



e-DEMOCRACY

ICT - A DRIVER FOR IMPROVING DEMOCRACY

12-14 September 2010, Ohrid, Republic of Macedonia

Necessary steps for implementation of e-Democracy solutions

Prof.dr.sc. Diana Šimić

University of Zagreb

Faculty of Organisation and Informatics

nextsense





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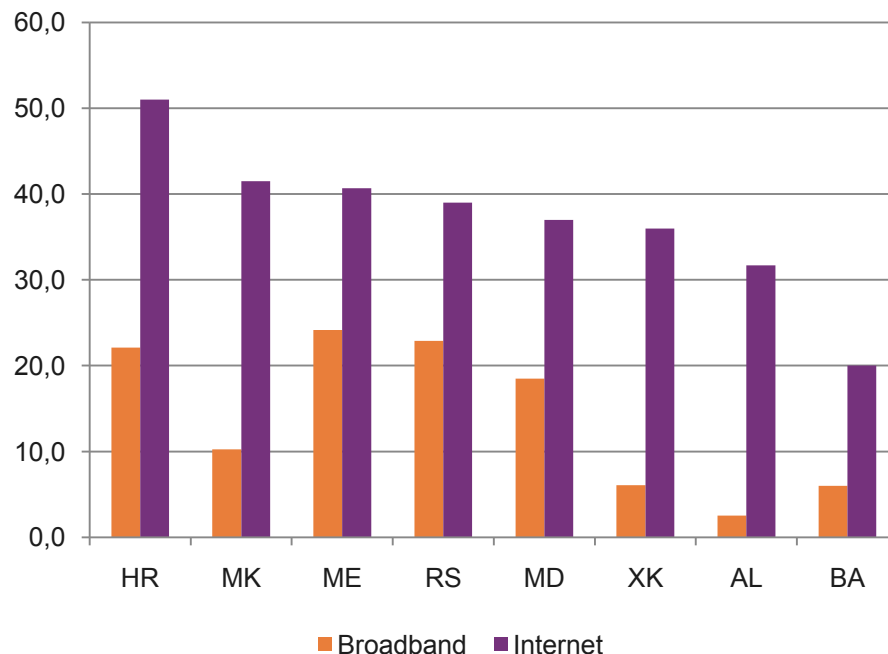
e-Democracy What are the Issues?

What is e-Democracy?

- Use of ICTs for communication between Government and the citizen for
 - Information provision (eTransparency - web sites)
 - Public consultation (eParticipation – on-line polling, discussions, fora, petitions, Web 2.0 etc.)
 - Decision-making and elections (eVoting)
 - Providing services (eGovernment)
- Citizens providing online support to each other
 - Web 2.0 services like - online discussion groups, chat-rooms, wikis, blogs, etc.

Issues of e-Democracy - Access

- Who can access online information and services?
- What is the outreach capacity of online channels?



Source: eSEE Initiative Secretariat – The Status of Implementation of eSEE Agenda Plus, July 2010

Socio-political Issues of e-Democracy

- Social complexity: age, gender, regional and other sources of differences in:
 - Political and social backgrounds
 - Understanding of democratic and political processes
 - Critical skills – computer literacy, critical thinking
 - Expectations
- Legal and administrative aspects:
 - Creating mechanism to manage the process, analyze inputs, respond to them and feed them into the policy process

e-Democracy – Trust and Privacy

- Authenticity
 - Does the citizen have to identify him/her-self?
 - Is online government information authentic / official?
- Trust
 - Do citizens trust the Government?
 - Does the Government trust citizens?
- Personal data protection and privacy vs. Openness, transparency
- Individual citizens' rights vs. Society as a whole



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Where We Stand?

UN eGovernment Survey 2010

Benchmarking eParticipation

- A country's strength in e-participation is measured against three benchmarks:
 - Does the national government publish information on items under consideration?
 - Are there ways for the public to engage in consultations with policy makers, government officials and one another?
 - Can citizens directly influence decisions, for example by voting online or using a mobile telephone?

Top 20 countries in e-participation

10 EU member states

1 Republic of Korea

2 Australia

3 Spain

4 New Zealand

4 United Kingdom

6 Japan

6 United States

8 Canada

9 Estonia

9 Singapore

11 Bahrain

12 Malaysia

13 Denmark

14 Germany

15 France

16 Netherlands

17 Belgium

18 Kazakhstan

19 Lithuania

20 Slovenia

Ranking of eSEE Countries in e-participation (out of 157 countries)

25 Croatia

26 Ireland

30 Finland

34 Malta

36 Hungary

39 Bulgaria

45 Latvia

45 Portugal

48 Greece

51 Poland

55 Italy

55 Macedonia

58 Moldova

64 Romania

68 Luxemburg

76 Montenegro

86 Albania

86 Czech Republic

117 Slovakia

135 Bosnia and Herzegovina

135 Serbia

Web 2.0 tools used in e-Decision making

Feature	# countries	%
Online discussion forums	32	17%
Archive of past discussion forums	27	14%
Government officials respond to citizen input	16	8%
Government officials moderate e-consultations	8	4%
Online petitions	17	9%
Online voting	17	9%



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E-Democracy in EU

EU activities

- eParticipation preparatory action (2006-2008)
 - 21 projects funded, running until 2011
 - European eParticipation Day 4 March 2009
 - eParticipation community on ePractice.eu
- CIP ICT
 - in 2009: eParticipation Call for proposals
 - eSEE Participation: Romania, Croatia, Serbia

- Network promoting local and regional eParticipation:
 - Distributing information
 - Sharing experiences
 - Fostering the wider use of participatory tools and activities
- Membership:
 - eParticipation experts, researchers, practitioners, public administrations and citizen organisations
- Activities:
 - Blog dedicated to eParticipation and how it is being implemented across Europe
 - Showcasing participatory technologies “in action” and how they can be best exploited through popular Web 2.0 and 3.0 tools (e.g. Facebook, Twitter, YouTube, etc.)
- Source of funding: ICT PSP

PARTERRE: Electronic Participation Tools for Spatial Planning and Territorial Development

- Objective: Validate the market perspective of a pan-European service based on existing solutions
 - Electronic Town Meeting
 - DEMOS-Plan application for stakeholders online consultation in spatial planning
- Activities:
 - Six pilots in five EU countries
 - enhance direct participation of citizens, stakeholders and civil society in the decision-making processes
- Business goal: Provide a complete “turnkey” solution to European public authorities.
- Source of funding: ICT PSP



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E-Democracy in SuthEast Europe

Regional policy eSEE Initiative

- Established under the umbrella of the Stability Pact in 2001
- Since 2008 works within the framework of the Regional Cooperation Council (www.rcc.org)
- eSEE Agenda Plus signed in 2007 at the Ministerial Conference in Sarajevo by Albania, Bosnia and Herzegovina, Croatia, Macedonia, Moldova, Montenegro, Romania, Serbia, and Kosovo

eSEE Agenda Plus - Priorities

- Single South East European Information Space
- Innovation and Investment in ICT Research and Education
- Inclusive Information Society

- e-Participation and e-Democracy among the priorities
 - Make all decisions that require public discussion, as well as their drafts, available for online discussion
 - Increase the participation of citizens and business, as a part of e-Government services
 - Adopt Action Plans for implementation of ICT in electoral process and implementation of electronic vote



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Best practice cases

Estonia – TID: Today I Decide

- Public participation portal named “Today, I decide”
- Citizens propose and discuss new legislation
- Software will be made available free for non-commercial use to all interested actors in order to increase citizen participation

USA 2008 election

Project Organize for America

- Presidential campaign of Barack Obama used Web 2.0 tools to reach to general public, seek support and collect feedback from voters
- Examples:
 - YouTube sponsored Democratic Presidential Debate
 - www.barakobama.com – issues – volunteers – blog
 - Web 2.0 tools: Facebook, MySpace, YouTube, Flickr, Digg, Twitter, Eventful, Linkedin, Blackplanet, Faithbase, Eons, Glee, MiGente, MyBatanga, AsianAve and DNC Partybuilder
 - blogs, groups (social networking)
 - guidelines for the users to organize local events
 - after the election focus on key projects like Health Care Reform

- “ • E-participation is not a choice: e-participation will happen whether you like it or not. A government's only choice is whether to react defensively to it, or to engage pro-actively in ways which create public value. ”

UNDESA: Towards Participatory and Transparent Governance: Reinventing Government, 2007

Key Success Factors

- 1 Political will and awareness (policy, strategy)
- 2 Building social trust (transparency, accountability)
- 3 Removing social barriers (access, e-Inclusion)
- 4 Transformational government (citizen-centricity, skills)
- 5 E-Government infrastructure (open standards)



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Questions?

Diana Šimić

Diana.Simic@foi.hr

+385 91 3390 978

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