Digital Civics, Fall 2018

Week 7: Designing for Civics



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How are things?



Do we know what works best?

- What are the goals of public participation?
- What are the activities?
- How to run effective public participation?

Citizen participation goals

- 1. Informing and educating the general public
- 2. Improving government decisions
- 3. Creating opportunities for citizens to shape/determine public policy
- 4. Legitimizing government decisions Involving citizens in monitoring the outcomes of policy for evaluation
- 5. Improving the quality of public life by restoring the trust

"Creating democracy is ... harder than rocket science."

Ira Harkavy

Rule of thumbs for public participation

- 1. Clarify goals for the participants
- 2. Begin participation early
- 3. Provide aid for participants, they should understand what is going on and how to contribute
- 4. Various forms of public participation
- 5. Participate in the discussion and use technology to facilitate engagement.
- 6. Collect feedback

Caron Chess and Kristen Purcell. Public participation and the environment: Do we know what works?. In ACS Publications, 1999.

Designing for public engagement is an iterative process



In class activity

Write down 3-4 design principles that applies to your projects

Successful deliberative features

- 1. Realistic expectation of influence
- 2. Inclusive, representative process
- 3. Informed discussion to find common ground
- 4. A neutral, professional staff for a fair agenda
- 5. Earn broad public support for final recommendations
- 6. Prove sustainable over time

Design dimensions for online deliberation

- 1. Purpose
- 2. Population
- 3. Spatiotemporal distance
- 4. Communication medium
- 5. Deliberative process

Consideration for the deigns of online deliberation

- 1. Design to attract contribution
- 2. Design for navigability
- 3. Design for usability
- 4. Design for quality content
- 5. Design for adoption

Five design principles for crowdsourced policymaking

- 1. Inclusiveness
- 2. Accountability
- 3. Transparency
- 4. Modularity
- 5. Synthesis

What I add to the list

- Supporting accessibility
 - Language fluency, technological literacy, design expertise, physical, mental and social disabilities
- Breaking complex tasks to bite-sized consumable pieces
- Considering people's available bandwidth
- Balancing between designing structured tasks/openness