



MACHINE LEARNING FOR ASTROPHYSICS

2ND EDITION CATANIA, 8-12 JULY, 2024

Contribution ID: 200

Type: **Oral Presentation**

CHEREN-ZOO: an educational project for automatic routines

Friday, 12 July 2024 11:10 (20 minutes)

The main goal of this study is to implement a Citizen Science game designed specifically for children and based on the images that the Cherenkov Telescope Array (CTA) instrument will capture. The proposed objective was to start an active dissemination project ("learning by doing") both for humans - while children will simply play a game, humans interested in this project will take part in a citizen science project on 'gamma ray astronomy - both for machines. Thanks to their cataloguing, the result of the use of pareidolia, the participants in the game will 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.

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Session Classification: Astroparticle Physics / Space Weather