Citizen Science links:

various:

<http://www.yourwildlife.org/participate/>

Fireflies:

<https://www.clemson.edu/public/rec/baruch/firefly_project/>

Invasive species:

<http://www.backyardbarkbeetles.org/>

<http://www.eddmaps.org/> ( UGa project)

Plant budding:

<http://budburst.org/>

Cicada mapping:

<http://magicicada.org/map_project/maps.php>

Games- it turns out that game players can sometimes be better than simulations

<https://eyewire.org/signup> ( neuroscience)

<https://fold.it/portal/> ( protein folding- note: HIV enzyme info was discovered by school kids **4) Crowdsourcing a cure**

After scientists repeatedly failed to piece together the structure of a protein-cutting enzyme that plays an important role in HIV, they called on the players of [FoldIt](http://www.nsf.gov/cgi-bin/goodbye?https://fold.it/portal/), an online puzzle video game, to find a solution. Using FoldIt, "citizen scientists" were able to determine how the enzyme folded and [solved the mystery of its structure](http://www.nsf.gov/cgi-bin/goodbye?http://www.scientificamerican.com/article/foldit-gamers-solve-riddle/). With further help from the game-players, researchers were able to identify target drugs to neutralize the enzyme.

FoldIt is part of an experimental research project supported by NSF and developed by the University of Washington's Center for Game Science in collaboration with the UW Department of Biochemistry. The case of the crowdsourced protein structure serves as a critical example of how games with a purpose can solve real-world problems.

[**http://www.nsf.gov/discoveries/disc\_summ.jsp?cntn\_id=131779**](http://www.nsf.gov/discoveries/disc_summ.jsp?cntn_id=131779)