Supplemental File 1: Appendix A

Table A1

Interview Participant Characteristics

	CS expertise type	Country	CS project type
P1	Researcher	Czech Republic	In-field CS
P2	Science Communication	Serbia	Learning-oriented CS
P3	Researcher	UK	In-field CS
P4	CS Project Manager	Netherlands	In-field CS
P5	Researcher	Germany	Learning-oriented CS
P6	CS Project Manager	UK	In-field CS
P7	Researcher	UK	Virtual CS
P8	CS Platform Expert	USA	Virtual CS
P9	CS Community Manager	UK	Virtual CS
P10	CS Games Expert	Switzerland	Gamified CS
P11	CS Project Manager	UK	In-field CS
P12	Researcher	UK	In-field CS
P13	Technical expert	Portugal	Gamified CS/Learning-oriented CS
P14	CS Games Expert	France	Gamified CS
P15	Researcher	Spain	Cross-disciplinary CS

P16	CS Project Manager	Italy	In-field CS
P17	Researcher	Austria	Cross-disciplinary CS

Notes. In-field CS projects require participants to physically collect data in real-world environments. Learning-oriented CS projects aim to increase public participation in science or increase awareness. Virtual CS projects are conducted entirely through digital platforms. Cross-disciplinary CS projects that integrate methods, data, or expertise from multiple disciplinary domains. Gamified CS projects focus specifically on the use of gamification to motivate participation.