



EUCROWD

Presentation of the EUCROWD project

Simon Delakorda, M. Sc.

Institute for Electronic Participation

The project “European Citizens Crowdsourcing – EUCROWD” has been funded with the support of the Europe for Citizens programme of the European Union.

www.inepa.si/eucrowd/



Co-funded by the
Europe for Citizens Programme
of the European Union

Table of Content

- Project aim
- Project goals
- Programme framework
- Project activity plan
- Project impact expected
- Project budget
- Project time frame & consortium
- Project website

1 Project aim

- The European Citizens Crowdsourcing (EUCROWD) project aims to raise awareness of the possibilities and to develop the skills at national and European level for using innovative channels of e-participation of citizens in politics and policy with a focus on the application of crowdsourcing in fostering a democratic debate on the future of the European Union.

2 Project goals

- (1) To organize in a methodological way 7 public events in partners countries and concluding Brussels conference.
- (2) To create an online repository (Knowledge centre on Digital Democracy) on citizens-crowdsourcing.
- (3) To provide policy recommendations on how (online) crowdsourcing can support debate on the Future of Europe.
- The project has an ambition to further evolve as sustainable partnership of civil society to advocate digital democracy at the EU level.

3 Programme framework

- The Europe for Citizens programme 2016 of the European Union, activity Democratic engagement and civic participation, sub-activity Civil society projects.
- General objective: to foster European citizenship and to improve conditions for civic and democratic participation at Union level.
- Specific aims: Encourage democratic and civic participation of citizens at Union level, by developing citizens' understanding of the Union policy making-process and promoting opportunities for societal and intercultural engagement and volunteering at Union level.
- Annual priorities of the Programme: Debate on the Future of Europe, Engaging young European citizens, eParticipation, Rising awareness among decision-makers.

4 Project activity plan

- Organizing 7 national events and a concluding conference in Brussels.
- Desk research and collecting primary/secondary sources on citizens crowdsourcing for the purpose of an on-line repository (Knowledge centre on Digital Democracy).
- Analytical work for preparing policy recommendations on the EU perspective of crowdsourcing including the framework for the crowdsourcing pilot at the EU level.
- Civil society community building in the field of citizens crowdsourcing as part of long term digital democracy strategic initiative for non-governmental organizations.

5 Project impact expected

- (1) Improved awareness among project target groups, especially (young) European citizens and EU decision-makers, about the possibilities of using crowdsourcing as an innovative channel of e-participation in EU policy making-process.
- (2) Publicly accessible an on-line repository (Knowledge centre on Digital Democracy) of international crowdsourcing practices and state-of-the-art knowledge of citizen-crowdsourcing at the national and European level.
- (3) Policy recommendations based on national conferences discussions and best cases review on both the most suitable policies to be crowdsourced at EU level and the most appropriate e-participation tools to be used in order to foster participation of citizens in debate on the Future of Europe.
- (4) Established community of practitioners and supporters including citizens, civil society and other stakeholders which have an interest in advocating and promoting the EU level crowdsourcing initiative as a part of the European open government and digital democracy development.

6 Project budget

A. Project activities

Total number of participants per event	Number of involved countries	Amount	
25/50	7-9	17.500 €	X
25/50	7-9	17.500 €	X
25/50	7-9	17.500 €	X
25/50	7-9	17.500 €	X
25/50	7-9	17.500 €	X
25/50	7-9	17.500 €	X
25/50	7-9	17.500 €	X
51/75	7-9	20.000 €	X
Subtotal		142.500 €	

Add an event

B. Preparatory activities

Number of participants	Amount
> 5 & ≤ 10	5.250 €
Subtotal	5.250 €
Total costs (A+B)	147.750 €

7 Project time frame & consortium

- Project time frame: 1 September 2016 – 28 February 2018.
Duration in months: 18.
- Project identifier: 577356-CITIZ-1-2016-1-SI-CITIZ-CIV.

Inštitut za elektronsko participacijo (coordinator)	Slovenia	www.inepa.si/english
European Citizen Action Service	Belgium	www.ecas.org
Stichting Netwerk Democratie	Netherlands	www.netdem.nl
Science For You	Greece	www.scify.org
ManaBalss.lv	Latvia	www.manabalss.lv
Open Ministry	Finland	www.openministry.info
Démocratie Ouverte	France	www.democratieouverte.org
The Democratic Society	United Kingdom	www.demsoc.org

8 Project website



European Citizens Crowdsourcing

[Home](#) [Project](#) [Activities](#) [Partners](#) [Results](#) [Contact](#)

“How can citizen’s crowdsourcing foster democracy in Europe?”

October 1, 2016

Events

cases, citizens, crowdsourcing, democracy, European Union, INePA, policy-making, politics, Slovenia, workshop



Invitation to the EUCROWD international conference

HOW CAN CITIZEN'S CROWDSOURCING FOSTER DEMOCRACY IN EUROPE?

ABOUT

The European Citizens Crowdsourcing (EUCROWD) project aims to raise awareness of the possibilities and to develop the skills at national and European level for using innovative channels of e-participation of citizens in politics and policy with a focus on the application of crowdsourcing in fostering a democratic debate on the future of the European Union.

The EUCROWD project has been funded with the support of the Europe for Citizens programme 2016 of the European Union under activity Democratic engagement and civic participation and sub-activity Civil society projects.

Source: <http://www.inepa.si/eucrowd/>



Questions & Answers

THANK YOU!

simon.delakorda@inepa.si

 www.inepa.si

 facebook.com/institut.inepa

 twitter.com/Institut_INePA

 si.linkedin.com/in/simondelakorda



**INSTITUTE
FOR
ELECTRONIC
PARTICIPATION**