

### eDem 2009 Workshop, 7th September, 2009

at 2009 Conference on Electronic Democracy, Vienna, Austria: http://www.ocg.at/edem2009/

## Workshop: Social Networking Tools and Widgets to Promote or Expand eParticipation Initiatives.

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#### **Objectives**

- 1. Share information about how people running eParticipation and eGovernment initiatives are using Social Networking (SN) tools to encourage people to get involved in these projects.
- 2. Share information about projects and applications which use SN functionality or existing SN tools within eParticipation or eGovernment objectives.
- 3. Find out who is using what to get what kind of messages to whom. How successful is this? And how is success measured?
- 4. Draw out main points (e.g. Do's and Don'ts)

#### Join us

If you're coming to eDem 2009, please come along to our workshop. If you would like to present a project or research, please get in touch.

#### **Participants and Abstracts**

#### Using Social Networking Tools to Promote eParticipation Initiatives

Ella Taylor-Smith and Ralf Lindner, <a href="http://huwy.eu">http://huwy.eu</a>

Abstract: This paper describes the context and background of the conference workshop "Social networking tools and widgets to promote or expand eParticipation initiatives". Social networking tools form many people's main Internet destination and communication method and appear to be largely "free" to use. EParticipation initiatives are increasingly applying these tools in their promotion strategies to encourage more people to get involved. Further, some eParticipation initiatives are piloting the use of social networking tools and sites at the interactive core of their participation processes. This paper looks at these objectives in more detail. It begins to identify characteristics of individual projects and types of social networking tools that will need to be explored by practitioners, in order to successfully promote their projects this way. This identification process began before the workshop, by using a simple matrix to gather information about projects' use of social networking tools.

# Collaborative Tools for E-Participation across Networks: The Comuno Networking Site for Public Governance and Services

Michael Kaschesky and Reinhard Riedl, Center for Public Management and E-Government, Berne, <a href="http://comuno.org">http://comuno.org</a>

Abstract: This paper presents collaborative tools for public participation across multiple networking sites. The tools are part of the Comuno networking site for public governance and services, which is particularly targeted at the public sector (currently in alpha testing at http://comuno.org). The Broadcast tool allows cross-posting content from Comuno to a wide variety of other networking sites, such as Facebook or Twitter. The UserFeed and TopicFeed tools build RSS feeds from content published by a specific user or under a specific topic. The LifeStream tool gathers a user's activities across multiple networking sites in the private account section at Comuno. These tools and related



aspects of the Comuno networking site are discussed and presented in the context of deliberation and opinion-forming in a Swiss bilingual city.

### Co-creation Tools and Widgets to Promote and Expand eParticipation Initiatives

Mark Dijksman, Egita Aizsilniece and Alexander Scheek, Dijksman, <a href="http://www.breda-morgen.nl/">http://www.breda-morgen.nl/</a>
Abstract: Our contribution to the workshop illustrates lessons learned while introducing co-creation tools for a public policy making. Co-creation is the practice of product or service development that is collaboratively executed by developers and stakeholders together. We describe existing examples of how ICT technologies, particularly internet based solutions called web2.0, can assist in order to gain public trust and consistent involvement. Chosen projects illustrate the social potential of the internet. These technologies emphasise bottom-up approach in democracy as a choice by decision maker when ICT tools are placed in open space environment. Open Space Technologies are collaborative environments that enable groups of any size to address complex, important issues and achieve meaningful results quickly.

#### Building the Virtual Town Hall: Civic Architecture for Cyberspace

Catherine Howe, Public-i, <a href="http://www.citizenscape.org/">http://www.citizenscape.org/</a>

Abstract It is clear to anyone working within Local Government within Europe that there is a real and expanding democratic deficit characterised by citizens engaging less and less with the formal democratic process. This is at a time when online participation in informal online social websites spaces such as Facebook or YouTube is expanding at a remarkable rate. The question is can we find a way to use this social networking phenomenon to address the problem of democratic deficit? The Citizenscape Project has been looking at ways of using social websites and web 2.0 technologies in order to harness the informal participation we see online and use it to increase formal participation in the democratic process. This paper describes the rationale and approach for this project as well as detailing some of the tools being trialled.

#### Shepherding Change

Laura Payne, Tom Gaskin, Jess Linacre and Martin Webster <a href="https://member.lgiu.org.uk/csn/projects/Pages/socialnetworking.aspx">https://member.lgiu.org.uk/csn/projects/Pages/socialnetworking.aspx</a>

Abstract: Shepherding Change is a virtual pet application that is designed to encourage young people to get involved in local authority consultations. It will be demonstrated within the conference workshop "Social networking tools and widgets to promote or expand eParticipation initiatives"



This workshop is being run by the HuWY project. We intend to use the information gained in our dissemination strategy.

The HuWY project aims to get young people talking about policies and laws which affect the Internet and channel this to people in governments and parliaments, working on these policies. Young people choose the topics and questions, host the discussions on their web pages and post the results on Hubs provided by the project. HuWY partners provide information and support and involve young people and youth groups. HuWY also organise people working on Internet policies to read and use the results. The online Hubs hold supporting information, space for the results of young people's discussions and feedback from policy-makers.



The HuWY project is sponsored by the European Commission under the eParticipation preparatory action.