

E-Gov and the Citizen

Olle Olsson

Swedish W3C Office

Swedish Institute of Computer Science (SICS)

jboye08

Nov 4 – 6, 2008

© 2008 W3C

Contents

- Web 2.0
 - Technology evolution
 - eGov opportunities
 - Citizen's role
 - Illustrations

National Research Institute

- R&D in Information and Communication Technologies (ICT)

Objective:

- Conduct advanced and focussed research in strategically important areas of ICT



Areas:

- Networking, distributed systems, security, mobility, social computing, interaction, ...

Sponsors :

TeliaSonera, Ericsson,
Saab Systems,
FMV (Defence Materiel Administration),
Green Cargo (Swedish freight railway operator),
ABB,
Bombardier Transportation

World Wide Web Consortium

web standards

Sets the standards that make the Web work

- Free and open standards critical for success

Founded 1994 by Tim Berners-Lee

Collaborative standards work:

- 400+ Members from 40+ countries
- 1,500 participants in 60+ Working Groups



Standards

- Platform technology: XML, Web Services, ...
- Information: HTML, CSS, SVG, ...
- Interaction: Ajax, Rich Web Clients, widgets, ...

Towards ...

- A web of creators and consumers (2.0), of data and services (3.0), on everything, for everyone

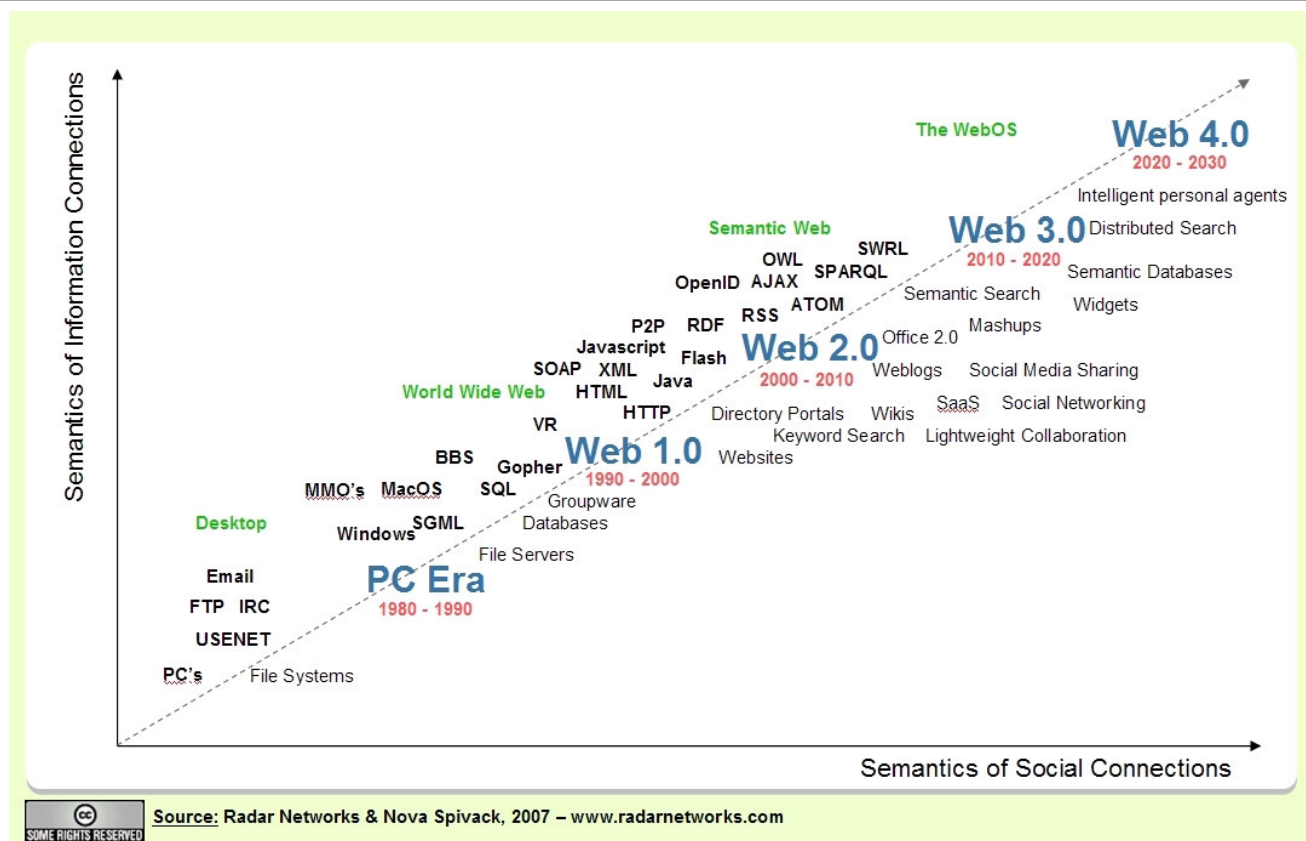
Government in the eWorld

- Government and technology usage:
 - Decrease costs
 - Efficiency in internal processes
 - Improved inter-agency communication
 - Digitizing external services
- Digital "brick-and-mortar"?:
 - Basically, same old business
- Or rejuvenate?:
 - New opportunities now enabled?

New opportunities

- Web 2.0
 - Blogs, wikis, Facebook, YouTube, etc
- Popular phenomenon
- Engaging users:
 - "participatory web"
 - "social web"
 - "collective intelligence"
- Transformation of the web
 - From a delivery channel
 - To a space for presence and activity

The Web - evolution



Rapidly growing

A sector where ...

- People go
- Companies and organisations establish themselves
- Development is rapid
 - technology
 - needs
 - forms of usage



Drivers

- Network bandwidth
 - Enabling multimedia, presentation-rich content
- Machine performance
 - Processor speed, memory
- Web browser capabilities
 - Functionality, extensibility, programmability
- Mobile world
 - Network-based communication/interaction
 - More “doing” than “getting”
- Small-scale innovation on the web
 - Individual explorers and experimenters

Something for e-Government?

- Power tools for users
- Public sector front office
 - Enabling citizens to be active
- Public sector back office
 - Supporting own workers
- Inter-agency relations
 - Enabling collaboration between agencies

Blogs as a communication medium

- A blog is a channel for opinions and discussions on topics.
 - Blog author describes/discusses some topic
 - Readers can comment ==> a discussion thread
- Provides a “news” source
 - also archival
- Best when personal (blog of an individual)

Blog - “Fire Chief”



Why personal?

- Humans relate naturally to persons
- More attention to messages from persons
- On the web, visual identification important
 - “there is a person”
- Cf. animated artificial personas on automated helpdesks on the web!

Wikis

- Collective construction of a space describing something
- Paradigmatic example: Wikipedia
- Internal use:
 - Knowledge sharing in community of workers
- Cross-agency use:
 - Knowledge-sharing between communities
- External use:
 - Sharing knowledge with citizens



Wiki - external use – “Patent evaluation”

PEERTO PATENT
in cooperation with **USPTO**

COMMUNITY PATENT REVIEW

Sign Up | Login | Contact Us

MY PROFILE TUTORIALS ABOUT P-TO-P

Home

Peer-to-Patent opens the patent examination process to public participation for the first time.

Become part of this historic pilot program. Help the USPTO find the information relevant to assessing the claims of pending patent applications.

Become a community reviewer and improve the quality of patents.

Get Started >

an original idea deserves a patent!

HOW TO USE PEER TO PATENT

How to Use the Peer-to-Patent Site

Peer to Patent Videos

SUBMIT AN APPLICATION

The Peer-to-Patent pilot will review 250 applications in Technology Center 2100 (Computer Architecture, Software and Information Security). Selected applications will be reviewed sooner by the USPTO.

Click to apply

HERE IS HOW PEER TO PATENT WORKS:

1. Review and discuss patent applications
2. Research and find prior art
3. Upload prior art relevant to claims
4. Annotate and evaluate all submitted prior art
5. "Top ten" prior art references forwarded to USPTO

MOST ACTIVE TEAMS

- 45 Method, systems and computer program product...
- 30 User selectable management alert format

PEER TO PATENT ACTIVITY

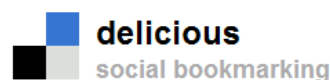
Activity	Count
Submit a Patent Application	200 comments posted
Annotate and Evaluate Prior Art	95 prior art ratings
Upload + Explain Prior Art	73 citations

What kind of patents can I help to review?

digital media DRM micropayment HMI Human Machine Interface Industrial Automation boot Bios system efficiency memory allocation database staging staging database ocs

Tagging

- Tags are words/phrases associated to a resource
 - typically keywords
- Resources are someone else's
- Tags are mine
 - But seen by others
- Tags help me re-find resources
 - My tags and tags of others
- Social bookmarking



Tags in the public sector

- Obvious value for the citizen
 - Difficult to find public sector information on government portals!
- Who stores tags? How are they machine processed?
 - Who provides search/retrieval functionality?
- Public sector search engines should make use of tags
 - Public Sector provides tagging functionality



Folksonomy

- Tagging creates term spaces
 - Terminology model
- Called "folksonomy"
 - Contrast with "taxonomy"
- Created by users, reflection of:
 - Their conceptualisation
 - Their needs
- Folksonomies are more practical than controlled vocabularies

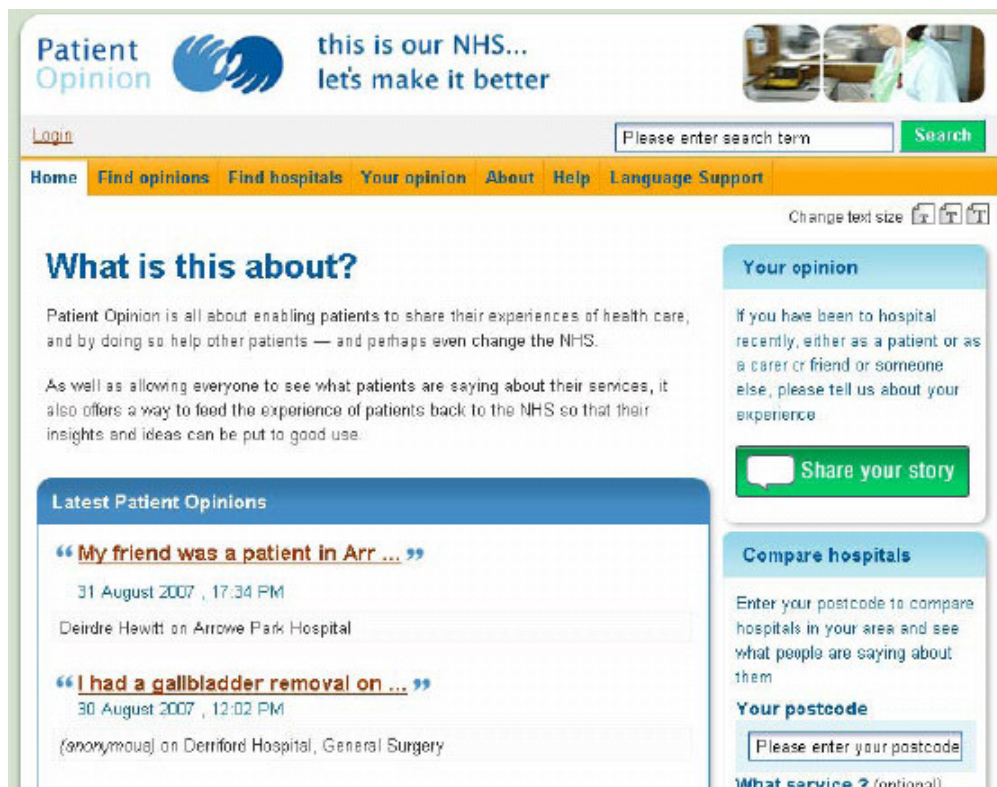
Folksonomy value

- Folksonomies should be used when creating authoritative conceptual models (controlled vocabularies, taxonomies, ...)
- Folksonomies evolve continuously
 - The world evolves
- Challenge:
 - How to manage development and maintenance of conceptual mode that are partly based on folksonomies?

Rating/reputation

- Users rate content/service
- Seen on most commercial electronic publications
 - "Rate this article: 0 – 1 – 2 – 3 – 4 – 5"
- Gives feedback on value of offering
 - What value-feedback does the public sector get?
- Simple solutions to complex solutions:
 - From: "Was this helpful?"
 - To: "What improvement would you suggest?"
- Ratings private or public?
 - Individual ratings?
 - Aggregated ratings?

Healthcare feedback - “Patient Opinion”



Social networking

- Popular
 - Personal private space: Myspace, Facebook, ...
 - Professional space: LinkedIn, ...
- Interacting with “my friends”, observing what is going on, ...
- A dynamic, rich, dynamic “address book”
- Use in maintaining professional network
 - Who knows what? Who is where? ...
- Related to
 - “Friend of a Friend” -- foaf

facebook

Social networks – extended view

- Dynamic construction of networks of expertise
 - Have a problem, wants a person
- Implicit information everywhere
- Data mining
 - Email, documents, document access, ...
 - Finding



E-Government and the eco-system

- E-government is part of an ecosystem
 - Commercial actors refining public information
 - Citizens
 - NGOs
 - Communities of users
- Who provides what?
 - Why should public sector provide everything?
 - Other parties build value-adding functionality
 - Other parties offer useful functionality

Pulling users or pushing information?

- Value of offering information/services where people are
 - Problem of getting people to where my information is
- Use other platforms for delivery
 - Web 2.0 platforms: Wikipedia, Facebook, YouTube, ...
- Advantages:
 - Platform functionality evolution done by others
 - Content is my only responsibility
 - Users are already there

Outreach - Youtube

- Mayor Hickenlooper
(Denver, Colorado, US)
- Channel in YouTube
- Communicating policy,
challenges,
objectives, ...
- Sharing and connecting
to citizens
- Activating younger
generations



Outreach – Virtual worlds

- Virtual worlds: 3D spaces populated by things and actors (“avatars”)
- Use of our spatial navigation capabilities
 - In information spaces
- Commercial actors
 - IBM, Toyota, Nike, ...
- Public sector actors
 - Swedish embassy



Thank you!