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# SciFish Policies & Procedures

SAFMC Meeting  
December 2023

Thanks to the SciFish Organizing Committee for all of their hard work and dedication to this project!

- SAFMC: Julia Byrd, Meg Withers, Chip Collier, Nick Smillie, Allie Iberle
- NCDMF: Brandi Salmon, Jeff Moore, Ami Staples, Andrew Valmassoi, Steph McInerny, Drew Cathey
- ACCSP: Julie Simpson, Jamal Oudiden
- GADNR: Kathy Knowlton
- RIDMF: Mike Bucko
- NOAA: Lauren Dolinger-Few
- Harbor Light: Fran Karp & Bill Spain



CITIZEN SCIENCE POWERED BY ACCSP



# SciFish - Introduction



Citizen science is a potentially powerful tool to better understand marine fish populations



Growing interest in using citizen science to supplement marine fisheries data collection



Development of SciFish, citizen science mobile application and project builder, to support capture and sharing of information about fish along the Atlantic coast



# SciFish Long Term Goal

Develop for ACCSP partners:

- ✓ **citizen science mobile application** and
- ✓ **menu-driven project builder interface** to
- ✓ **easily create a customizable application** by selecting specific data fields
- ✓ **without need to develop stand-alone applications** for each new project or data need





# SciFish Development Drivers



Reduce costs needed  
to develop individual  
applications



Reduce time to  
create applications  
from ground up



Increase consistency in  
data fields and  
structure



## SciFish Vision

To create a citizen science mobile application that encourages and supports the capture and sharing of data on Atlantic coast fisheries.



## SciFish Mission

- Standardize collection of citizen science data from Atlantic coast fisheries
- Provide a single platform for multiple data collection projects
- Provide a flexible project builder and create new data collection projects with minimal resources
- Provide access to data that supports fisheries stock assessment and management



# SciFish Administration & Oversight



Administration through  
ACCSP



Primary oversight by: SciFish  
Advisory Panel (SAP)



# SciFish Advisory Panel



Draft and recommend SciFish  
policy updates



Oversee and implement SciFish  
application process



Coordinate and review  
SciFish project updates



# SciFish Project Development

## *Approach*

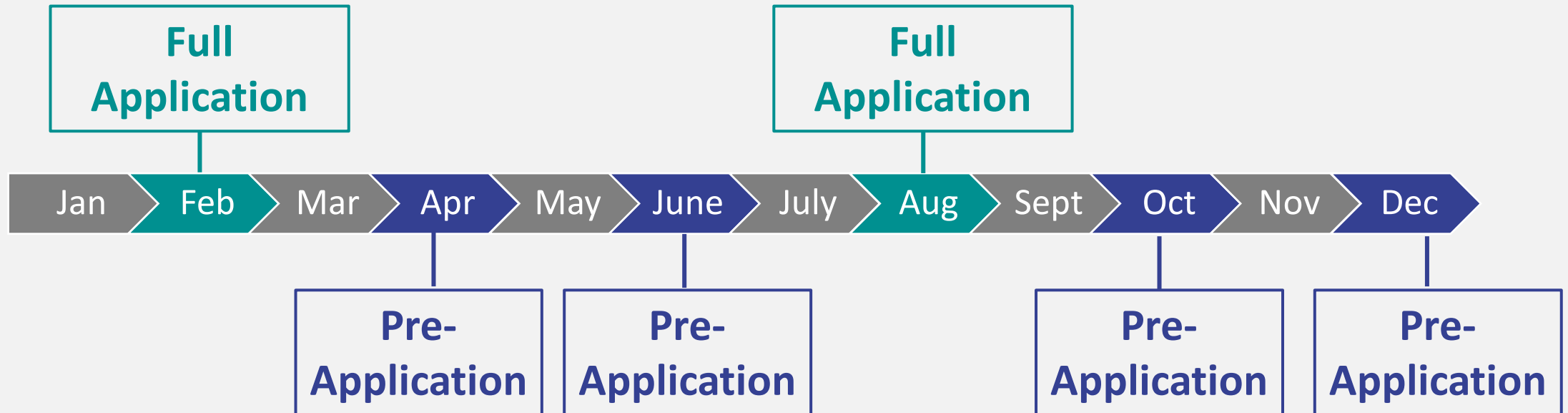
- Focus on data collection for marine and/or diadromous fisheries along the Atlantic coast
- Fill data gaps or data deficiencies and address identified research needs
- Use intentional design and clearly articulate how collected data will be used in management and/or stock assessments
- Encourage scientist and fishermen collaboration





# SciFish Project Development

## *Multi-step Application Process\**



\*Projects must have ACCSP partner as PI or be sponsored by an ACCSP partner



# SciFish Application Topics

*Full Application Only*

COLLABORATORS

GOALS

RESEARCH  
QUESTIONS OR  
DATA GAPS

DATA USE

DATA  
MANAGEMENT  
PLAN

METHODS

DATA FIELDS

ANTICIPATED  
OUTCOME

VOLUNTEER  
TRAINING PLAN

COMMUNICATION  
PLAN

TIMELINE

BUDGET

EVALUATION

RISK



# SciFish Application Review Criteria

## *Pre-Application*

INCLUDES ALL  
REQUIRED SECTIONS

ADDRESSES HOW DATA  
WILL BE USED IN  
ASSESSMENT AND/OR  
MANAGEMENT

PROJECT IS A GOOD  
FIT FOR CITIZEN  
SCIENCE

## *Full Application*

Addresses data gap for  
assessment and/or  
management

DATA MANAGEMENT  
PLAN

Anticipated data use &  
outcomes of value to  
partners/industry

VOLUNTEER  
QUALIFICATIONS &  
TRAINING

TECHNICAL  
MERIT/METHODOLOGY

PARTICIPANT  
ENGAGEMENT

EVALUATION METRICS



# SciFish: Additional Policy Topics



Hardware  
Requirements



Data Access



Privacy &  
Confidentiality



Current Fields



Project Builder



Resources



Transparency



Security



Branding



# Building a Project in SciFish

The image displays the SciFish Project Builder interface, which is used to create and manage a project. The interface is divided into several sections:

- Project Name:** "It's A Fluke" (with a RENAME button).
- Actions:** + NEW, OPEN, DOWNLOAD, COPY, DELETE, PUBLISH.
- Configuration Panels:**
  - LOGIN:** Configure login functionality.
  - HOME:** Choose Command buttons to appear at the top and bottom of the Home Page.
  - RECORDS:** Define data fields for each Record, and Command buttons to display to the user.
  - ABOUT:** Configure custom text displayed in the About Page describing your project.
  - NAVIGATION MENU:** Configure social media links that appear in the Navigation Menu.
  - BRANDING:** Configure colors to give your project a unique look.
- Mobile Preview:** A preview of the project on a mobile device, showing the "SAFMC Release" screen with a "START ENTRY" section, "Release Details" (Red Grouper, 25 inches, 8/14/2023 1:54 PM), and an "Upload Entries" button.



# Building a Project in SciFish

The image displays the SciFish Project Builder interface, split into two main sections: a desktop configuration window and a mobile app preview.

**Desktop Configuration Window:**

- Title:** SciFish Project - Edit Record View
- Attribute Name:** Species
- Value Type:** STRING
- Options:**
  - Is Required
  - If Required, Allow No Response
  - Default to previous response
- Help Message:** (Empty text field)
- Help Image:** SELECT...
- Hide Help Instructions:** Do not show this anymore
- Species List:**
  - Select All
  - Unselect All
  - Search...
  - (172398) ALBACORES
  - (161706) ALEWIFE
  - (166156) ALFONSINO
  - (168689) AMBERJACK, GREATER
  - (168690) AMBERJACK, LESSER
  - (168688) AMBERJACKS
  - (553173) ANCHOVIES
  - (161839) ANCHOVY, BAY
  - (161842) ANCHOVY, DUSKY
- Buttons:** CANCEL, OK

**Mobile App Preview (Edit Release):**

- Title:** Edit Release
- Fields:**
  - Species (dropdown)
  - Trip Type (dropdown)
  - State (Port of Return) South Carolina (dropdown)
  - Trip Date (dropdown)
  - Release Time (dropdown)
  - Total Length (Inches) (dropdown) with a question mark icon
- Bottom Bar:** Delete, Photo, Add Photo, SAVE



# Building a Project in SciFish

The screenshot displays the SciFish Project Builder interface. The main workspace is titled "It's A Fluke" and contains several configuration panels:

- LOGIN**: A panel for configuring the login page.
- HOME**: A panel with the instruction "Choose Command buttons to appear at the top and bottom of the Home Page".
- RECORDS**: A panel with the instruction "Define data fields for each Record, and Command buttons to display to the user".
- ABOUT**: A panel with the instruction "Configure custom text displayed in the About Page describing your project".
- NAVIGATION MENU**: A panel with the instruction "Configure social media links that appear in the Navigation Menu".
- BRANDING**: A panel with the instruction "Configure colors to give your project a unique look". This panel is highlighted with a red border.

At the top of the interface, there are buttons for "NEW", "OPEN", and "DOWNLOAD". Below the project name, there are buttons for "RENAME", "COPY", "DELETE", and "PUBLISH".

On the right side, a mobile preview is shown for a project named "SAFMC Release". The preview includes a "START ENTRY" section with four icons, a "Release Details" section for "Red Grouper" (25 inches, 8/14/2023 1:54 PM), and an "Upload Entries" button at the bottom.





# Building a Project in SciFish

The image displays the SciFish Project Builder interface, which is used for configuring the branding and layout of a mobile application. The interface is divided into three main sections:

- Left Panel (Navigation):** A blue sidebar with a menu icon and a back arrow. It contains the following options: Download Project, Switch Projects..., Preview..., Contact Us, and About.
- Center Panel (Design Canvas):** A large pink area representing the app's branding. It includes a header with the SciFish logo, a blue button labeled "COMMAND TEXT", a section for "HEADER TEXT", and a "RELEASE DETAILS" section. The details section contains a "Species Name" field with "Length" below it, and a "Species" field with "Grouper" below it. A mouse cursor is pointing at the "Grouper" text.
- Right Panel (Color Palette):** A list of color swatches for various UI elements, each with a corresponding hex code:
  - Background: #FFD80074
  - On Background: #FFFFFF
  - Primary: #363C92
  - Primary Dark: #FFE6A4D6
  - Primary Light: #363C92
  - On Primary: #FFFFFF
  - Secondary: #363C92
  - Secondary Dark: #151144
  - Secondary Light: #613692
  - On Secondary: #FFFFFF
  - Menu Background: #FF061DFB
  - On Menu: #FFFFFF
  - Error: #FF0000
  - On Error: #FFFFFF
- Right Panel (Mobile Preview):** A vertical preview of the mobile app. The top status bar shows the time 9:43 and 100% battery. The app title is "SAFMC Release". Below the title is a "START ENTRY" section with four icons: a camera, a document, a keyboard, and a refresh. The "Release Details" section shows "Red Grouper" with "25 inches" and "8/14/2023 1:54 PM". At the bottom is a large blue "Upload Entries" button. The Android navigation bar is visible at the very bottom.



# Building a Project in SciFish

The screenshot displays the SciFish Project Builder interface. At the top, the title bar reads "SciFish Project Builder". Below it, there are three buttons: "+ NEW", "OPEN", and "DOWNLOAD". The project name "It's A Fluke" is shown with a "RENAME" button. To the right of the project name are "COPY", "DELETE", and "PUBLISH" buttons, with the "PUBLISH" button highlighted by a red box.

The main workspace is divided into six panels:

- LOGIN**: A large blue area for configuring the login page.
- HOME**: Contains the text "Choose Command buttons to appear at the top and bottom of the Home Page".
- RECORDS**: Contains the text "Define data fields for each Record, and Command buttons to display to the user".
- ABOUT**: Contains the text "Configure custom text displayed in the About Page describing your project".
- NAVIGATION MENU**: Contains the text "Configure social media links that appear in the Navigation Menu".
- BRANDING**: Contains the text "Configure colors to give your project a unique look".

On the right side, there is a preview of the mobile app. The app interface shows a header "SAFMC Release" with a "START ENTRY" section containing four icons. Below that is a "Release Details" section for "Red Grouper" with a size of "25 inches" and a date/time of "8/14/2023 1:54 PM". At the bottom of the app preview is a large green "Upload Entries" button.



# Building a Project in SciFish

The screenshot displays the SciFish Project Builder interface. The main window is titled "SciFish Project Builder" and shows a project named "It's A Fluke". A modal dialog box titled "Publish Project" is open, allowing the user to select a publish channel. The "Developer" channel is selected, and a red box highlights the number "751001" in the instructions. Below the dialog, there are input fields for "Tag 1" and "Tag 2". To the right, a mobile app preview is shown with the title "SAFMC Release" and a "Red Grouper" release entry. The interface includes a sidebar with "LOGIN" and "ABOUT" sections, and a Windows taskbar at the bottom.

SciFish Project Builder EVAL

SciFish Project Builder

+ NEW

It's A Fluke

PUBLISH

LOGIN

ABOUT

Configure custom test descriptions

project a unique look

**Publish Project**

Project Name **It's A Fluke**

**Publish Channel**

- Developer  
Use this channel to create a release for you to test with.
- Alpha  
Use this channel to create a very early release for test users
- Beta  
Use this channel to create a near-final release for a wider audience of testers
- SciFish General Availability  
Your project will be published to be downloaded by all registered users of SciFish

To test this project in the SciFish mobile application, users in this channel should:

- 1) Select "Preview..." from the main menu
- 2) When prompted, enter the following number to download this project:

**751001**

Tag 1

Tag 2

Use these fields to provide unique identifiers for this release, such as a version number or feature branch

CANCEL OK

10:26 SAFMC Release

START ENTRY

Release Details

**Red Grouper**

25 inches 8/14/2023 1:54 PM

Upload Entries

69°F Mostly cloudy

10:25 PM 8/15/2023



# Building a Project in SciFish

The image displays the SciFish Project Builder interface. The main window is titled "SciFish Project Builder EVAL" and shows a project named "It's A Fluke". The interface includes a top navigation bar with "NEW", "OPEN", and "DOWNLOAD" buttons. Below this, there are buttons for "RENAME", "COPY", "DELETE", and "PUBLISH". The main workspace is divided into six panels: LOGIN, HOME, RECORDS, ABOUT, NAVIGATION MENU, and BRANDING. Each panel contains instructions for configuring that specific part of the project.

On the right side, a mobile preview of the project is shown. The preview is titled "SAFMC Release" and includes a "START ENTRY" section with four icons. A red box highlights a dialog box titled "Access Preview Project" which prompts the user to "Enter the code provided to you by the Project developer to gain access to a preview release:". The dialog box has a text input field and "Cancel" and "OK" buttons. Below the dialog box is an "Upload Entries" button.



# Building a Project in SciFish

The image displays the SciFish Project Builder interface, which is used to create and customize mobile applications. The interface is divided into two main sections: a configuration editor on the left and a mobile app preview on the right.

**Configuration Editor (Left):**

- Header:** "SciFish Project Builder" with a hamburger menu icon.
- Actions:** "+ NEW", "OPEN", and "DOWNLOAD" buttons.
- Project Name:** "It's A Fluke" with a "RENAME" button.
- Navigation:** "COPY", "DELETE", and "PUBLISH" buttons.
- Configuration Panels:**
  - LOGIN:** A large blue area for configuring the login screen.
  - HOME:** "Choose Command buttons to appear at the top and bottom of the Home Page".
  - RECORDS:** "Define data fields for each Record, and Command buttons to display to the user".
  - ABOUT:** "Configure custom text displayed in the About Page describing your project".
  - NAVIGATION MENU:** "Configure social media links that appear in the Navigation Menu".
  - BRANDING:** "Configure colors to give your project a unique look".

**Mobile App Preview (Right):**

- Header:** "It's A Fluke" with a hamburger menu icon.
- Section:** "Add A Catch" with three buttons: a camera icon, a document icon, and "Add Catch".
- Section:** "Catch Details" (currently empty).
- Footer:** "Upload Your Fluke" button.



# Building a Project in SciFish: Current Fields

<b>Biological sample collected</b>	<b>Gear</b>	<b>Line Cut</b>	<b>Release Disposition</b>
<b>Comment</b>	<b>Hook location</b>	<b>Location</b>	<b>Species</b>
<b>Date</b>	<b>Hook type</b>	<b>Number of fish</b>	<b>Time</b>
<b>Depth</b>	<b>Hours fished</b>	<b>Number of people fishing</b>	<b>Trip type</b>
<b>Descending device usage</b>	<b>Info collected in other survey</b>	<b>Photo</b>	<b>Venting</b>
<b>Fish tag number</b>	<b>Length</b>	<b>Predation</b>	
<b>Fish tag color</b>	<b>Length type</b>	<b>Primary target species</b>	



# SciFish: Account Creation

## Option 1: currently in place

- PI's create SciFish project accounts for users
- SAFIS Account – SciFish access

## Option 2

- Users create SciFish project accounts
- 'Auto-approval' Non-SAFIS account – SciFish access

## Option 3

- Combination: PI chooses option 1 or 2
- Requires more ACCSP resources to create





# SciFish: Policy Highlights



Project PIs must be partner or sponsored by partner



Focus on supporting citizen science projects



Projects initially limited to current data fields in project builder



Project development doesn't require funding, but uses ACCSP resources



Creation of SciFish Advisory Panel



Account creation currently done through SAFIS





# SciFish Policy: Approval





# SciFish: Proposed Rollout

