



World e-Parliament Conference 2008

25 - 26 November 2008 // European Parliament // Brussels

CITIZEN EMPOWERMENT FOR CULTURAL CHANGE CONCRETE EXPERIENCES

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WHO WE ARE

The Library of Congress, BCN is an institution at the service of Congress, (two chambers) governed by Constitutional Law N° 18.918 and complimentary rules.

- The Library responds to the concerns and needs of the members of the parliament in their diverse roles, to the Congress and to the citizens



NEW PARADIGM FOR PARLAMENTARY LIBRARIES

A new interpretation of what a library
is

Roles of MPs evolve in a new
environment





LIBRARIES

From text to context

Record and storage

New regulations and distribution



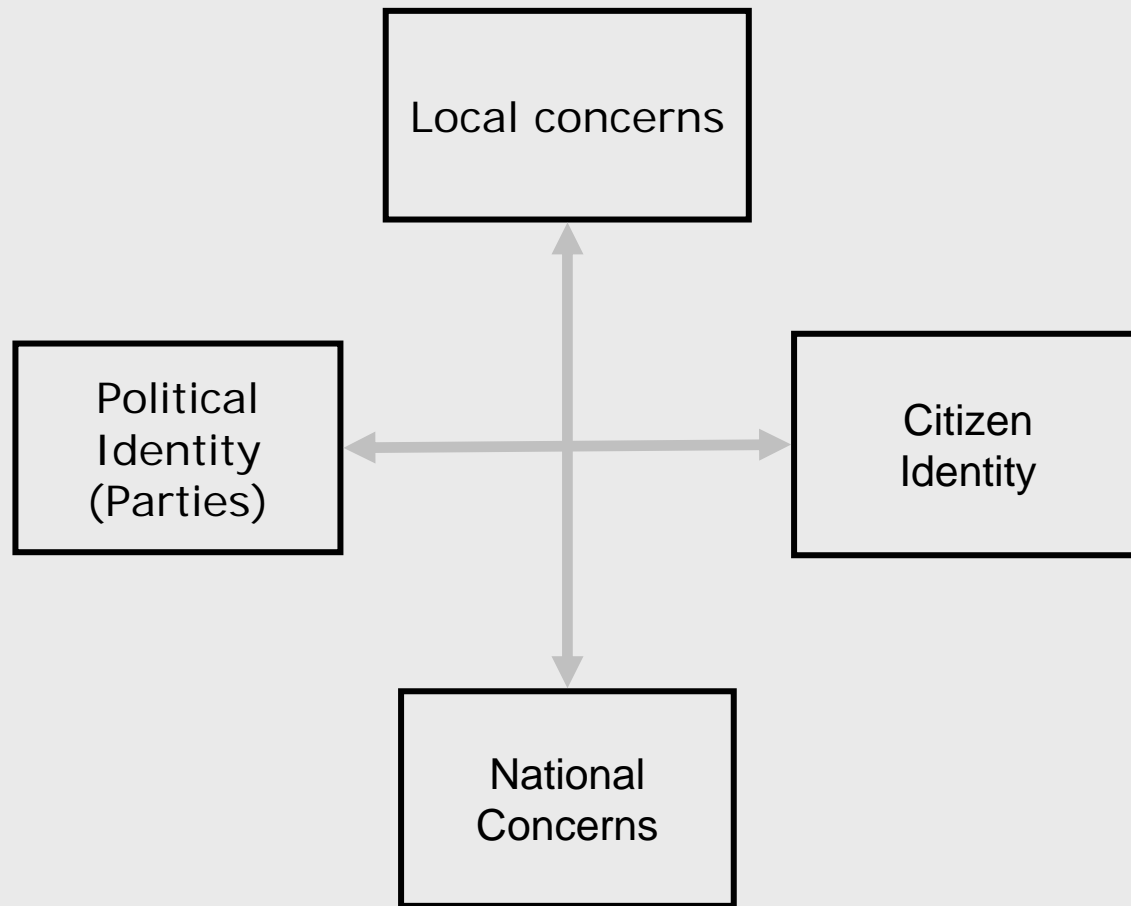


MP'S CONCERNS

Our Interpretation about
their Concerns



Tensions



Different roles and identities

In Chile strong presidential regime



OUR CONCERN RELATED TO CITIZENS

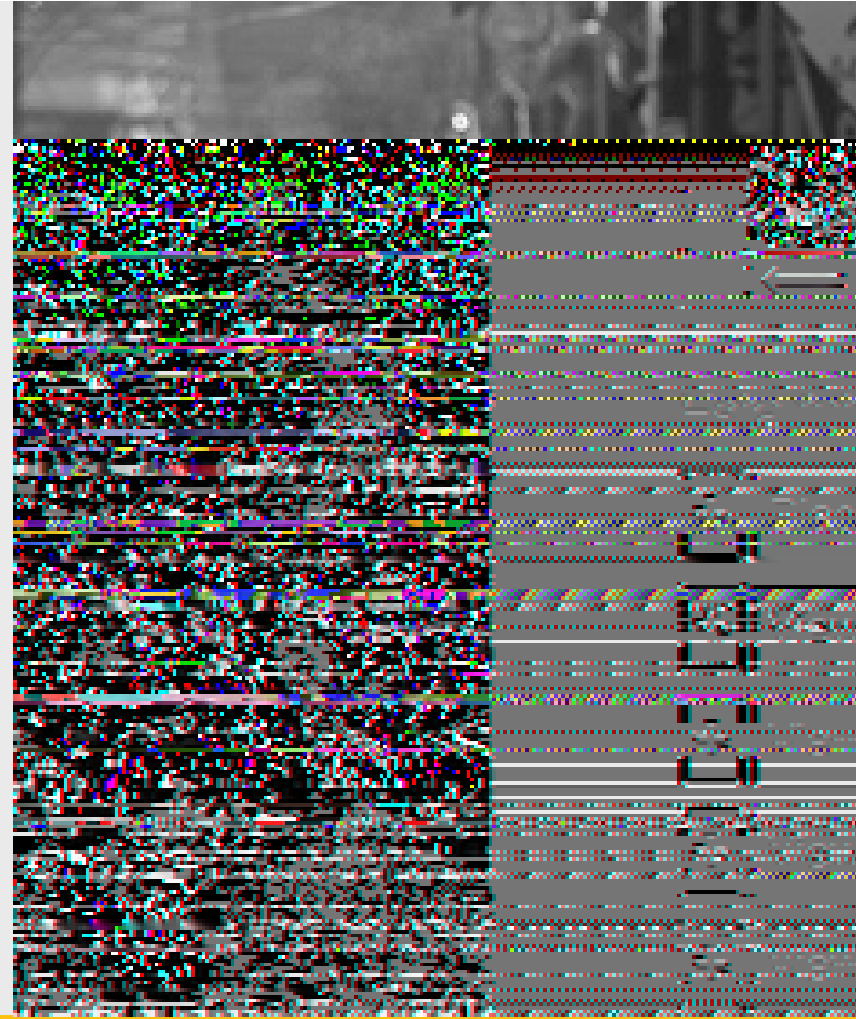
To foster citizens engagement with members of the parliament and Congress to promote democratic values and their concern for the law and public policies



MASS COLLABORATION

*...“Thanks to the Internet,
masses of people outside
the boundaries of traditional
hierarchies can innovate
to produce content, goods and
services”...*

Eric Schmidt / Ceo Google





SOCIAL NETWORKS

A new means of citizen community, participation and social expression have emerged, transforming politics, civic life, education and culture.





Our Strategy

To create environments and stimulate the development of cyber-citizen meeting spaces in which the Library and MP's participate, creating public value for all of them.



Model for Empowerment

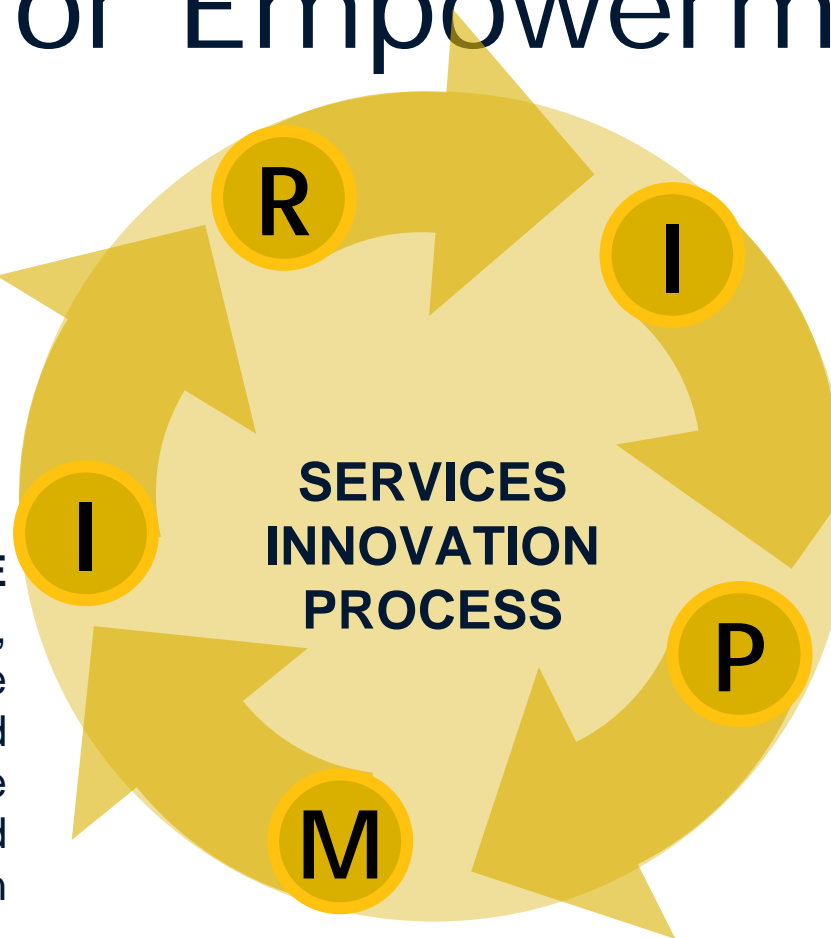
RE-DISCOVER citizen groups formed around Congressional concerns

INSTITUCIONALIZE for continued existence, as a reference experience, recognized as a legitimate space for free encounter and expression

MODEL growth mechanisms so they will be sustainable and socially profitable

IDENTIFY leading concerns and values that segment citizen groups

PROTOTYPE experiences valued in diverse segments, with a co-design strategy





Five Examples of Social Networks



CHILDREN



YOUTH



CITIZENS HAVING
ACCESS TO THE LAW
IN COLLOQUIAL
LANGUAGE



JUDICIAL
LEGISLATIVE
COMMUNITY



SENIOR CITIZENS



A GAME FOR CHILDREN 9 TO 11 YEARS

ROLE-PLAYING FOR CIVIC EDUCATION

OBJECTIVES

EDUCATE, by role-playing, about MP participation in the promotion of new laws and public policies

BUILD COMMUNITIES

EPIC: a city, with no law, subject to events and unmet citizen needs, is rebuilt by a group of concerned citizens who cooperate and compete in their reconstruction efforts.





14 TO 17 YEARS

DEBATE AND CIVIC ACTION METHOD THAT INTEGRATES ROLE-PLAYING AND DEBATE TECHNIQUE

OBJECTIVE

YOUTH PARTICIPATION in citizen activism and public policy formation. This is a debating game, with assigned roles, so participants learn to express themselves on Congressional topics. They express their concerns
They have fun
They listen each other
They are heard by valid interlocutors



DIFFERENT FORMS OF LAW STORY TELLING

OBJECTIVE
Feel well oriented





LEGAL BLOG FOR LAWYERS

OBJECTIVE
Discussions on
different issues they
propose and or
promoted by us





**OBJETIVO
INLCUSION**

**SENIOR
CITIZENS**

**LIGAS
MAYORES**



**EDAD
SOBRE 55 AÑOS**



EMPOWERMENT STRATEGY

UNDERSTANDING CITIZENS IN THEIR OWN TERMS

FINDINGS

1. Create citizen spaces where citizens can discover each other and generate a common meaning out of their concerns
2. Co-design with them searching for permanent involvement
3. Let them manage their network
4. Adding public value to those communities: abilities, identities and sense of belonging



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