#### W3C eGovernment Community

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# Harnessing the Duality of e-Participation – Social Software Infrastructure Design

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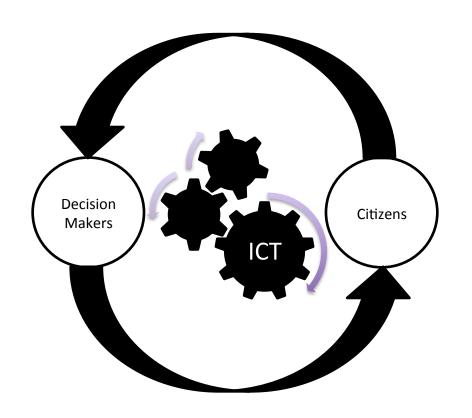




## e-Participation

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e-Participation employs technology-mediated dialogue between citizens and the politics sphere and citizens and administration





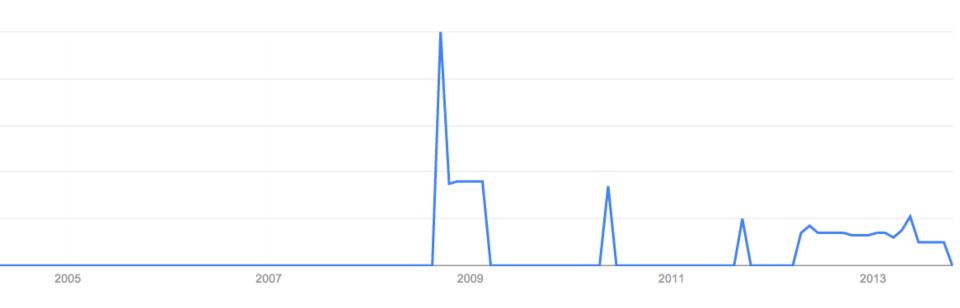






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#### e-Participation Term Popularity





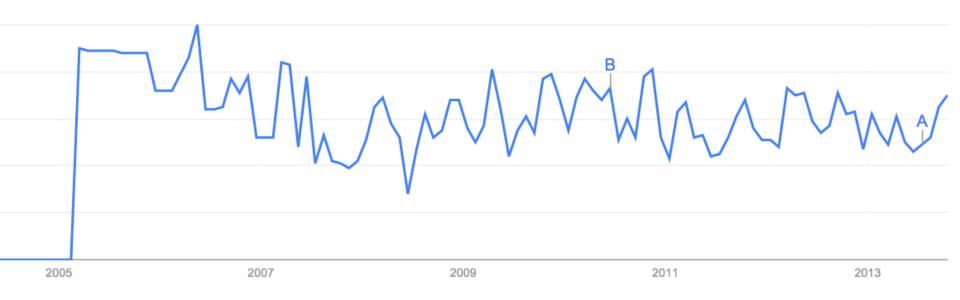






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#### Online Participation Term Popularity





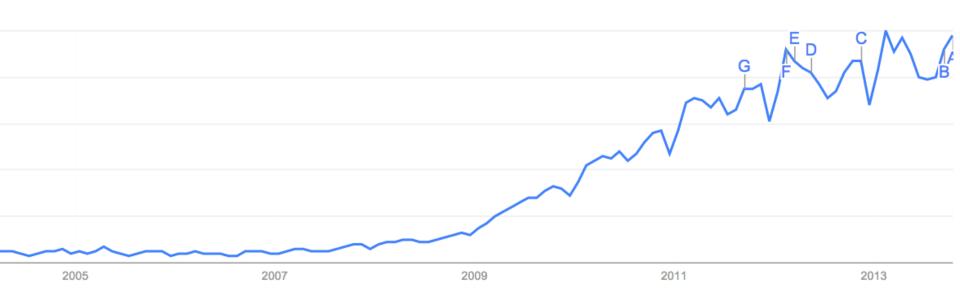






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#### Social Media Term Popularity











- What causes e-Participation initiatives to fall short on citizen engagement and sustainability?
- How can e-Participation be improved?









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**Duality** - eParticipation methodologies while considering public consultancy as a way to involve citizen in policy making process, fall short in harnessing the recent proliferation of spontaneous political discussions between citizens themself on Social Media













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# **DUALITY**



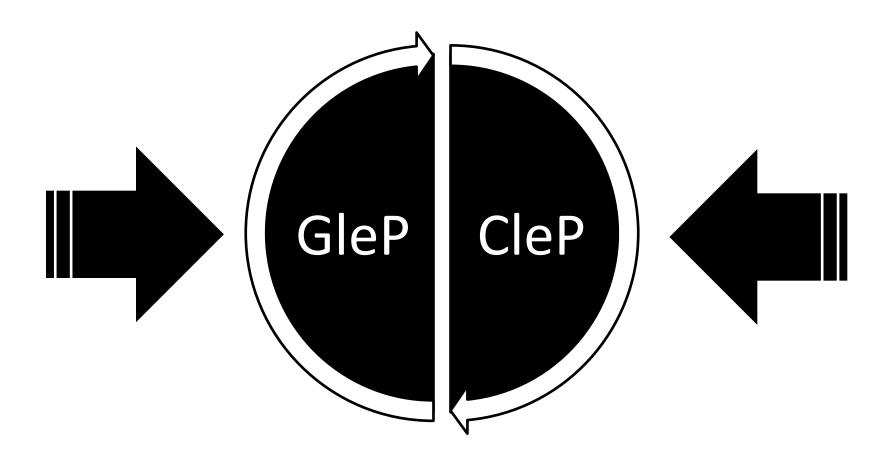






















#### Theoretical Framework

- Structuration Theory duality of structurerecognizes the knowledgeability of the agents who leverage the resources provided to change social practices imposed upon them by the structure
- Dynamic Capabilities Theory dynamic capabilities are intended to constantly integrate, re-create and reconfigure resources as well as the basic capabilities in order to enable the organization to adapt itself to fast changing environment











#### Structuration

- 1) Domination (power) derived from authoritative resources enables control of people and allocative resources enable control of material objects,
- 2) Signification (meaning)
- **3) Legitimation (norms) -** rules through which the recourses are obtained.









# **Dynamic Capabilities**

- 1) adaptive capabilities: dynamic resources (re-) distribution and acquisition, rules reproduction and reformation process
- 2) absorptive capabilities: continuous monitoring process, participation shaping process, citizen information services
- **3) innovative capabilities:** flexible monitoring process and ubiquitous e- Participation.



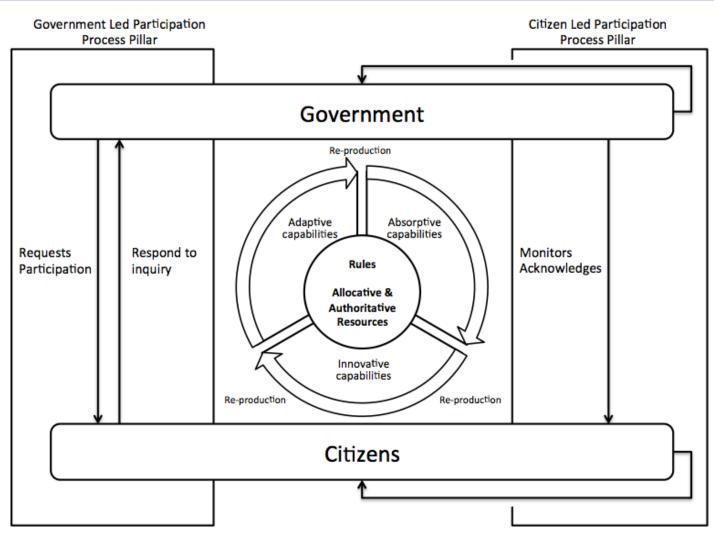








#### Framework









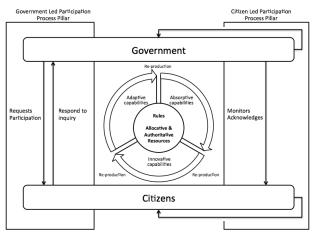


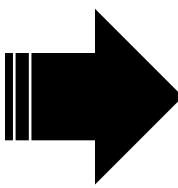




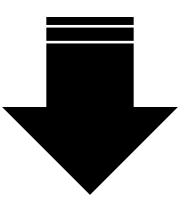
# Approach

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## **REQUIREMENTS**



**COVERAGE** 











# Requirements

The Aspect of e-Participation		Dynamic Capabilities		
e-P	articipation	Adaptive	Absorptive	Innovative
	Empower	R.22 Government needs to provide tools that would enable citizens to influence directly policy making	R.23 Government needs to built an approach where citizens suggestions are reflected directly in the policy making agenda	R.24 Government should constantly seek for new ways of involving citizens into policy making process
CLeP	Process	R.19 Government needs tool that would facilitate the processing of the vast Social Media participation data	R.20 Government should analyze the spontaneous citizens discussions and recognize the valuable contributions	R.21 Government should harness new technologies for better and faster citizen input processing
	Shaping	R.16 Government needs tools to interact effectively with citizens and shape discussion on deliberation platforms	R.17 Governments should analyze citizens' discussions and provide frequent feedback to guide the discussions (expert opinion)	R.18 Government should harness new technologies enabling faster and more relevant interaction with citizens
	Listening	R.13 Government needs tools to monitor the Social Media and similar places of spontaneous citizens' deliberation	R.14 Government needs to recognize and acknowledge the Social Media-mined citizen opinions.	R.15 Government needs to ensure support for technology- agnostic (desktop, mobile), ubiquitous e-Participation on multiple Social Media platforms
GLeP	Process	R.10 Government needs tool that would facilitate the processing of the participation data	R.11 Government should analyze citizens' discussions	R.12 Government should harness new technologies for better and faster citizen input processing
	Acknowledge	R.7 Government needs tools provide feedback to citizen's contributions	R.8 Government needs to be responsive to citizens ideas (recognize valuable contributions and provide constructive feedback)	R.9 Government should seek new ways of rewarding citizens for their contributions
	Stimulate	R.4 Government needs tools for dissemination and reaching wide audience to stimulate and sustain the e-Participation	R.5 Government should give recognition to citizens contributing significantly to the discussions	R.6 Government should explore new ways for citizen- engagement
	Request Participation	R.1 Government needs a platform to invite people to participate and discuss issues	R.2 Government should request participation on topics based drawn from citizens expectations	R.3 Government should explore new ways for e- Participation dissemination













# State-of-the-art alignment

- e-Participation literature
- e-Participation projects: eMPOWER, EUROPETITION, HUWY, U@ MARENOSTRUM, VIDI, WAVE, VOICES, WEGOV, Puzzled by Policy, IMPACT, COCPIT, OCOPOMO, PADGETS, SPACES, NOMAD and EPOLICY.













# Coverage

T	The Aspect of			
	Participatnon Dynamic Capabilities			
		Adaptive	Absorptive	Innovative
	Empower	Lack of tools to enable citizens to influence policy making directly		Governments are reluctant to seek for new ways of involving citizens into policy making process. Slow e-Participation policy progress
CLeP	Process	Lack of effective, dedicated tools available to facilitate the processing of the vast Social Media political deliberation data, mostly manual processing or simple topic detection/trending – many general purpose business solutions available	analyze the spontaneous citizens discussions and recognize the valuable contributions. Limited	harness new technologies for better and faster citizen input
	Shaping	Lack of validated, available, dedicated tools to interact effectively with citizens and shape discussion on Social Media platforms (information overload) – only general purpose business solutions available	citizens' political deliberations on Social Media nor provide frequent feedback	harness new technologies
	Listening	Lack of validated, dedicated, available tools to monitor and analyze citizens' political deliberation on Social Media (information overload, low quality contributions) – only general purpose business solutions available	acknowledgement of the Social Media- mined citizen	Little support for technology- agnostic (desktop, mobile) or ubiquitous e-Participation on multiple Social Media platforms
GLeP	Process	Mostly manual processing and reporting on deliberation data, lack of highly specialized tools[6]	Insufficient interest from decision makers to analyze citizens suggestions [13][23]	Governments are slow to apply new technologies for information processing and decision support. Manual processing is considered satisfactory.[17]
	Acknowledge	Feedback through WEB 2.0 Web portals, discussion forums, digital surveys, online chat and consultation forms [3, 14, 15, 17]	and feedback on dedicated	
	Stimulate	Lack of highly customized, dedicated dissemination tools. Mostly manual advertising or widget technologies (Puzzled by Policy, WEGOV, PAGETS) on Social Media [26][4]	recognition to Citizens [13, 23]	explore new ways for citizen- engagement. Very limited encouragement initiatives on Social Media
	Request Participation	Dedicated e-Participation Platforms or manual Social Media advertising [14][15].		Social Media. Lack of significant innovative dissemination beyond













# SSI Design Components

The Aspect of e-Participation		Dynamic Capabilities		
		Adaptive	Absorptive	Innovative
	Empower	Collaborative Policy-making Agenda Creation Tool	Collaborative Policy-making Agenda Tool explicit, citizen direct input inclusion support	Collaborative Policy-making Agenda Tool Monitoring Log, Feedback & Improvement support
CLeP	Process	Multi-source Knowledge Extraction and Management Tool (Filtering, Clustering, Linking, Content Recommendation)	Multi-source Knowledge Extraction and Management Tool political discussion detection and analysis support	Multi-source Knowledge Extraction and Management Tool Monitoring Log, Feedback and Improvement support.
	Shaping	Discussion Control Tool (topic tracking, user tracking, trends detection/prediction)	Discussion Control Tool political discussion analysis and direct engagement support	Discussion Control Tool Monitoring Log, Feedback and Improvement support.
	Listening	Discussion Exploration and Analytics Tool (leverages Multi-source Knowledge Extraction and Management Tool )	Discussion Exploration and Analytics Tool citizen opinion mining and tracking support	Discussion Exploration and Analytics Tool Monitoring Log, Feedback and Improvement support with assurance of new platforms discovery
GLeP	Process	Knowledge Extraction and Management Tool – can be realized as a subcomponent of CLEP Process	Knowledge Extraction and Management Tool – discussion analysis support	Knowledge Extraction and Management Tool Monitoring Log, Feedback and Improvement support.
	Acknowledge	Mission Control Tool (e- Participation promotion and feedback dissemination, targeted dissemination)	Mission Control Tool - support for recognition of valuable contributions and constructive feedback delivery	Mission Control Tool - Monitoring Log, Feedback and Improvement support.
	Stimulate	Discussion Control Tool (topic tracking, user tracking, trends detection/prediction)	Discussion Control Tool political discussion analysis and direct engagement support	Discussion Control Tool Monitoring Log, Feedback and Improvement support.
	Request Participation	Mission Control Tool (e- Participation promotion and feedback dissemination, targeted dissemination)	Mission Control Tool – support for participation topics based on citizens' input	Mission Control Tool - Monitoring Log, Feedback and Improvement support.



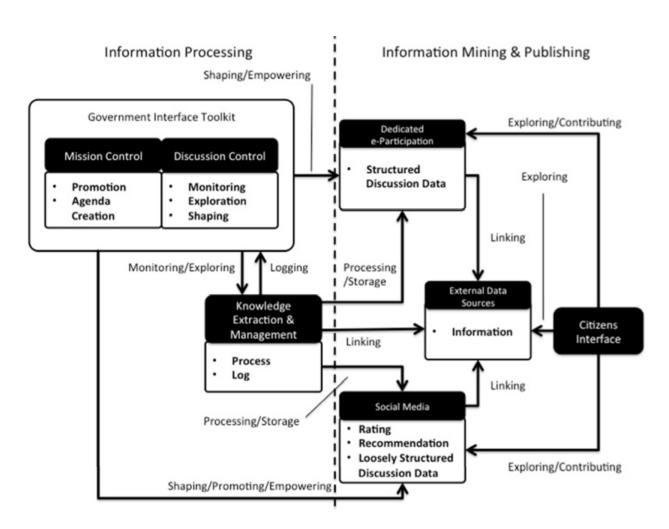








# SSI Design



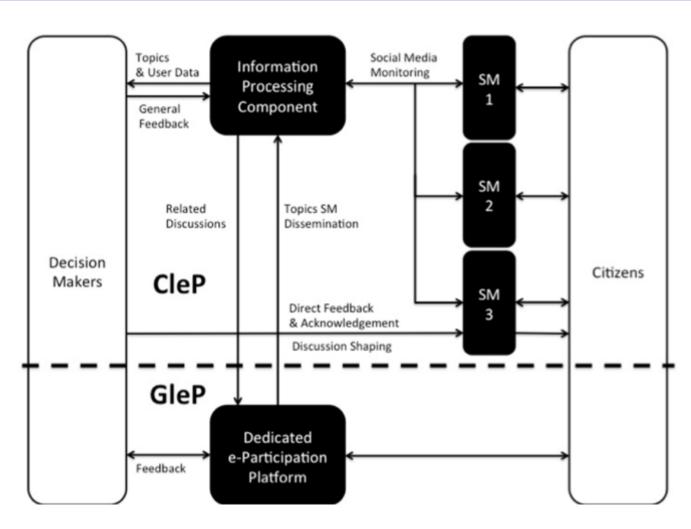








# SSI Design











- Are there of-the-shelf tools that could serve as key building blocks for the architecture presented?
- What are the technologies essential to realize the architecture presented?











- Discussion Stimulation: Facebook Adds, Promoted Tweets
- Data Provenance, Accessibility: Metadata –
   RDF, Liked Data
- Content Summarization: OTS, MEAD, NLTK, Stanford NLP









- Discussion Control and Knowledge Extraction
   & Management: SocialMention, HootSuite or BuzzEquity
- Mission Control: Bottlenose, SproutSocial, UberVU, Visible, NetBase or NUVI
- Knowledge Representation and Linking: RDF Stores: FUSEKI, VIRTUOSO, SESAME, Apache JENA TDB









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Vocabulary: SIOC, FOAF, SKOS, DC











## **Future Steps**

- Specialized e-Participation vocabulary
- Analytical tools leveraging the e-Participation vocabulary capabilities
- Pilot implementation and Evaluation









