

# Citizen engagement in budgeting Participatory Budgeting

**Seminar Public Services**

Students:

**Oleksandr Pertsyukh**

**Vedasri Nakka**

**Egzont Demiri**

University of Fribourg

21.12.2023

Professor :

**Edy Portmann**

Supervisor

**Narek Andreasyan**

# Content

- Introduction
- Background and Motivation
- Objectives
- Prototype Mobile App
- Prototype Web App
- Evaluation
- Outcome
- References



# Introduction

- **Enhance Citizen Engagement:** We aim to involve citizens more in budget decisions, empowering them to have a say in how public money is spent
- **Transparency:** Our goal is to make the budgeting process more open and understandable, ensuring that citizens can easily see where their tax francs are going
- **Effective use of public funds:** By involving citizens in the budgeting process, we aspire to align spending with actual community needs, reducing wastage and misallocation of resources



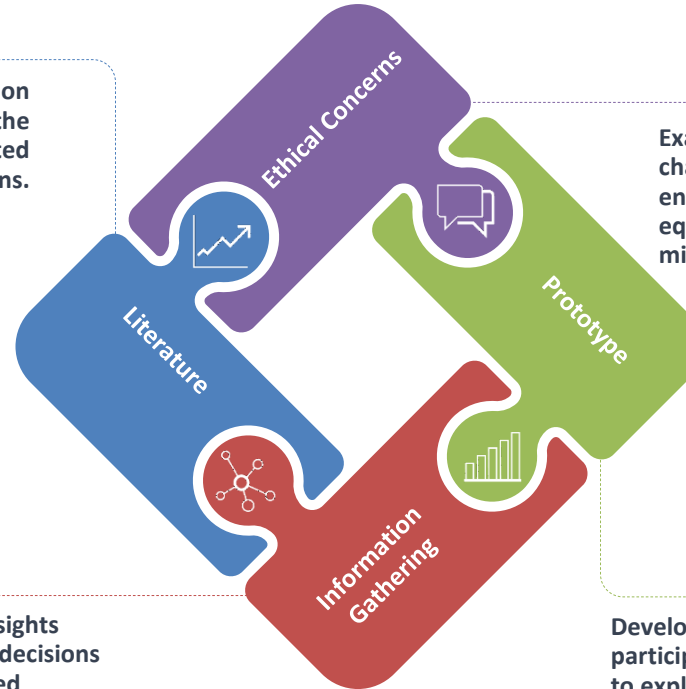


## 1 Literature

Examine existing studies and publications on participatory budgeting to understand the concepts, benefits, and challenges associated with involving citizens in budget decisions.

## 2 Information Gathering

The systematic collection of data and insights from various sources to make informed decisions and solve problems. It's vital for informed choices in diverse areas



## Ethical Concerns 3

Examine potential ethical dilemmas and challenges arising from participatory budgeting, ensuring that the process respects fairness, equity, and privacy, while seeking solutions to mitigate such concerns.

## Prototype 4

Develop a functional prototype of the participatory budgeting platform, allowing citizens to explore and provide feedback on its features, ensuring it aligns with their needs and expectations before full implementation.

◆ **Augmented Gamification :**

- Enhancing Democracy processes.
- Gamifies goal-setting, resource distribution, and issue marking.

◆ **Streets Marking :**

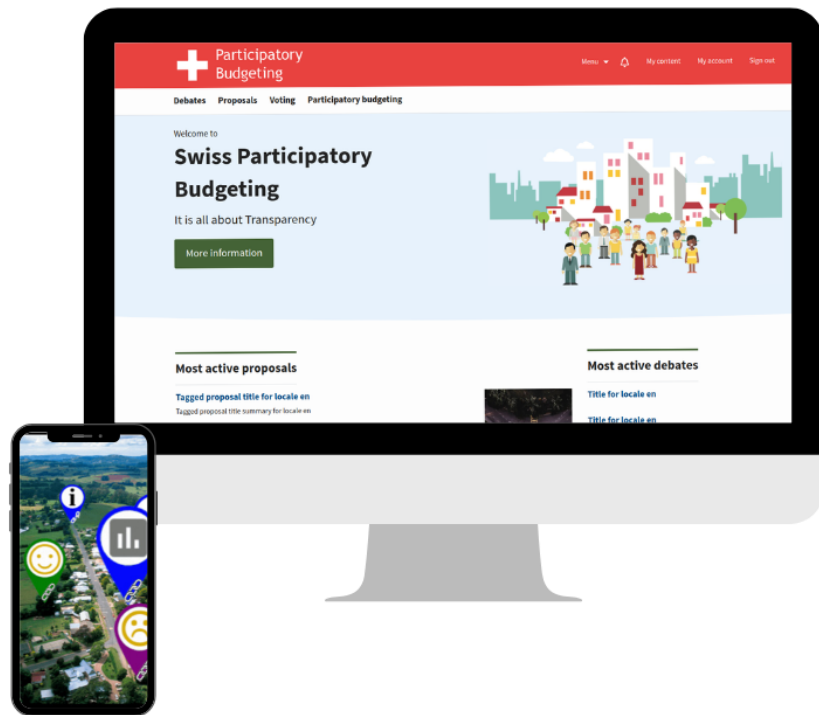
- Basic functionality: Marking issues on streets.
- Initiates discussions and positive contributions.



- **Technology Stack:**
  - Core Engine: Unity3D
  - OpenSource plugins (ARKit, ARTools)
  - Transitioning to Godot (MIT licensed) for a fully OpenSource project.
- **Server Side:**
  - Apache 2 server and
  - MySQL instance
- **Geospatial Data:**
  - Utilizes OpenStreetMaps for development.
  - Enhances location-based features.



- **Technology Stack:**
  - Build on Ruby On Rails
  - Ruby Gems
  - RAKE
  - OpenSource Project
- **Server Side:**
  - Postgres SQL
- **Geospatial Data:**
  - Utilizes OpenStreetMaps for development.
  - Enhances location-based features.





## Features

### Debates

Open discussions on any topic, valued by all to highlight crucial issues

### Proposals

Create and gain support for your proposals. Voted proposals address important matters collectively

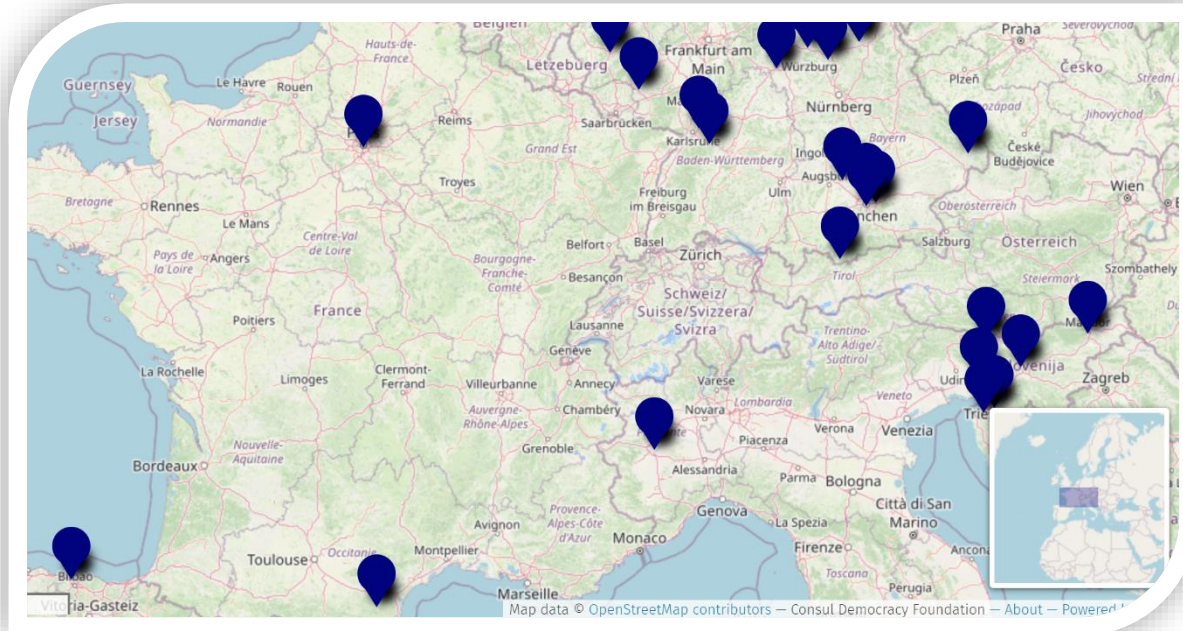
### Participatory Budgeting

Directly decide how part of the budget is spent, with strict evaluation. Ensures effective control and satisfaction for all

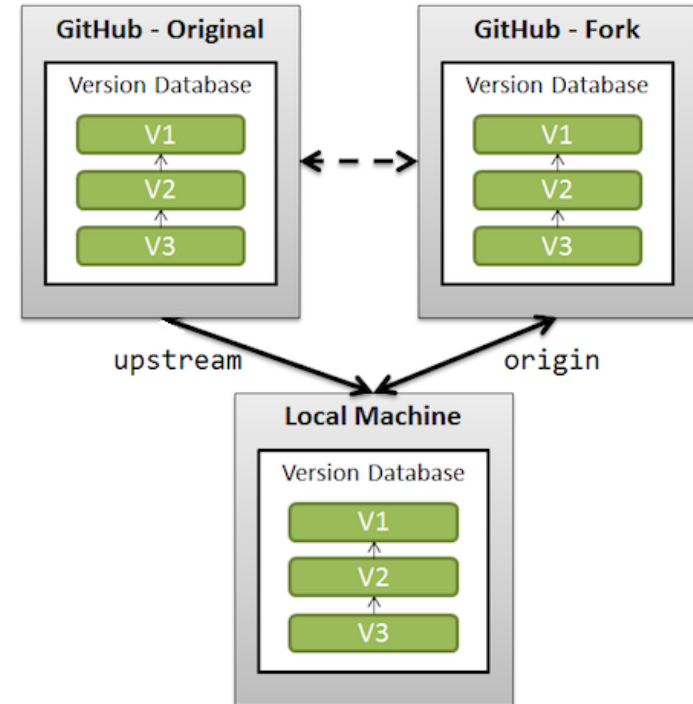
### Voting

Easily decide on key issues from your phones or website using a secure voting system.

Used by cities and organizations all over the world



- Tools Required for Deployment:
  - Dedicated Server Ubuntu
  - Web Server Ngix or Apache2
  - LAMP (Linux, Apache, Mysql, PHP)
- Deploying under MIT License

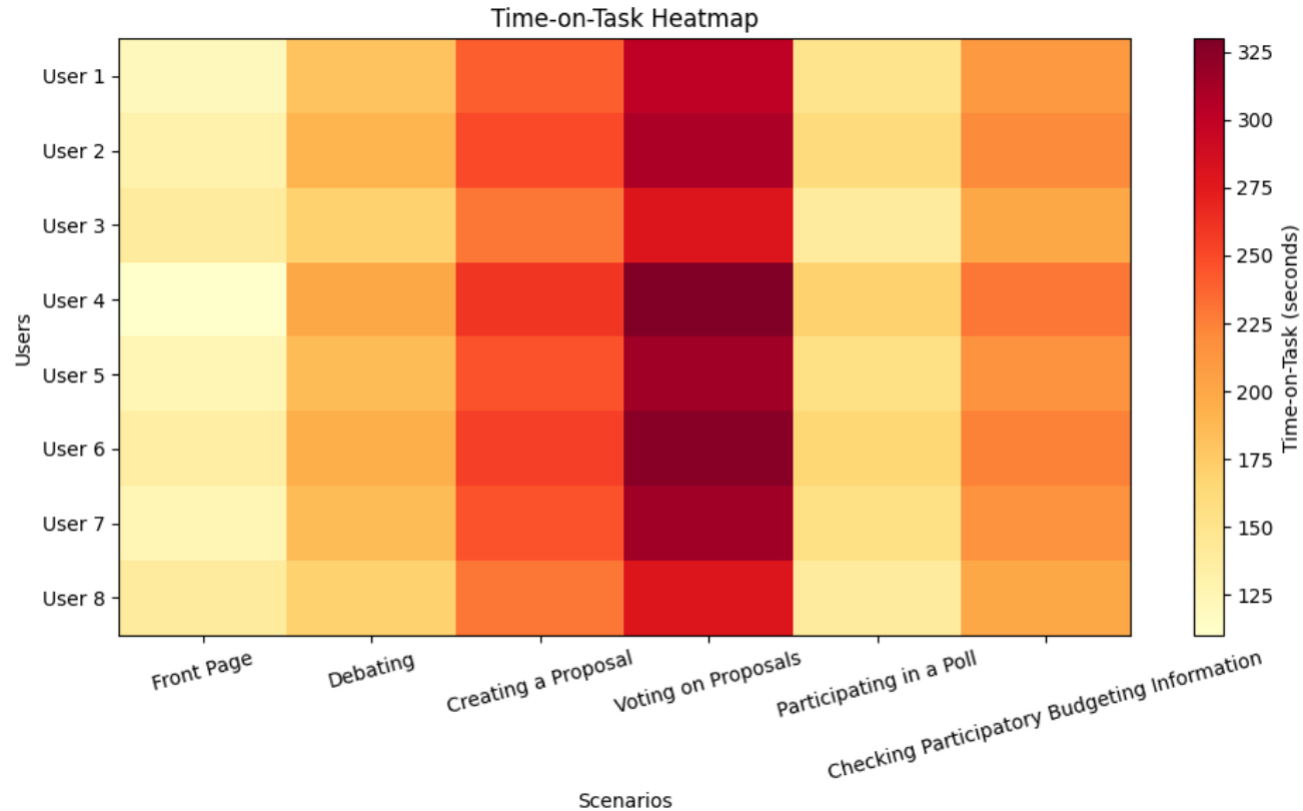


# Evaluation

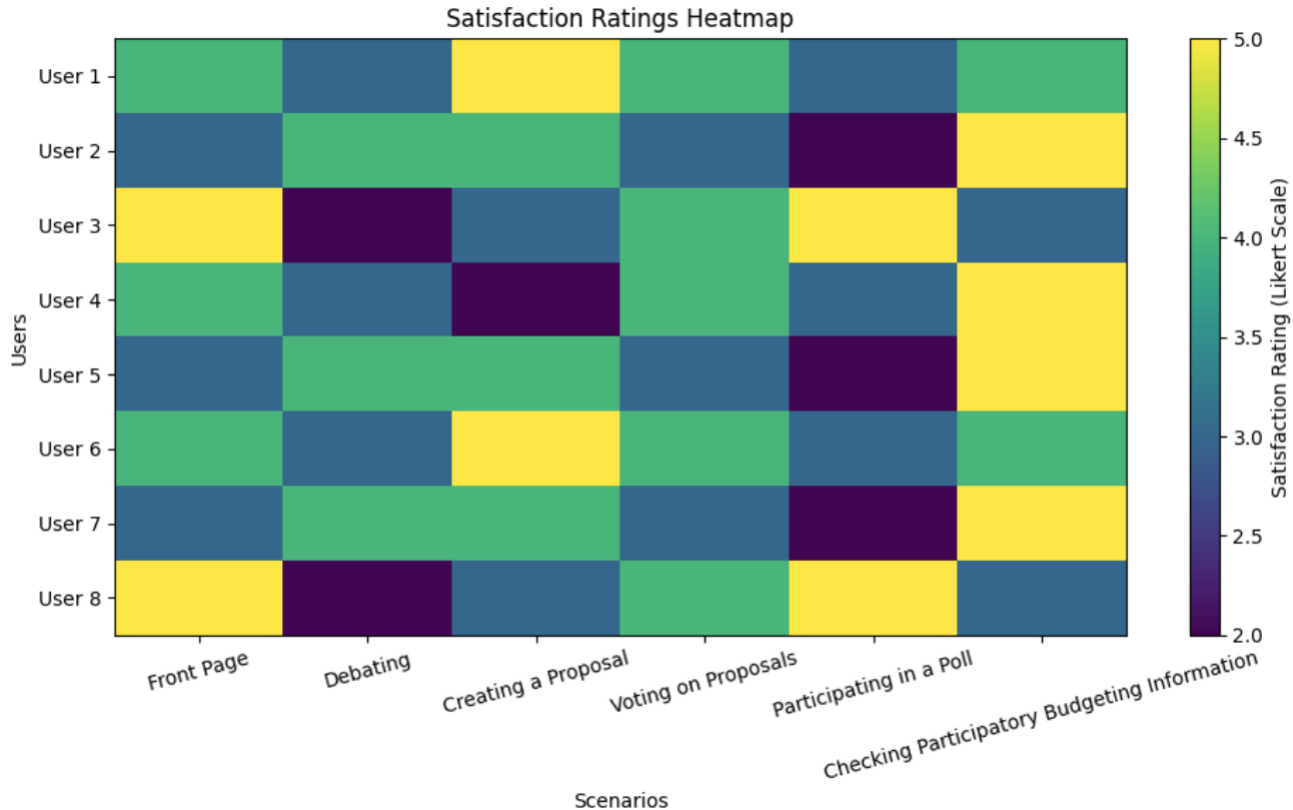
## Usability Evaluation

Users	Age	Familiarity	Duration avg	Overall rating
P1	28	Low	20 min	4
P2	31	High	25 min	3
P3	42	Moderate	15 min	5
P4	31	Low	20 min	4
P5	22	Moderate	20 min	3
P6	39	Low	25 min	5
P7	26	Moderate	20 min	4
P8	47	Moderate	15 min	3

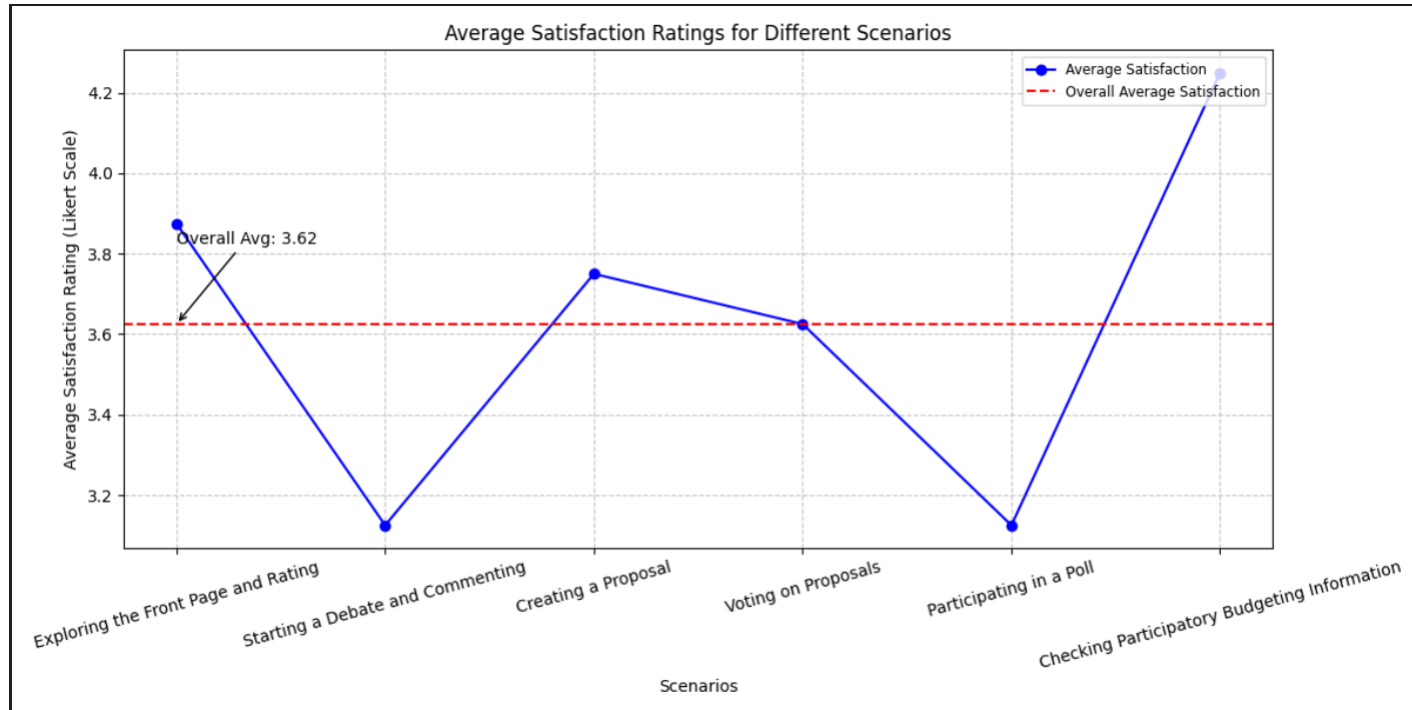
# Evaluation



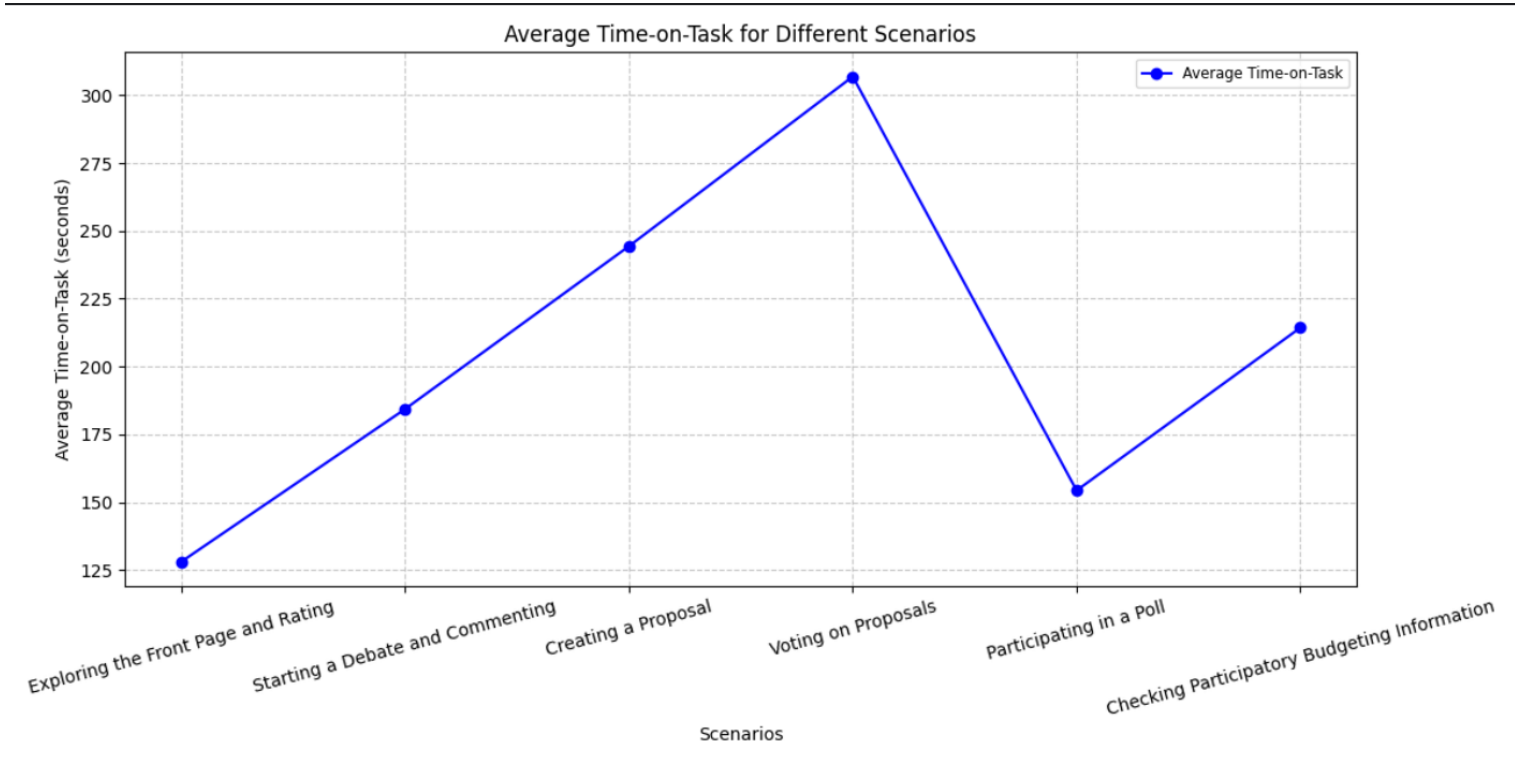
# Evaluation



# Evaluation

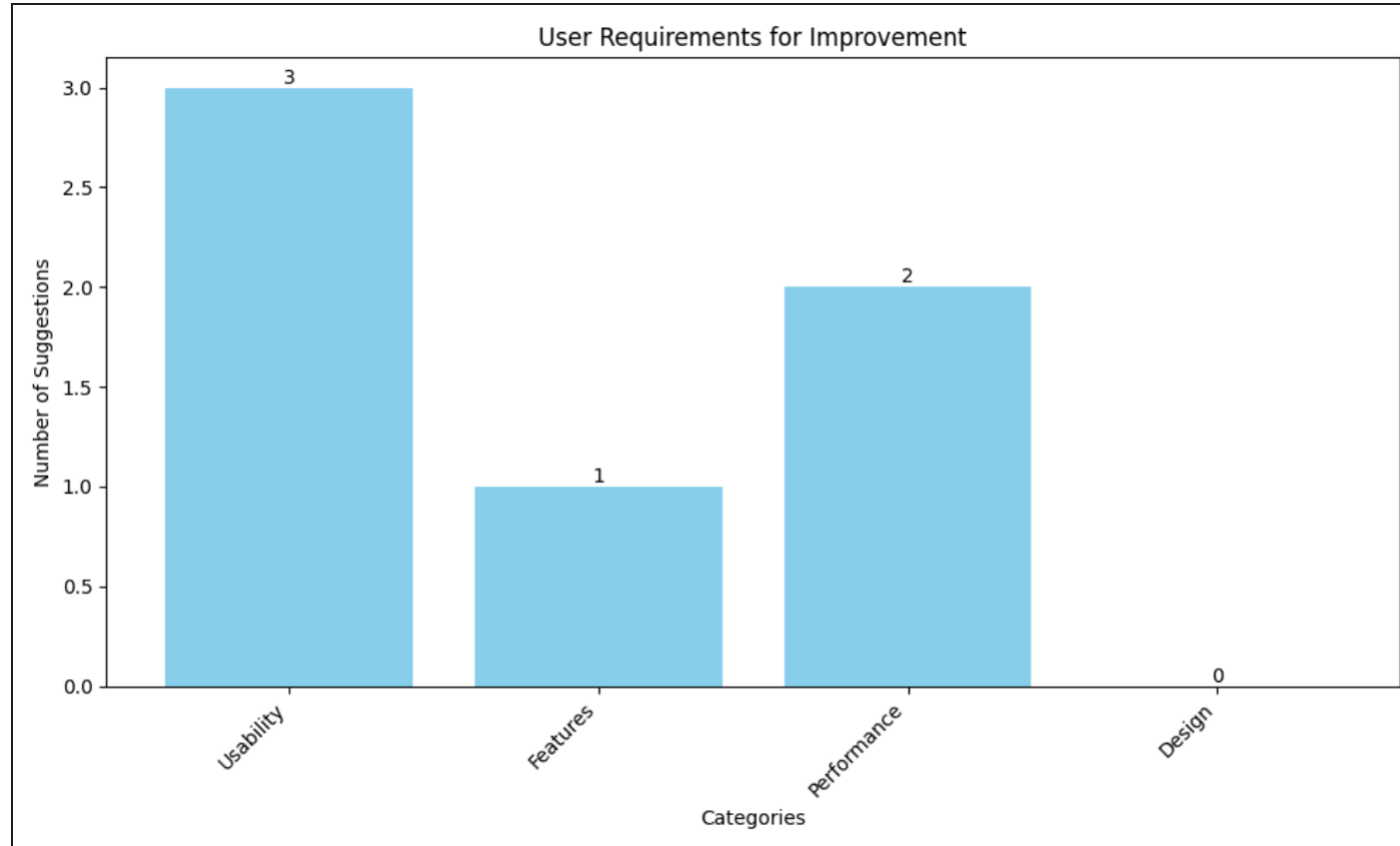


# Evaluation





# Evaluation



# Outcome

## Enhanced Transparency and Trust



## Improved Allocation of Resources

## Increased Community Participation and Empowerment



Thank you for your attention! 😊