



FP5 Bid Outline - Improving Urban Governance and Decision-Making: 4.1.1

1. SMART CARDS

On first use, cardholders will go through a setup routine involving registration, personal details, setting up of security and the building of a profile based on preferences and opinions from the following categories:

- Leisure
- Lifestyle
- Shopping
- Friends & Family
- Work
- Education / Training
- Money
- Transport
- Environment
- Residence

As they use the system their profile will be appended to reflect changes in opinion.

The primary uses of the SmartCard are to authenticate the user as a valid member of the community whose opinion is valid; personal and data security, cache reference storage, and for the Council to subsequently be able to cross reference other data to gain an even more detailed view of things.

2. HOMEWORLD

REBUILD

Each user would access a map of their community and, a la Sim City, begin 'rebuilding' it according to their own preferences. They could say, select one square on the map and choose to bulldoze what is there and replace it with a park; or they could add a traffic calming scheme to a road, divert a bus route, or even move their home. This could be done via simple on-line whiteboarding technology or more complex such as an on-line application / game.

This map could also be used as a focal reference point for on-line planning / discussion leading to real-world change.

A map provides a common visual starting point for all those in the community, which also allows them to express or infer their opinions and priorities by the actions they take to change their view of the picture i.e. by putting a railway line through the middle of it. No need for a common linguistic reference.

REBUDGET

Each user would be able to allocate % of budgets to services of their choice within categories. For instance someone may choose to rebudget Public Transport; they might eliminate buses and focus the budget on trams or cycle lanes. This decision could be cross-referenced with their opinion on the environment as entered in their SmartCard setup. We not only find which areas are most important to them, but where their preferences and feelings lie within those areas.

POLICY FIND

Once people have entered preferences via SmartCard registration, Rebuild and Rebudget, they may use PolicyFind to find if there is any decision about to be made on something that is important to them. If so they can choose to submit an opinion on the spot, or get information about attending a meeting, or contact a Council Officer / Member / Department directly to discuss it. As new policies are created or debated, people with a registered interest in that area would automatically be alerted.

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PEOPLE FIND

Once people have entered preferences via SmartCard registration, Rebuild and Rebudget, they may use PeopleFind to find people with similar views to join together and start some form of lobbying. Or they may find people of opposing views who they wish to debate with in the hope of changing their minds.

FORUM

This could be discussion group / chat or scheduled real-time events where people can speak on a particular issue, listen, express an opinion etc. Equally it could turn into a real decision making forum with virtual voting. Any discussions commenced or scheduled could be x-referenced against profiles to automatically notify the user if there is an event pertinent to their opinions.

3. HYPERSPACE

HyperSpace could visualise all data amassed from each area or activity individually, and x-reference them to form a global visualisation. This would also show up any differences between peoples expressed opinions as stated in the SmartCard setup, and the inferred ones drawn from Rebuild and Rebudget, or the area and level of interest or participation in the Forum, and so on.

It could record the growth and change of the data and hence plot a visual audit trail of the project for future replay, analysis and comparison. This would form a platform for scenario modelling etc.

It would be below the line as far as the citizen is concerned.

It is a single management tool to visualise all data outlined above for the project. It would likely be embedded in a Notes-based data repository, which would also facilitate interaction, dynamic webserving, encryption etc.

HyperNations is a licensee of the HyperSpace technology; consideration must be given to I.P, further use & development etc.

P2P could lead deliver homeworld

HyperNations could deliver the visualisation technology