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**Bridging Communities for Next Generation Policy-Making**



### D3.1 Animation & Web2.0 Strategy

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## **Executive Summary**

This deliverable defines the project's Animation & Web2.0 Strategy, which will focus on the stakeholders' engagement and outreach into existing communities in the view of the definition of a new research roadmap on ICT tools for Governance and Policy Modelling updated and validated with the global collaboration between practitioners, researchers and public officials in the field of policy making.

## 1. Introduction

### 1.1. Purpose of the Document

The document presents the purpose (stakeholders' engagement), the tools (tech tools and animators) and the final aim of the animation activity (updating the research roadmap created in the scope of the project CROSSROAD<sup>1</sup>), together with the quantitative and qualitative evaluation criteria. The actions and strategies described in this document will be continuously monitored and accordingly updated, so this deliverable provides an overview of what is known and planned at the timing of the document preparation.

### 1.2. Approach to Workpackage 3 and Partners' Roles

Project CROSSOVER is articulated in three main phases<sup>2</sup> described in figure 1. The first phase will prepare the ground and access all the relevant information and people (ACCESS): in this phase, the preparation work will create the baseline of solutions and relevant people, and create the content necessary to generate interaction. The second phase aims to leverage participation of different stakeholders (ATTRACT), first by engaging the expert communities and users and secondly by reaching out to the wider community of non-users. Finally in the third phase the aim is to consolidate this network by translating the collaboration and interaction into long-lasting impact and innovation in policy-making (ACHIEVE).

This deliverable is part of the Work Package 3, belonging to the second phase and aimed at overcoming the internal fragmentation between the communities of practitioners and experts, in order to achieve a shared identity and critical mass. The specific objective of WP3 is to reach out to existing communities of users and experts, leverage participation and knowledge flows between the communities, transfer best practices and lessons learnt from implementation. WP leader will be W3C, which will prepare the overall methodological approach to workshop and prepare, host and manage the thematic workshop on data. Tech4i2 will be in charge of the animation strategy, aimed at proactive content production and animation of knowledge flows, while ATC will be responsible for the definition of the web2.0 strategy as well as for the interactive and user-driven set-up of the tools. This will involve a selection of appropriate collaboration tools facilitating different target audience outreach and engagement – twitter, uservoice and quora but also interactive channels such as third party content curation in spokenword. Millennium will be responsible for preparation, hosting and management of the policy modelling thematic workshop. Finally all the partners will manage the activity of the animators.

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<sup>1</sup> For a presentation of the CROSSROAD model of ICT for governance and policy modelling please refer to Osimo et al. (2010). For the CROSSROAD white paper please refer to: [http://crossroad.ehu.ntua.gr/files/2010/02/CROSSROAD-State\\_of\\_the\\_Art\\_Analysis-White\\_Paperv1.00.pdf](http://crossroad.ehu.ntua.gr/files/2010/02/CROSSROAD-State_of_the_Art_Analysis-White_Paperv1.00.pdf)

<sup>2</sup> The names of the phases are adopted from Hagel et al (2010)

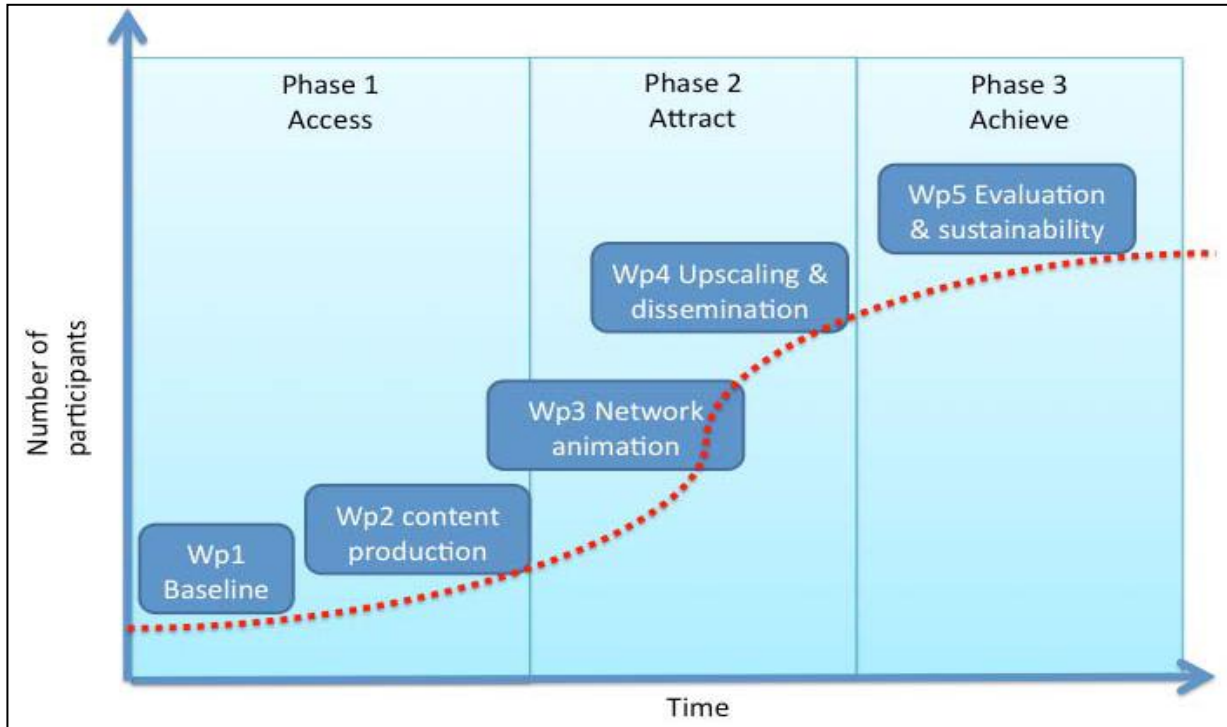


Figure 1: CROSSOVER Phases

### 1.3. Structure of the Document

The document is structured as follows. Section 2 introduces the Animation & Web2.0 Strategy describing in particular the rationale of stakeholders’ and citizens’ engagement, the tech tools adopted as well as the pivotal role of animators in the implementation of the strategy. Section 2 presents the overall planning for the definition of a new research roadmap<sup>3</sup> to be updated with the inputs of stakeholders engaged in the project activities. Section 3 provides a qualitative and quantitative evaluation of the animation activities with relevant facts and figures, while describing and estimating its impact. This chapter concludes with an analysis of risks and potential issues related to the communications side of the project.

As for the annexes:

- Annex I presents the Call for Animators on Policy-Making 2.0
- Annex II presents a Summary of the Animators’ Contributions
- Annex III presents the Animation & Web2.0 Strategy Reporting Templates
- Annex IV presents the Animation Activity Reporting Templates

<sup>3</sup> To be described in the deliverables D2.2.1 and D2.2.2-International Research Roadmap on ICT tools for Governance and Policy Modeling

## 2. Overview of the Animation & Web2.0 Strategy

### 2.1. Goals of Stakeholder's and Citizen's Engagement

As it is widely known the landscape in ICT for governance is fragmented among disciplines, stakeholders and policy domains. In order to recompose this fragmentation project CROSSOVER pursues the following aims: facilitate knowledge exchange and cross fertilisation between practitioners and researchers, among different policy sectors, among different disciplines, across countries and build a strong community around those tools. Raise awareness of policy makers about the concrete opportunities offered by these tools, evangelize practitioners who do not use them and clarify demand driven research needs and policy recommendations. Increase citizens' participation in the policy making process. Clearly the stakeholder's and citizens' engagement is a crucial factor in achieving those aims. But most importantly, as we will see in section 3, the objective of the stakeholders' and citizens' engagement is to get the input, the feedback and the validation from a global audience in the building of the new research roadmap. The Animation and Web2.0 Strategy will target two main groups of stakeholders: actual users and experts, such as both suppliers and users of existing governance and policy modelling tool, from the communities involved in the project; potential users, including especially policy makers and policy advisors who currently do not make use of advanced tools, but are working in areas where they could be applied.

### 2.2. People to be Involved

The key factor in the animation strategy will be to engage pivotal stakeholders both from the supply and the demand side. More precisely there are three typologies of actors to be involved: the research community, the industrial players and the actual or potential practioners.

The mapping of stakeholders is a crucial activity of the project and fits within WP1 Who's who Database. The database structure and content will be described in Deliverable D1.2 and its rational is briefly summarized here.

Name of the Initiative	Theme
EU Open Data	Open Data
LAPSI	Open Data
Open Knowledge Foundation	Open Data
Govloop	Gov.2.0



Name of the Initiative	Theme
LinkedIn Open Government group	Gov.2.0
The Connected Republic	Gov.2.0
W3C eGovernment Activity	Open Data, Gov.2.0
VisMaster	Visual Analytics
The InfoVis:Wiki	Visual Analytics
The System Dynamics Society	System Dynamics
Global System Dynamics and Policies	System Dynamics
Mobilizing Persons, Places and Spaces	Spatial policies
The Public Policy Forecasting special interest group	Policy Modelling
The Society for Modelling & Simulation International	Policy Modelling
ISAGA	Policy Modelling
OECD Global Science Forum	Policy Modelling and Simulation
International Network for Social Network Analysis	Social Network Analysis
European Social Simulation Association	Simulation
The INFORMS Simulation Society	Simulation
The Serious Games Initiative	Serious Games
NESSI	Cloud Computing
Internet of Things Council	Internet of Things
Cyberemotions	Sentiment Analysis &Opinion Mining

Table 1: Main Communities and Networks

### 2.2.1. Academia

The multidisciplinary research community will be involved through dedicated animation and a dedicated effort to bridge across scientific disciplines and modeling approaches. The incentives for the participation in the project are given by an increase in the visibility towards academic fellow, increased

funding in the area due to enhanced relationship with policy makers, an increased importance of the research field through recognition by final users, and finally an increased networking capacity with other researchers, industry and government. CATTID, IPTS, Millennium Institute and W3C will have the responsibility to reach academic stakeholders.

### **2.2.2. Industry**

The industry players providing IT-based solutions for the future policy making will be particularly involved through the repository of solutions and cases in WP1 and WP2 and through web and workshop-based interaction. Their incentive to participate in the project will be given by an increase in visibility for widening market, increased funding for research and innovation, direct contact with actual and potential customers, increased networking capacity with research community, increased potential for delivering innovative products due to better knowledge of the available technologies and research works in the field. ATC and W3C will be in charge of targeting the ICT industry.

Particular attention will be given to the Open Source community which is typically more interested in engaging with the public sphere discussion.

### **2.2.3. Actual and Potential Practitioners**

Policy-makers and policy advisors are already making use of advanced solutions in the field, with a particular view to build bridges across policy domains. In this view policy makers will increase knowledge through best practice sharing, learn about innovative solutions and increase their visibility towards other government departments and recognition as “best practice”. But the animation strategy will try to reach also potential practitioners who could make use of advanced solutions in order to learn about useful innovative tools for improving policy making as well as to increase the level of citizens participation in the policy making process. In particular, IPTS, FAO (supporting partner), The Lisbon Council, Millennium Institute, Tech4i2 and W3C will address government officials such as politicians, senior civil servants, auditors, policy advisors, research funding agencies, while finally Tech4i2 and W3C will dialogue with citizens and the civil society.

### **2.2.4. Stakeholders Networks**

As we have already stated, it is important to reach the stakeholders where they are. On the demand side we will make use of the existing networks and hubs such as Government Communities: EIPA, EUPAN, OECD, UN, European Network of Living Labs, CEMR, Eurocities; vertical communities: fields of climate change, health policy and financial policy, as well as methodological communities such as the European Evaluation Society; existing EU communities of practitioners: ELANET, ADD ME, ePractice. Moreover the consortium will extend its own network by making use of animators' networks as highlighted in figure 1.

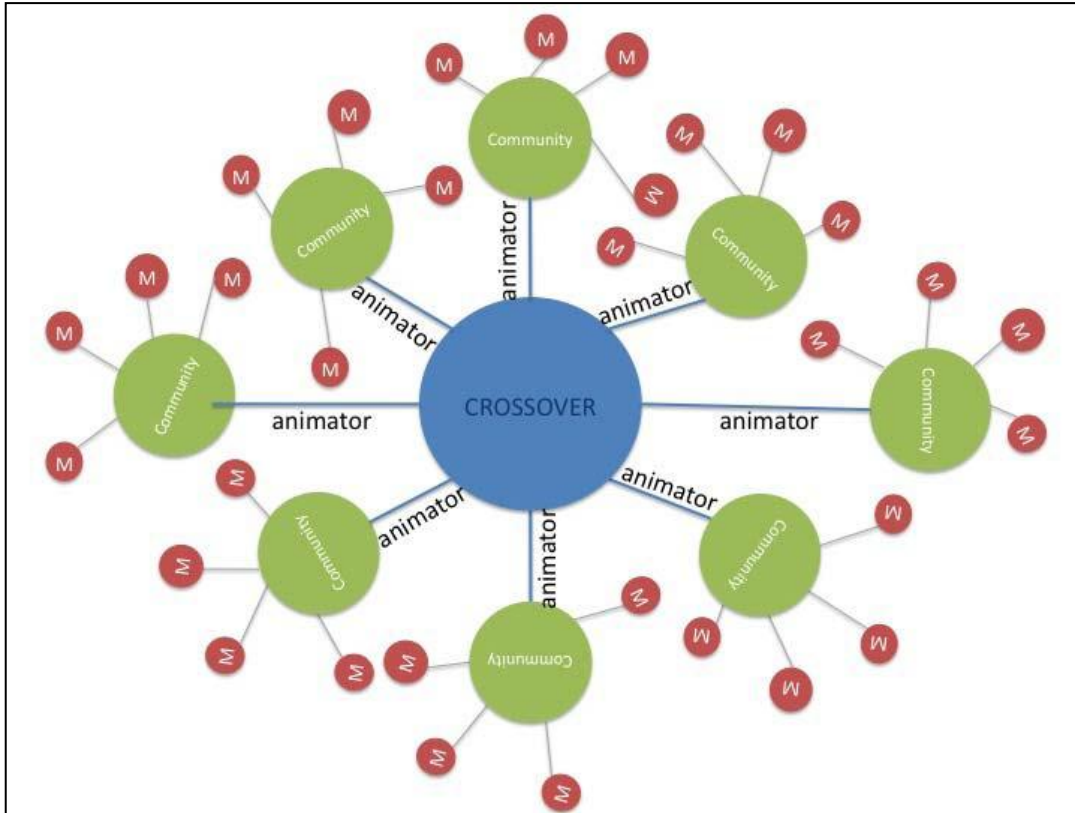


Figure 2: CROSSOVER Hub-and-Spoke Model

## 2.2.5. Liaison with other Projects

### 2.2.5.1. The eGovPoliNet Project

The eGovPoliNet project “Building a global multidisciplinary digital governance and policy modelling research and practice community” is a Coordination and Support Action (FP7-ICT-2011-7, No. 288136) financed by the European Commission under the activity ICT-7-5.6 – “ICT Solutions for governance and policy modeling”. As it will be clarified in the following lines, eGovPoliNet (see the logo in figure 3) shares many objectives and instruments with CROSSOVER project, thereby it seems natural to liaise the two communities in order to exploit synergies and prevent overlaps.



Figure 3: eGovPoliNet Project Logo

The overall objective of eGovPoliNet is to foster co-operation and coordination of research and practice around the world to address global challenges. More precisely the project's aim is to overcome traditional fragmentation of research efforts through consolidation, community building, and integration; bring researchers and practitioners together; and finally establish a respective community spanning across the globe, exchanging and learning from each other's approaches and discussing advancements and future grand challenges.

The project will be articulated in three phases: enabling, growing and sustaining. In the first phase (enabling) the eGovPoliNet portal will be set up. The second phase (growing) consists in establishing contacts and networking between the existing communities in order to identify the grand challenges. The third phase (sustaining) will be focused on building the community of ICT solutions for Governance and Policy Modeling as well as on identify and conduct joint RTD activities. Along the whole project will be created and enriched a joint repository of international and multidisciplinary ICT solutions for governance and policy modeling.

Clearly eGovPoliNet plans to adopt similar tools with respect to the CROSSOVER project. In fact, the eGovPoliNet consortium is going to set up a community knowledge platform with advanced social media and web 2.0 tools, and a set of cooperation frameworks for networking, so as to be a reference point for strategic bodies and a network for joint research and practice projects.

In order to establish a network, eGovPoliNet will organise community events to exchange and interchange ideas and will bring together research, practice and ICT industry to discuss and advance knowledge assets. Moreover the consortium will be involved in social and professional network analysis, the organisation of learning journeys and the periodic issuance of policy briefs as conclusive outcomes from regular discussions. A pivotal activity of the project is to set up a community's knowledge portal with an open access repository for researchers and practitioners for collecting cases, methods, theories and information about tools, and for defining a landscape of actors and institutions in the field. This repository will allow to investigate the grand challenges and dashboard for newly emerging projects,

and will be used as a source of relevant information on major programs and related resources. Finally the consortium will perform comparative analyses and highlight core findings and results of projects and cases, scientific methodologies, tools and theories, particular single disciplinary research and of multidisciplinary recommendations. Those activities will be crucial for getting community feedback and lessons learnt reports on validation and application of solutions.

### 2.3. Tools of the Animation & Web2.0 Strategy

The online engagement strategy is articulated around 3 dimensions: online and offline, own and outreach, structured and unstructured. Each elements feeds and is integrated in the others. In particular, online engagement always feed into offline, participation in third party platforms leads to participation in our own platform, and unstructured discussion will be structured through editorial effort.

#### Online

	Structured	Unstructured
Own	Commentable documents	Linkedin Policy-Making group Content curation tools
Third party	n.a.	Other online groups such as eGovPoliNet

#### Offline

	Structured	Unstructured
Own	Roadmap document	Workshops
Third party	Papers presented to conferences	Participation and discussion in third party workshops

#### 2.3.1. Approach of the Animation Strategy

The animation strategy is based on an integration of online and offline tools, on the creation of contents and in the animation of knowledge flows. The main objective of the animation strategy is to raise the awareness between practitioners, policy makers and research funding agencies, both in terms of quantity and quality of audience. This is of primary importance for reducing the fragmentation between supply and demand, between professional modellers and policy makers, so that domain specific knowledge of policy makers not embedded in models, and policy makers needs struggle to be met by model experts. More in particular the animation strategy will leverage the formation of a multidisciplinary and multi stakeholder community of experts, and a wider, equally diverse community of non experts. In fact, at the beginning the project will involve the expert communities and users

through WP2 and WP3, and secondly it will reach out to the wider community of non-users. An important principle of the strategy is to reach stakeholders where they are. Clearly the consortium does not wish to substitute other communities, but rather to bridge the ongoing discussions within communities, in order to highlight potential synergies.

The project builds on the CROSSROAD model and roadmap with the aim to reach a stronger focus on policy modeling. More precisely CROSSOVER and the related thematic animation focuses on two Grand Challenges, already part of the CROSSROAD roadmap, which are more in line with the current workprogramme priorities: the Grand Challenge 1 is “Model based Collaborative Governance”, while Grand Challenge 2 is “Data Powered Collective Intelligence and Action”. To each challenge corresponds a set of themes which will be animated by experts selected by the mean of the call for animators on Policy-Making 2.0 “Global communities and roadmap for next-generation policy-making”. The selected animators belong to the fields of Policy Modelling, Collaborative Governance and web 2.0, Argument Visualization, Visual Analytics, Visualization and Policy simulation, Serious Gaming and Open Data.

#### **2.3.1.1. Open and Structured Contribution**

The stakeholders’ contribution to the project will take place directly through the platform and the other web 2.0 tools set up by the consortium, and indirectly through the animators. On one hand the contribution will take the form of an open intervention in the project LinkedIn group Policy Making 2.0, in the blog of the project website and live in the thematic workshop. As we will see, a great part in the process will be played by the animators in the LinkedIn subgroups and during the workshop. On the other hand the stakeholders will contribute in a more structured way through the project platform, which contains a consolidated corpus of material such as use cases, services, tools, models and news. The stakeholders will have both the possibility of browsing material from the knowledge base and of adding their contribution as well. The domains of stakeholders’ intervention are presented in the deliverable D1.1-Repository of models, tools and methodologies.

#### **2.3.2. Web2.0 Tools for the Animation Strategy**

The project will make use of a combination of tools, deeply integrated, and each with a specific function.

##### **2.3.2.1. Participation in Third Party Platforms**

The animators will identify already existing online forums (such as LinkedIn Forum on eGovernment) where to promote and reach out the discussion already happening on Crossover tools, in order to generate participation and attract new participants.

### **2.3.2.2. Commentable Roadmap**

The Crossover Roadmap will be published in commentable format in order to allow people to add/comment on each section. Structured comments will be then embodied in the final text of the roadmap. To this end, we will use tools such as [www.co-ment.com](http://www.co-ment.com). Each animator will be in charge of one section of the roadmap and attract comments on that.

### **2.3.2.3. Project Blog**

The project blog is a simple tool used to tell the story of the project “from the inside”. It’s available at <http://www.crossover-project.eu/Blog.aspx>

### **2.3.2.4. Content Curation Platforms: Twitter, Spokenword, Diigo, ICALENDAR**

In order to generated participation and attract attention, the project has set up different “content curation tools”. The goal is to make crossover “the place to visit” when it comes to policy-making 2.0 by selecting high quality content on the issues.

- Diigo is used to select and aggregate relevant links (available at <http://groups.diigo.com/group/crossoverproject>)
- Spokenwords created a dedicated podcast channel to which people can subscribe (available at <http://www.spokenword.org/playlist/6227>)
- ICALENDAR aggregated all events relevant for Policy-making 2.0 (available at <http://www.crossover-project.eu/Events.aspx>)
- Finally, Twitter account @crossoverproject will publish all content when available

### **2.3.2.5. LinkedIn Group on Policy-Making 2.0**

A crucial element in the engagement of stakeholders is given by the creation of a group on LinkedIn called Policy Making 2.0, which is a virtual place where practitioners, researchers and users of advanced ICT tools for policy-making can exchange experiences. The group displays a high selected pool of high level members (113) engaging in discussions and exchange of views. In order to foster debate in the group, the CROSSOVER consortium posts on a regular base info about the new cases and tools to be integrated in the knowledge repository. Some other discussion topics relate to the best ways to engage the government in online policy making, the posting of third parties content and info about incoming event in the field. In particular the group has been used for carry on a pool on the options for engaging stakeholders (use existing network, rent a platform service, install a readymade solution, develop ad hoc solution).The Policy Making 2.0 group also serves as a liaison channel with similar projects such as eGvoPoliNet and OCOPOMO.

Specific subgroups will be created on LinkedIn from March 2012 to discuss each section of the roadmap.

### 2.3.3. Role of the Animators

As already stated the CROSSOVER project will stimulate global collaboration between practitioners, researchers and public officials in the field, so to establish a common new research roadmap on ICT tools for Governance and Policy Modelling. More precisely the CROSSOVER project will build on existing communities to create a shared vision to support policy and research in this area. The peer-to-peer exchange will be facilitated by a network of high-profile animators, which have been appointed by the mean of a Call for Animators. The consortium appointed 7 animators<sup>4</sup>. 2 in the field of Policy Modelling (Alberto Cottica and Pietro Terna) and 1 per each in the fields of Collaborative Governance and web 2.0 (Scott Formann-Roe), Argument Visualization (David Price), Visual Analytics, Visualization and Policy simulation (Andrew Vande Moere), Serious Gaming (Igor Mayer) and Open Data (Luigi Reggi). The first and foremost task of the animators will be to stimulate discussion and stakeholders' engagement in the animation channels provided by the consortium. The animators will do that primarily 1 online contribution per month along the whole of 2012, in order to seed discussions in the relevant scientific communities. Contributions can include research questions, case studies, problems and solutions, and can take the form of news, blog posts, interventions in forums and mailing list.

However, the animators are crucial not only in animating the discussion on the platform and the other consortium tech tools, but to link to ongoing discussions in other communities. In fact it is not feasible for the project partners to substitute other communities completely. Rather the goal of the project is to bridge the ongoing discussions within communities, in order to highlight potential synergies. Thereby all the contributions will be disseminated both through the consortium network channels and through their own networks. Here it comes the most crucial function of the animators: *engage stakeholders in providing input and feedback on the new version of the research roadmap*. As we have seen the CROSSOVER project will focus on two Grand Challenges upon which the roadmap is based: “Model Based Collaborative Governance” and “Data Powered Collective Intelligence and Action”. Those main areas are composed by more specific themes, each of which will be assigned to one or more animators. In this view the main concern of the animators will be to foster discussion and feedback on a specific subfield of the roadmap. The animators will also be required to report<sup>5</sup> the most important content of those discussions on a monthly basis. As we will see in the following subsection, the reporting and networking activities are deeply related to the workshops organized during the project.

The members of the Animators Committee will also have an important role in the LinkedIn group Policy Making 2.0 as the consortium will see the creation of several thematic subgroup, each of them led by an animator, who will foster debate among the stakeholders invited to join the subgroup. The theme of

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<sup>4</sup> See Annex II for a summary of the contributions and Annex III for a short bio of the animators

<sup>5</sup> See Annex IV for the reporting template



each subgroup will be in line with the field in the taxonomy to which each animator refers to, as well as to the specific part of the roadmap assigned to each animator. On a monthly basis the animators will report the contents of such discussions and debate, particularly referring to the input, the feedback and the validation of the new research roadmap.

### **2.3.4. Role of Animators in the Workshops**

For each Grand Challenge identified by the project, the consortium will organize a major workshop at which the relevant communities will come together, take stock of the existing state of the art, and outline relevant next steps. The first workshop will take place in June 2012 by the title of “USING OPEN DATA: policy modeling, citizen empowerment, data journalism”. The explicit aim of the workshop is to investigate the use of the government open data, in connection with the Grand Challenge 2 “Data Powered Collective Intelligence and Action”. More in particular the topics of interest will include: tools and techniques that use open data to aid policy making; data visualization; data journalism; making data accessible and meaningful to citizens; using open scientific data; large scale data simulation; collaborative analysis of data. A variety of stakeholders is interested in taking part to the workshop: policy makers, developers, software vendors; journalists, data analysts, active citizens, researchers.

Precisely the rationale and expected outcome of the workshop will be to provide an improved and globally agreed research roadmap, building on the existing Grand Challenge 2 identified by the CROSSOVER consortium. Within this scope, the role of the animators will be of primary importance. Before the workshop the animators will foster discussion through the consortium as well as their own network channels on the sections of the roadmap assigned to them. This discussion will take place also in the LinkedIn thematic subgroups of Policy Making 2.0. In fact the theme in each subgroup will be in line with the specific section of the roadmap assigned to each animator.

During the workshop the animators will be asked to chair special thematic panels where the sections of the research roadmap relating to the Grand Challenge 2 will be discussed together with the stakeholders attending the event. This will ensure feedbacks and input to the roadmap. Moreover the animators will be required to facilitate the continuation of the thematic discussion even after the workshop on the project as well as on their own network channels. In this respect the role of the LinkedIn subgroups as a virtual place for the continuation of the discussion will be essential.

After the workshop the animators will be required to report the content of the discussions and the feedbacks on the specific sections of the roadmap. This input will be crucial in the drafting of the new version of the roadmap.

A similar animation activity will be provided heading to the second workshop “Transatlantic Research on Policy Modeling “ taking place in Washington DC in December 2012, which aims to collect and share knowledge on sectorial and integrated modeling frameworks for policy formulation and evaluation. Clearly the object of the second workshop is connected with Grand Challenge 1: “Model based Collaborative Governance”. Indeed the workshop will be important in providing an improved and globally agreed research roadmap in the scope of Grand Challenge 1.

Other topics of the workshop will include: qualitative and quantitative tools and techniques in support of decision making; quantitative tools and different geographical scopes; setting the vision and group model building; models for policy formulation, evaluation and monitoring, and finally model validation and reporting.

### **2.3.5. Animators’ Networks and Events**

Aside from the communities and the events which are known to the Consortium, the animators will provide their activity through their own network channels. Hereby we provide some examples excerpted from their own contributions to the call for animators.

Examples of Events:

- [VisWeek 2012 14-19 October 2012, Seattle](#)
- [vis2012 International Conference Visualisation 10-13 July 2012 LIRMM CNRS Univ. Montpellier II, Montpellier](#)
- [Siggraph 2012, 39th International Conference and Exhibition on Computer Graphics and Interaction Techniques, 5-9 August 2012 , Los Angeles](#)
- [International Conference on Information Visualization Theory and Applications \(IVAPP 2012\) 24-26 February 2012, Rome](#)
- [11th International Workshop on Web Semantics and Information Processing 03 – 07 September, 2012, Vienna, Austria](#)
- [2012 ACM Conference on Computer Supported Cooperative Work 11-15 February in Bellevue, Washington](#)
- [Open Knowledge Festival – including Open Government Data Camp \(OGDCamp\) and Open Knowledge Conference \(OKCon\) 17-22, September, Helsinki](#)
- [12th European Conference on eGovernment \(ECEG 2012\) June 14–15, 2012, Barcelona](#)
- [2012 Digital Government Society Conference June 4–7, 2012, University of Maryland College Park, Maryland](#)
- [23rd International Conference on Database and Expert Systems Applications - DEXA 2012 3 - 7, September 2012 , Vienna, Austria](#)
- [4th ACM Web Science Conference 22-24 June, 2012, Northwestern University](#)
- [Games for Change Festival 18–20 June 2012, New York](#)

- [9th Scandinavian Workshop on eGovernment \(SWEG 2012\) 9–10 February 2012, Copenhagen](#)
- [American Society for Public Administration 2012 Annual Conference – Redefining Public Service Through Civic Engagement. 2-6 March 2012, Las Vegas](#)
- [Collective Intelligence 2012 18–20 April 2012, Cambridge](#)

Examples of communities:

- [Gala European Network of Excellence on Serious Gaming](#)
- [ISAGA – International Simulation & Gaming Association](#)
- [SAGANET – Netherlands’ simulation & gaming Association](#)
- [E-learning communities: StellarNet](#)
- [Next Generation Infrastructures foundation \(NGI\)](#)
- [RegioNetwork 2020](#)
- [Edgeriders project](#)
- [OKFN network \(MLs, blog, etc.\)](#)
- [Etica ed Economia \(online magazine, in Italian\)](#)
- [bloggingportal.eu](#)
- [The eGovernment community](#)
- [The Digital Government Society](#)
- [The ePractice: ICT for governance and policy simulation community](#)
- [The System Dynamics Society](#)
- [The Social Simulation Society](#)
- [The Complex Systems Society](#)
- [Eurocities](#)

### **2.3.6. Prize**

During the [CROSSOVER EU](#) Conference the consortium will deliver one prize to the best ICT tool for policy making 2.0 presented. The aim of this prize is to generate awareness towards the wider public of the available tools and showcase the related benefits as well as to attract the participation of experts and solution providers. The prize of the conference will be of European scope. The prize will be awarded by an independent, high profile jury from different stakeholders group. More information on the prize to follow in due time.

### 3. The CROSSOVER Roadmap Approach

#### 3.1. Rationale

One of the main objectives of the CROSSOVER project is to stimulate global collaboration between practitioners, researchers and public officials in the field, so to establish a common Research Roadmap on ICT tools for Governance and Policy Modelling. Technology roadmapping is a strategic planning approach to identify the actions and funding decisions needed to boost technological development and innovation. The term “roadmap” refers to the main purpose of this approach, i.e. to chart an overall direction for technology development or usage. On the one hand the roadmap constitutes a shared vision, able to inspire collaborative and interdisciplinary research, and between academia, business, civil society and government. On the other hand it is a useful tool, able to provide support and orientation to policy-modelling also after the end of the project. The potential of roadmapping is significant in the domain of ICT for governance and policy modelling as it can constitute an important input in the selection of future research priorities by highlighting the emerging themes and key technological applications (ICT tools) likely to impact on policy in the coming years. Furthermore roadmapping is one of the “recommended best practices” for the selection of priorities in R&D programmes since it does not only identify the bottlenecks that need to be addressed within a realistic time frame, but it can also lead to a high degree of consensus if potential beneficiaries are involved in the agenda-setting process (De Laat, 2004). In this view, building on the roadmap defined in the scope of the project CROSSROAD, the aim of the animation strategy is to engage stakeholders in providing input, feedback and validation on a new and updated roadmap ICT tools for Governance and Policy Modelling.

#### 3.2. Background Information Based on CROSSROAD Roadmap

The existing roadmap, as reported in the CROSSOVER Document of Work, is based on two Grand Challenges. The Grand Challenge 1 is “Model based Collaborative Governance”, while Grand Challenge 2 is “Data Powered Collective Intelligence and Action”. To each challenge corresponds a set of research challenges. Precisely the research challenges referred to Grand Challenge 1 are:

- **RC1.1: Integrated, composable and re-usable models** to create more comprehensive and complex models by using smaller building blocks or existing objects/models. This implies both model interoperability and the definition/identification of proper modelling standards, procedures and methodologies
- **RC1.2: Collaborative modelling** encompassing participation of all stakeholders in policy making process through the implementation of Internet based ease to use tools for all the levels of skills

- **RC1.3: Easy access to information and knowledge creation** with a particular focus on elicitation of information which, in turn, during the overall model building and use processes will help decision makers to learn how a certain system works and ultimately to gain insights and understanding in order to successfully implement a desired policy
- **RC1.4: Model validation** in order to guarantee the reliability of models and, consequently, of policies that are crucial for policy makers who need and use information that results from the simulations to develop more effective policies
- **RC1.5: Interactive simulation** concentrating on the fact that the larger is the model in terms of size and complexity, the larger is the resulting amount of data to analyse and visualize. In particular, the RC refers to the issue of integration of visualisation techniques within an integrated simulation environment, in order to dramatically increase the efficiency and effectiveness of modelling and simulation process, allowing the inclusion and automation of some phases (e.g. output and feedback analysis) that were not to this point managed in a structured way
- **RC1.6: Output analysis and knowledge synthesis** refers to output analysis of a policy model and, at the same time, to feedback analysis in order to incrementally increase and synthesise the knowledge of the model (and consequently of the policy)

On the other hand the research challenges related to Grand Challenge 2 are:

- **RC2.1: Privacy compliant participatory sensing for real time policy making** refers to the use of sensors, usually embedded in personal devices such as smartphones allowing citizens to feed data of public interest.
- **RC2.2: Real time, high quality, reusable open government data** calls for simplification and lower costs of open data publication
- **RC2.3: Federated dynamic identity management** addresses the identity related issues for secure public service provision, citizen record management and law enforcement
- **RC2.4: Peer to peer public opinion mining** points out to the explosion of user generated content, which widens the application scope of public opinion mining tools and to the fact that these tools need to become more pervasive and available to the majority of citizens
- **RC2.5: Intuitive, collaborative visual analytics of data for policy making** refers to the research focussed on making sense of large datasets, such as those provided as open government data
- **RC2.6: User generated simulation and gaming tools for public action** underlines that serious gaming is still requiring high level of engagement and therefore progress in usability and attractiveness in order to widen the group of participants is needed
- **RC2.7: New institutional design of collaborative governance** recalls that collaborative governance is developing without an appropriate reference framework

### 3.3. The New Aspects of the CROSSOVER Roadmap and Expected Results

The new research roadmap will be updated thanks to the engagement of the stakeholders who will provide input, feedback and validation to our proposed roadmap. In this view will be very important the dissemination of the old roadmap in a simplified and shorter version which can be grasped by stakeholders in an efficient and time saving fashion. The first version of the new roadmap is due at Month 8, but the updating process will go on along the whole duration of the project.

The animators will start their activity before the workshops and will have a major part in the events. More in particular, at first the consortium experts will create a new version of the old roadmap which will be disseminated through the animators and the consortium networks. The simplified and short version of the roadmap will be published online in commentable format. After each section of the roadmap is assigned to at least one animator according to his/her expertise for global dissemination through the animators and the consortium networks. The consortium will also create subgroups of the Policy-Making 2.0 LinkedIn group for each of the roadmap sections. Each of the thematic subgroup will be assigned to an animator which will thereby be engaged in fostering discussions upon the roadmap in third parties forums, in the platform and in the Policy-Making 2.0 subgroups.

The animation and stakeholders' engagement activity will lead to the workshop, where the animators will be asked to chair thematic session dedicated to the different sections of the roadmap. Finally the animators will report the contents of the discussions on the roadmap taking place Obviously the animation activity and the subsequent updating of the roadmap will go on until the end of the project. In the following are synthesized the main steps in updating the roadmap with the relative tentative deadlines.

### 3.4. Planning

In the following table are synthesized the main steps in updating the roadmap with the relative tentative deadlines.

Action	Deadline
1) Create a new simplified version of the roadmap for dissemination	March 31 <sup>st</sup>
2) Publish online the simplified version section by section in commentable format	April 15 <sup>th</sup>

Action	Deadline
3) Assign each section of the roadmap at least to one animator	April 30 <sup>th</sup>
4) Animators dissemination of the roadmap at global level	From april 30 <sup>th</sup>
5) Create a subgroup of the policy making 2.0 linkedin group for each of the roadmap sections	May 15 <sup>th</sup>
6) Online discussions fostered by animators in third party forums, in the platform and in the policy making2.0 subgroups	From May 15 <sup>th</sup>
7) Discussion of roadmap sections the workshops in thematic sessions led by animators	19-20 June
8) Collection of feedbacks and input from the discussion	July 15 <sup>th</sup>

**Table 2: Plan for Updating the Roadmap**

Let us comment now on the actions.

- 1-2)The first action will consist in the definition of a new simplified version of the old roadmap based on the previous project CROSSROADS. The CROSSOVER roadmap will concentrate on the two grand challenges GC1 - “Model based Collaborative Governance”, and GC2 - “Data Powered Collective Intelligence and Action” which are more in line with workprogramme requirements. Then the roadmap will be published online in the Consortium website where it will be possible to comment and provide feedback on each session. Those first two actions will be started soon and will be completed before the middle of April.
- 3-4)The consortium appointed 7 animators: 2 in the field of Policy Modelling and 1 per each in the fields of Collaborative Governance and web 2.0, Argument Visualization, Visual Analytics, Visualization and Policy simulation, Serious Gaming and Open Data. Each section of the roadmap will be assigned to one or more animators according to the field of expertise. In this view the animators will be tasked with disseminating the roadmap at global level in the consortium and in their own network channels. In order to engage in a productive discussion well in advance with respect to the workshop, the dissemination of the roadmap will be carried out before the end of April.
- 5-6)As already stated a crucial element in the engagement of stakeholders is given by the creation of a group on LinkedIn called Policy Making 2.0, which is a virtual place where practitioners, researchers and users of advanced ICT tools for policy-making can exchange experiences. The Policy Making 2.0 group will be splitted in several subgroups each of which dedicated to the discussion of a specific section of the roadmap. Only interested stakeholders will engage in the discussions taking place in the different subgroups, which will be managed by one or more animators according to their field of expertise. The online discussion led by the animators in the

LinkedIn subgroups, in third parties forums and in the project platform will start in the middle of May heading to the workshop.

7-8) In the two workshops organized by the consortium there will be special sessions chaired by one of more animators according to his/her field of expertise. During and after the workshop the animators will collect feedback from the discussion taking place among the stakeholders. The feedback will then be reported to the consortium on a monthly basis by the means of the Animation Activity Reporting Templates attached in Annex IV containing information such as reporting date, name of the animator reporting the activity, type of activity, summary of the activity, type of audience, size of Audience, and finally comments/feedback received. The first workshop entitled "USING OPEN DATA: policy modeling, citizen empowerment, data journalism" will focus on government open data, in connection with the Grand Challenge 2 "Data Powered Collective Intelligence and Action" and will take place on 19-20 June 2012. The collection of the feedback from the workshop discussion is due by the middle of July.



## 4. Animation & Web2.0 Strategy Indicators

### 4.1. Evaluation of CROSSOVER Animation & Web2.0 Strategy

Let us now highlight the quantitative and qualitative aspects of the Animation & Web2.0 Strategy which will be adopted as the evaluation criteria for measuring the level of success of animation activities. Animators will obviously have a pivotal role in the strategy. In order to measure the effectiveness of their activities, animators are required to fill a report containing a combination of criteria or feedback mechanisms on a monthly basis.

The full report template is found in Annex III.

The following table presents the list of quantitative indicators based on which we will evaluate the impact of the Animation and Web2.0 strategy. For checking the effectiveness of the online communication the partner responsible for the Animation & Web2.0 Strategy will report the metrics contained in the following list on a six month basis starting from the beginning of the animation activities.

#### Indicators

Animation activity indicators		
	N. of news published	50-60
	N. of cases published	14
	N. of interventions on online community	1 per month
	N. of practices identified in the baseline	10 per theme
	N. of organizations included in the who's who directory	5-10 per theme
	N. of animators identified by the call	7
	Take up by audience	At least 25 comments per theme, 10% minimum from outside europe
	N. of twitter followers	200+
	N. of uservoice comments and votes	500+
	N. of members of actual users and experts involved	100+
	N. of members in the LinkedIn group	200+
	N. of participants in workshops	80 per event
	N. of participants in the conference	150
	N. of participants in stakeholders' needs survey	75+
	N. of detailed case studies	4
	N. of contributions in the platform	18
	N. of lyasons with other projects	3

Table 3: Evaluation of the CROSSOVER Animation & Web2.0 Strategy

The qualitative aspect of the animation activities is strictly related to one of the main objectives of the project: the engagement of stakeholders in the building of the new research roadmap. This deliverable defines in precise terms the animation activities, the people to be involved as well as the overall planning for the definition of the roadmap.

## 4.2. Risks & Issues

There are some potential risks and issues related to the Animation Strategy. This risks and issues will be monitored and mitigated by the Coordinator and the WP3 Leader. An example of some Animation and Web2.0 risks is as follows. The detailed Risk Management Plan is part of the D6.1 (Quality Assurance & Risk Management Plan).

Risk Log	Priority	Mitigating Actions
The building of the new research roadmap might fail in getting the input, the feedback and the validation from the global audience of stakeholders	High	In order to attract stakeholders to the project the partners involved the project will involve the creation of a user friendly platform as well as the adoption of interactive tools. Moreover the thematic discussion will be stimulated by the animators before, during and after the workshop
Failure of the workshop to attract sufficient interest	High	The dates of the event have been chosen in order to collocate it with related events. (Digital Agenda Summit). The events has been be announced early and will be promoted throughout the run up period by the CROSSOVER consortium and by the animators
Failure of the animators in creating thematic discussion groups providing feedbacks to the roadmap	High	The chosen animators bear a high level of expertise in the respective fields and are integrated in extensive networks. Moreover the project team will manage their activities through reporting and community building
At the time of writing, Twitter and Facebook are by far and away the dominant social media. However, this may not be true in a year's time.	Low	The project will take a flexible approach in the tools used to implement the animation strategy. Some of the partners are early adopters of novel social tool so are able to foresee shifts in the social media landscape

Table 4: Animation & Web2.0 Strategy Risks Examples

## 5. Conclusions

This document aimed at defining the project's Animation & Web2.0 Strategy, which will focus on the stakeholders' engagement and outreach into existing communities. More in particular the document presented the purpose (stakeholders' engagement), the tools (ICT tools and animators) and the final aim of the animation activity (updating the research roadmap), together with some quantitative and qualitative evaluation criteria. The strategy will leverage the formation of a multidisciplinary and multi stakeholder community of experts, and a wider, equally diverse community of non experts, and will reach the stakeholders where they are not substituting the existing communities. The project will have an open and structured approach: on the one hand the contribution will take the form of an open intervention in the project LinkedIn group Policy Making 2.0, in the blog of the project website and live in the thematic workshop; on the other hand the stakeholders will contribute in a more structured way through the project platform.

The engagement strategy is articulated around 3 dimensions: online and offline, own and outreach, structured and unstructured. The online tools can be structured, like commentable documents, and unstructured, like LinkedIn groups and content curation tools (own), or like other online groups such as eGovPoliNet (third party). The offline tools can be structured, as the roadmap documents (own) and the papers presented to conferences (third party), or unstructured, as the project workshops (own) and participation and discussion in other workshop (third party). The web2.0 tools for the animation strategy include the participation in third party platforms (e.g. LinkedIn Forum on eGovernment), and the publication of the roadmap in commentable format, with comments embodied in the final text. Some other tools are the project blog and content curation platforms such as Twitter, Spokenword, Diigo, ICALENDAR. Last but not least, there is the LinkedIn group called Policy Making 2.0, which is a virtual place where practitioners, researchers and users of advanced ICT tools for policy-making can exchange experiences.

A pivotal role in the animation strategy will be played by the seven appointed animators, who will provide 1 online contribution per month along the whole of 2012, in order to seed discussions in the relevant scientific communities. Contributions can include research questions, case studies, problems and solutions, and can take the form of news, blog posts, interventions in forums and mailing lists. Their first and foremost task will be to stimulate discussion and stakeholders' engagement in the animation channels provided by the consortium and in their own networks. Moreover and most important, the animators will engage stakeholders in providing input and feedback on the new version of the research roadmap and will link to ongoing discussions to other communities. As we have seen the project identifies 2 Grand Challenges upon which the roadmap is based: "Model Based Collaborative Governance" and "Data Powered Collective Intelligence and Action". The main areas are composed by

more specific themes, each of which will be assigned to one or more animators. In this respect the animators will stimulate discussion and feedback on a specific subfield of the roadmap. The reporting and networking activities are deeply related to the two workshops organized by the consortium. Before the workshop the animators will foster discussion through the consortium as well as their own network channels on the sections of the roadmap assigned to them. This discussion will take place also in the LinkedIn thematic subgroups of Policy Making 2.0. In fact the theme in each subgroup will be in line with the specific section of the roadmap assigned to each animator. During the workshops the animators will be asked to chair special thematic panels where the sections of the research roadmap relating to the Grand Challenges will be discussed together with the stakeholders attending the event. The content of discussions in the thematic subgroups created online in the Policy Making 2.0 group and offline in the workshops will be reported by the animators in order to provide input and feedback on the new version of the research roadmap.

## REFERENCES

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**CROSSOVER Policy Making 2.0 Calendar:** <http://www.crossover-project.eu/Events.aspx>

**CROSSOVER SPOKENWORD Account:** <http://www.spokenword.org/playlist/6227>

**CROSSOVER Twitter Account:** [https://twitter.com/#!/crossover\\_eu](https://twitter.com/#!/crossover_eu)

**CROSSOVER Web Site:** <http://www.crossover-project.eu>

**CROSSROAD White Paper:** [http://crossroad.epu.ntua.gr/files/2010/02/CROSSROAD-State of the Art Analysis-White Paperv1.00.pdf](http://crossroad.epu.ntua.gr/files/2010/02/CROSSROAD-State%20of%20the%20Art%20Analysis-White%20Paper1.00.pdf)

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## ANNEXES

### ANNEX I – Call for Animators on Policy-Making 2.0

#### **“Global communities and roadmap for next-generation policy-making”**

ICT is changing policy making. Technologies for open data, collaboration, visualization, modelling and simulation promise to enable a more participative, evidence-based and timely governance, while taming greater complexity and attracting citizens' involvement. Yet research, development and implementation struggle to grasp the existing opportunities, also because of the lack of exchange between people developing and using such innovations, across countries, policy domains and scientific disciplines. In this context, the CROSSOVER project ([www.crossover-project.eu](http://www.crossover-project.eu)), co-funded by the European Commission, will stimulate global collaboration between practitioners, researchers and public officials in the field, so to establish a common Research Roadmap on ICT tools for Governance and Policy Modelling. Throughout 2012, CROSSOVER will build on existing communities to create a shared vision to support policy and research in this area. The peer-to-peer exchange will be facilitated by a network of high-profile animators. To identify these animators, we call for researchers and practitioners to submit a short piece of work.

#### **Expected Contributions**

The contribution, submitted as brief article, will be structured into two main parts. In the first part the contributors will provide an outline of one case of innovative application of ICT tools for Governance and Policy Modeling. In the second part the contributors will describe their recommended networking channels, e.g. conferences, workshops, websites, social media, and others. Note that the second part would simply have to present a shortlist of the most relevant conferences, online communities, journals, and other channels considered as relevant to leverage discussion and insight on policy-making 2.0 in one or more of the research fields listed below. It is expected that the first part could be therefore longer than the second part.

#### **Research fields**

The focus of the contributions should be on a selected range of key technologies:

- Policy Modelling (e.g. System Dynamics, Agent Based Modelling, Network Analysis...)
- Open and Big Data for policy-making
- Collaborative governance and web 2.0
- Public Opinion Mining
- Visual Analytics, visualization and policy simulation

**Award Scheme**

Authors of up to 5 best contributions of this call will be invited to join the CROSSOVER Animators Committee. The selection will be carried out by senior researchers of the partner organisations. Beside the prestige and the opportunity to shape the European research agenda, each member of the Animators Committee will receive a lump sum of 2500 EUR for participation in the networking activities of the project. Concretely, the animation will take the form of 1 online contribution per month along the whole of 2012, in order to seed discussions in the relevant scientific communities. Contributions can include research questions, case studies, problems and solutions, and can take the form of news, blog posts, interventions in forums and mailing list.

## ANNEX II – Summary of the Animators’ Contributions

The consortium received 13 high quality contributions in the following fields: Policy Modelling; Collaborative Governance and web 2.0; Argument Visualization; Visual Analytics, Visualization and Policy simulation; Serious Gaming and Open Data.

### Policy Modelling

#### [Payments, systemic risk and methodological foundations for new analyses](#) (Pietro Terna)

The contributor presents an Agent Based Model based on a simplified implementation of the Swarm protocol performed in Python. The resulting model is called SLAPP: Swarm-Like Agent Protocol in Python. The tool focus on the banking system, recreating the interaction of a community of financial institutions that interact in the payment system and in the interbank market for short-term liquidity, in order to understand the potential systemic risk and contagion effects arising from liquidity shortages

#### [The Global Epidemic and Mobility Model - GLEaM](#) (Nicola Perra, Bruno Gonçalves, Alessandro Vespignani)

GLEaM is a discrete stochastic epidemic computational model endowed with a simulation engine which provides advice in identifying key mechanisms and spreading patterns, assessing the role of human mobility and containment strategies, as well as forecasting future scenarios

#### [Policy modelling: herding emergent behavior in an online community of innovators](#) (Alberto Cottica)

Dragon Trainer is an online community management augmentation tool which models an online community as a network of relationships, and uses network analysis as its main tool for drawing inferences about relationships and occurrences in the community

#### [Governance 2.0: an Italian pilot on telemedicine](#) (Enrico Ferro)

The document discusses the experimental use of computer simulations and social media in policy making. In particular, it contains a description of an Italian pilot on telemedicine that will be launched by the regional government of Piedmont in the context of an international research project named PADGETS. Details are provided on stakeholders involved, engagement strategies devised as well as expected outcomes.

#### [Innovation Policy Simulation for the Smart Economy-IPSE](#) (Petra Ahrweiler)

IPSE is a policy modeling project which combines empirical research on issues identified as important for Irish innovation performance with computational methods such as network analysis, agent---based modelling and social simulation, to implement and test innovation policy scenarios



## Collaborative Governance and web 2.0

### [Insight Maker](#) (Scott Formann-Roe)

Insight Maker is an open-source web-application for the development and extension of patterns and models through the web-browser. It is designed to encourage the collaborative development of models and aid the dissemination of models and results

### [Opinion space 3.0](#) (Jamal Shahin)

Opinionspace 3.0 is a tool that has been designed to provide a space for individuals from all over the world to discuss US foreign policy. Individuals do this through asserting values to specific questions and answers, which then pinpoints on a two-dimensional graphical representation of their perspective

### [Municipal Administration on the Way of Excellence](#) (Georgi Yadkov)

One of the crucial factors in achieving the Lisbon 2000 strategy deals with improving Public Administration according to the concepts of Total Quality Management and Organisational Excellence. In this view the EU Public Administration Ministers decided to promote the implementation and dissemination of a Common Assessment Framework (CAF) as a main quality tool for diagnosing and planning in the Public sector. This contribution presents one of the pilot projects, which took place in the Municipality of Targovishte (Bulgaria)

### **Electronic Municipality 2.0 in Russia** (Feliks Tarasenko)

The project “Electronic Municipality 2.0” aims at creating a network matched to and compatible with the state e-governments in Russia in order to enhance interactions among state and municipal organs, and among people in the municipality. The system will be based on integration of already working DSS’s and modern means of crowd-sourcing, such as social networks and cloud technologies

## Argument Visualization

### [Debategraph](#) (David Price)

Debategraph is an ICT tool enabling policy makers and stakeholders to visualize and share networks of thought in the view of enhance transparent reasoning, open collaboration and iterative reflection. The tool has been applied to many different fields, such as education, health, strategy, media, publishing, environment, conflict resolution, public consultation and planning

## Visual Analytics, Visualization and Policy simulation

### **Outline of a case of innovative application of ICT tools for Governance and Policy Modeling** (Andrew Vande Moere)

The contribution highlights the importance of innovative applications of ICT tools for Governance and Policy Modeling which are: information visualization, i.e. the graphical representation of data, focuses on the use of visual metaphors to represent the structure of, and the relationships within, abstract

datasets and the interaction paradigms facilitate their exploration; visual analytics which facilitates high-level analytical reasoning through the use of visual interfaces

## Serious Gaming

[Gaming for Policy Making 2.0: The case of Marine Spatial Planning](#) (Igor Mayer) Marine Spatial Planning Challenge 2011 was a serious game based on collaborative and interactive marine spatial planning. The game mimicked 4 “countries” involved in the planning of a shared sea area whose data were derived and inspired from the Kattegat / Skagerrak / Baltic sea area surrounded by Norway/Germany/Denmark and Sweden

## Open Data

[How open data availability is changing EU Policies](#) (Luigi Reggi)

The Network is an anticorruption initiative ideated by the Hungarian NGO K-monitor which has developed a library-like thematic database on Hungarian corruption-related cases. The database is sporting a search interface through which the citizen can look for cases of corruption, covered by local press or ad-hoc information

## **ANNEX III – Short Bio of the Animators**

The consortium appointed 7 animators. 2 in the field of Policy Modelling (Alberto Cottica and Pietro Terna) and 1 per each in the fields of Collaborative Governance and web 2.0 (Scott Formann-Roe), Argument Visualization (David Price), Visual Analytics, Visualization and Policy simulation (Andrew Vande Moere), Serious Gaming (Igor Mayer) and Open Data (Luigi Reggi).

### **Alberto Cottica**

I am an economist interested in collaborative governance. Pervasive information and communication technologies, together with the societal changes they have been associated with, enable public policy and even public services to be collaboratively produced. I have firsthand experience in establishing, nurturing and running communities of citizens that work with government towards public goals. I currently work for the Council of Europe, but I also have national (Italian Ministry of economic development), regional and local level experience. I am interested in complexity economics as a framework to think about these things; to get my thinking deeper and more rigorous, I am doing research in this area, as a Ph.D. student at Alicante University. I am the author of a book on the wiki government, many journal articles and a blog.

### **Pietro Terna**

Pietro Terna (born in 1944) is full professor of Economics at the University of Torino (Italy), Department of Economics and Finance *G.Prato*. His recent works are in the fields (i) of artificial neural networks and economic and financial modeling and (ii) of social simulation with agent based models, where he has been pioneering the use of Swarm. He has been developing an original simulation system to reproduce enterprise and organization behavior, named java Enterprise Simulator, visible at <http://web.econ.unito.it/terna/jes> and he is now developing a new Python based version both of Swarm and jES, named SLAPP (Swarm- Like Agent Protocol in Python).

### **Formann-Roe**

Scott Fortmann-Roe is a scientist whose research is focused on the study and understanding of complex systems. He is particularly interested in how to increase the accessibility of modeling to a wider audience. He strongly believes in the power of participatory research. The more people involved in scientific and policy modeling, the more voices will be heard, and the better the resulting models and policy decisions will be. Fortmann-Roe received a Bachelors of Arts in Economics and a Bachelors of Science in Engineering from Swarthmore College. He received a Master of Science from the Cracow University of Technology. He is currently working on a PhD from UC Berkeley. He has received a number of awards and honors including a Fulbright Fellowship and a National Science Foundation Graduate Research Fellowship.

### **David Price**

Prior to co-founding Debategraph, David Price worked in public policy research and consultancy, TV documentary production, and community mediation; all the time exploring the potential for collaborative argument visualization to enhance public communication and understanding. Across his career, David has worked with various public and private sector organisations including: the BBC, the European Commission, the UK Prime Minister's Office, H. M. Treasury, British Telecom, Ofcom, and Virgin TV. David has a Ph.D. from the University of Cambridge in organisational learning and environmental policy, and a B.Sc. in Business Administration from the University of Bath.

### **Andrew Vande Moere**

Andrew Vande Moere is an Associate Professor at the Department of Architecture, Urbanism and Planning of the University of Leuven. He teaches about the symbiosis of media, technology and public space, exemplified by topics such as social visualization, urban informatics, interaction design and media architecture. Andrew acquired his PhD degree at the ETH, after which he became a lecturer in Design Computing at The University of Sydney. Since 2004, Andrew maintains the weblog "Information Aesthetics" ([infosthetics.com](http://infosthetics.com)), at which he collects compelling representations of data that are capable to inform as well as engage the public at large. He is particularly interested in combining the insights of information visualization with innovations through creative design, in order to convey useful insight as well as personal reflection and sustained involvement to non-expert audiences.

### **Igor Mayer**

Dr. Igor S. Mayer (1965) is a senior associate professor in the faculty of Technology, Policy and Management (TPM) at Delft University of Technology, the Netherlands. He is also the director of CPS, the TU-Delft Centre for Serious Gaming. He is a co-founder and a board member of SAGANET– the Netherlands' Simulation and Gaming Association – as well as GaLA, the European Network of Excellence in Serious Games (2010-2014) and a member of the Netherlands Institute of Government (NIG). He is an associate editor of *Simulation & Gaming and Policy Studies Journal*. His subjects of interest regard the development, use and evaluation of interactive and participatory methods for policy analysis and policy development in general, and gaming-simulation, serious games, virtual worlds in particular.

### **Luigi Reggi**

Luigi Reggi holds a BA in Economics from the University of Modena and a Master in Innovation Management from Sant'Anna School of Advanced Studies. He currently works as a policy analyst and advisor at the DG European Regional Policy of the Italian Ministry of Economic Development. He is also involved as external researcher in the research project "Technology Adoption and Innovation in Public Services" at the Department of Economics, Society and Politics, University of Urbino. His experience covers e-government services quality and diffusion, e-government take-up by households and individuals, ICT statistics, EU Cohesion Policy. He has been involved in several research projects at European and national level and published reports with European and Italian institutions.

## ANNEX IV – Animation Activity Reporting Templates

<b>CROSSOVER</b> <b>Animation Activity Reporting Template</b>	
Reporting Date:	
Animator reporting the Activity:	
Type of activity <sup>67</sup>	
Summary of the activity	
Type of Audience:	MPs, MEPs, Elected Representatives (Local Administration/Others), Research & practitioners; NGOs; citizens; other (if any please specify)
Size of Audience:	
Comments/feedback Received:	

**Table 5: Animation Activity Reporting Template**

<sup>6</sup> Research questions, case studies, problems and solutions, taking the form of news, blog posts, interventions in forums and mailing list

<sup>7</sup> Thematic discussion during the workshop or in the LinkedIn sub-groups