



## Listening to the Ocean

### CANARIE Takes Researchers – and the Public – to the Ocean Floor

**Project Name:** Data from the Deep, Judgments from the Crowds

**Project Lead:** University of Victoria, Victoria, BC

**CANARIE Contribution:** \$980,000

**Participants:**

- Memorial University, St. John's, NL
- McGill University, Montreal, QC
- Dalhousie University, Halifax, NS
- Department of Fisheries and Oceans
- Brentwood College School, Mill Bay, BC

**What *is* the Data from the Deep, Judgments from the Crowds?**

This project leverages the power of the NEPTUNE Canada underwater observatory to enable scientists from around the globe community to investigate how different species of marine mammals communicate in a group. It will also develop an Internet-based sensor network to be located in areas of scientific and educational interest, and will address the issue of the detection and classification of massive quantities of video data by enabling both scientists and the public to access and contribute to the identification of acoustic marine data.

This project will enable a greater understanding of marine ecosystems and marine mammals and provide an opportunity for the general public to participate in ocean science.

**Value to Research and to Canada:**

- Supports public safety and policy development by improving our understanding of earthquakes and tsunamis
- Delivers Canadian-made commercializable underwater observation systems, complete with state-of-the art software
- Offers hands-on interactions with video marine data to schoolchildren and the general public, stimulating an interest in ocean science

**Did you know?**

You can access NEPTUNE Canada data streams and video from your smart phone. Look for "NEPTUNE" on iTunes or the Android marketplace to see this exciting project at work.



Screenshot of the game which allows "citizen scientists" from the public to participate in cataloguing underwater life.



A kind of sea cucumber called a "Sea Pig," found crawling near one of NEPTUNE Canada's study locations.