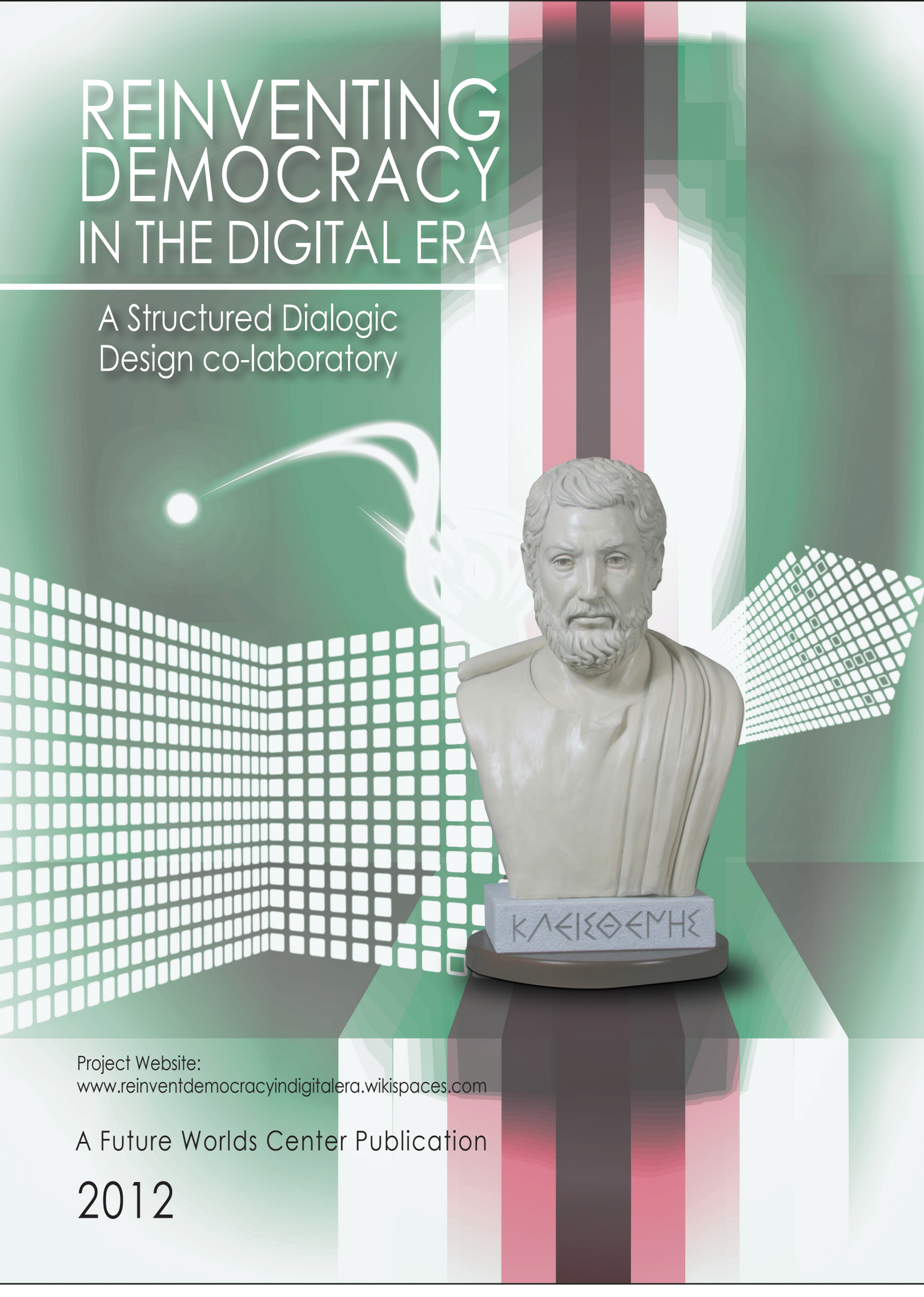
REINVENTING DEMOCRACY IN THE DIGITAL ERA

A Structured Dialogic Design co-laboratory



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Further information can be found at:
http://reinventdemocracyindigitalera.wikispaces.com/

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Executive Summary

The Structured Democratic Dialogue (SDD) co-laboratory "Reinventing Democracy in the Digital Era" was the highlight of a series of activities organized within the framework of projects aspiring to re-invent new systems of governance, all envisioned, designed and implemented by Future Worlds Center. This dialogue was co-organized with the Digital Futures Task Force of the European Commission. It was held in Nicosia on the 14-15th of September 2012.

The Triggering Question used was:

"What are the features of an ideal future system of governance that fully utilizes innovative emerging technologies?"

The overall objective of the project was to bring together young people from all across Europe in an attempt to envision, conceptualize and design new models of democratic governance that benefits from the possibilities offered by contemporary as well as emerging digital technologies. This report describes the phases of a two-day SDD co-laboratory and presents a preliminary analysis of the results and the corresponding influence trees.

The most influential factors that made it to the root of the influence tree were:

Feature #62: Science based governance;

Feature #89: End of political parties as institutions;

Feature #105: Technology for time management for active participation;

Feature #93: Redefining the Universal Declaration of Human Rights in the digital Era; and

Feature #13: Continuous passive and active participation in the political process via an online platform.

Address by Mrs. Androulla Vassiliou

Commissioner for Education, Culture, Multilingualism, Sport, Media and Youth, European Commission

Dear Organizers, Delegates and Participants,

"The "Reinventing Democracy in the Digital Era" event in Nicosia brought together people from across Europe to discuss new models of democratic governance based on the use of emerging technologies.
I am very proud of the fact that the European Commission, through its Digital Futures Task Force, has helped to create this exciting experiment.
Active participation in society empowers young people; it contributes to their growth and development, both as individuals and as citizens.
That is why encouraging the participation of young people in democratic life in Europe is one of the missions of the European Union. Because the development of civic competences in tomorrow's citizens is a sine qua non for the flowering of European democracy – and no one is more aware of it than young people themselves.
Youth participation is not *declining* – it is changing. "Reinventing democracy" shows that, contrary to popular belief, there is no crisis of democratic participation among young across Europe. On the contrary, young Europeans are interested in the political issues that directly concern them – they just feel insufficiently represented by existing political structures. They may vote less than their parents and grandparents did, but thet are involved in other, less traditional forms of political participation, often relying on social media and modern technology.
Europe's young people are looking for new and effective ways of making themselves heard and of participants in the democratic process – they are, in other words, "Reinventing democracy".
They deserve all our support and encouragement."

Androulla Vassiliou

Address by Mr. Franco Accordino

Head of Digital Futures Task Force, DG CONNECT
European Commission

Dear participants and delegates,

Digital Futures is a foresight project launched by the Directorate General for Communications Networks, Content and Technology (DG CONNECT) to prepare for reflections on ICT policies beyond 2020. The project taps into the collective wisdom and aspirations of stakeholders to co-create long term visions (on a time horizon 2040-50) and fresh ideas for policies that can inspire the future strategic choices of DG CONNECT and the European Commission.

The project is supported by Futurium, an online collaborative platform combining the informal character of social networks with the methodological approach of foresights to engage stakeholders in the co-creation of the futures that they want. Futurium is just an example of how grass roots visioning and co-creation of ideas can be used to better inform future policies.

The workshop "REINVENTING DEMOCRACY IN THE DIGITAL ERA" was facilitated by Digital Futures to underpin two distinct goals: 1) exploring how future democratic processes could be enhanced by the use of Information and Communication Technologies in the future, i.e. building new visions to feed the collective reflection on the future of democracy on the Futurium platform, and 2) draw inputs on how structured knowledge elicitation techniques could be used to improve the Futurium platform.
I found the outcome of the workshop quite interesting and useful. I thank our co-organizers the Future Worlds Center, the meeting's hosts and especially the participants for their great work and for their inspiring ideas on fundamental issues of future societies."

Franco Accordino

Address by Pr. George Demosthenous

Minister of Education and Culture
Cyprus

(Welcoming address delivered by Mr. Marios Epaminondas)

"Dear organizers and participants,

Currently, our societies are facing a considerable number of challenges, including the consequences of the global economic and financial crisis, the lack of social inclusion and the growing mistrust of citizens towards the traditional functioning of "politics".

Our response to these challenges should definitely include new initiatives, which will allow citizens to reclaim ownership of democracy in ways that are appropriate to our epoch. This workshop pertains in this category of initiatives. It is using the technological advances of the digital era, to open up new ways of dialogue, which allow all actors to express their ideas and to engage in democratic decision-making at all levels.

By putting the workshop under its auspices, the Ministry of Education and Culture underlines its commitment to encourage innovate ideas and practices, which can promote active citizenship and participation. It is indeed a pleasure to see initiatives, which seek to give a new impetus to democracy sparking in this part of the world, where the first models of democracy were practiced.

I would like to take this opportunity to congratulate the Future Worlds Center for their initiative to organize this workshop and the Digital Futures Task Force of the European Commission for their support. Our Ministry will be looking forward to receiving the results of the workshop I wish you every success in your work."

George Demosthenous

Address by Dr. Thomas Flanagan
Board USA President of the Institute for 21st Century Agoras

Dear Future Worlds, Dear participants,

"On September the 14th, in the city of Nicosia, a first step was taken across a new threshold toward the evolution of human communications. This step took the form of a "co-laboratory" – a democratically structured deliberation – focused on "Reinventing Democracy in the Digital Era." Cultures of communication have progressively focused on volume and speed with comparatively little priority given to reflection, deliberation, design and collective decision-making. This is particularly true with respect to Internet communication which carries more complexity than communication face-to-face because, deprived of its familiar conventions for signalling trust and compassion, Internet communication must find new ways of building authentic community and eliciting collective action.

The steps that were taken in Nicosia may find themselves marked in history. I say this because communication in large groups is an art that has over time become progressively woven into psychological, sociological, managerial, and systems science and from within which major breakthroughs have been historically rare: Parliamentary Procedure was codified in the 16th century, and Robert's Rules of Order was codified in the late 19th century. These innovations sought to assure the right to speak, and the mechanics of speaking, yet both fell short in providing mechanisms to assure that what was said would be considered and would be part of an inclusive record of matters under deliberation. As a result, many discussions involving complex issues are recorded, remembered, and enacted in fragmented fashion, and this has led to a growing dissatisfaction with traditions of deliberation in complex situations.

Structured democratic dialogue emerged as a breakthrough technology in the 20th century to allow large groups to design collectively. The Digital Futures project not only applied structured democratic dialogue to guide its inquiry and structure its vision for the future, the project applied the method to find paths into the virtual world of cyber communities. These new communities are not limited by geographic coincidence, and hold the potential to couple global wisdom. The promise of such a future, however, rest is the challenge of building strong bridges and enduring footpaths across unfamiliar territories together. The pioneers in this venture are rightly comprised of young citizens who are using democratic means to discover democratic means.

Good things will certainly come out of the Digital Futures project. The work will at first improve the quality of democracy in the familiar world and they carry the best practices in democratic dialogue into the global scale."

The Future Worlds Center team pioneers globally in our struggle to re-invent democracy and I would like to personally congratulate them.

Thomas Flanagan

Address by Mr. Constantinos Yiorkadjis
Mayor of Nicosia

Dear Future Worlds, Dear participants,

It is with utmost admiration that we view Future worlds Center, a Cypriot NGO whose base is in our city, taking the initiative to lead this global effort to re-invent democracy in the digital era. This democratic structured dialogue workshop is capitalizing on emerging technologies to re-discover and reinvent the ideal future system of governance through a methodology that engages people in structured, meaningful and inclusive dialogues.
In the era of globalization and with the evolution of innovative technology, the use of digital democracy can be utilized to its full extend. By putting the workshop under its auspices, the Municipality of Nicosia expresses its support in initiatives that steadily promote active participation of all citizens in contemporary democratic decision-making process.
It is my great pleasure to welcome the European Delegates to our city and would like to wish you all constructive and productive work. Please also take the time to visit and learn about the history, the present and the aspirations of our city. Nicosia, the capital of Cyprus since the 11th century, is a city rich in history and culture and nowadays is a cosmopolitan capital and the administrative and commercial centre of Cyprus. Sadly, Nicosia bears the vivid marks of the division of the island and the physical separation of its Greek Cypriot and Turkish Cypriot inhabitants, remaining the last divided capital in Europe. Our citizens, both sides of the barbered wire remain victims of not only separation but also of basic human and democratic rights.
In closing, I would like to congratulate the organizers of this initiative and personally thank the Digital Futures Task Force of the European Commission, headed by Mr. Franco Accordino and Mrs. Androula Vasileiou, Commissioner for Education, Culture, Multilingualism and Youth for placing this event under their auspices."

Constantinos Yiorkadjis

Introduction

This co-laboratory depicts the efforts of informing youth initiatives across Europe and those facilitated by the Digital Futures Task Force and Future Worlds Centre to generate innovative ideas for reforms and policies that will guarantee an authentic youth participation and capitalize on the diverse capabilities offered by future and emerging technologies.

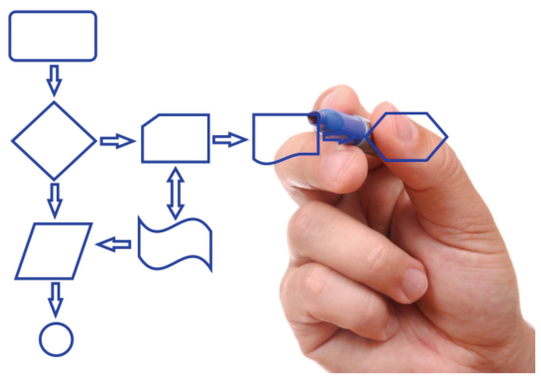
The two-day event was organised as an interactive co-laboratory, fully utilizing up-to-date methodologies and technologies of the science of structured dialogue design (SDD).

The expectation was that by the end of the process the participants would have developed a collective vision and shared commitment to propose and promote reforms of current systems of governance in their own ideal socio-political-economic environments.

This deliverable reports on the SDD co-laboratory in response to the specific triggering question of “What are the features of an ideal future system of governance that fully utilizes innovative emerging technologies?”

The co-laboratory was placed under the patronage of Mrs. Androulla Vassiliou, Member of the European Commission, the Digital Future Tasks Force of the European Commission, the Cyprus Ministry of Education and Culture, the Mayor of Nicosia, the Institute of 21st Century Agoras, and the Youth for Exchange and Understanding organization.

Background information on Structured Dialogic Design Methodology



The Science of Structured Dialogic Design (SDD[MS]) is a deeply reasoned, rigorously validated methodology for dialogic design, which integrates knowledge from mixed participants in strategic design settings. It is especially effective in resolving multiple conflicts of purpose and values and in generating consensus on organisational and inter - organisational strategy. Structured Dialogic Design can be seen as a branch of systems sciences with applications in social sciences with its roots in cybernetics, application of systems sciences in social contexts and the science of complex systems, which emerged in the early 1970s. Dr John Warfield is credited with the application of the principle of Interpretive Structural Modelling (ISM) in the analysis of complex socioeconomic systems, which became a major consensus method in the application of SDD. Dr. Aleco Christakis and his group are credited for the formulation of the science of Structured Dialogic Design in its present form. The Cyprus Group collaborates with the Christakis Group and the Institute for 21st Century Agoras in the further development of the methodology. Future Worlds is also researching new methods to enable scaling up. During the past decade, we have witnessed an exponential growth in the number of dialogues organized using the SDD methodology. An increasing number of facilitators, workshop organizers, participants, scientists, and lay people show great interest in learning more about this science. The Cyprus Neuroscience and Technology Institute has a long history and experience using this methodology in a range of domains, from education to civil conflict resolution. More than 10 applications were implemented in the context of EC funded projects such as COST Actions 219ter and 298, UCYVROK,CyberEthics, FP7 CA CARDIAC, etc.

A complete list of applications is summarized at: http://www.futureworlds.eu/wiki/Chronological_List_of_SDDPs_by_Future_Worlds_Center_and_Associates

The features that fully utilize innovative emerging technologies in an ideal future system of governance

During the co-laboratory, the participants engaged in a structured democratic dialogue focusing on the following Triggering Question:

“What are the features of an ideal future system of governance that fully utilizes innovative emerging technologies?”

During the co-laboratory participants engaged in a two-day dialogue focused in the above Triggering Question. The two Lead Facilitators of the SDD, Dr. Yiannis Laouris and Dr. Afonso Ferreira, served coordinating the process. Ms. Elia Petridou, Ms. Eleni Michail, Ms. Maria Georgiou and Ms. Maria Photiou served as Assistant Facilitators.

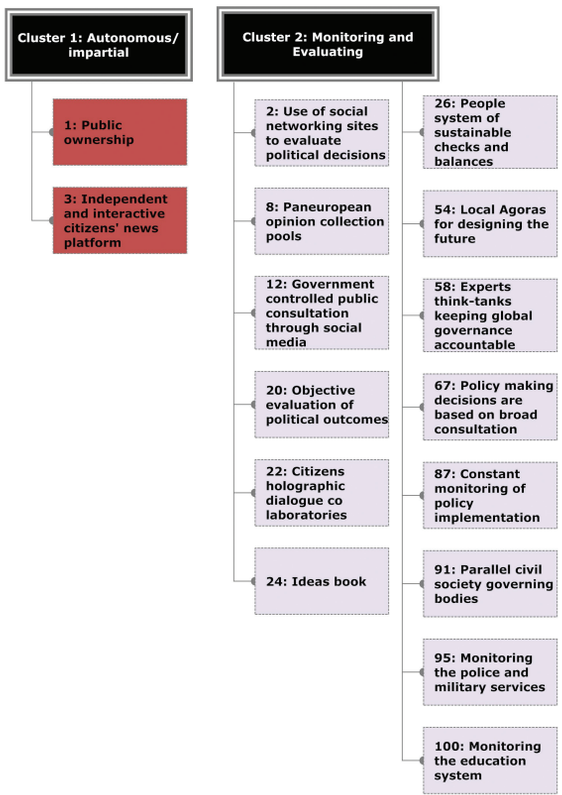
The participants of the co-laboratory shared 106 ideas/features in response to the question. Each idea appears with a detailed explanation in ANNEX I - Ideas and Clarifications.

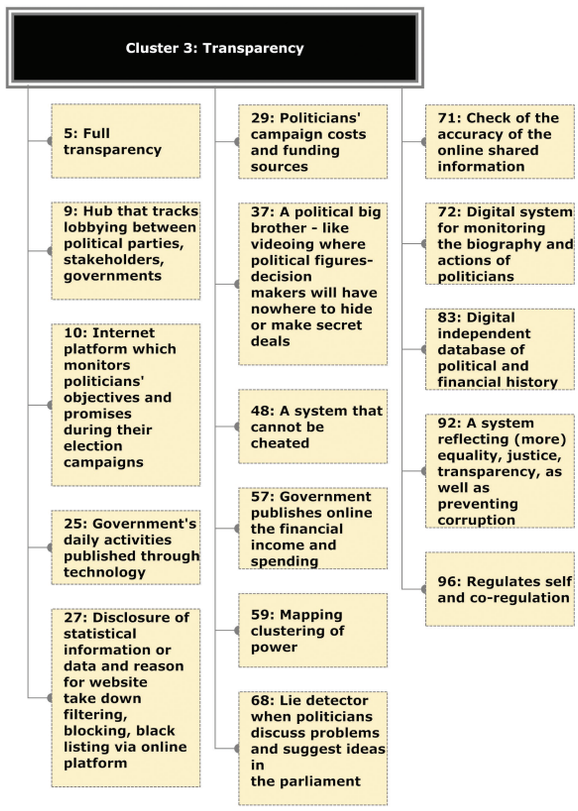
All ideas and their explanations are also available online at:

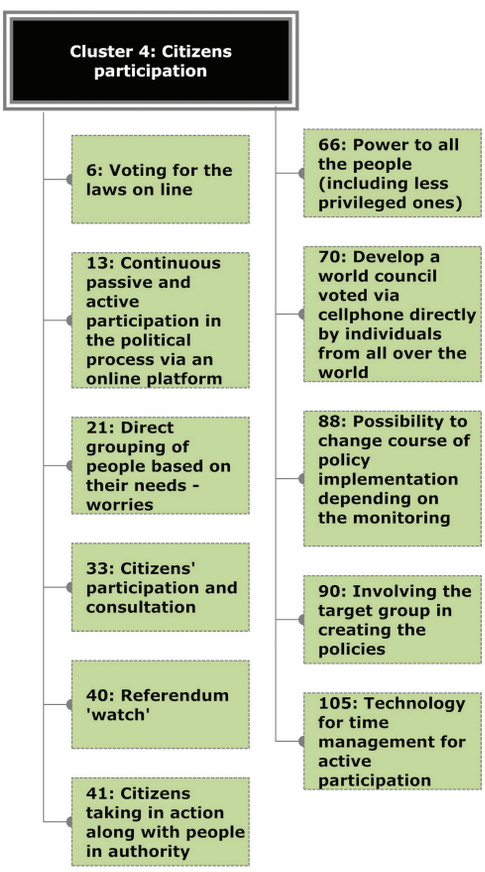
http://www.youtube.com/user/sddpdigitalera and soon will be available for download in Apple App. Store.

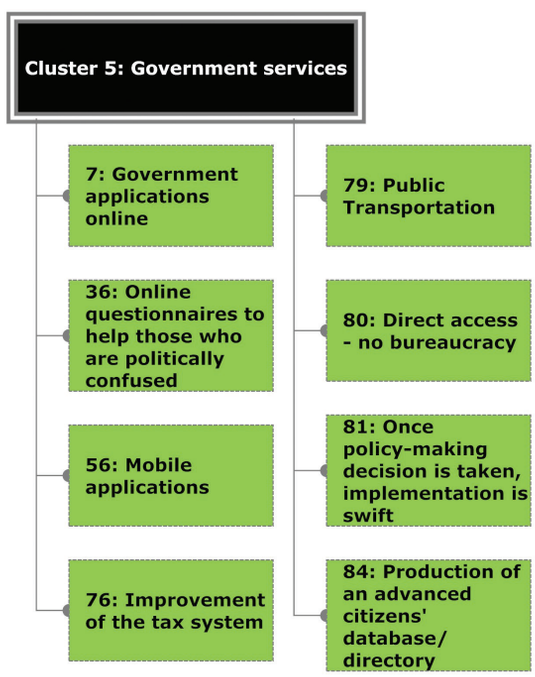
During the following stage, the participants categorized their ideas in clusters shown in the next pages.

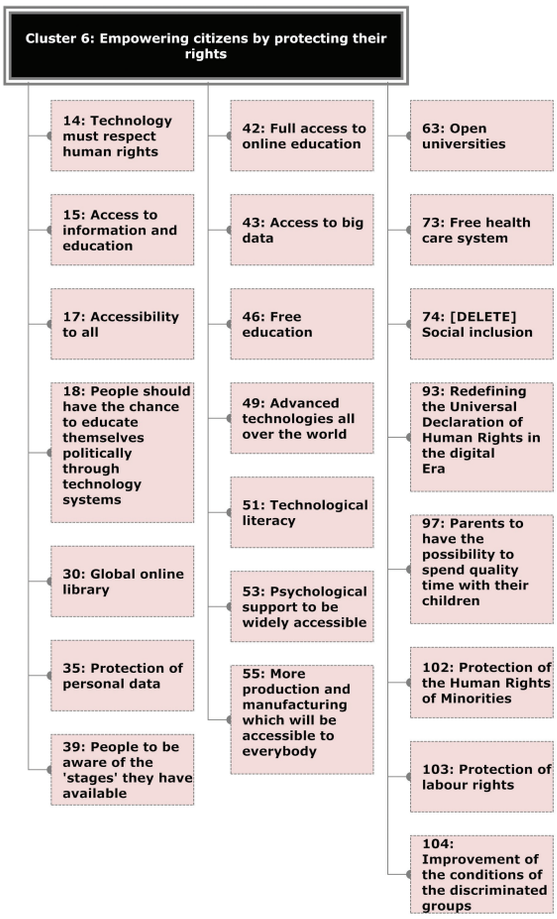
Clusters

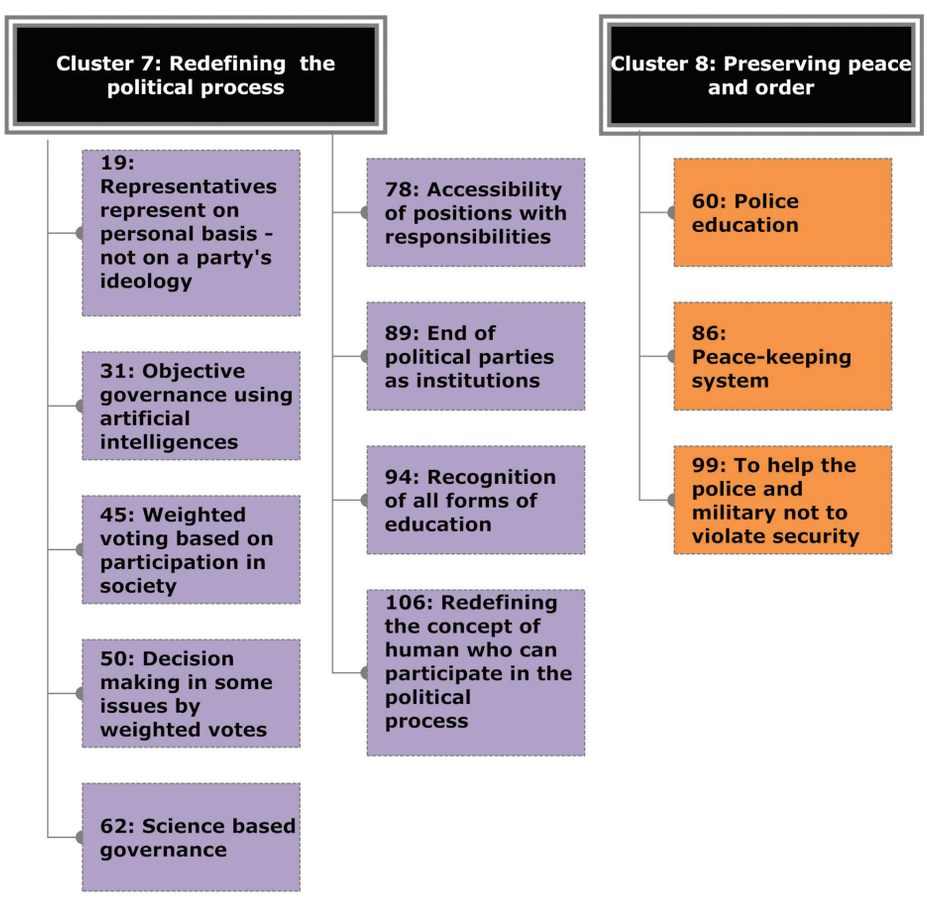

Cluster 1: Autonomous/ impartial
1: Public ownership
3: Independent and interactive citizens' news platform
Cluster 2: Monitoring and Evaluating
2: Use of social networking sites to evaluate political decisions
8: Paneuropean opinion collection pools
12: Government controlled public consultation through social media
20: Objective evaluation of political outcomes
22: Citizens holographic dialogue co laboratories
24: Ideas book
26: People system of sustainable checks and balances
54: Local Agoras for designing the future
58: Experts think-tanks keeping global governance accountable
67: Policy making decisions are based on broad consultation
87: Constant monitoring of policy implementation
91: Parallel civil society governing bodies
95: Monitoring the police and military services
100: Monitoring the education system

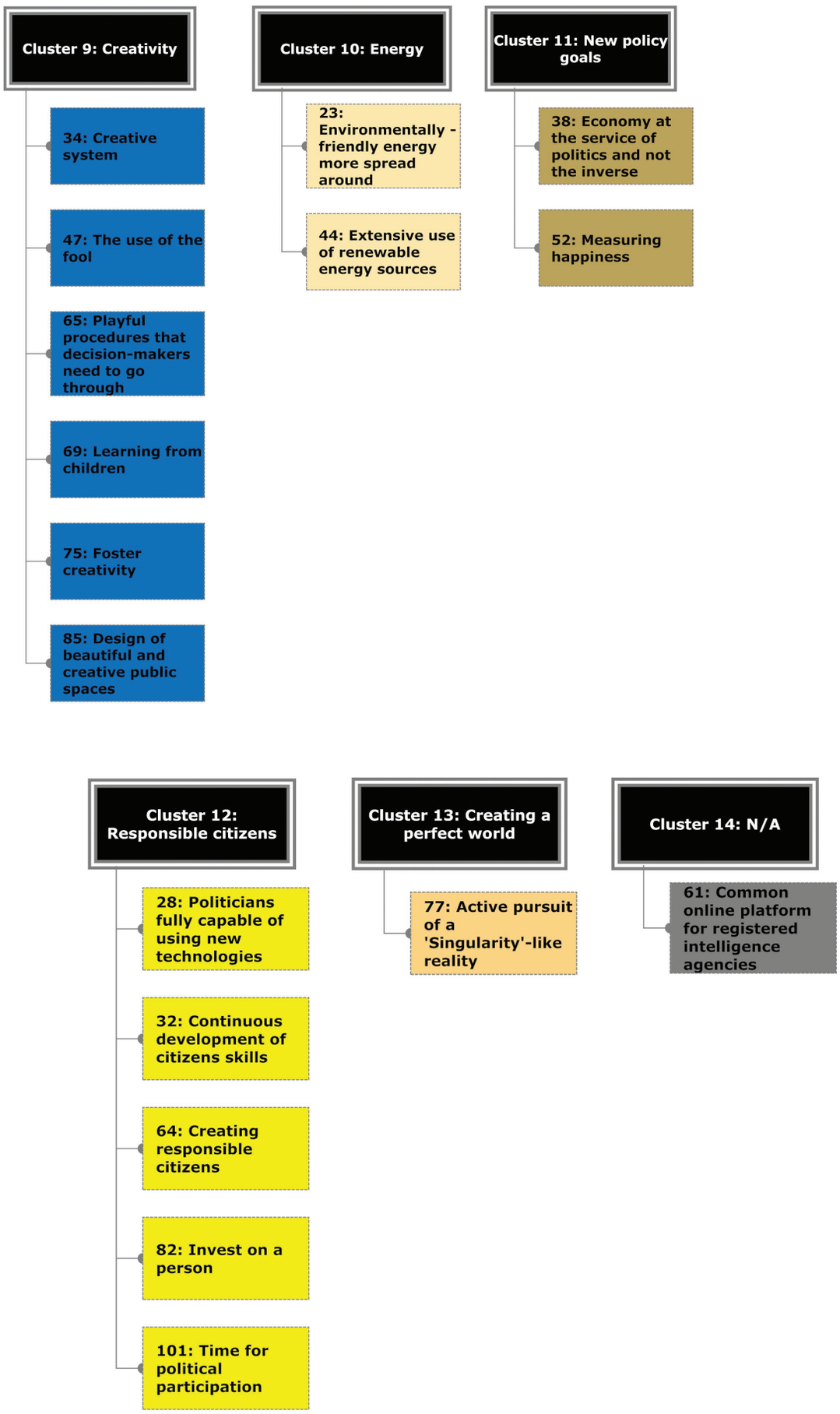

Cluster 3: Transparency
5: Full transparency
9: Hub that tracks lobbying between political parties, stakeholders, governments
10: Internet platform which monitors politicians' objectives and promises during their election campaigns
25: Government's daily activities published through technology
27: Disclosure of statistical information or data and reason for website take down filtering, blocking, black listing via online platform
29: Politicians' campaign costs and funding sources
37: A political big brother - like videoing where political figures-decision makers will have nowhere to hide or make secret deals
48: A system that cannot be cheated
57: Government publishes online the financial income and spending
59: Mapping clustering of power
68: Lie detector when politicians discuss problems and suggest ideas in the parliament
71: Check of the accuracy of the online shared information
72: Digital system for monitoring the biography and actions of politicians
83: Digital independent database of political and financial history
92: A system reflecting (more) equality, justice, transparency, as well as preventing corruption
96: Regulates self and co-regulation


Cluster 4: Citizens participation
6: Voting for the laws on line
13: Continuous passive and active participation in the political process via an online platform
21: Direct grouping of people based on their needs - worries
33: Citizens' participation and consultation
40: Referendum 'watch'
41: Citizens taking in action along with people in authority
66: Power to all the people (including less privileged ones)
70: Develop a world council voted via cellphone directly by individuals from all over the world
88: Possibility to change course of policy implementation depending on the monitoring
90: Involving the target group in creating the policies
105: Technology for time management for active participation


Cluster 5: Government services
7: Government applications online
36: Online questionnaires to help those who are politically confused
56: Mobile applications
76: Improvement of the tax system
79: Public Transportation
80: Direct access - no bureaucracy
81: Once policy-making decision is taken, implementation is swift
84: Production of an advanced citizens' database/ directory


Cluster 6: Empowering citizens by protecting their rights
14: Technology must respect human rights
15: Access to information and education
17: Accessibility to all
18: People should have the chance to educate themselves politically through technology systems
30: Global online library
35: Protection of personal data
39: People to be aware of the 'stages' they have available
42: Full access to online education
43: Access to big data
46: Free education
49: Advanced technologies all over the world
51: Technological literacy
53: Psychological support to be widely accessible
55: More production and manufacturing which will be accessible to everybody
63: Open universities
73: Free health care system
74: [DELETE] Social inclusion
93: Redefining the Universal Declaration of Human Rights in the digital Era
97: Parents to have the possibility to spend quality time with their children
102: Protection of the Human Rights of Minorities
103: Protection of labour rights
104: Improvement of the conditions of the discriminated groups


Cluster 7: Redefining the political process
19: Representatives represent on personal basis - not on a party's ideology
31: Objective governance using artificial intelligences
45: Weighted voting based on participation in society
50: Decision making in some issues by weighted votes
62: Science based governance
78: Accessibility of positions with responsibilities
89: End of political parties as institutions
94: Recognition of all forms of education
106: Redefining the concept of human who can participate in the political process
Cluster 8: Preserving peace and order
60: Police education
86: Peace-keeping system
99: To help the police and military not to violate security

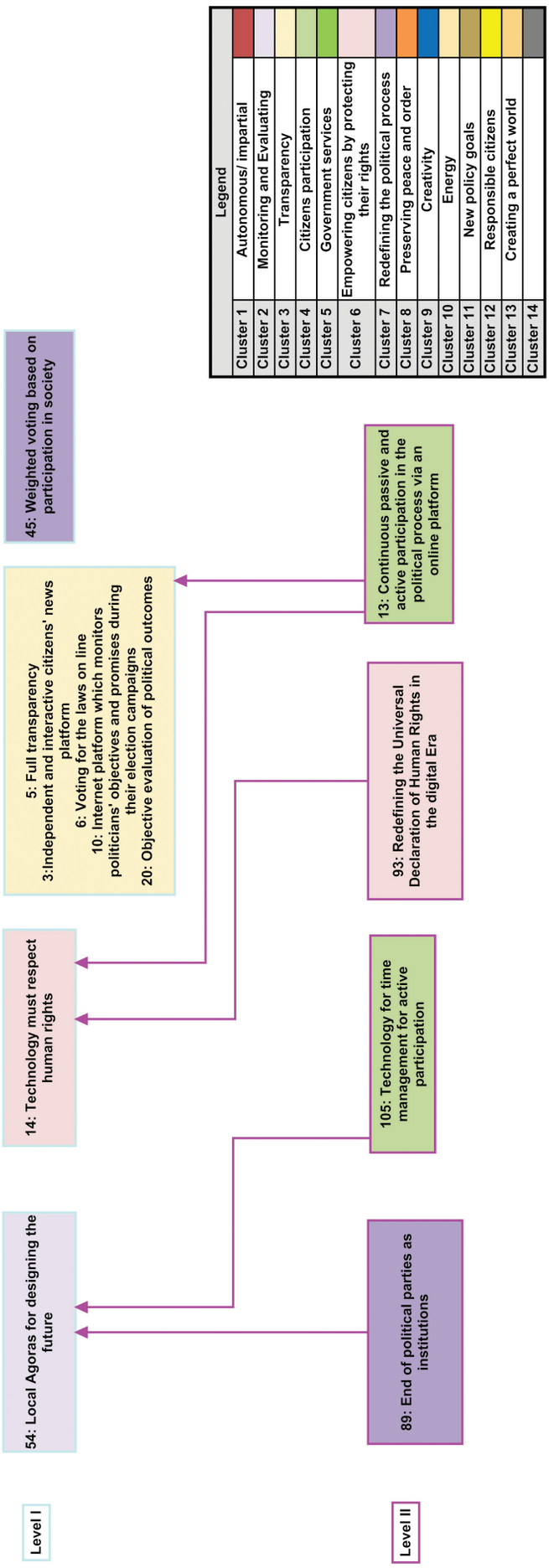

Cluster 9: Creativity
34: Creative system
47: The use of the fool
65: Playful procedures that decision-makers need to go through
69: Learning from children
75: Foster creativity
85: Design of beautiful and creative public spaces
Cluster 10: Energy
23: Environmentally - friendly energy more spread around
44: Extensive use of renewable energy sources
Cluster 11: New policy goals
38: Economy at the service of politics and not the inverse
52: Measuring happiness
Cluster 12: Responsible citizens
28: Politicians fully capable of using new technologies
32: Continuous development of citizens skills
64: Creating responsible citizens
82: Invest on a person
101: Time for political participation
Cluster 13: Creating a perfect world
77: Active pursuit of a 'Singularity'-like reality
Cluster 14: N/A
61: Common online platform for registered intelligence agencies

After having clustered all their ideas, the participants cast votes for the five ideas that they each felt were most important. Out of the population of 106 proposed ideas, 55 received one or more votes. This is described scientifically by the parameter of Spreadthink[4] or divergence (ST or D respectively), whose value in this case is 50% of disagreement. Spreadthink is defined as (V-5)/(N-5) where N is the total number of ideas and V is the number of ideas that received one or more votes.

According to numerous older comparable studies, the average degree of Spreadthink is 44%. In this case, the participants showed divergence in their ideas regarding the issue. This suggests that did not the broad spectrum of ideas from the participants, which had the effect of marginally increasing the Spreadthink.

The results of the voting procedure were used in order to select ideas for the subsequent structuring process. The participants were able to structure 15 (out of the 55 ideas which received votes). The resulting “Tree of Influences” demonstrates the most influential ideas i.e. those, which could have the greatest impact. The tree is made up of 2 levels of influence, 15 ideas (R) and 31 connections (K).

Tree of Influences



The ‘tree of influences’ has 2 different levels. One idea is cycled together with other ideas (idea 5 with 3, 6, 10 and 20) which means that this group of ideas was found to influence each other, to receive and to exert influences from and to the same factors.

The collective wisdom of the participants revealed that the following four features were probably the most influential and that the stakeholders should give these a higher priority:

Level II:

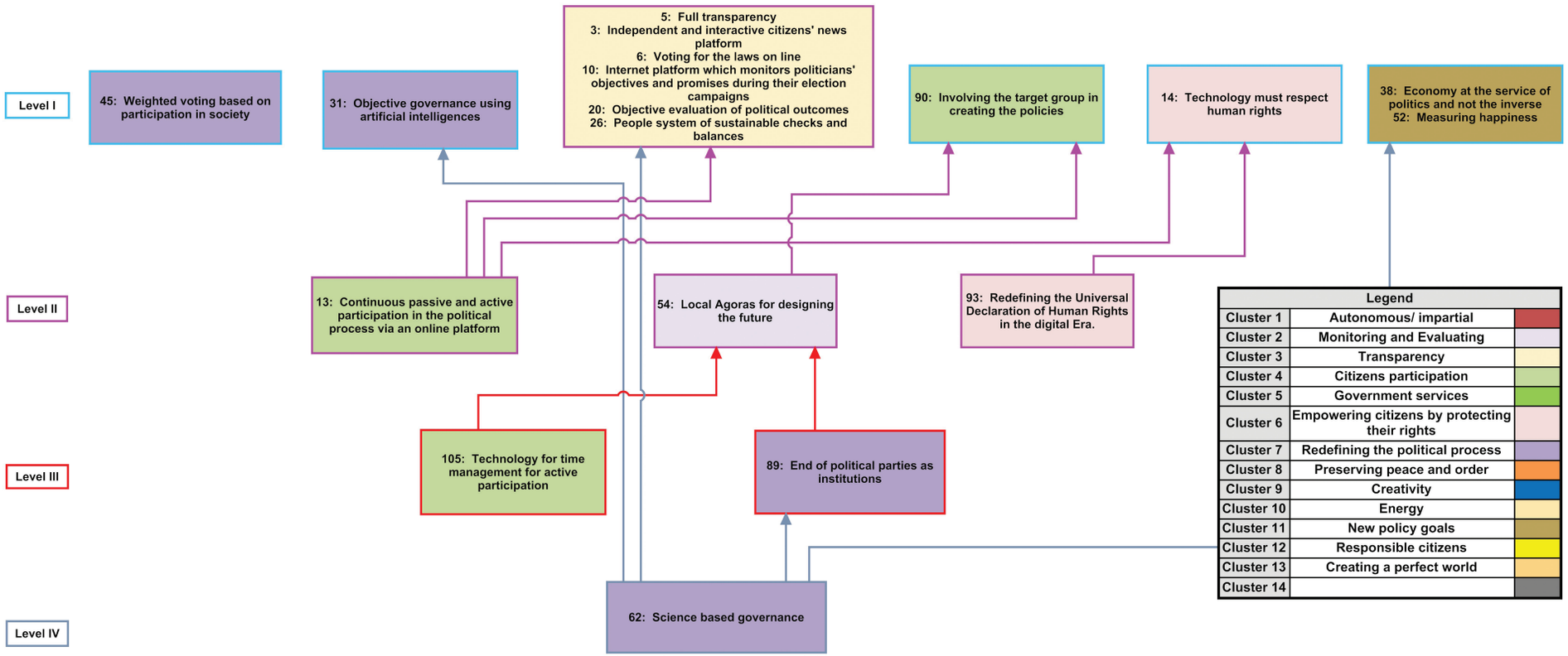
- Feature #89, End of political parties as institutions
- Feature #105,Technology for time management for active participation
- Feature #93, Redefining the Universal Declaration of Human Rights in the digital Era
- Feature #13, Continuous passive and active participation in the political process via an online platform

Virtual SDDP

Following the face-to-face SDD℠ a virtual structured democratic dialogue was scheduled on the 18th of October 2012. Participants were connected through an online Eluminate™ platform via a link sent to them two days prior to the meeting. The aim of the virtual SDD℠ was to enable participants to develop the map further by adding more ideas in the structuring process.

During the procedure, participants had to commit to a set of ideas by voting for it. Equally, they were able to make the opposite kind of commitment and decide that the proposed set of ideas will not work and vote against it.

The voting procedure led to the enriched map shown in the following page:


Level I
Level II
Level III
Level IV
45: Weighted voting based on participation in society
31: Objective governance using artificial intelligences
5: Full transparency
3: Independent and interactive citizens' news platform
6: Voting for the laws on line
10: Internet platform which monitors politicians' objectives and promises during their election campaigns
20: Objective evaluation of political outcomes
26: People system of sustainable checks and balances
90: Involving the target group in creating the policies
14: Technology must respect human rights
38: Economy at the service of politics and not the inverse
52: Measuring happiness
13: Continuous passive and active participation in the political process via an online platform
54: Local Agoras for designing the future
93: Redefining the Universal Declaration of Human Rights in the digital Era.
105: Technology for time management for active participation
89: End of political parties as institutions
62: Science based governance
Legend
Cluster 1 Autonomous/ impartial
Cluster 2 Monitoring and Evaluating
Cluster 3 Transparency
Cluster 4 Citizens participation
Cluster 5 Government services
Cluster 6 Empowering citizens by protecting their rights
Cluster 7 Redefining the political process
Cluster 8 Preserving peace and order
Cluster 9 Creativity
Cluster 10 Energy
Cluster 11 New policy goals
Cluster 12 Responsible citizens
Cluster 13 Creating a perfect world
Cluster 14

Participants were able to structure three additional ideas and increase the number of connections. The resulting “Tree of Influences” demonstrates the most influential ideas i.e., those, which could have the greatest impact. The tree is now made up of 4 levels of influence, 18 ideas (R) and 58 connections (K).

One idea is still cycled together with other ideas (idea 5 with 3, 6, 10, 20 and 26), which means that this group of ideas influence each other.

The collective wisdom of the participants revealed that the following four features were probably the most influential and that the stakeholders should give these a higher priority:

Level IV:

- Feature #62, Science based governance

Level III:

- Feature #105, Technology for time management for active participation
- Feature #89, End of political parties as institutions

Making progress or achieving results on these features makes it easier to address those that lie higher in the map.

The way this tree should be interpreted is that the actions that aim to support these features will have the greatest influence in achieving large-scale organisational change. Progress made in these four characteristics will create a positive chain of facilitation because they are influencing directly or indirectly practically all characteristics that lie above them.

Conclusions

With respect to the goals of the co-laboratory from the perspective of the implementation of the SDD^{MS} process, the following is noted:

1. A list of 106 ideas was generated in response to the Triggering Question. This is considered satisfactory, since the average reported in the literature is 64.

2. The ideas were clarified and discussed throughout the SDD^{MS}, thus enabling participants to achieve a better understanding of the views of other members and greatly expand their own and others';

3. The ideas were clustered in 14 categories in an interactive manner, thus providing opportunities for further and deeper clarifications of salient distinctions between separate ideas. The process is crucial for what we call "evolutionary learning" (i.e., during the process participants "lose" connection to their own personal ideas and stereotypes in favour of a collective and shared thinking);

4. Participants voted for 55 of the ideas that they considered most important.

5. They subsequently managed to "structure" 18 of these ideas and produce an influence tree;

6. The influence map produced in response to the Triggering Question, containing 18 ideas in the form of the Tree of Influence comprised of 4 levels;

7. The participants had time to discuss and reflect on the influence map and in general agreed that the arrows in the map made sense to them;

8. More importantly, the structured dialogue process empowered the participants to identify the most influential features of an ideal system of governance that utilizes innovative emerging technologies and inspire them to carry the discussions forward via the online meetings.

In sum, the application of the SDD^{MS} process supported the team to identify potential features that when addressed accordingly and productively will bring new perspectives and approaches to the given problem. Of course the methodology itself will only generate the raw data in the form an 'Influence Tree" or road map and further input and analysis is needed from the participants to find a way forward.

Methodology: The Process of Structured Dialogic Design

The term "Structured Dialogue" is sometimes used to simply denote a dialogue more organized than the simple "talking" and exchange of ideas. In contrast the Structured Dialogic Design (SDD[SM]) process is a methodology, which supports the generation of truly democratic and structured dialogue amongst teams of stakeholders with diverse views and perspectives. It is particularly effective in the resolution of complex conflicts, interests, and values, and in achieving consensus based on a common understanding and strategy. It is grounded on 6 complex systems and cybernetics axioms and 7 laws from systems science; it has been validated both scientifically and empirically in hundreds of settings on a global scale for the past 40 years. The Institute of 21st Century Agoras guides scientists and practitioners worldwide.

The Cyprus team has extensive experience in the application of the methodology. They have utilized it in many public debates in order to facilitate organizational and societal change. For example, they have utilized it in many European networks of experts. The COST219[ter] is a network of scientists from 20 countries (18 European, the USA, and Australia) who were interested in exploring the question of how new technologies ambient intelligence and next generation networks can make their services more useful to people with special needs. The COST298 network also aims to make broadband technologies more accessible to the wider public. The scientific communities of Cost219[ter] and Cost298 utilized SDD[MS] in order to outline the obstacles, which inhibit the application of the above technologies on a wider scale. Based on the results of the SDDs[MS], they designed corresponding strategies for the next 3 years. Insafe is a European network of 27 Safer Internet Centers who used SDDs in many meetings in order to identify the inhibitors, produce a vision of the future, and agree on a plan of action. More information is available on the CyberEthics Cyprus Safer Internet website.

The UCYVROK network utilized SDD[MS] in order to determine the reasons for which young people in Europe do not participate in European programs. The results were presented to the European Parliament. The SDD[MS] methodology was also used in order to ease the dialogue between Greek-Cypriots and Turkish-Cypriots since 1994. This dialogue culminated in the creation of a peace movement. Many reports are still being utilized by the network, and are available on the program's page.

SDD[MS] was designed especially so that it can assist nonhomogeneous groups in tackling complex problems within a reasonable and restricted time frame. It facilitates the annexation of contributions by individuals with vastly different views, contexts, and aspirations, through a process that is structured, conclusive, and the product of cooperation.

A team of participants, who are knowledgeable of a particular situation, generate together a common outline of ideas based on a common understanding of the current problematic situation and a future ideal one. SDD[SM] promotes the focused communication between participants and supports their ownership of the solution as well as their actions towards implementing it.

Structure and Process in a typical SDD^{MS} Co-Laboratory

When facing any complex problem the stakeholders can ideally approach it in the following way:

1. Develop a shared vision of an ideal future situation. This ideal **vision map** serves as a **magnet** to help the social system transcend into its future state.

2. Define the **problematique**, also known as the wall of inhibitors i.e., develop a common and shared understanding of what are the obstacles that prevent the stakeholders' system from reaching its ideal state.

3. Define **actions/options** and produce a road map to achieve the goals.

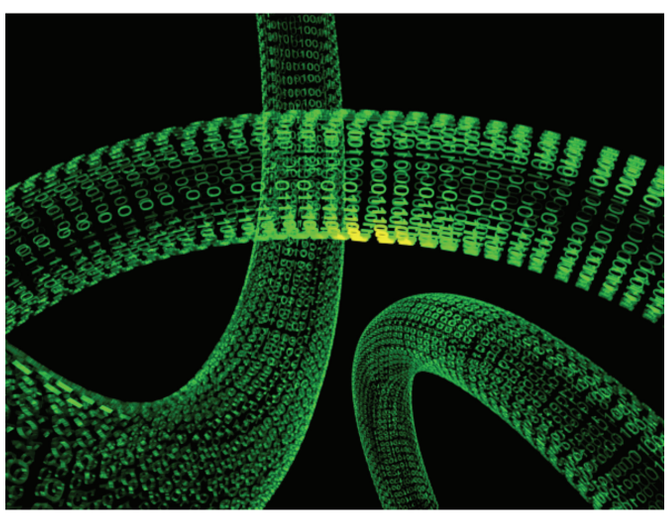
The three phases are implemented using exactly the same dialogue technique. Each phase leads to similar products:

1. A **list** of all ideas and their clarifications [SDD^{MS} is a self-documenting process]

2. A **cluster** of all ideas categorized according to their common attributes [using a bottom-up approach]

3. A document with the **voting results** which participants are asked to choose ideas they consider most important [erroneous priority effect = most popular ideas do not prove to be the most influential!]

4. A map of influences. This is the most important product of the methodology. Ideas are related according to the influence they exert on each other. If we are dealing with problems, then the most influential ideas are the root causes. Addressing those will be most efficient. If we deal with factors that describe a future ideal state, then working on the most influential factors means that achieving the final goal will be easier/faster/more economic, etc.



In the following, the process of a typical SDD^{MS} session, with its phases, is described in more detail.

First: The breadth of the dialogue is constrained and sharpened with the help of a **Triggering Question**.

This is formulated by a core group of people, who are the Knowledge Management Team (KMT) and is composed by the owners of the complex problem and SDD^{MS} experts. This question can be emailed to all participants, who are requested to respond with at least three contributions before the meeting either through email or wiki.

Second: All contributions/responses to the triggering question are recorded in the Cogniscope II^{TM} software. They must be short and concise: one idea in one sentence! The authors may clarify their ideas in a few additional sentences.

Third: The ideas are clustered into categories based on similarities and common attributes. If time is short, a smaller team can do this process to reduce time (e.g., between plenary sessions).

Fourth: All participants get five votes and are asked to choose ideas that are most important to them. Only ideas that receive votes go to the next and most important phase.

Fifth: In this phase, participants are asked to explore influences of one idea on another. They are asked to decide whether solving one problem will make solving another problem easier. If the answer is a great majority YES an influence is established on the map of ideas. The way to read that influence is that items at the bottom are root causes (if what is being discussed are obstacles), or most influential factors (if what is being discussed are descriptors of an ideal situation or actions to take). Those root factors must be given priority.

Sixth: Using the root factors, stakeholders develop an efficient strategy and come up with a road map to implement it.

Further Information on the science SDD^{MS}

The interested reader who might want to find out more about the underlying science of structured dialogic design may begin by researching the terms “Lovers of Democracy”, “Hasan Ozbekhan”, “Aleco Christakis”, “Club of Rome”, “Structured Dialogic Design”, “Cyprus Civil Society Dialogue”, etc. Available are also two books coauthored by the Father of the science. A number of wikis are also dedicated to the science. Selected publications include a Description of the technology of Democracy.

There are several publications of the Cyprus group, which describe the application of SDD^{MS} in the Cyprus peace-building process. Furthermore, two recent publications provide an easy-to-comprehend introduction to the methodology and the ethical considerations associated with its application.

Facilitation Team

Lead Facilitators

Dr. **Yiannis Laouris** is a Senior Scientist and President of the Cyprus Neuroscience and Technology Institute. He heads the "New Media Lab". Neuroscientist (MD, PhD) and Systems engineer (MS) trained in Germany and the US. Publishes in the area of neuroscience, learning through computers, the web and mobile phones and about the potential role of IT to bridge the gaps (economic, gender, disabilities etc.)in our society. He is a senior SDD^{MS} Facilitator and has several publications about the theory of the science of dialogic design also together with its Founder Prof. (emeritus) Aleco Christakis. He collaborated with Prof. Patrick Roe to implement SDD^{MS} co-laboratories CARDIAC, for COST219ter and COST298. He also collaborates with the EDEAN and DfA projects.

Dr. **Afonso Ferreira** is currently seconded as an expert to the European Commission, DG CONNECT, working at the Future & Emerging Technologies unit and with the Digital Futures Task Force. He is Directeur de Recherche with the French CNRS and has been the Scientific Coordinator for International Affairs of the CNRS Institute for Computer Sciences INS2I, also conducting scientific work with the INRIA. He has over twenty years of experience in the area of Communication Networks, High Performance Computing, and Algorithms, having published more than 100 papers in the forefront of scientific research. From 2007 to 2010 Dr. Ferreira acted as the Head of Science Operations for COST, an intergovernmental initiative for European Cooperation in Science and Technology spanning 36 countries, where he orchestrated all operational aspects related to the more than 200 European-wide multidisciplinary projects run by COST. Lately, Dr Ferreira has been specialising in Innovation Policy, Foresight, and Competitive Intelligence.

Assistant Facilitators

Eleni Michail is a trainer and youth worker. She has started being involved in non Formal Education projects after her graduation as primary school teacher in 2007. Now she is education associate of several governmental and non-governmental organizations in Cyprus and abroad. She is also very interested in the method of Structured Dialogue and collaborates with FWC for the implementation of SD workshops.

Elia Petridou serves as Member of the Board since 2005. She is currently the head of the Global Education Unit while she has also served as the head of the Humanitarian Affairs Unit and the Unit for the Rehabilitation of Victims of Torture. She joined the FWC in January of 2004. Elia completed a BA (Double Major) in Economics and Political Science in New Jersey City University, NJ, USA, an MA in Political Science/ International Relations, at McGill University, Montreal, Canada and a fellowship with the Graduate Center, CUNY on Corporate Philanthropy. From 1st April 2012 Elia is the project coordinator of TeachMDGs. and Head the Global Education Unit. She is a trained SDD^{MS} facilitator and co-facilitated a number of sessions locally and abroad.

Ms. **Maria Georgiou** is a holder of BSc in Sociology from Panteion University, Greece and an MSc in Human Resource Management and Organisational Behaviour from the Cyprus International Institute of Management, Cyprus. She joined Future Worlds Center originally as an intern mainly for the New Media Lab and the Global Education Unit. She participated in training sessions, workshops both in Cyprus and abroad and currently serves as a Project Coordinator.

Ms. **Maria Photiou** is a senior student in the Department of Education of the University of Cyprus with a minor degree in Psychology. She is an active member of several foundations (i.e. Sophia Foundation for children in Kenya, Saint Stefanos Foundation for retarded people) and organizations (i.e. Future World Center, Youth in Power). She is also involved in research of environmental education and the upcoming year she will have her first publication entitled "The effect of eco-animations on 3rd and 6th grade student's environmental attitudes". Furthermore, she actively participated in three co-workshops organised by Future World Center and at the present moment she is an assistant facilitator of the Structured Democratic Dialogue Process.

Participants

1. Elina Antoniou
2. Jurriën Stutterheim
3. Zoe Apostolidou
4. Nicole Zwaaneveld
5. Maria Christodoulou
6. Charalambos Solonos
7. Tania Berman
8. Jonathan Jelves
9. Drakos Andreas
10. Katerina Fotiou
11. Constantinos Anastastiou
12. Romina Matei
13. Danae Psilla
14. Maria Kakoulaki
15. Kemal Degirmencioglu
16. Demos Demosthenous
17. Afonso Ferreira
18. Eleni Michail
19. Elia Petridou
20. Andreas Andreou
21. Maria Photiou

ANNEX I

Ideas and Clarifications

1. Public ownership

Technology is becoming increasingly powerful and complex. To avoid newer technologies being taken over by a technocracy, no institution should have a monopoly on any technology on which public governance relies. For example, a web-based platform should not be run by the authorities as this is supposed to be the people's free forum. Also it would undermine the trust placed in the forum.

2. Use of social networking sites to evaluate political decisions

Social networking sites (especially like Facebook™), are functional and they offer the opportunity to show directly the trends of people regarding political decisions. In that way, we can make democracy really functional, as the system will know at anytime what people really want.

3. Independent Interactive Citizen's News Platform

An interactive news platform (independent by any sort of political or financial interests created by the citizens and for the citizens, along with the knowledge and the professional tools of the experts, which will be spreading fast, accurate, cross-checked news, facts, opinions and data (through videos, podcasts, interviews, inspiring stories in order to create the new political consciousness for the citizen's of the future.

4. [DELETE] A system reflecting equality

5. Full Transparency

All governmental/public actions, policies and expenses will be recorded on an online platform that will be available for retrieval at any point. This will ensure public access and ensure transparency.

6. Voting for the laws online

The future government should organize an online system (e.g. a blog spot) where politicians are going to publish the laws they decide to pass and people will discuss, vote and decide for the laws in their country. Citizens must have the last word on the lows that affect them.

7. Government applications online

All government departments must have their applications online and give the ability to citizens to access the system. Citizens must have the ability to submit the applications they want any time and from any place easy and fast via internet. For example, if a citizen wants to renew its identity card it should be an online system that

8. Pan-European opinion collection pools

These pools could be set up on a micro and macro level, starting from collection points at neighborhoods and then reaching the European decision making bodies. This collection points can both work via the Internet or at points set around cities. This will not work as a voting system but as a response to the ongoing governance. It will be based on artificial intelligence filter systems that can group, separate, filter, and present these opinions on a daily basis on widely accessible online sides and tv-channels – giving an open ground for people to raise their voice. These pools will not interfere with governance but will instead serve as daily/weekly/ quarterly indicators of people's response to local and European decision-making. This process will take place independent of any media interference and government censorship. The aim is that decision makers will be able to get a feeling of people's response to their actions and statements. The challenge is that you might end up with stakeholders becoming people's pleasers.

9. Develop a hub that tracks lobbying between stakeholders and governments and political parties

Lobbying often occurs behind closed doors. While there are currently systems in place that allows for more disclosure and therefore transparency, this remains limited to certain contexts and there lacks valuable data on the number of visits and

the nature of these visits. Governments hold information and formal consultation that greatly impact policy making and the future of our political sphere. A hub would be open, independent, and real-time, require limited resources to update and provide filtered results.

10. Internet platform, which monitors politicians' objectives and promises during their election campaign

There should be an online open to public platform where all politician must upload all their objectives and promises during their election campaign. This platform should be controlled by a group of specials where their main job would be to monitor and check that politicians who would be elected should turn their promises and objectives from theory to practice, otherwise they will face the consequences.

11. [DELETE] Food stores and services

12. Government controlled public consultation through social media

13. Continuous passive and active participation in the political process via an online platform.

Citizens can view what politicians are talking about and the decisions they make online (passive participation). Politician can put up topics for vote as well, on which everyone with voting rights can then vote (active participation). Results of the voting are not binding, but need to be taken into account in the decision-making.

14. Protection of human rights

Technology should not be used to violate human right. Let me refer to the case of humans' surveillance through microchips. People should have the freedom to act without having governments "spying" at them and their private data.

15. Access to information and education

In order to take good decisions, decision-makers need to be informed and educated about the issues they address. In a system of governance that includes citizen's participation, also citizens need to be informed and educated so that their contributions are constructive and adequate. It is therefore crucial that access to information and education are provided to all of them in a neutral way.

16. Linguistic System

Web pages should be accessible to all possible interested visitors. People who speak a certain language, have learning or physical disabilities, might be deprived from their right to have access to information and to express their ideas.

17. Accessibility to all

There should be a system that allows free access to all the people regardless of their social / economic possibilities.

18. People should have the chance to educate themselves politically through technology

19. Representatives represent on personal basis; not on party's ideology

In representative political systems, representatives should run for office based on a personal platform and votes are cast for him/her by people who share his/her ideas. The current representation system is broken. Parties' ideologies are too broad. Parties spur power plays that have nothing to do with representative political systems and actually are hugely inefficient. In future, political actors should represent their electorate, not party ideology.

20. Objective evaluation of political outcomes

Massive data collection and the development of advanced indicators can help us develop a system where political outcomes can be objectively evaluated, hence avoiding wasting time and energy on debating what the outcomes actually are. This point is related to the idea of measuring happiness.

21. Direct grouping of people based on their needs/worries

People who belong in a particular group (i.e. refugees should get to know other people in the same situation so, they can have a mutual support and understanding. It would be easy, when someone registers as a refugee (used as an example) to take contacts of boards for refugees, individuals etc…

22. Citizens holographic dialogue co laboratories

People from every corner of the planet will be able to CONNECT if they want to, through an holographic technology system and BE at the place of the decision-making process, spending time listening and discussing to topics related to their interests.

23. Environmentally - friendly energy more spread around

Solar energy systems and wind turbines should be implemented more widespread so that people can have access to energy/power instead of electricity we use today. This will enable them to have the energy source for a cheaper price and it will definitely be environmentally friendly and sustainable. We should protect our planet! We should do it today!

24. Ideas book

The future government should organize a social network for political or other issues where citizens and politicians add ideas, see other 's ideas, discuss about the ideas online, "like" ideas and make decides.

25. Governments daily activities published through technology

All daily activities of governments to publish through technology. The media have the responsibility to

26. People's system of sustainable checks and balances

This will move beyond the traditional modes of voting in order to keep People will be able to keep stakeholder accountable for their actions. This takes as a prerequisite that there is complete transparency in decision making process and running of all governing bodies. People will have immediate visibility to all European institutions during decision-making and will be able to vote during decision-making in the same way that MEP's are. Using a formula on the number of population in each country, people's vote from home will also count towards policy making. People will be able to vote online, at certain city centers, through TV – using a specific ID system.

27. Disclosure of data and the reason for website take down, filtering, blocking and black listing via an open online platform

Increasingly public and private actors are using technology to tackle major challenges related security regime to manage criminal activity and terrorism, and in the case of IPR to tackle alleged infringements. Actions taken to secure the Internet and protect the rights of innovators and business interest is a legitimate pursuit, the current process arguably lacks transparency. Often website and content owners lack sufficient information on why take down has taken place and lack to ability to dispute the actions. As this impacts freedom of expression, stifles creativity and reduces the free and open nature of the network, the disclosure of data and the reason for action in an open and real-time platform could function to create a more fair system.

28. Politicians fully capable of using new technologies

An ideal future system of governances should first have politicians that are capable of new technologies. So, a group of specials in the field of information technologies should be responsible to teach politicians and keep them up to date with new technologies. In my opinion this will also help bridging the gap between youth and politicians.

29. Politicians' campaign costs and funding sources

30. Global online library

31. Objective governance using artificial intelligences

Currently politicians are elected using subjective reasoning from the people. Politicians act out of the subjective ideals of their political party. As a result, the decisions that are being made are subjectively influenced as well. An artificial intelligence (AI) or several AIs that can provide an objective view on current issues should be developed. These AIs will then provide objective answers to political questions. These answers will then have to be taken into account in the decision making process.

32. Development of skills

A system, which helps its citizen to develop their skills in a multidimensional way. I s good to have experts in different fields but it is also to good to have people learning a bit of everything in order to have good general knowledge. For example the government should offer free classes to people who want to know something new. Another good idea would be the existence of an online open platform where people could get informed in different topics and ask an expert a question.

33. Citizen's participation and consultation

Citizens should be able to express their wishes and take part in consultative process to let their voice be heard. Constructive and adequate processes should be organized through ICT tools to enable this process and also the analysis of the information given.

34. Creative system

Web pages, forums, blogs should entail renewable creative functions that will attract more people and motivate them to use the sites more. As for example the different designs of Google, which are also interactive, and in many cases they lead you to interesting information that you would might never search for.

35. Protection of personal data

The system should protect the personal information of all individuals and we must be sure that the access to this kind of information is block to all kind. No one should have access to this information.

36. Online questionnaires to help those who are politically confused

Software programmers -with the help of researchers- can create easy-online questionnaires for those who are politically confused to help them decide in which political party they belong to. Those online questionnaires can include questions about people's opinions in specific subjects and their own answers through the questionnaire system can lead them to the political party that represents their opinions.

38. Economy at the service of politics and not the inverse

In the West, the political systems are put at the service of the Economy, i.e., most political decisions are made to provide fertile ground for economy to grow. In future, the inverse should hold, i.e., most economic decisions should be made to provide fertile ground for political goals to be met.

39. People to be aware of the 'stages' they have available

There are many opportunities for participation in social and political events, but people don't get aware of them. The system should be able to inform people directly.

40. Referendum "Watch"

Developing of an aesthetically and practically handy system, which will allow to the citizens to participate from anywhere in the decision making of the politicians. In that way it will be prevented any kind of action against the majority's opinion/interest. The politicians will have the time to convince the citizens before the voting with the

Referendum “Watch”, and they will not be able to do any laws’ amendments or decisions against meritocracy principles.

41. Citizens taking in action along with people in authority

People should take more action both in decision-making and in implementing these decisions together with authorities, people in charge on a local, national and international level. This can be achieved through the use of common social network (say via computers).

42. Full access to online education

All classes will be offered online in a manner that people will be given the opportunity to participate in seminars, workshops and lectures from different parts of the world.

43. Access and use of big data

The digital divide between the data rich and the data poor is widening. By sharing data from social networks and the physical data for example produced through the “Internet of things” would create more access to knowledge to a wide range of actors. It is not sufficient to only have access to raw data, there is also a need to have access to means to mine value from this data. Fostering open data and open source technology is therefore vital to this process.

44: Extensive use of renewable energy sources

45. Weighted voting based on participation in society

Currently, everyone’s vote weighs equally in elections, regardless of social and educational background, and regardless of your position in society. While this ideal is good at its heart, the implementation is currently flawed. Someone who is willingly and knowingly collecting social welfare money, while he is fully capable of working has as much to say in elections as someone who works 60 hours per week and is just able to pay the rent. I propose a system where participation in society is rewarded with an extra say in elections. Everyone will still have voting rights, but the vote of someone who works (for some definition of what work is weighs more heavily than the vote of someone who does not. One can also imagine that someone who sacrificed several years of his life to finish tertiary education should be rewarded with extra voting weight as well. More criteria should be considered. An example calculation: Everyone has voting weight 1.0. If you work (a job, a company, providing living support/ medical care, voluntary work), you get 0.5 voting weight extra. If you are genuinely not able to work (provable by an objective doctor), you get 0.25 voting weight extra. If you have finished tertiary education, you get 0.25 voting weight extra, etc. Now, if I work after finishing my tertiary education, my vote gets multiplied by 1.75.

46. Free education

Everyone should have the right to receive free education from the public schools.

47. The use of the fool

As joglers were used by kings in the past, to criticize reality through humor, policy makers can use comedians in now days (the new fools to become aware of certain situations and criticize their own actions.

48. A system that cannot be cheated

There should be security measurements that will block any kind of “breaking” the system - there should be no opportunity to fraudulent electoral system. An example – in Romania for the referendum a lot of votes were false or stolen – the new system should not ‘’offer” this opportunity.

49. Advanced technologies all over the world

Technology is developing day by day and making the life simpler and easier and has broken down walls and divisions that have kept many countries and people apart. The technological development of computers, television, cellular phones, internet and transport is helping people to become more interactive. Developed countries must help poor

countries to invest in science and technology in cooperation with the local governments, international organizations and donors. They could help through improving the educational systems of the country, creating projects and finding.

Moreover time, distance, and geography don't exist when it comes to doing business due to globalization and technological advancements. This can help the exchange of cultures and ideas all over the world. There are internet programs like Facebook™, Twitter, and also Couch Surfing which helps people all over the world to interactive, meet, travel and share their opinions and their country's customs. Even countries of the Third world must have this opportunity.

50. Decision making in some issues by weighted votes

Some issues for which decisions are taken in colleges should have votes weighted by several factors, like size of electorate, involvement in the issue, knowledge, interest, etc.

51. Technological literacy

People should be aware of the advantages and disadvantages of the use of technology and be able to use it. In that way and with the application of critical thinking they will be able to decide whether and which technological advancements are suitable in order to improve their lives.

52. Measuring Happiness

Governance should strive to achieve an optimal level of happiness distribution among the population. New technologies must develop ways to measure happiness in a manner acceptable to everyone and then political policies can be evaluated against the distribution of happiness they produce.

53. Psychological support to be widely accessible

Psychological support to be widely available Anxiety and psychological disorders are increasing, causing a general sense of sadness to the world. It should be professionally addressed.

54. Local Agoras for designing the future

Local Agoras for designing the future (Future Planning Agoras Centers Public places digitally and technologically equipped that people will be able to spend time together discussing and sharing, ideas, visions, plans for their common future in a structured and focused way.

55. More production and manufacturing which will be accessible to everybody

Through a land reform citizens should be encouraged to equally take part in agricultural production so that more people (in poverty) will have access to more food. This can also be applied in farming as well as technological manufacturing (such as plantations). This will also create opportunities for employment. All these should be supported by technologies providing communication between/among individuals, groups, markets and people in authority.

56. Mobile applications

The future government should organize for each government departments a free mobile application where citizens can have access to government data easy and fast.

57. The government publish online the financial income and spending

The future government will organize an online platform where citizens will watch the financial income and spending.

58. Experts' think tanks keeping global governance accountable

Stakeholder will be checked not from the people but from a panel of experts belonging to a global experts' think tank. This will be a top-down system of accountability. Thinks-tanks will have access to decision making

and can consult stakeholders using experts particular field of knowledge. Accountability will lie on a spectrum of indicators showing the extent to which decisions and policies violate conventions and directives, such as those on fundamental rights. Experts will act as the "wise" amongst decision makers and will be able to give warnings during each government's ruling. It will function on a global basis; allowing an expert who is based in Argentina to warn a decisions-maker in Thailand. This definitely raises serious questions of sovereignty- it will not however function in the same manner as the Security Council. It will on a more personal basis – individual experts responding to an individual member's of Parliament action.

59. Mapping of power clusters

Develop and use technologies that identify political, financial, and communicative power structures. Certain actors and organizations hold more network power than others. This clustering of power can be negatively impact freedoms and perpetuate inequalities. Awareness created through this mapping of power can create more awareness and provide incentive to tackle these inequalities. Mapping could therefore positively impact the political debate and policy.

60. Police education

61. Common online platform for registered intelligence agencies

62. Science based governance

63. Open University

Everyone has the right to enter the university without taking exams. That will encourage people who don't have good marks at school to follow a subject of their choice in which they might be really good at. The school or exams marks which is a prohibitory factor for many to enter the university is not always representatives of one's abilities.

64. Creating responsible citizens

Citizens need to feel responsible for the society they live in, so that they do their best to make it every day the way they want it to be. This encompasses various fields, from voting in political elections to putting garbage in public bins and not on the floor, to be kind to neighbors or not to steal from other people. Values as solidarity and respect are on the heart of this idea. Politicians and/or system of political governance have a role to play in creating responsible citizens.

65. Playful procedures for decision makers

Play enables humans to produce creative ideas, find innovative solutions, to think in other dimensions where other problems might be hidden as well, to cooperate with other people and think fast. These are characteristics that should describe the thinking process of decision makers.

66. Power to all the people (less privileged included)

The system should offer the same power to each individual – regardless of origin, orientation, economic and social background, educational statues and so. Each individual – member of the society should have the power and the opportunity to express and to contribute in shaping the policies / the reality of its own community / country etc.

67. Policy making decisions are based on broad consultation

-PM decisions are based on broad consultations

- Once PM decision is taken, implementation is swift

- Constant monitoring of policy implementation

- Possibility to change course of policy implementation depending on the monitoring

- Policy making in most of EU suffers from several defaults currently, from lack of stakeholders' engagement through procrastination of implementation to lack of monitoring and assessment.

68. Lie detector when politicians discuss problems and suggest their ideas in the Parliament

We can use lie detector in the parliament to make sure that politicians are telling the truth when they are trying to solve governance problems.

69. Learning from Children

Based on the idea that children are solving problems in a very creative way and their mind has a different and innovative way of thinking, politicians, academics and scientists should learn from them, take their exam and make decisions that are innovative.

70: Develop a world council voted via cellphone directly by individuals from all over the world

71. Check of the accuracy of the shared information

Through the internet, information is published without control of its accuracy, causing confusion. It should not be that way neither should we apply censorship.

72. Digital system for monitoring qualities, achievements, possessions and actions of politicians

Transparency system for the citizens that will allow to them to know who their decision makers are, which is their past and what they earn or succeed through their political career.

73. Free health care system

Every individual by all means should have free access to health care. Perhaps there should be more doctors and health staff having close pursuit of their patients. This can be done through technological communication as well.

74. Social Inclusion

The needs of vulnerable and marginalized groups will be represented via an online platform.

75. Foster creativity

As we have seen IPR is a serious political issue in our current discourse. Two competing narrative are currently in competition between IPR enforcement and relaxation. In order to ensure that innovation and art is fostered, emerging technologies can be designed to offer new vial business models to change the nature of the discussion.

76: Improvement of the tax system

77. Active pursuit of a "Singularity"-like reality

Ray Kurzweil describes in his book "The Singularity is Near" a world where we can enhance our intelligence by several orders of magnitude using technology. Once we reach this point, we can easily create more sophisticated technology to do the same, until we get to a level of intelligence that we cannot fathom currently. At this level of sophistication, common concerns like energy and food production will cease to become problems, since the technology to create ultra-cheap and clean energy, and enough food for everyone will be easily implemented at that level of intelligence. We will then be able to work towards a utopia where every single person on earth can live in peace and happiness, or even transcend our current human form. All future (but even current) governments should put significant effort (to the point where it becomes a main objective) and resources into making this vision reality.

78. Accessibility of positions with responsibilities

An ideal system of governance should allow any talented and educated person to access key responsibilities if this is his/her wish. Obligations to enter a political party, to be friend with specific persons, to pay money, etc, should not exist. In this way, talented persons that have ideas will not be stopped by the "system".

79. Access to public transportation

Sustainable Public transportation system is necessary for bringing people together and realize things in real life. Lack of transportation leads to isolation and paralysis of many creative actions within a country.

80. Direct access – no bureaucracy

Simplifying the procedures in access different services / programs etc. and eliminating useless bureaucracy procedures that are making the system impossible. The resources invested in bureaucracy should be distribute where is a real need.

81: Once policy-making decision is taken, implementation is swift

82. Invest on a Person

The new political system should invest on every person according to his needs, but mostly their capabilities. The idea is to identify the capabilities or skills of every person and invest on them, give him the opportunity to develop them and use them for the benefit of the society

83. Digital Independent Database of Political & Financial History

An accessible independent database of political and financial historical information, that citizens will be able to access from anywhere. Through that, they will be able to get informed about anything related to the local, national or international past. A group of people or a nation that doesn't know its past is condemned to repeat mistakes that they could have been avoided otherwise, while it is losing the very opportunity to envision and design a future away from the mistakes of the past.

84. Production of an advanced citizens' database / directory

85. Creation of beautiful and interactive public spaces

Such spaces can bring people together and generate new ideas, which can have important contribution to a healthy society with active people.

86. Peace keeping system

The new system of governance should have as a core value – peace keeping - inside the country and also in relation with the others. Peace should be a core value of all the approaches / actions of the new system

87. Constant monitoring of policy implementation

88. Possibility to change course of policy implementation depending on the monitoring

89. End of political parties as institutions

Political parties have become an impediment for representativeness and transparency in politics. At the end of the day their interest is to defend their own interests as institutions and not necessarily those of the electors. Furthermore, because they are source of both power and money, they spark intestine fights for control that hampers the efficiency of the current system of governance.

90. Involving the target group in creating the policies

When the policies are being created is vital to involve in the beginning of its creation the groups that are being targeted by the policies – for example if we speak about youth policies – we should have dialogue with young people when the policies are being elaborated.

91. Parallel civil society governing bodies

92. A system reflecting (more) equality, justice, transparency, as well as preventing corruption

There should be a system to monitor politicians, decision-makers or people in authority so that people in power do not abuse the privileges they have; so that they treat every individual of the society equally and provide them equal opportunities to the full and citizens know about it. Citizens should be given more opportunity and easier access to courts when incident of injustice befalls them. (We should also remember what Lord Byron said: "Power corrupts and absolute power corrupts absolutely").

93. Redefining the Universal Declaration of Human Rights in the digital era

94. Recognition of all forms of education

We should emphasize also on equal recognitions of all forms of education – formal, non-formal and informal learning. For now it exist a strong recognition only of the formal education system – there is also non-formal education and informal education that are bringing a lot in the education of all persons

95. Monitoring the police and military services

In real democracy, those who are monitoring the societal laws and principles should be monitored too and the citizens should be able to judge whether these services are effective or not. Eliticism, favouritsm, clientism, subjectivism and the retaining of power by few people, without any monitoring, opens up the possibilities for a chaotic and dangerous environment away from any democratic values and practices.

96. Regulate self- and co-regulation

Increasingly self- and co-regulation is being supported by national, international, and supra-national organizations. While hard regulation may not always be flexible enough to address the challenges being faced in a quickly changing digital environment, self- and co-regulation lacks sufficient transparency as the process lacks clarification and openness between the different stakeholders effected.

- Need a technological solution

99. To help the police and military not to violate security

As the protectors of safety of citizens, the police and military officers violate safety and security themselves. First of all they should be further educated to be more aware of this as well as to be more humanitarian towards citizens. Apart from further educating them, citizens should also have the access to report/complain against any violated action of these officers. These can also be achieved through close encounter of the citizens and authorities via communication technologies.

100. Monitoring the education system

Technology can be used for immediate and valid assessment of the educational system. For example there could be a system in the class that could assess and give feedback to the teacher for his/her method. So, the content and the suitability of the curriculum, the teachers, the students and whoever is involved in the system will be continuously assessed and immediate improved.

103. Protection of Labor rights

Mobile Internet has created many opportunities, such as the ability to be connected in real-time. At the same time this constant connectivity is creating social pressures on our lives. We are witnessing a blurring between the private and work life. Technology can therefore be develop to better manage our attention and as a result protect labor rights.

104. Improvement of the conditions of the discriminated groups.

One of the most important ways to reduce discrimination in societies definitely through education so this should be encouraged more in educational system. Apart from this, these people of discriminated groups should be protected by local authorities as well as governments and should be encouraged to take part in economical, social, etc advancement of their society so that they can feel more confident being part of it.

105. Find time to make the change

Even thought we live in a technological era and people use technology in order to extent their capabilities and improve the quality of their lives, at the end of the day they become servers of technology and therefore they have no time for personal or social development. So there is a need for the development of technologies that will not capture humans' time but enforce and support the try for a change. For example Facebook™ that is supposed to help people socializing, ends up wasting people's time in useless discussions and gaming.

ANNEX II: Results of the voting

#	Votes	Statement
5	10	Full transparency
13	9	Continuous passive and active participation in the political process via an online platform
93	5	Redefining the Universal Declaration of Human Rights in the digital Era
38	4	Economy at the service of politics and not the inverse
54	4	Local Agoras for designing the future
89	4	End of political parties as institutions
6	3	Voting for the laws on line
10	3	Internet platform, which monitors politicians' objectives and promises during their election campaigns
52	3	Measuring happiness
105	3	Technology for time management for active participation
3	2	Independent and interactive citizens' news platform
14	2	Technology must respect human rights
20	2	Objective evaluation of political outcomes
31	2	Objective governance using artificial intelligences
45	2	Weighted voting based on participation in society
62	2	Science based governance
75	2	Foster creativity
1	1	Public ownership
2	1	Use of social networking sites to evaluate political decisions
9	1	Hub that tracks lobbying between political parties, stakeholders, and governments
15	1	Access to information and education
19	1	Representatives represent on personal basis - not on a party's ideology
26	1	People system of sustainable checks and balances
32	1	Continuous development of citizens' skills
34:	1	Creative system

36	1	Online questionnaires to help those who are politically confused
37	1	A political big brother - like videoing where political figures- decision makers will have nowhere to hide or make secret deals
41	1	Citizens taking in action along with people in authority
43	1	Access to big data
44	1	Extensive use of renewable energy sources
46	1	Free education
49	1	Advanced technologies all over the world
53	1	Psychological support to be widely accessible
57	1	Government publishes online the financial income and spending
58	1	Experts think tanks keeping global governance accountable
59	1	Mapping clustering of power
64	1	Creating responsible citizens
65	1	Playful procedures that decision-makers need to go through
66	1	Power to all the people (including less privileged ones)
68	1	Lie detector when politicians discuss problems and suggest ideas in the parliament
69	1	Learning from children
72	1	Digital system for monitoring the biography and actions of politicians.
76	1	Improvement of the tax system
77	1	Active pursuit of a ‘Singularity’-like reality
78	1	Accessibility of positions with responsibilities
80	1	Direct access - no bureaucracy
82	1	Invest on a person
83	1	Digital independent database of political and financial history
86	1	Peacekeeping system
87	1	Constant monitoring of policy implementation
88	1	Possibility to change course of policy implementation depending on the monitoring
90	1	Involving the target group in creating the policies

92	1	A system reflecting (more) equality, justice, transparency, as well as preventing corruption
97	1	Parents to have the possibility to spend quality time with their children
102	1	Protection of the Human Rights of Minorities

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