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# Improving civic participation with emerging technologies

III SIMPOSIO IBEROAMERICANO DE INNOVACIÓN PÚBLICA

"Liderazgo e Innovación en la Gestión Pública: Retos y Soluciones"

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**Bruno Monteiro** Policy Analyst, Innovation Lead in Public Services Observatory of Public Sector Innovation OECD Public Governance Directorate



- 1. Context: How might we make technology work for democracy?
- 2. Project overview: TSI for collaboration and impact
- 3. Snapshots: Selected insights from the research (Phase 2)
- 4. Learning by doing: Kick-start the co-creation process (Phase 3)
- 5. Call to action: How could we collaborate with/across Ibero America?

## Making technology work for democracy The project's context

The erosion of democratic values and the promises of new forms of participation The potential opportunities and threats of **emerging tech** and experimentation with novel tools

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## **Improving civic participation with emerging technologies** Overview of the project

Funded through Technical Support Instrument (**TSI**)

#### Support to design and implement reform

The Project provides support to **Portugal** (AMA), **Spain** (INAP), and the **Netherlands** (Digicampus)

- Tangible impact
  - Building lasting
    capacity and
    connections
  - Practical and collaborative
     throughout the whole process

# Working on the ground In collaboration with the ecosystems

# **Purpose-driven action**

Collaboration and experimentation for tangible results

#### Knowledge base

Two reports:

- State of the art of tech for participation
- Ecosystem mapping in PT, ES and NL

**Co-create solutions to civic** 

#### participation challenges

- Identify **challenges** in civic participation
- Invite stakeholders + call for developers
- **Co-create** prototypes in the bootcamp!

#### Roadmaps

- Develop technical specifications of the solutions
- Provide roadmaps for the upscaling of the project's results

# Challenge-based approach to avoid techno-solutionism

State-of-the-art report

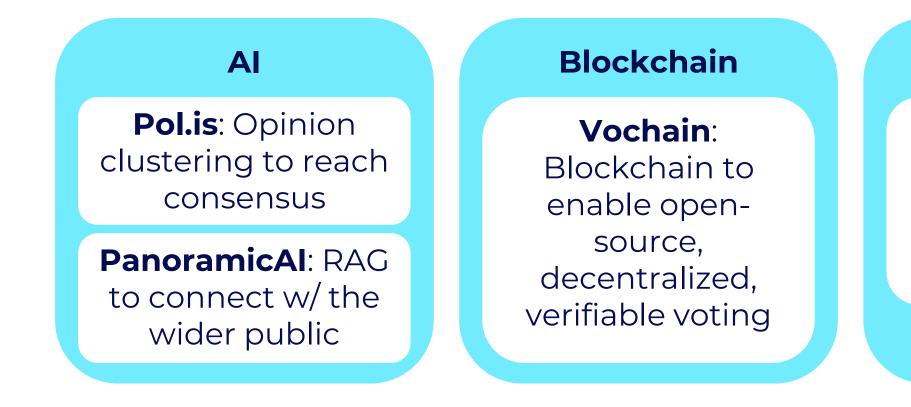
We **mapped and the main challenges** encountered when running participatory process.

The **report** explores if and how emerging **tech** could help **address** these challenges.



# Challenge-based approach to avoid techno-solutionism

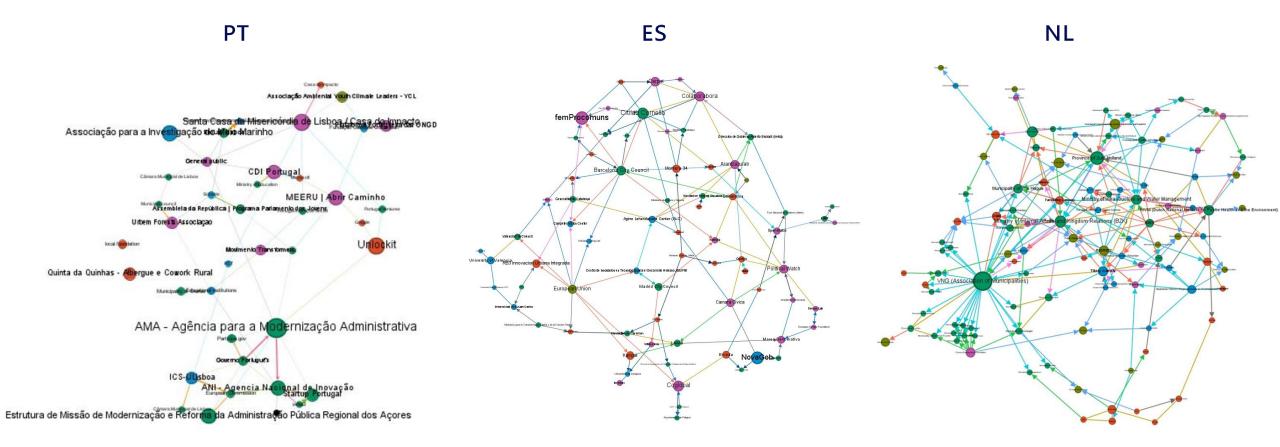
State-of-the-art report



#### AR/VR

**CoHeSIVE**: VR to help citizens and designers work together on urban design processes

### **Exploring the ecosystems** Systemic mapping report



## **Exploring the ecosystems** Systemic mapping report

#### ΡΤ

- Civic participation is driven by the public sector (e.g. AMA)
- The ecosystem is fragmented
- Limited use of tech for participation

### ES

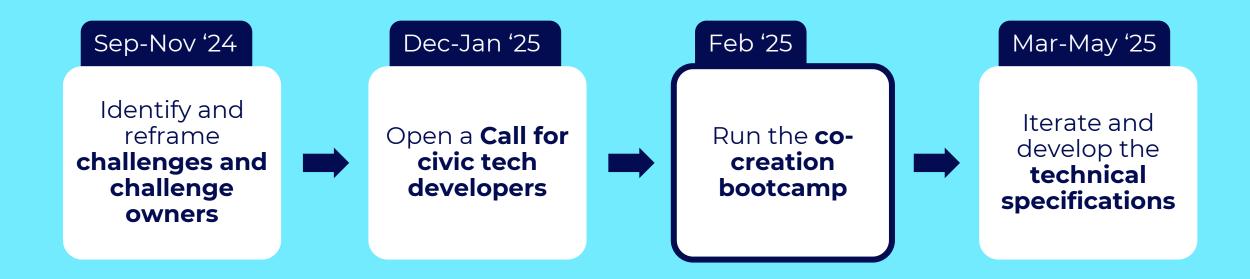
- CSOs play a key role driving innovation in civic participation
- Segmentation of regional and municipal levels
- Flagships: Decidim & Consul

#### NL

- Actors across the ecosystem are experimenting new technologies (role of start-ups)
- Strong networks across the ecosystem (e.g. municipalities)

# **Towards the co-creation bootcamp**

Prototyping solutions to participation challenges



## And now? The relevance for the Ibero American space

How is **tech** being leveraged to answer **challenges in civic participation** in your country? What is the **role of Governments** to

promote these exchanges across the ecosystems? How can we collaborate and further explore these synergies?

## Do you want to know more? Let' stay in touch!



https://tally.so/r/wzJgR1

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# Thank you!



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