Interactive comment on "Training citizen scientists through an online game developed for data quality control" *by* Barbara Strobl et al.

Anonymous Referee #2

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This is a well written and interesting paper on testing how well an online game can be used to improve the quality of the data collected through the CrowdWater app. The paper is well grounded in the existing literature and critically assesses the results against those found in other studies, sometimes contradictory and sometimes confirmatory. I thought the experiment was set up very well and the tests used to examine different aspects of quality as well as self-assessment were appropriate and well-interpreted. This paper provides a high quality contribution to the citizen science/hydrology literature.

My only real comment is about the demographic data that were collected. It would be interesting to see whether this could be used in some type of decision tree to then target the type of training you present to your participants or to decide on the amount of pictures that should be shown to people. For example, what is the background/age

of the people who found the game difficult? Did you consider asking more information about past experience with citizen science, online games, mobile apps, etc.? You might then be able to fit a model where quality is a function of different demographic variables. This would tell you if any of them are significant and whether an increase/decrease in a variable results in an increase/decrease in performance. You might need a larger data set for this but it could be an interesting future study.

A very minor comment is that there are a few minor errors in the writing. These can be picked up by a thorough read/edit of the paper.

Interactive comment on Geosci. Commun. Discuss., https://doi.org/10.5194/gc-2019-26, 2019.