



An overview of Electronic Participation Projects in the European Union The MOMENTUM Project

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**Global Forum
Shaping the future
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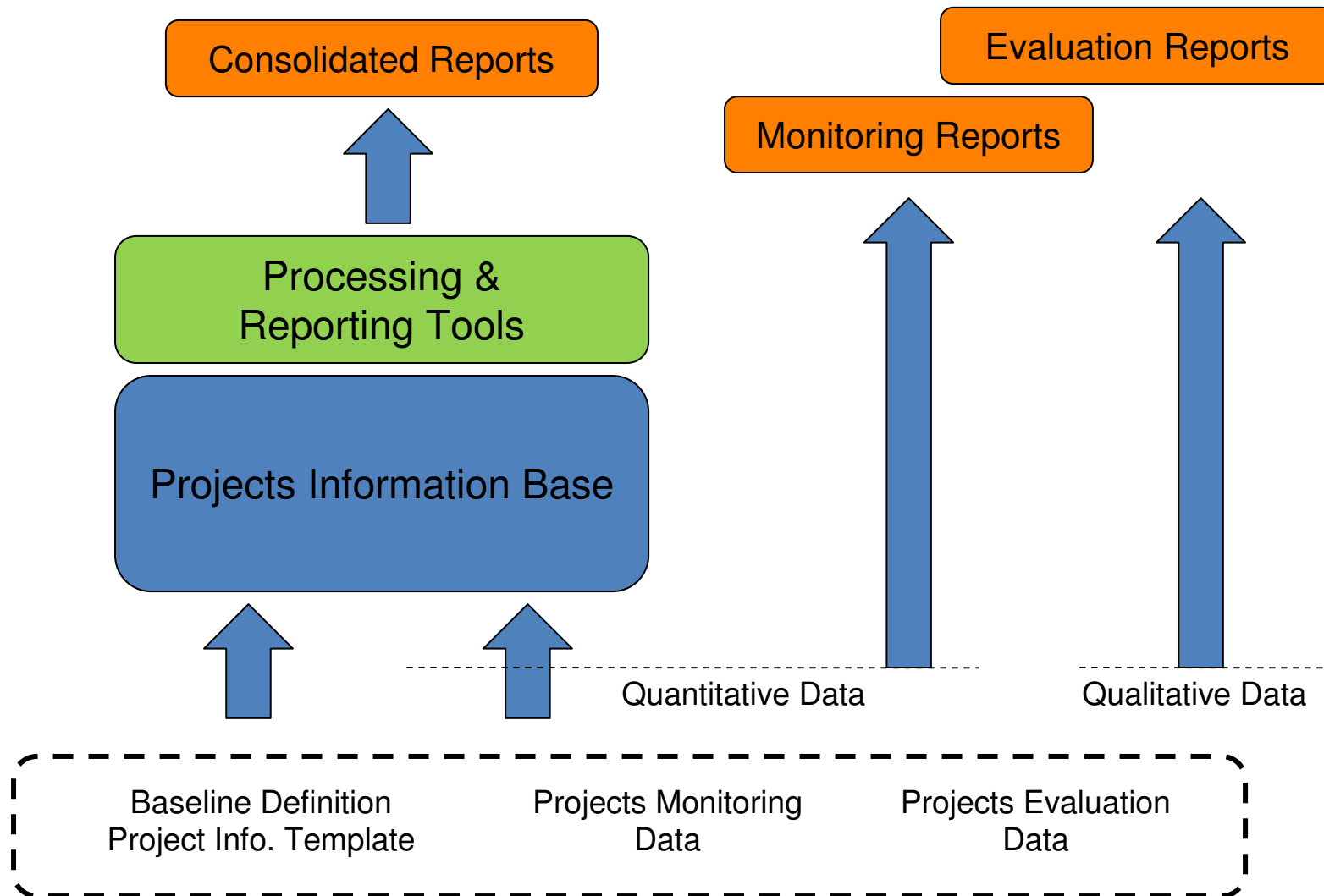


eParticipation and the MOMENTUM Project

MOMENTUM is an eParticipation Support Action aiming to:

- **Promote** the output of European Union eParticipation projects and initiatives towards stakeholders in the various member states and internationally
- **Process** and **disseminate** the results and achievements of the projects in a way that citizens can understand – further strengthening the public participation in electronic decision-making applications.
- **Interact** with existing projects, utilising their already developed networking and knowledge management infrastructures
- Become a **connecting network**, towards ideas, innovations and state of the art / state of practice examples concerning eParticipation advancements in Europe

Momentum Methodology and Tools



What to expect from Momentum

- A novel **methodology, supported by proper tools infrastructure** and information capturing templates for systematically assessing eParticipation projects
- Consolidated reports on eParticipation projects achievements and challenges (**Deliverable 2.1 is already available – The eParticipation Projects Baseline**)
- Common dissemination activities for the eParticipation projects (**An information day at the European Parliament** will be held early November)
- Reports on **overall impact of electronic participation** pilots in European Union member states.

eParticipation Pilots 2007-2008



DALOS: Drafting Legislation with Ontology – Based Support

<http://www.dalosproject.eu>



Legese: Easing Participation in Legislative Processes

<http://www.legese.org>



LEX-IS: Enabling Participation of the Youth in the Public Debate of Legislation among Parliaments, Citizens and Businesses in the European Union

<http://www.lex-is.eu>



LexiPation: An advanced ICT Tool for enhancing Citizen's Participation in the Legislative Process

<http://www.lexipation.eu>



SEAL: Smart Environment for Assisting Legislative Drafting

<http://www.onderzoekinformatie.nl/en>



TID+: Smart Environment for Assisting the drafting and debating of Legislation

<http://tidywork.pbwiki.com>

eParticipation Pilots 2008-2009



CitizenScape

CitizenScape: eParticipation in Legislation Implementation

<http://www.citizenscape.wa.gov.au/>



Demos@work: Enable European-wide discussion between elected representatives and civil society



eCommittee Online participation of citizens in EP Committee activities



FEED: Federated eParticipation Systems for Cross-Societal Deliberation on Environmental and Energy Issues

Ideal-EU

Ideal-EU: Integrating the Drivers of e-Participation at Regional Level in Europe



VEP: The Virtual European Parliament

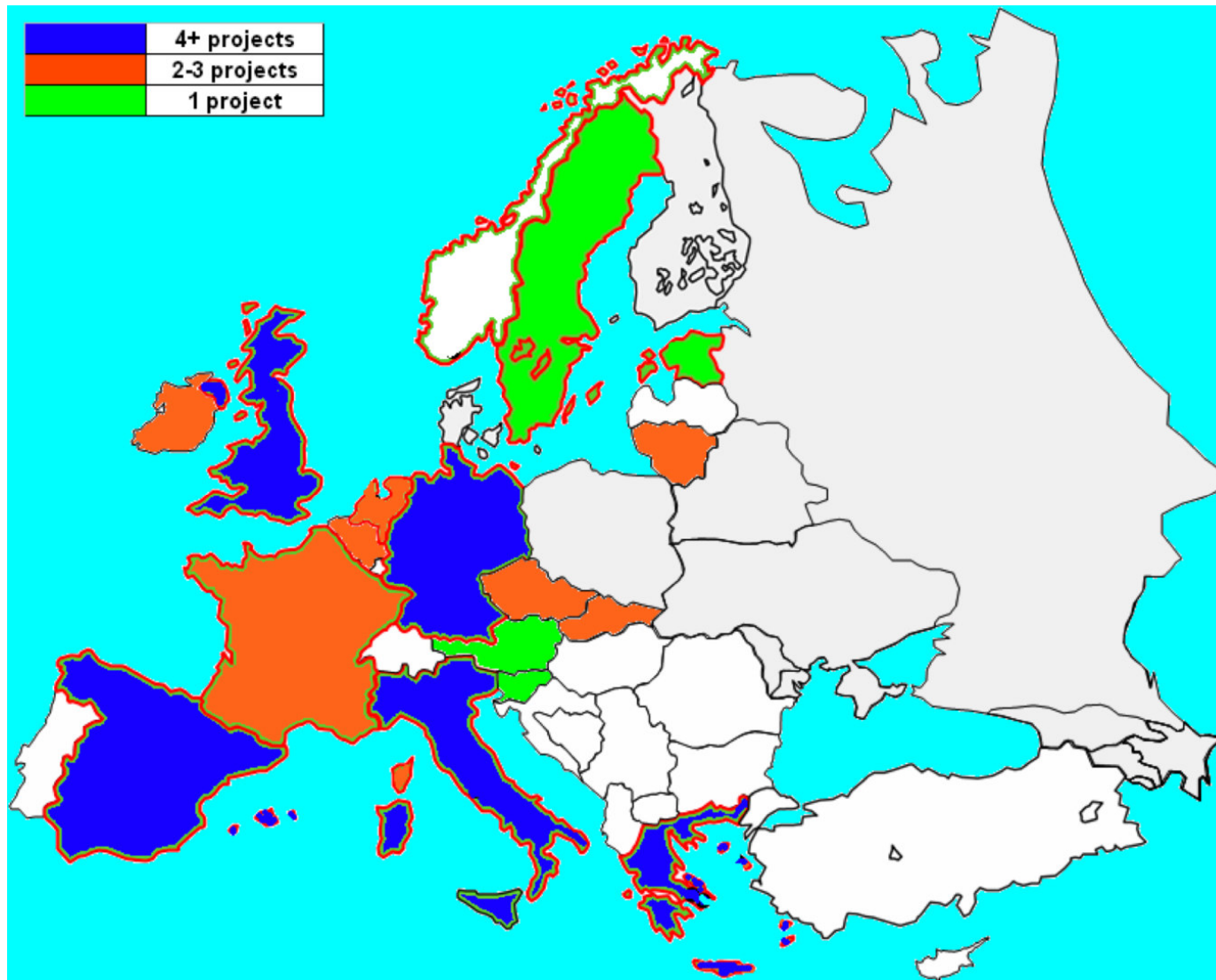


VOICE: Giving European People a voice in EU-legislation

eParticipation Projects Baseline Definition

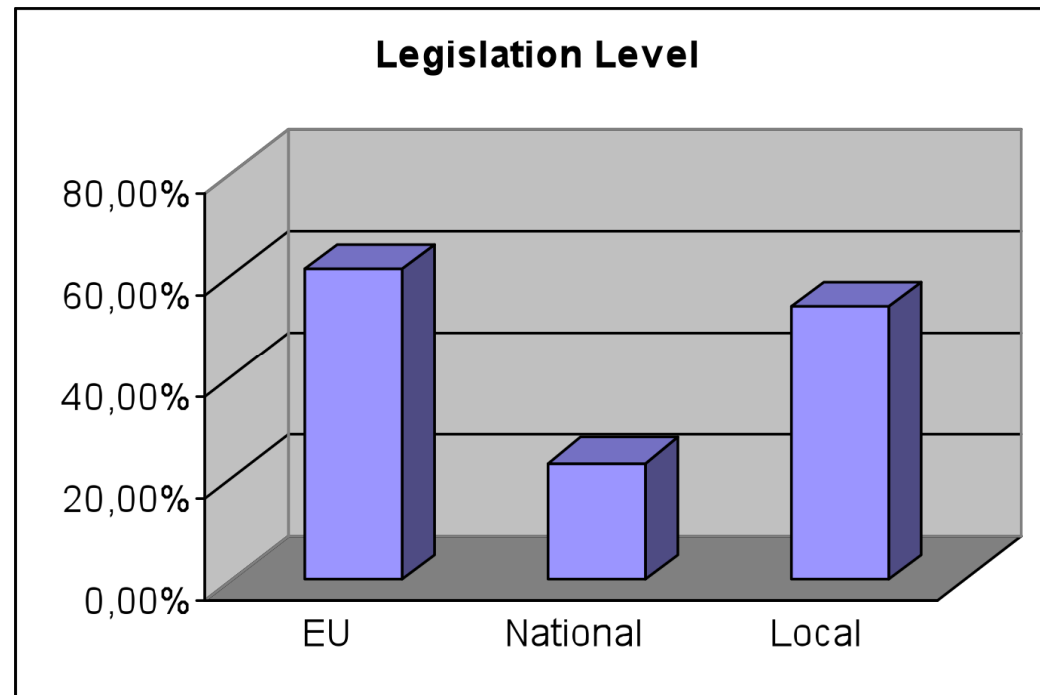
- The target is to assist in the creation of mechanisms that will ensure proper monitoring and coordination of the European eParticipation projects
- Contains a detailed analysis of the 13 monitored projects based information templates, communicated and filled-in by the project coordinators
- Detailed qualitative and quantitative analysis of the gathered data
- Deliverable is available at the MOMENTUM portal

Baseline Findings: Countries Represented



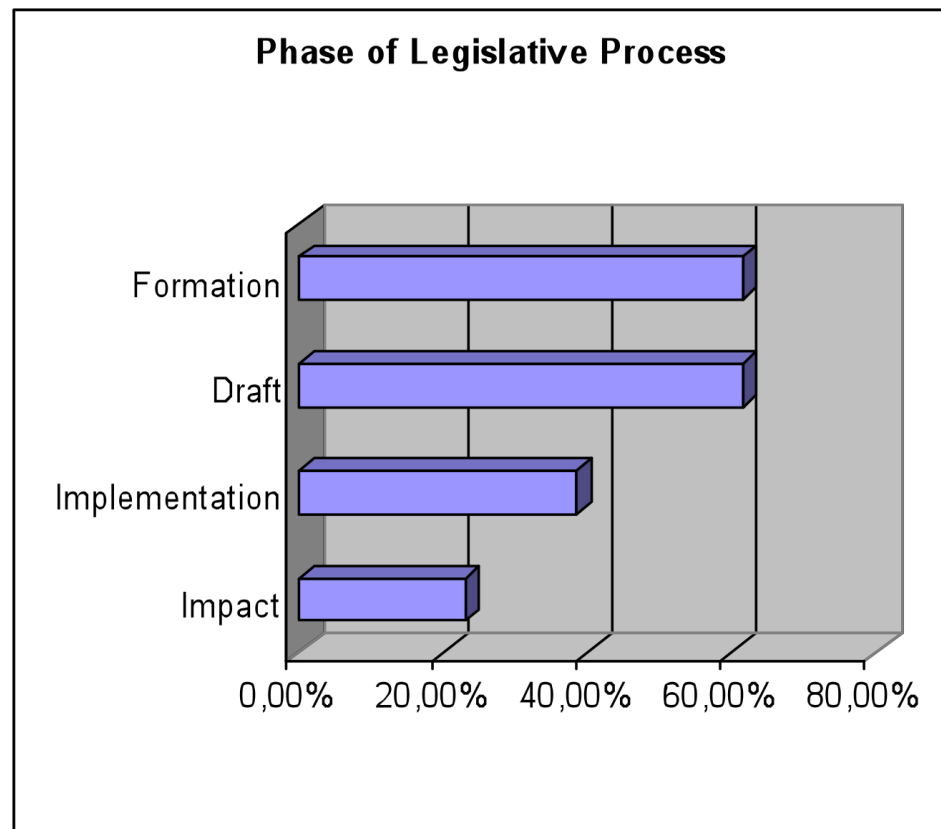
Baseline Findings: Legislation Targeted

Focus concerning the level of Legislative Process is mainly drawn at EU level, whereas local and national legislation processes are still of a lower interest.

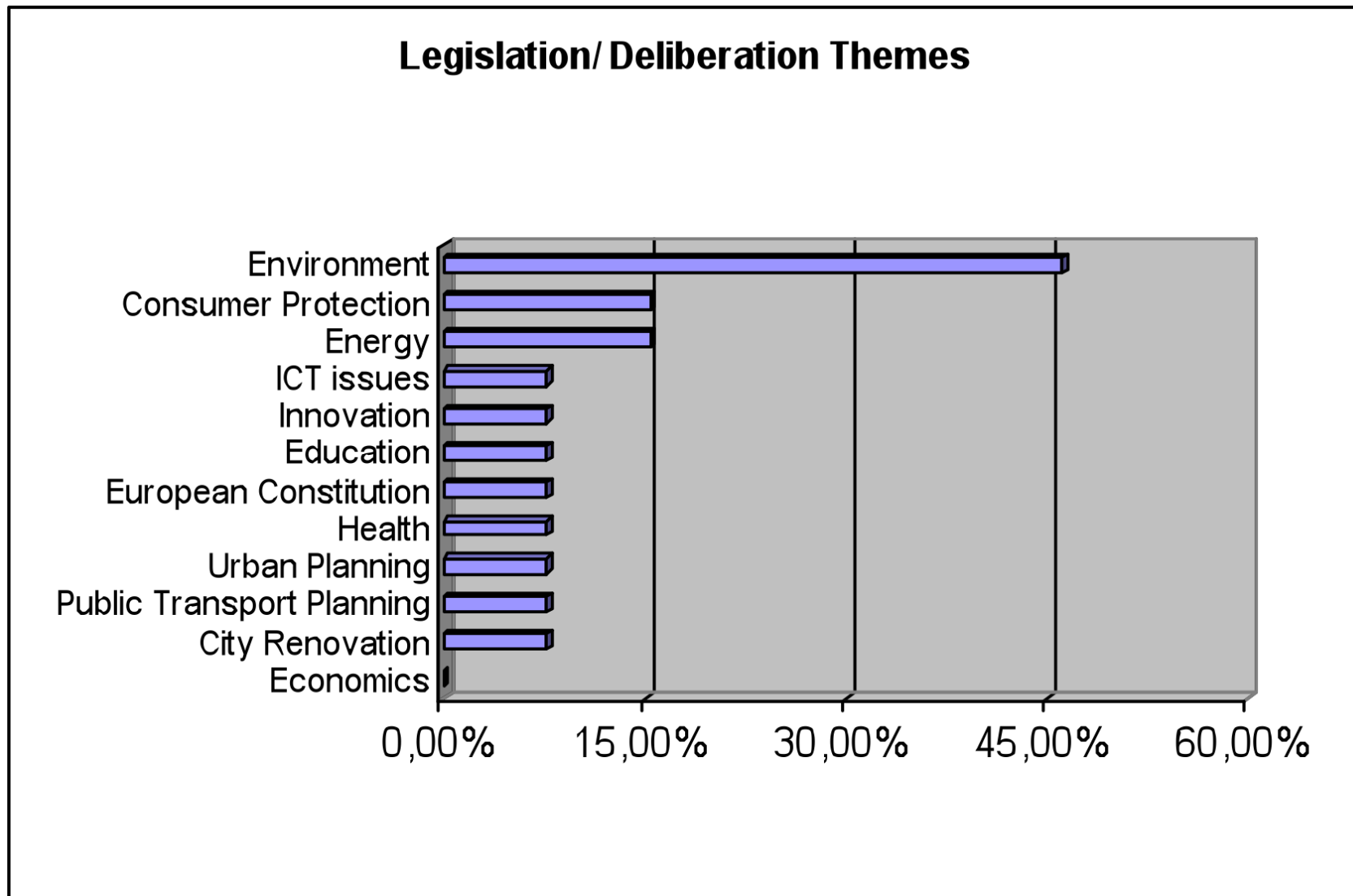


Baseline Findings: Legislative Phase targeted

Early stages of legislation formation and drafting are targeted by more projects. Impact assessment of legislation is scarcely touched by eParticipation pilots

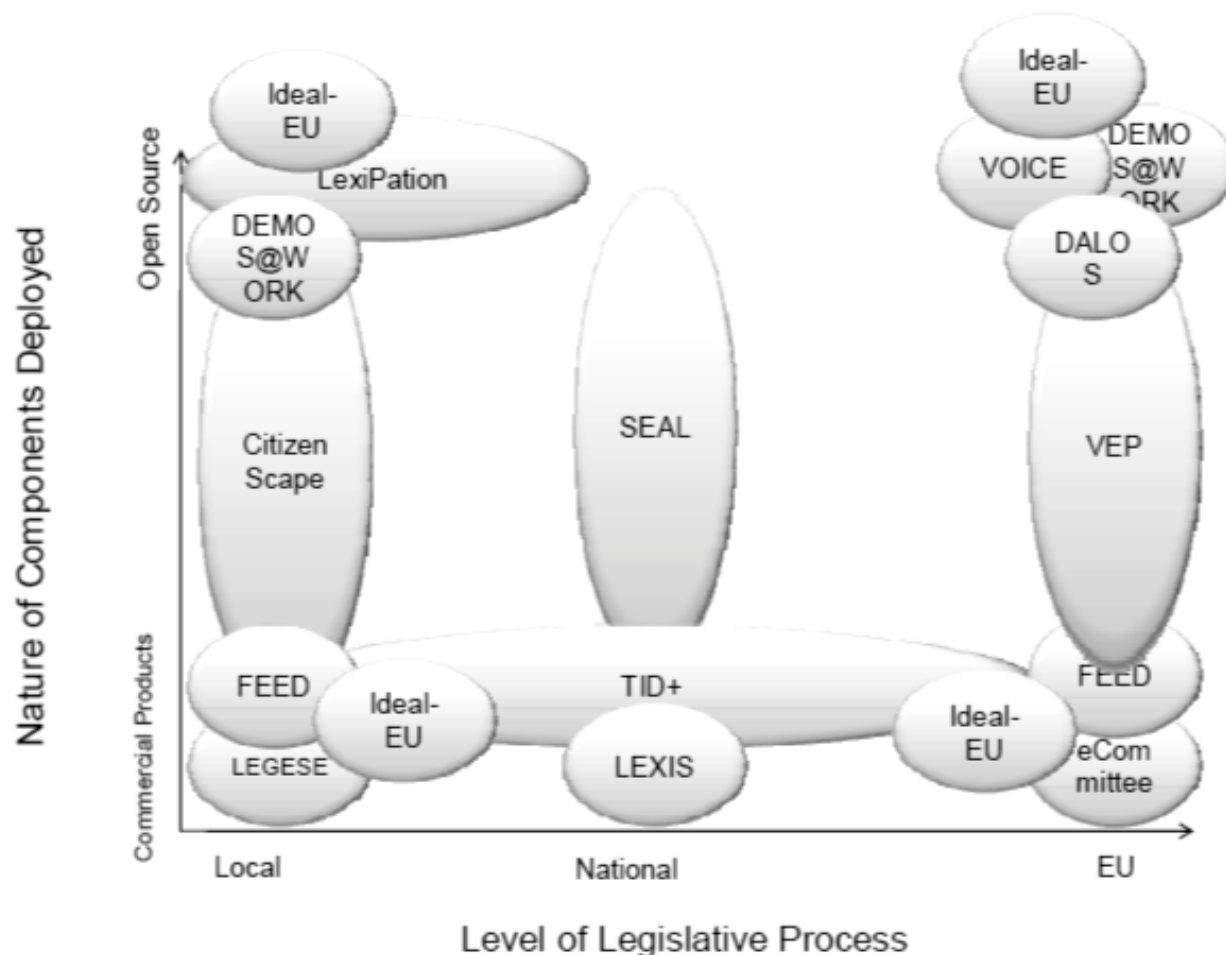


Baseline Findings: Deliberation Themes

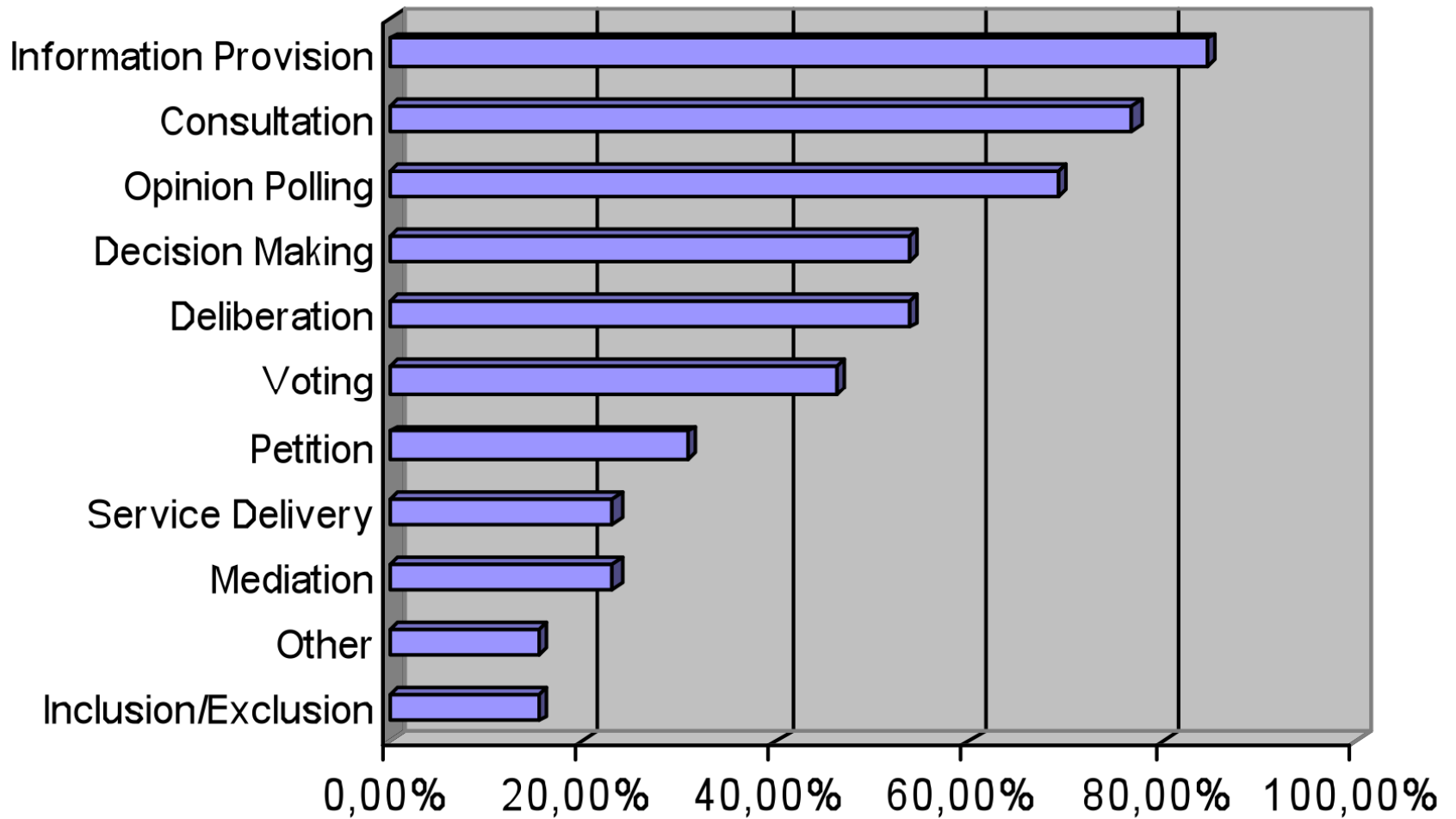


Baseline Findings: Open Source ?

- Tools, reported to be used at local level, are mainly commercial products.
- Projects that deal with EU or National level issues and that are engaged in the first steps of legislation, promote the use of Open Source and Commercial products.



Baseline Findings: Methods ?



Baseline Conclusions – Recommendations (1/2)

- **Coordination of deliberation Subjects and Methods**

Significant fragmentation in the deliberation subjects, lack of explicit definition of the specific legal elements -> Coordination of Themes and Methods / Clustering

- **Coordination of engagement with Stakeholders**

Engagement at local and regional level, but also addressing the European Parliament and the MEP's. -> Engagement of Stakeholders in a joint, organised manner.

- **Balanced coverage of Legislation Phases**

Targeting the first legislation phases (formation and draft)->further EU initiatives for covering the later legislation phases

- **Methods, Technologies and Tools reuse**

Some projects have a more innovative orientation -> Such practices should be made available.

Baseline Conclusions – Recommendations (2/2)

- **Open Source Components**

Some of the projects deploy commercial products where OSS exist, and vice versa. -> Specific directions for the utilisation of OSS

- **Coordination of Dissemination events and channels**

Fragmentation of dissemination channels -> Measures towards coordinating dissemination channels and participation in relevant events

- **Promotion of Project collaboration**

Collaboration still at a quite low level -> Reuse of knowledge, with the assistance of the EC project review and assessment schemes. MOMENTUM knowledge base.

- **Indicators and metrics**

Absence of indicators for measuring project progress, adoption and overall impact. -> Definition of indicators



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