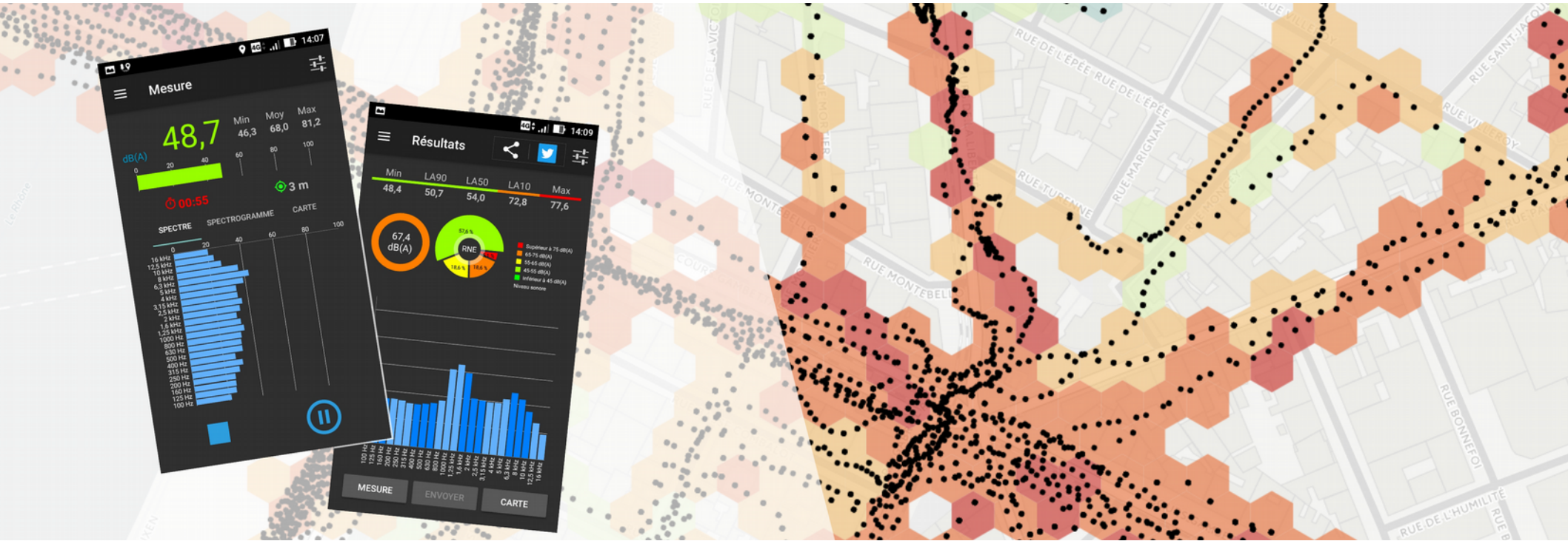# NoiseCapture party

Organizational protocol

Summary

- Objective
- Proceed to the party
- Choice of location
- Material
- Communication
- Preparation of the dedicated map

Objective

This document is intended to provide the key elements for **organizing** a **NoiseCapture Party**.

The party is organized here by the entity named "**host**" and can be done **with or without** the help of the **NoiseCapture team**.

Proceed to the party

A NoiseCapture Party generally follows these steps:

1. Welcome of participants by the host,

2. Introduction by the host who highlights his or her reflection or actions on the issue of sound environments,

3. Presentation of the NoiseCapture project (and more generally of the Noise-Planet initiative - http://noise-planet.org)

4. Presentation of the NoiseCapture Party: why? How? How? Where? ...

5. If necessary, define the teams and sub-areas to be covered,

6. Smartphone calibration, using hardware brought by the NoiseCapture team or provided by the host,

Proceed to the party

7. Beginning of the measurement campaign: the participants leave independently on the field to carry out measurements. Depending on the context and the area to be covered, allow between 30 minutes and 1 hour of measurement,

8. Return of participants: if necessary, help with the transfer of their measurements to the NoiseCapture server, in order to feed the dedicated interactive map,

9. Debriefing on the experience, especially with the help of the map, then a discussion between the participants and the organizers (NoiseCapture team, but also and especially the host).

If the NoiseCapture team is present
→ The NoiseCapture team members stay at the reception area throughout the party, in order to be able to respond to requests from participants (who go back and forth) or even from the press.

Choice of location

The area(s) chosen for the NoiseCapture Party must take into account the following elements:

- be **easily accessible by foot** for participants.
- be interesting from a "sound atmosphere" point of view. The search for a place of **nuisance** is **not mandatory**. Measuring the sound level of a quiet place can be as interesting as a noisy place. It is up to the host to define the interest of the area he will choose. Ideally, the area should have **different soundscapes**.
- be covered within the time allotted. It is better to have a **small area well covered** by the participants' measurements than a very large area in which contributions will be drowned and therefore not visible.
- be **outside** and as little as possible covered: measurements inside a building are to be avoided because the location will be very bad. Similarly, measurements in areas with high coverage (dense forest, covered driveway, etc.) should be avoided (as far as possible).

Material

For the <u>participants</u>
- Have a smartphone, working with **Android**, with **GPS** (for geolocation) and **Internet** access (3G/4G/Wifi) (to download the application and then transmit the measurements to the NoiseCapture team's server).

For the <u>organizers</u>
- Tables and chairs
- Video projector
- Multi-socket / extension cord
- Internet access (wifi or cable) in order to be able to present the website and more specifically the interactive map that will be powered for the occasion (see examples here: http://noise-planet.org/map.html)
- If possible, a poster-size printout of the area to be covered. This poster can be used to define the different sub-areas that the teams of participants will have to divide up.

Communication

Elements to be taken into account in the different phases of communication:

- The application we propose to use is called "**NoiseCapture**" (both words are attached) (description here: http://noise-planet.org/noisecapture.html)

- The event that is organized here is called a "**NoiseCapture Party**" (concept described here: http://noise-planet.org/noisecapture_party.html)

- This application was jointly developed by **two teams of researchers** in **geomatics** (geographic information specialist) and **acoustics**. These researchers come from the following laboratories:
  - geomatics: DECIDE Team of the Lab-STICC laboratory from CNRS (UMR 6285) (https://www.labsticc.fr/)
  - acoustics: Team of the Environmental Acoustics Laboratory (LAE) of Ifsttar, member of the UMR UMRAE (http://www.umrae.fr/)

Communication

- The application was initially developed on European and national funds, resulting from research projects.

- NoiseCapture :
  - is currently **only** available for **Android** smartphones
  - is **free** of charge
  - is developed under the terms of the open **GPL 3** license (https://www.gnu.org/licenses/gpl-3.0.fr.html). It is therefore possible to study, adapt and redistribute its source code
  - does not require the creation of **any account** (except for downloading or it is necessary to have a Google account to use the Play Store where the application is accessible)

- all data collected via the application is made available to the public free of charge and under an open license (ODbL), at the following address: http://data.noise-planet.org/

Communication

Twitter

- NoiseCapture : use the @Noise_Planet account (https://twitter.com/Noise_Planet)
- indicate the host's Twitter account, if possible

Other

→ NoiseCapture is not present on any other social network

Communication

The logos to be used are as follows

Name	Logo	Download URL
NoiseCapture		In .png format: http://noise-planet.org/assets/img/resources/logos/Logo_noisecapture.png In .pdf format: http://noise-planet.org/assets/img/resources/logos/Logo_noisecapture.pdf In .svg format: http://noise-planet.org/assets/img/resources/logos/Logo_noisecapture.svg
CNRS		In .png format: https://raw.githubusercontent.com/Ifsttar/NoisePlanet/gh-pages/assets/img/contact/cnrs.png In .svg format: https://github.com/Ifsttar/NoisePlanet/blob/gh-pages/assets/img/contact/cnrs.svg
Ifsttar		In .png format: https://raw.githubusercontent.com/Ifsttar/NoisePlanet/gh-pages/assets/img/contact/ifsttar.png In .svg format: https://github.com/Ifsttar/NoisePlanet/blob/gh-pages/assets/img/contact/ifsttar.svg

Preparation of the dedicated map

For each of the organized Parties, it is requested to provide the information listed below.
These informations are necessary to create the interactive map dedicated to the event.

- Title : the title of the Party, if possible short and "catchy"
- Abstract : 2 or 3 lines to illustrate the event
- Spatial extent : delimitation of the area to be covered. This area will be used to set the automatic zoom on the map
- Temporal extent : start and end date of the measurement campaign. Outside this time range, the measurements can no longer feed the dedicated card (they will feed the general project map: http://noise-planet.org/map_noisecapture/index.html). It is possible to overflow after the event
- Party code : the code that will be used in the application to associate the measure with the party. If possible a short code to avoid errors (e.g. "BASTIA")

Preparation of the dedicated map

- **Map code** : the code that will be used to create the dedicated map. It will be added at the end of the generic address http://noise-planet.org/map_noisecapture/noisecapture_party.html and will allow you to point directly to the event. Example with a BASTIA2018 code : http://noise-planet.org/map_noisecapture/noisecapture_party.html#BASTIA2018 . This address will remain valid over time and can therefore be used in communication media (paper, web,...)

Cautionary statement

Keep in mind that this type of tool will never replace professional equipment and the expertise of an acoustician.

For more information

Feel free to visit http://noise-planet.org/ and the page dedicated to NoiseCapture (http://noise-planet.org/noisecapture.html)

The interactive map is visible here:
http://noise-planet.org/map_noisecapture/index.html

Contact

For any questions, please contact us by email at the following address : contact@noise-planet.org

@Noise_Planet