Paving the way towards Policy Making 2.0

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Serving society
Stimulating Innovation
Supporting legislation
The role of government in the last century has changed deeply
- Governments are more “steering” than “rowing”

*Or at least they should*....
• Society & economy are more interconnected, unstable & unpredictable
  • Change happens quickly, and more strongly than ever
- We live in the age of “Extremistan” (Taleb, 2008)
  - a world of “tipping points” (Schelling 1969), “cascades” and “power laws” (Barabasi 2003), extreme events are “the new normal” (Hinssen 2010)

![Figure 5: Total of disasters reported (1900 – 2003)](image-url)
Emerging Trends & New Paradoxes

- The policy challenges of our age can be addressed only through collaboration
  - "the success of the ‘Big Society’ will depend on the daily decisions of millions of people" (David Cameron, UK Prime Minister)

- Emergence of the ´Gov2.0 & Open Gov paradigms´
  - Citizens participation is often fruitless with no impact on policy-making

- A shift towards evidence-based / model-based policy making is happening

- Radical increase in computing power & distribution of networked communities
  - possibility of collecting/processing huge amounts of data at low costs

- Huge opportunities offered by ICTs not fully exploited
  - eGovernance paradox: ´data deluge´ but no ´policy intelligence´!
Despite a variety of models and ICT tools to support formulate and evaluate policy interventions

The role of the policy maker has become even more difficult
Science paradigms

- Past 3000 years: Empirical
- Past 400 years: Theoretical-analytical
- Past 30 years: Computational
- Now/Future: Data intensive eScience
But....
ICT for governance & policy modelling

- the interplay between a number of technologies applied in order to achieve the target of participative, evidence-based governance and the related organisational and social processes associated with them

- Emerging domain within EC-FP7 joining two complementary fields:
  - ICT tools for collaborative governance
    - e.g. Web2.0/social media, mass conversation / collaboration tools, opinion mining, sentiment analysis, etc.
  - ICT based modelling
    - e.g. ICT tools to support forecasting, systems analysis, agent-based modelling, simulation and visualisation, etc.
Need to focus on the role of ICTs in support of the Policy-Cycle (not just government operations & public service delivery)
Expected benefits

- improve the quality of policy making,
- increase the speed of policy formulation
- enhance evidence-based policy making
- reinforce long-term policy planning
  - beyond ‘short-termism’, immediate benefits and ‘quick-wins’
How to get there?

Source: Misuraca, G., Codagnone, C., and Rossel, P., FTA2011
Policy-making 2.0 refers to a set of methodologies and technological solutions aimed at enabling better, timely and participative policy-making.

Current research and practice about Gov2.0 and Open Gov focus mainly on open data and collaborative public services:
- other fast developing technologies that are being increasingly applied in the public governance context with promising results.

Opinion mining, Modelling and simulation, Visual analytics, Collaborative governance and crowdsourcing, Open and big data, Serious gaming.

http://www.crossover-project.eu
Roadmap on Policy Making 2.0

- A shared vision and an useful tool able to
  - inspire collaborative, interdisciplinary research
  - provide support and orientation to policy-makers

- A demand-driven approach
  - each research challenge has a direct correspondence to concrete benefits stemming from policy makers’ needs

- Direct link to policy-making
  - each research challenge is linked explicitly to a traditional activity of policy-making (based on policy-cycle)

- Practical Cases & Useful Resources
  - more emphasis is put on cases and applications: each research challenge is enriched with inspiring cases bearing a global perspective

www.crossover-project.eu/ResearchRoadmap.aspx
Implementing Policy Making 2.0

Source: CROSSOVER, 2012
http://www.crossover-project.eu
Real impacts on policy making?

**2050 Pathways Analysis**

- Set out the range of plausible trajectories by 2050 for each sector
- Combine trajectories across all sectors to form pathways by 2050 for the UK
- Look for pathways that are sustainable

**Urbansim**

- We reduce emissions by 90% by 2050
- Supply meets demand
- Secure energy system

**Opinion Space 3.0**

**GLEAM – Global Epidemics & Mobility Model**
Key Recommendations

1. **Build Clusters of Research Challenges and Define Policy Making 2.0 “Enablers”**

2. **Shift from Gov Labs to Open Apps**

3. **Define the Timing Horizon for Research**
Policy Making 2.0

Magic-Quadrant

- Open Labs
  - Participatory Sensing
  - Serious Gaming for Behavioural Change
  - Immersive Simulation
  - Visual Analytics
  - Collaborative Governance

- Gov Labs
  - Easy Access to Information and Knowledge Creation
  - Open Government Data
  - Model Validation
  - Output Analysis and Knowledge Synthesis
  - Big Data
  - Opinion Mining and Sentiment Analysis
  - Systems of Atomized Models
  - Identity Management

- Open Apps
  - Collaborative Modelling

- Gov Farms

Maturity of Technologies

Direct Engagement of Citizens
Policy Making 2.0
Hype Curve
Roadmapping Policy Making 2.0

or the 'Decalogue of Policy Making 2.0'

1. Build your case in Policy Making 2.0 in an agile manner.
2. Continuously embed high-quality (open) data into your policy model.
3. Tap the power of visualization and social networks to effectively communicate policy outcomes.
4. Invest in real-time simulation technologies.
5. Create intuitive, yet diverse interfaces depending on the profile of the stakeholders.
7. Engage stakeholders from the very beginning.
8. Incubate your case into the interested public organization.
9. Treat your case as a product/service to ensure sustainability and further development.
10. Think out-of-the-box for the deployment of your case in other settings and contexts.
Next steps

- CrossoVER Roadmap on Policy-Making 2.0 published in commentable format to seek input and validation from stakeholders
  - [Join the Linkedin Community on Policy Making 2.0](http://www.crossover-project.eu/InternationalConferenceonPolicyMaking20.aspx)

- Final results will be presented and discussed at the:
  - International Conference on Policy-Making 2.0, Dublin, Ireland, 17-18 June 2013 in conjunction with the EU Digital Agenda Assembly 2013
  - Prize and Awards to the best ICT solutions for Policy Making 2.0

- Enriching the knowledge base, repository of tools and methodologies and the Who’s Who of European experts in the domain
  - to be handled to eGovPoliNet project [http://www.policy-community.eu](http://www.policy-community.eu)
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