Crowdsourcing is the New Black (...but what does it even mean?)

Presentation by Elisa Lironi

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What is Digital Democracy?

⭐ Digital Democracy (or e-democracy) refers to the use of Information and Communication Technology (ICT) to support democratic decision-making in order to enhance democratic institutions and democratic processes.

⭐ It relates to the online activities of governments (administration, representative

WILL E-PARTICIPATION BRING CITIZENS BACK TO THE EU?
DIGITAL DEMOCRACY DAY 2016
18 OCTOBER 2016 - REPRESENTATION OF SAXONY-ANHALT TO THE EUROPEAN UNION - BOULEVARD SAINT-MICHEL, 80 - 1040 BRUSSELS
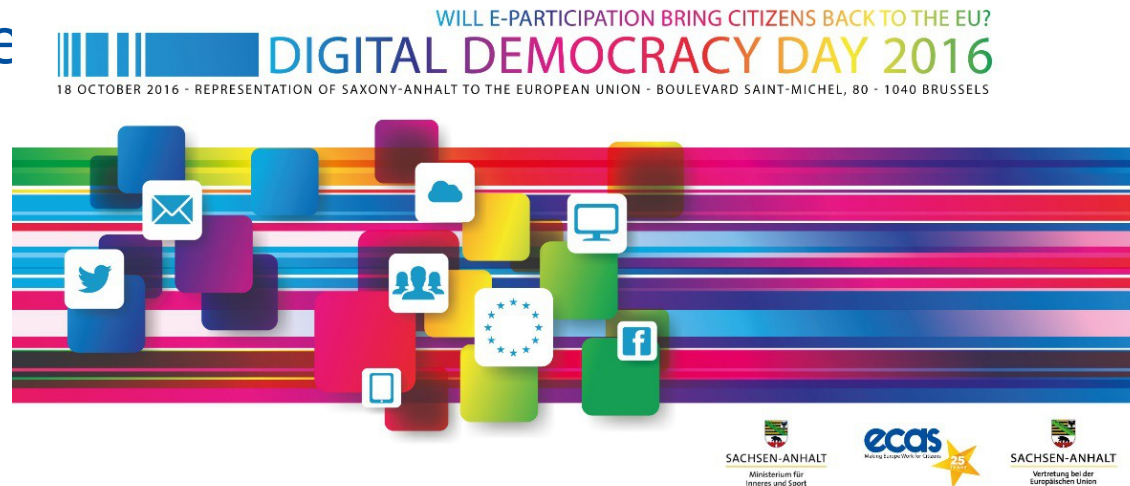
★ Three aspects of E-Democracy

E-Government

E-Transparency

G → **C**
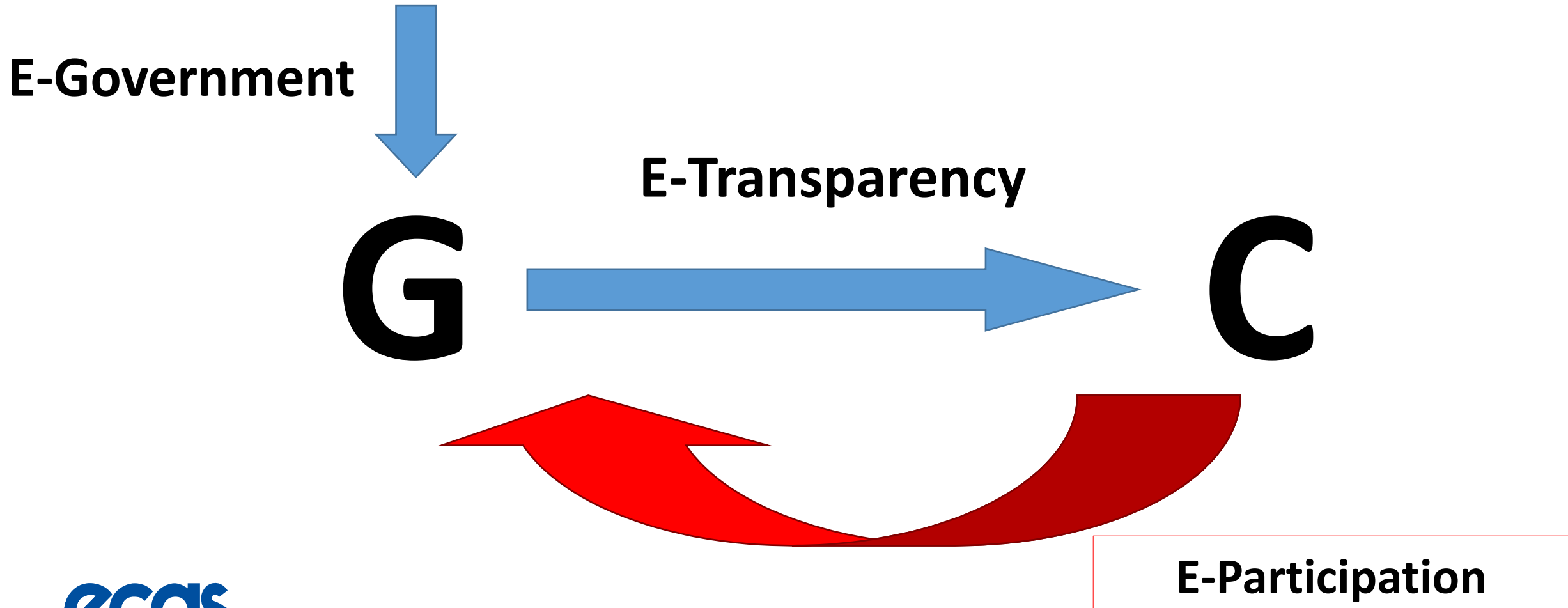
E-Participation

Digital Democracy is <u>NOT</u> meant to replace traditional forms of representative democracy, but rather to complement them by adding <u>elements</u> of citizen empowerment and more direct participation.
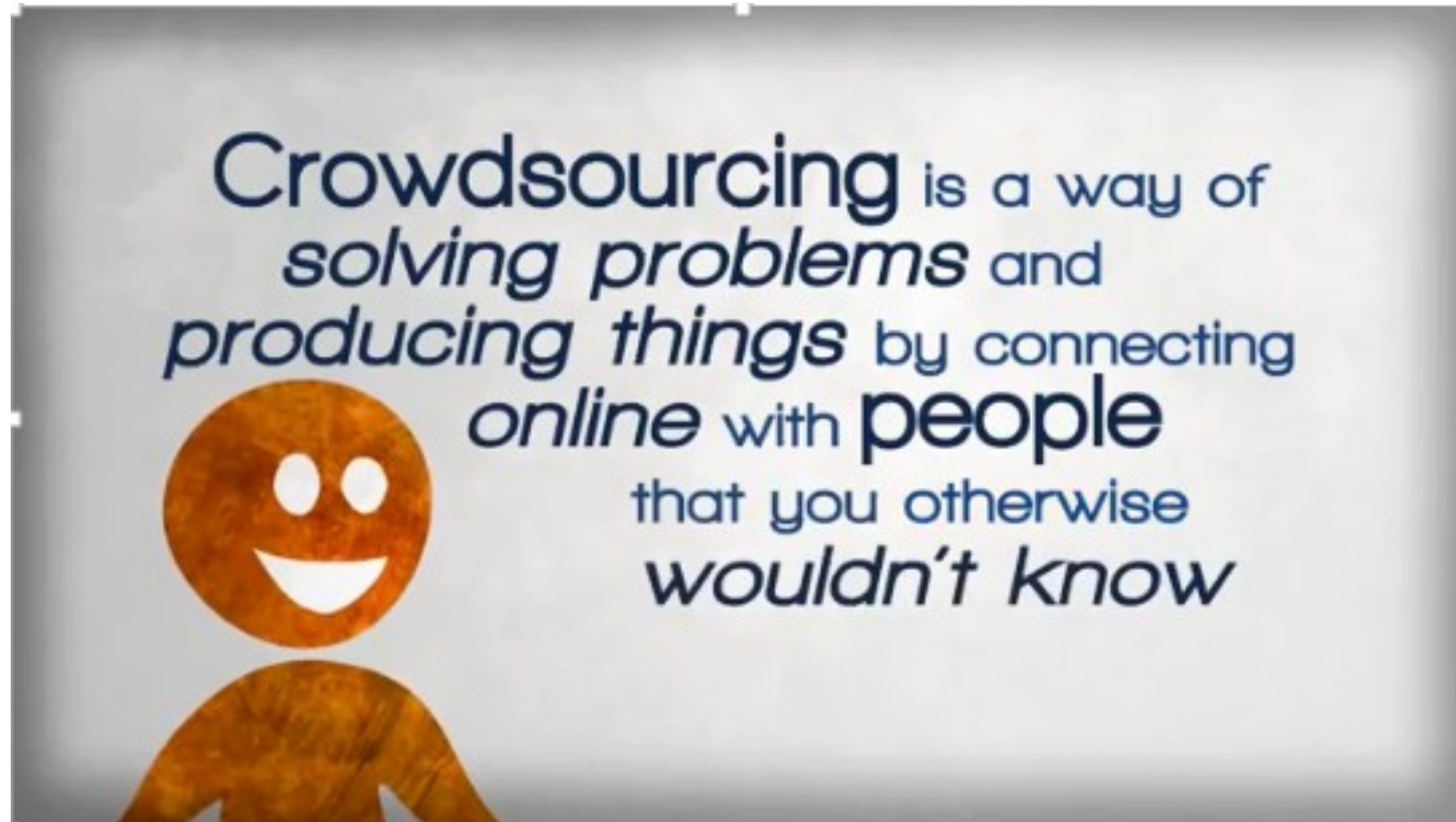
E-Participation includes…

Participatory Budgeting

E-Consultations

E-Voting

E-Petitions

Crowdsourcing

…And many more

What is Crowdsourcing?

Crowdsourcing is a way of solving problems and producing things by connecting online with people that you otherwise wouldn't know

https://www.youtube.com/watch?v=-38uPkyH9vI

EU E-Participation Tools

★ European Citizens' Initiative

★ Online EU Public Consultations

★ Petitions to the European Parliament

Limited in quantity and efficiency!

Additional Ways:

★ Projects Co-Funded by the EU ex Puzzled by Policy, DEEP-linking Youth

★ Futurium, DG CONNECT

★ MEPs and E-Participation

27 Cases of Crowdsourcing – *Work in Progress*

Objectives	Considered Successful	Unsuccessful	No Data
Enhanced citizens participation in policy-making	23	0	4
Ensured full representativeness	11	5	11
Engaged youth	11	2	14
Ensured a learning process	16	0	11
Ensured innovative ideas for policy-making based on the 'wisdom of the crowd'	23	1	3
Increased political legitimacy/trust	20	0	7
	18	1	8

The Case for a Crowdsourcing Pilot at EU level

Problem

62% of Europeans believe their voice does not count in the EU.

41% of EU citizens want to influence decision-making directly.

Needs

Effective mechanisms for engaging citizens (including youth, non-formalised and/or non-mainstream civic groups) in the process of co-producing decisions for Europe.

Strategy

Apply the crowdsourcing method as a complementary tool to expand the number of contributors to EU policy-making, remove potential barriers to participaiton and "engage the unengaged" throughout Europe.

Assumptions

- Political 'Window of Opportunity'

- Experience and lessons learnt

- National partners

- EU level alliances
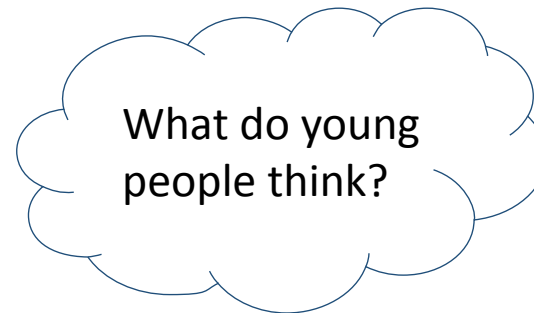
- Potential for engaging youth and the 'unengaged'

Best Practice Research

- A deliberative tool: all contributions publicly available in real-time

- 'Wisdom of the crowd' – hidden expertise revealed

- Strong learning curve

- Increased legitimacy

Influential Factors

- Committed decision-makers

- Informed selection of the subject

- Civil Society support infrastructure (to ensure citizens' awareness and diversity)

1. EU Policy Fields

What do young people think?

For a future crowdsourcing experience in the EU in which policy sectors do you think it would be feasible?
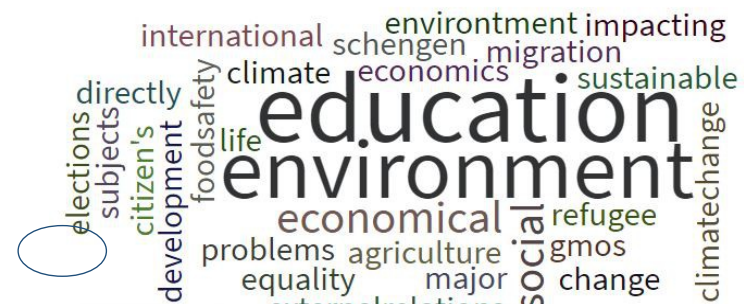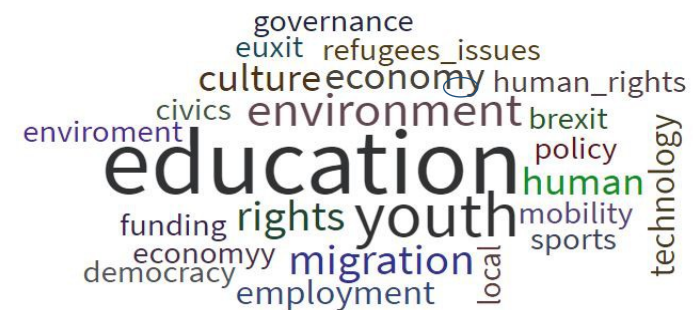🔒 Poll locked. Responses not accepted.

Eurobarometer, 2016

QA5 What do you think are the two most important issues facing the EU at the moment? (% - EU)

For a future crowdsourcing experience in the EU in which policy sectors do you think it would be feasible?
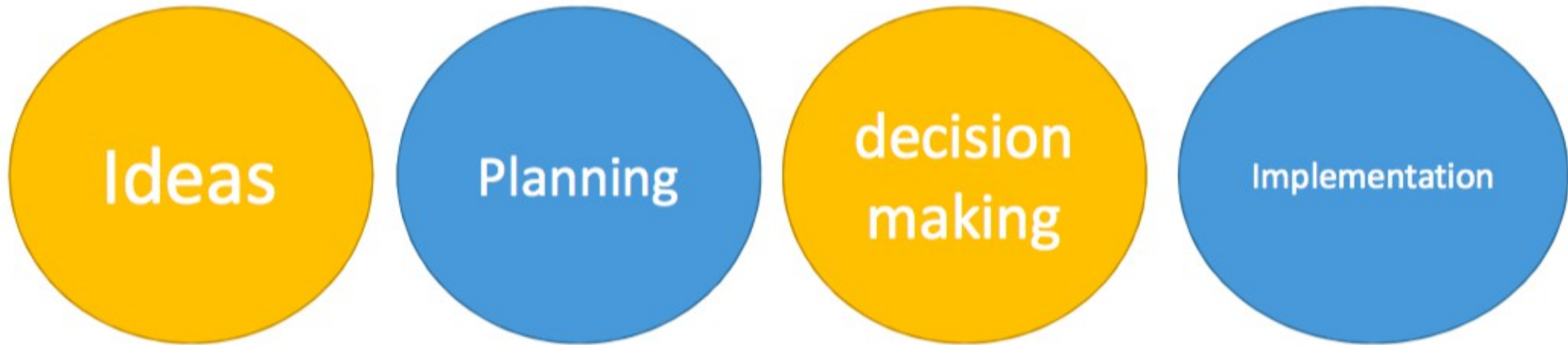🔒 Poll locked. Responses not accepted.

2. Points of Entry (Timeframe)

3. What technological platform?

What do YOU think?

Thank you!

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