



HOUSE OF REPRESENTATIVES

H. No. 6599

BY REPRESENTATIVES VILLAFUERTE, ROBES, VERGARA, LABADLABAD,
BALINDONG, CHUNGALAO, ACOSTA-ALBA, LUSOTAN, BORDADO,
ARENAS, SAVELLANO, SY-ALVARADO, CARI, AND VILLARICA,
PER COMMITTEE REPORT NO. 300

AN ACT ESTABLISHING A FRAMEWORK FOR CITIZENS
PARTICIPATION IN LEGISLATIVE POLICYMAKING
THROUGH THE USE OF INFORMATION AND
COMMUNICATIONS TECHNOLOGY PLATFORMS

*Be it enacted by the Senate and House of Representatives of the Philippines in
Congress assembled:*

SECTION 1. *Short Title.* – This Act shall be known as the
“Crowdsourcing in Legislative Policymaking Act”.

SEC. 2. *Declaration of Policy.* – The Philippines is a
democratic and republican State. Sovereignty resides in the people
and all government authority emanates from them. The State
should harness the potential to consult its citizens from all over the
world in all fields of social, economic, and political discourse,
including legislation and rule-making. This principle is extended to
the right of citizens to participate in the legislative process through
the use of information and communications technology platforms.

SEC. 3. *Definition of Terms.* – As used in this Act:

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(a) *Crowdsourcing* refers to the practice of engaging
individuals or a group towards a common goal, often at innovation,
problem solving, or efficiency in the delivery of services. Powered by
new technologies, social media and the development of the
worldwide web 2.0, the individuals or groups are able to contribute
to the formulation, improvement, and creation of laws that are
beneficial to the nation;

(b) *Information and communications technology* refers to the
totality of electronic means to access, create, collect, store, process,
receive, transmit, present and disseminate information;

(c) *Online* refers to a location accessed, through a connection
to or services by a central computer network or telecommunication
systems, such as the internet, by citizens anywhere in the world as
opposed to a physical location, or the condition of being connected to
a network of computers or other devices;

(d) *Portal* refers to the homepages of the Philippine Senate
and the House of Representatives or the Presidential Legislative
Liaison Office (PLLO) maintained by their respective Secretariats
for purposes of this Act; and

(e) *Web 2.0* or the *Participative and Social Web* refers to the
second generation of the World Wide Web (www) characterized
especially by the change from static web pages to user-generated
content, ease of use, inter-operability for end users, and which
encourages a participatory culture as typified by social media users.

SEC. 4. *Crowdsourcing in the Senate and the House of
Representatives.* – This Act allows the citizens and the public at
large to participate in the legislative process through the internet or

telecommunication platforms. The crowdsourcing process shall be as follows:

(a) On First Reading – Upon the filing of a national measure, the Secretariats of the House of Representatives and the Senate shall post a copy of the measure in the Congress Websites and shall give the public fifteen (15) working days, except for bills certified as urgent by the President, to submit their comments upon referral of the measure on First Reading. The comments from the public shall be part of the inputs to the committee deliberations.

A standing or special committee may incorporate the comments submitted by the public and issue a crowdsourcing feedback report online to inform the proponent of the action taken by the standing or special committee.

(b) On Second Reading – Upon the submission of a committee report by the concerned standing or special committee to the Committee on Rules, the public is given three (3) working days to submit its comments on the measure, except for bills certified as urgent by the President, before the Committee on Rules includes the report in the Calendar of Business.

(c) On Third Reading – After the measure is approved on Third Reading, but before a Conference Committee is created, the public is given three (3) working days to submit its comments and the concerned committee shall review the same for consideration at the Conference Committee level. Only comments germane to the measure approved on Third Reading shall be considered.

SEC. 5. *Crowdsourcing Through the Presidential Legislative Liaison (PLLO) Office.* – This Act allows all citizens and the public

at-large to participate in the legislative process through the legislative liaison system via the internet or telecommunication platforms. The homepage of the PLLO shall serve as the portal for the department legislative liaison system for crowdsourcing purposes.

The PLLO website shall provide a platform through the internet where people can start a campaign or petition to review, amend and repeal a law or create a bill, the result of which may be transmitted to any member of both Houses for appropriate action. The PLLO shall also provide for a crowdsourcing feedback report online to inform the proponent of the action taken thereto.

SEC. 6. *Procedure of Registration.* – A citizen who would like to start a campaign or petition to review, amend and repeal a law or create a bill, shall register online, consistent with the provisions of Republic Act No. 10173, otherwise known as the “Data Privacy Act of 2012” and other applicable laws.

SEC. 7. *Monitoring and Evaluation.* – There shall be a feedback mechanism that will guide the post-facto crowdsourcing exercise. This will enable legislators to understand public sentiments for improved grounding of their legislative duties and to ensure that concerns raised by the public are acted upon by appropriate entities. The concerned committees shall provide the result of feedback consultations to a central secretariat of the Planning and Management Information Service of both Houses of Congress and the Office of the President, that will analyze the data for emergent issues and concerns.

1 SEC. 8. *Sunset Review.* – Six (6) years from its enactment,
2 Congress shall review and recommend amendments to this Act to
3 attune it to developments in technology, and to determine if the
4 same can be implemented in provinces and highly urbanized cities
5 that have adopted telecommunications and information technology
6 convergence.

7 SEC. 9. *Implementing Rules and Regulations.* – Within sixty
8 (60) days from the effectivity of this Act, the Secretariat of both
9 Houses of Congress and the PLLO shall, in coordination with the
10 Department of Information and Communications Technology
11 (DICT), National Economic and Development Authority (NEDA) and
12 concerned civil society organizations (CSOs), promulgate the
13 necessary rules and regulations for the effective implementation of
14 this Act.

15 SEC. 10. *Separability Clause.* – In case any provision or part
16 of this Act is declared invalid or unconstitutional, the remaining
17 parts or provisions not affected shall remain in full force and effect.

18 SEC. 11. *Repealing Clause.* – All laws, decrees, executive
19 orders, rules and regulations which are inconsistent with any
20 provision of this Act are hereby repealed, amended or modified
21 accordingly.

22 SEC. 12. *Effectivity.* – This Act shall take effect fifteen (15)
23 days after its publication in the *Official Gazette* or in a newspaper
24 of general circulation.

Approved,