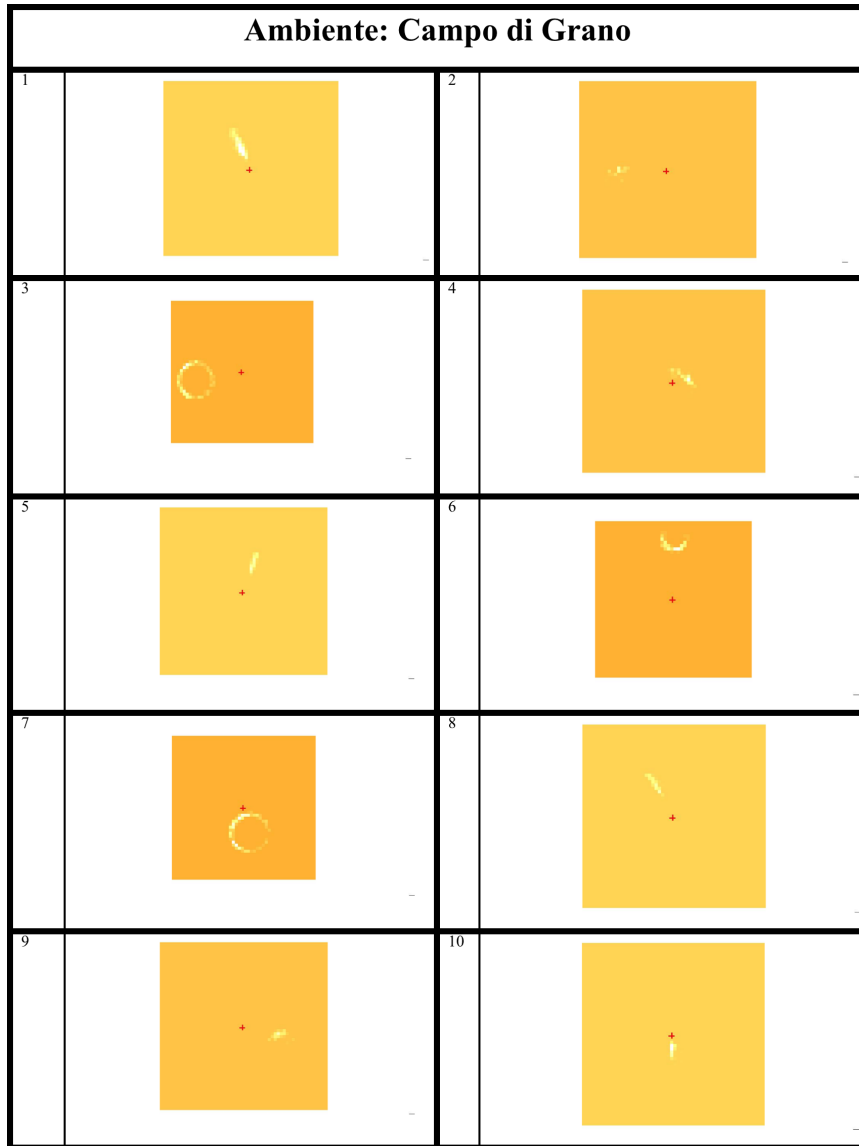
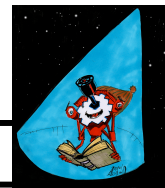
In asking to babies (who still were not able to write) the questions of the survey, any too marked variations in the tone of voice or too broad gestures could have betray or make the children interviewed perceive our preference or some implied suggestion.

Our attempt to prevent these problems was done trying to be very careful in using tones of voice and gestures.

We still had to maintain an adequate colloquialism and essential lightness to put children at ease hoping to build this way a communication bridge with them.

We therefore hope that we have managed to **clean up** our way of speaking from this genre of **bias** (for partial verification, we have the audio recordings of the interviews),

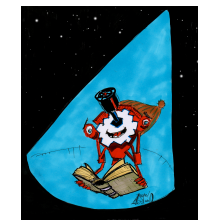




Scuola Primaria – I C, Istituto Ferrara, 6 Giugno 2017

Scheda 18, età: 6 anni, 2:22:00

Ambiente: prato		Animale: bruco	Nome: //
Numero Immagine	Commento	Fotone/Adrone/Muone	
1	Bruco	Gamma	
2	No, non mi vengono in mente animali perché ha la testa lontano dal corpo	Adrone	
3	No	Muone	
4	Somiglia a bruco. È simile. L'ho visto già nella 2	Adrone	
5	Bruco	Gamma	
6	No	Muone	
7	No, l'abbiamo incontrato nella 3 e nella 6. La 6 è come la 7 ma è in alto quindi non si vede l'altra parte	Muone	
8	Bruco	Gamma	
9	No, già visto nella 2	Adrone	
10	Bruco	Gamma	

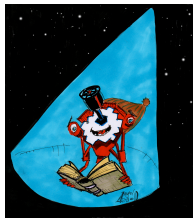


Ambiente: Prato

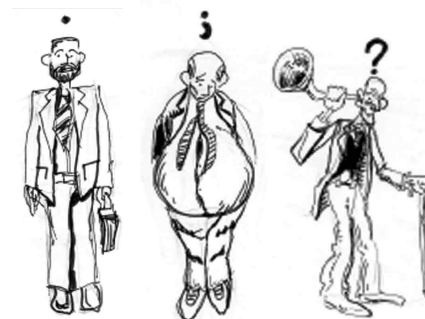
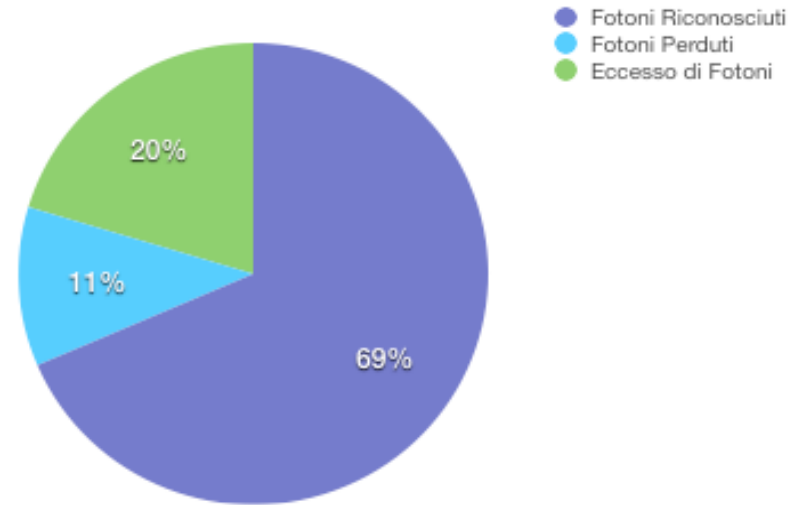
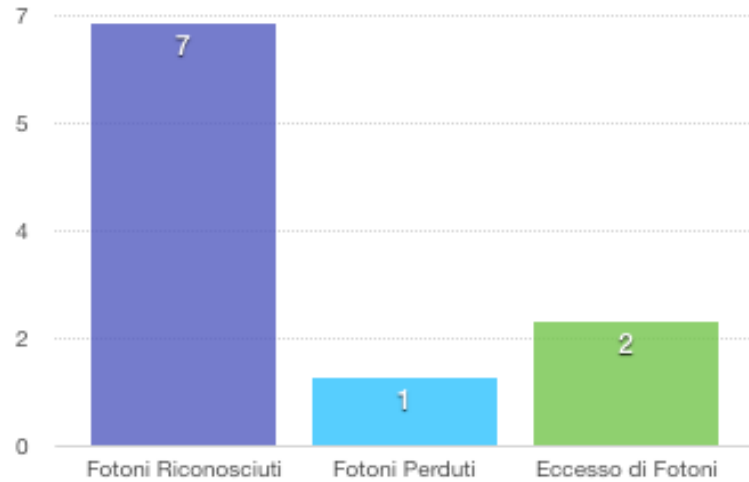
1		2	
3		4	
5		6	
7		8	
9		10	

4 out of 4 photons recognized  
3 out of 3 protons recognized  
3 out of 3 muons recognized  
This is the ideal case!

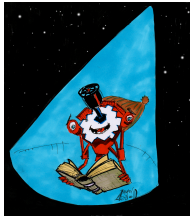




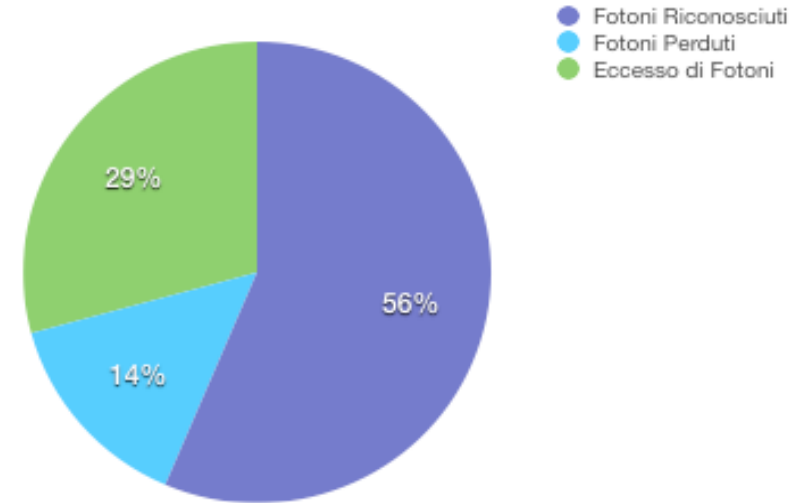
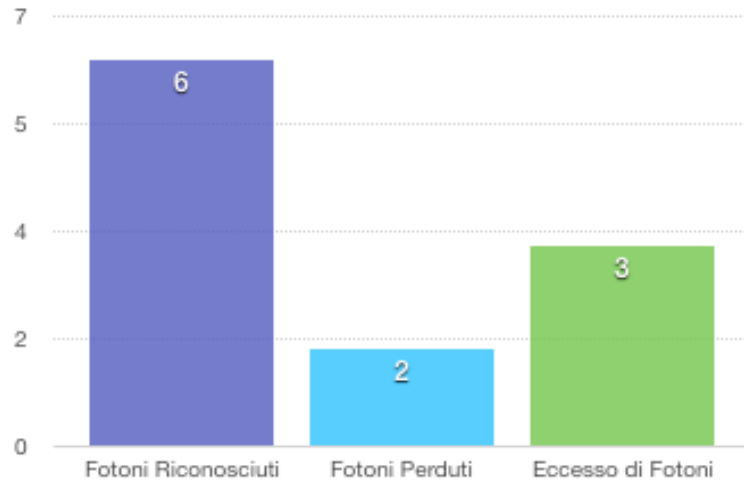
ADULTI	CONTEGGI
Fotoni Riconosciuti	7
Fotoni Perduti	1
Eccesso di Fotoni	2

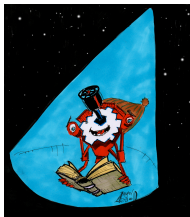


1

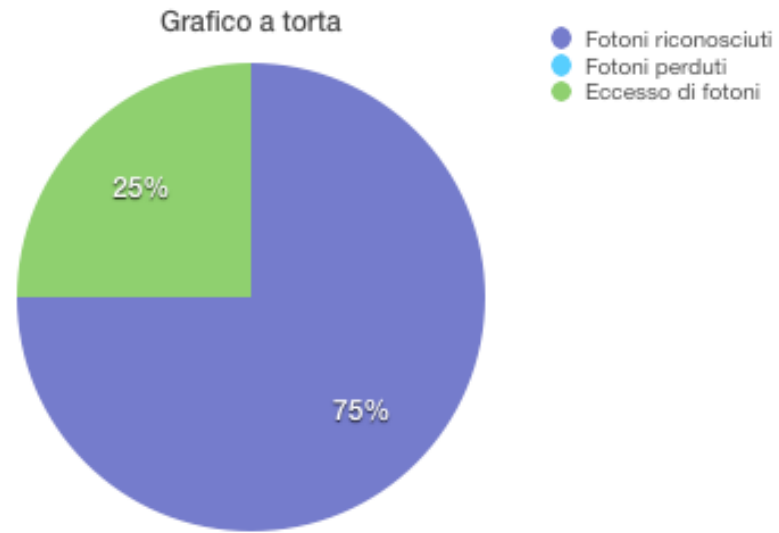
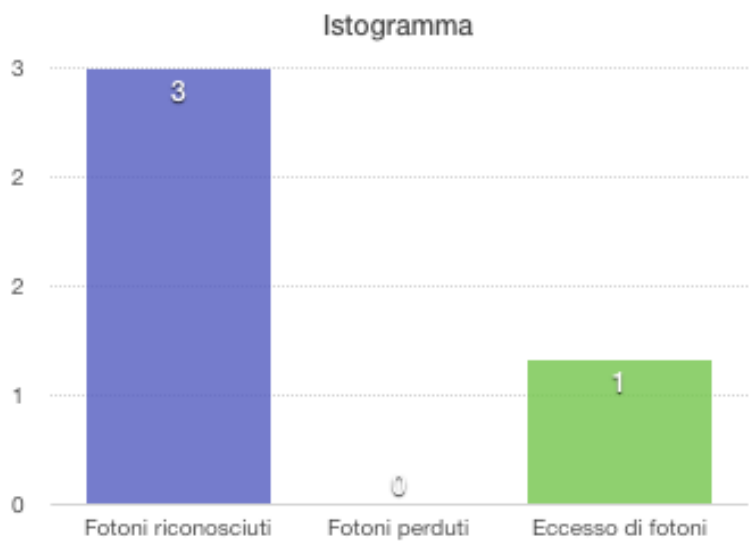


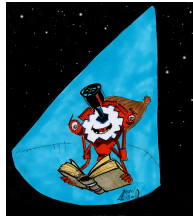
STUDENTI SCUOLE SUPERIORI	CONTEGGI
Fotoni Riconosciuti	6
Fotoni Perduti	2
Eccesso di Fotoni	3



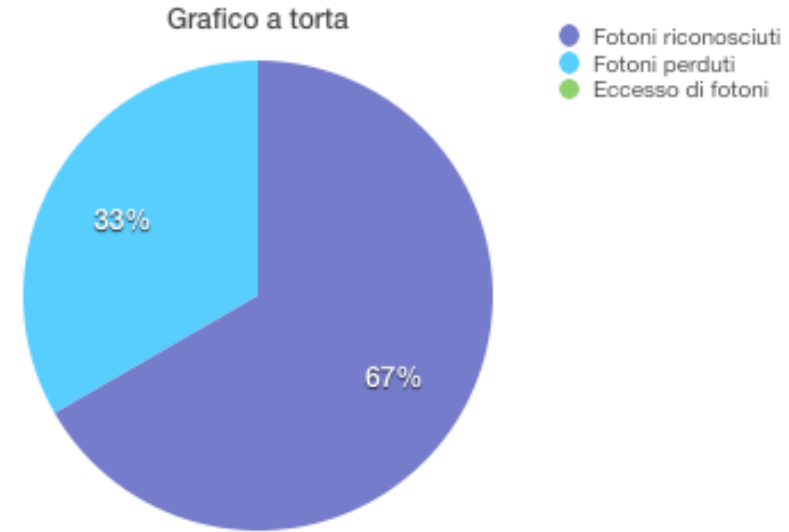
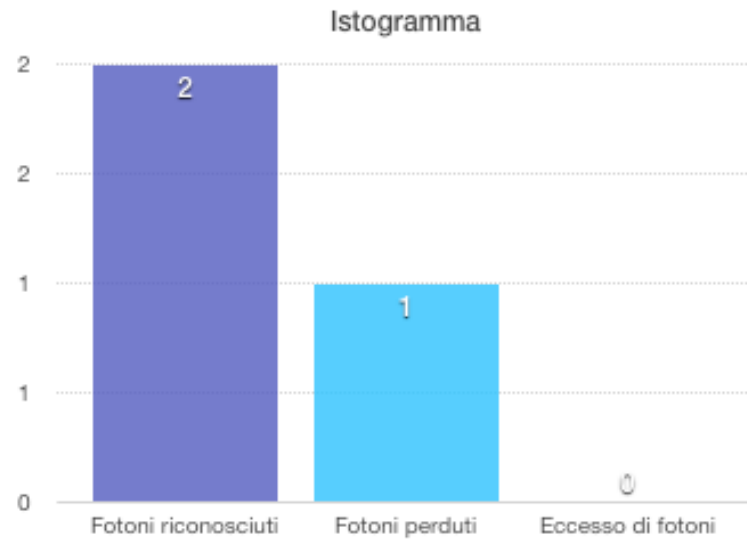


BAMBINI SCUOLA PRIMARIA	CONTEGGI
Fotoni riconosciuti	3
Fotoni perduti	0
Eccesso di fotoni	1

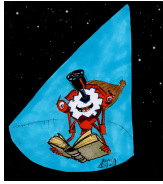




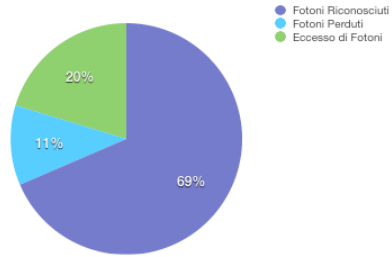
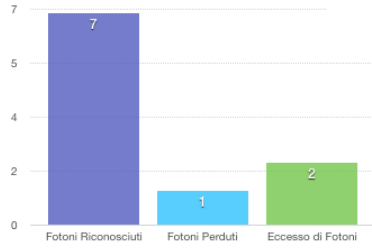
BAMBINI SCUOLA MATERNA	CONTEGGI
Fotoni riconosciuti	2
Fotoni perduti	1
Eccesso di fotoni	0







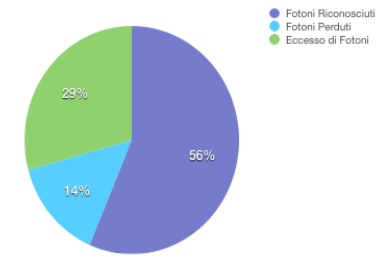
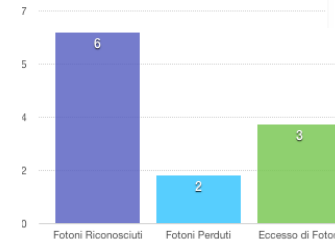
ADULTI	CONTEGGI
Fotoni Riconosciuti	7
Fotoni Perduti	1
Eccesso di Fotoni	2



1



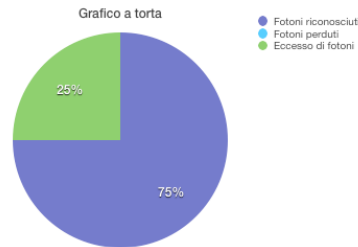
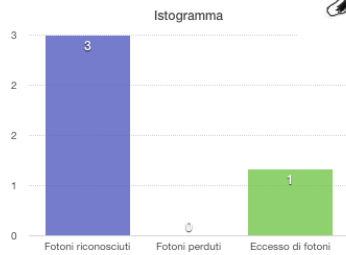
STUDENTI SCUOLE SUPERIORI	CONTEGGI
Fotoni Riconosciuti	6
Fotoni Perduti	2
Eccesso di Fotoni	3



1



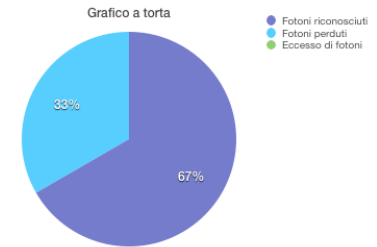
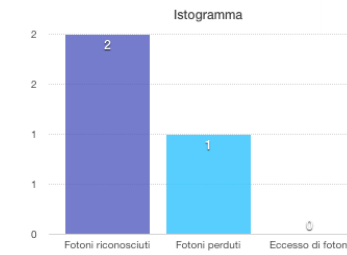
BAMBINI SCUOLA PRIMARIA	CONTEGGI
Fotoni riconosciuti	3
Fotoni perduti	0
Eccesso di fotoni	1



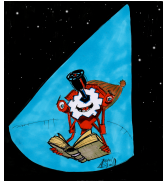
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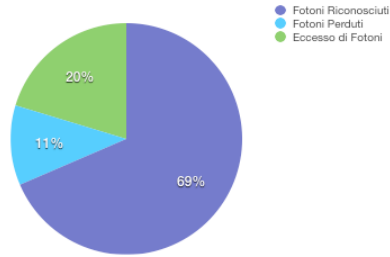
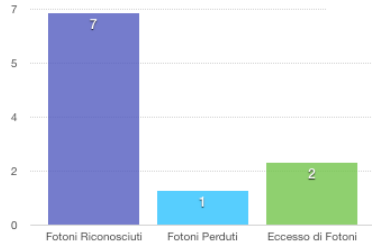
BAMBINI SCUOLA MATERNA	CONTEGGI
Fotoni riconosciuti	2
Fotoni perduti	1
Eccesso di fotoni	0



1



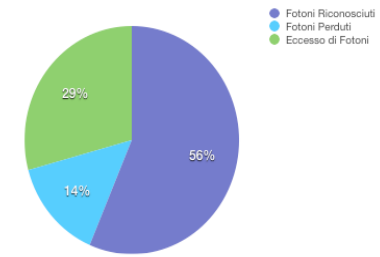
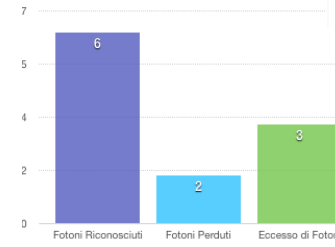
ADULTI	CONTEGGI
Fotoni Riconosciuti	7
Fotoni Perduti	1
Eccesso di Fotoni	2



1



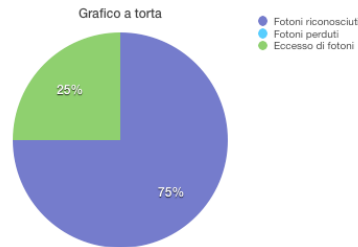
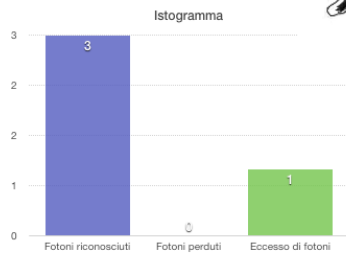
STUDENTI SCUOLE SUPERIORI	CONTEGGI
Fotoni Riconosciuti	6
Fotoni Perduti	2
Eccesso di Fotoni	3



1



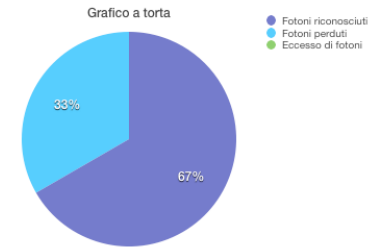
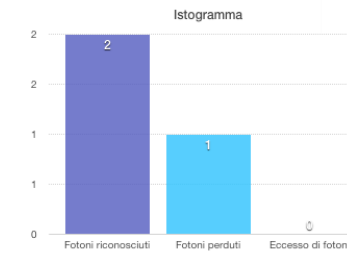
BAMBINI SCUOLA PRIMARIA	CONTEGGI
Fotoni riconosciuti	3
Fotoni perduti	0
Eccesso di fotoni	1



1



BAMBINI SCUOLA MATERNA	CONTEGGI
Fotoni riconosciuti	2
Fotoni perduti	1
Eccesso di fotoni	0



1

**Sarah-Jane Blakemore: *Inventare se stessi* - Cosa succede nel cervello degli adolescenti, Bollati Boringhieri**

THANK YOU!!!

