



EU24
Engage for the planet

Online Democracy Guide

EMPOWERING
DEMOCRACY
IN THE DIGITAL ERA



COMPARATIVE
RESEARCH
NETWORK:



Co-funded by
the European Union

Empowering Democracy in the Digital Era: An Online Democracy Guide

Comparative
Research
Network:

**almost
there**



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the European Union

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Disclaimer

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Abstract

The Online Democracy Guide is a part of the EU24 - Engage for the planet project and aims at fostering inclusive political engagement across Europe in the context of the climate crisis and the EU 24 Election. We recognised the need for a versatile online platform to enhance communication and democratic participation and therefore took the initiative to create it. Starting with a hackathon, together with our project partners, we articulated the needs and requirements of an effective online democracy platform. Building on the insights from the hackathon, we organised a pilot event to test selected tools and gather practical feedback. The Pilot allowed us to assess the efficiency of selected tools in facilitating blended and online debates. In response to the outcomes from the pilot event, the configuration of the Online Democracy Platform was adjusted. The platform integrates functionality and accessibility, providing tools for online and hybrid event setup, information related to the EU24 project and networking possibilities. Clear instructions on platform use are presented in this guide. The platform will continue improving and adapting to the evolving needs of users.

For optimising the online event setup, our guide includes an extensive library of online democracy tools and platforms. This selection offers a diverse range of options for users to explore, extending beyond the functionalities of our platform. These resources cater to various needs, preferences, and scenarios, providing a robust toolkit for democratic initiatives. Through this comprehensive online democracy guide, we aim at empowering citizens, organisations, and policymakers with the knowledge and tools needed to navigate the evolving landscape of online democracy.

I. Introduction

The project

In the face of the climate crisis, [EU24 Engage for the planet project](#) aims to increase the democratic participation of young citizens, citizens of diverse backgrounds, mobile union citizens in a gender balanced way by showing them their voices matter. While the turnout in the last EU election was the largest in 25 years, citizens of diverse backgrounds and mobile union citizens remain underrepresented among active EU voters as well as democratic engagement.

The project is being implemented across five European countries, Sweden, Poland, Germany, the Netherlands, and France. Its overarching goals include uniting citizens from diverse backgrounds through meaningful debate, addressing language barriers among participants both within and between countries, utilising engaging content to facilitate political discourse and involvement in the European Parliament election in 2024. EU24 aims to empower participants to connect local concerns related to climate change, climate justice, and sustainability with broader EU policies and policy recommendations. Furthermore, it seeks to encourage gender-balanced and diversity-oriented participation among young individuals, as well as citizens with migrant backgrounds and mobile union citizens.

The EU24 online platform is one of the focal points, and as such, its setup and functionality receive continuous attention from the project partners throughout the project. Ongoing improvements are made based on observations and feedback from its users. The following guide details the creation, main elements and the current state of the platform as well as wider resources on similar platforms and tools.

Needs for an online platform

One of our primary objectives was to ensure broad accessibility for citizens, transcending gender, mobility, and background differences. To achieve this, we envisioned and implemented an online democracy platform, freely available to all. This approach aimed at fostering better inclusion and participation among diverse citizens, aligning with our commitment to equal representation.

A significant aspect of our project involves organising debates, both in-person and online, utilising a participatory format well-suited for addressing relevant topics. To materialise these ideas, we focused on selecting effective online tools and developing a platform that caters to the needs and expectations of users. Our priority was to create a user-friendly, intuitive platform specifically tailored to the requirements of organisations like ours. Essential to this was the

integration with social networks, allowing for the incorporation of relevant tools, project information dissemination, and facilitating communication between organisations. The EU24 platform is the outcome of a collaborative co-design process involving all project partners, evolving through ongoing feedback from both the technical side and users, emphasising continuous improvement and adaptation to users' evolving needs.

Plan

This guide is organised into four parts. The first two sections outline the hackathon's process (II), presenting how we identified the platform's requirements by analysing insights gathered during the pilot event (III). The subsequent section focuses on presenting the platform (IV): its current status and outlining our envisioned developments. Lastly, we've curated a library (V) featuring numerous online democracy websites, providing details about their origins, accessibility, and descriptions.

Synergies

While the project EU24 is running, CRN is also involved in other projects around digital innovation and education. Indeed, one of them, The [Beyond Zoom project](#), aims to contribute to digital transformations by enhancing the competencies and capacities of VET educators to deliver quality, inclusive training opportunities in online and hybrid teaching and learning environments. The project has several objectives, including increasing knowledge on best practices in online and hybrid VET delivery, supporting VET educators in delivering training activities, and improving skills and expertise of VET educators. The project also focuses on understanding the needs for national and pan-European accreditation for digital facilitation skills training and contributing to the definition of micro-credentials. It involves the synthesis of key findings from existing online and hybrid delivery approaches while aiming to enhance digital readiness and resilience within vocational education.

The Beyond Zoom consortium recently uploaded a [report](#) encompassing insights from seminars and project's objectives giving us guidance to transition to and from online and hybrid learning environments. The report presents key findings and best practices in VET: enhancing digital readiness and facilitating inclusive and effective learning experiences and discusses considerations for future online and hybrid delivery approaches, emphasising the importance of adapting to changes in the educational landscape.

While writing the current guide, we thought that the two projects were overlapping in certain areas. The knowledge we are learning from the report is that it discusses the democratisation of education and teaching in the context of the COVID pandemic and its impact on educational decisions and practices. It highlights the shift towards democratising the relationship between

teachers and students, as well as the role of educators in acquiring and sharing knowledge resources. Additionally, it emphasises the readiness to test optimal solutions for online education, indicating a culture of openness towards online education experiences and motivates us in developing online structures for debates. In short, the insights from the [Beyond Zoom's report](#) prompted us to realise that there is a receptive audience eager to be taught online, indicating a potential interest in e-democracy tools.

II. Towards the EU24 Online Platform

Introduction

The development of the platform has been conducted by an adaptation of the “Hackathon” concept. Hackathon is an event where individuals or teams come together to collaboratively address and solve specific challenges within a limited timeframe. Unlike traditional hackathons in the field of information technology, which often involve coding and programming, non-IT hackathons focus on ideation, and rapid prototyping. It is a creative way to solve problems through the exploration of good practices, new ideas and the creation of innovative systems when facing a challenge. Hackathons are usually divided in two stages: learning and creating. In our case, learning came from organising and participating in different events (see below), and later analysing the issues encountered during those events. Then, we discussed tools and solutions for those problems to finally co-create the framework of the platform.

We relied on Kolb’s Experiential Learning Theory¹, describing how individuals acquire knowledge and skills through a continuous process of learning from experience, represented by a four stage cycle:

- Encountering of a concrete experience: here, face-to-face debate
- Reflective observation of this new experience: e.g., the debate is working very well but we are not reaching enough people
- Abstract reflection, emergence of new idea/concept: we think that the debate could involve more citizens thanks to an easily accessible online platform
- Active experimentation: designing and creating the platform, testing it and reiterating until the platform is satisfactory.

Creative Process

To realise our objectives, we used a clear structure detailed hereafter:

1. Discussion about climate themes related themes of the local events and analysing local climate issues.
2. At this point, we were able to write a guide to the local political contexts regarding climate change issues. This guide was a great departure point for the hackathon.
3. The encounter of concrete experiences: the local events.
4. The first testing experience was the debate happening in Kraków, Poland.

¹ Kolb, David A., Richard E. Boyatzis, and Charalampos Mainemelis. "Experiential learning theory: Previous research and new directions." In *Perspectives on thinking, learning, and cognitive styles*, pp. 227-247. Routledge, 2014.

5. Reflective observation of this experience.
6. Abstract reflection: based on the experience, we reflected on new ideas or the modification of existing concepts. For existing concepts, we analysed existing e-Democracy platforms and summarised them into this guide.
7. We did not limit ourselves to the analysis of the Kraków event but also dived into the first EU24 – For the Planet debate ever in Berlin, the debate on mobility in Strasbourg and the future event in the Netherlands (see table below)
8. Discussing the main tools and methods based on good experiences of face-to-face and hybrid events.
9. Adapting those ideas into a digital scenario by identifying the main messages, learning outcomes, and main tools required. It resulted into a concept and content for our online platform.
10. While developing the concept: we kept in mind the need for fair accessibility, gender sensitive platform (avoiding bias)
11. Developing the first draft of the platform according to the discussions and adaptations.
12. Active experimentation: applying the abstract reflection to a concrete case: during our Berlin online local test event in November 2023.
13. All project partners as well as the audience of the online event were engaged in creating the guide and the platform.

Expectations

Through several meetings, we managed to create a comprehensive lists of expectations for the platform:

- The platform should be a **source of knowledge** and **resources**, e.g., including links to external useful websites.
- To make it easier to use, we want the platform to be **intuitive, easy**, and we want to provide **digital accessibility** especially through instructions' guide for users (**tutorials**).
- To that end, we thought that NGOs could also create their **public profile** on the platform, or at least a link to them to share their experiences with users.
- In order for the users to share their experiences and debate, a **spatial chat** should be included as well as a possibility to **network** with each other (**social connection**).
- For organisational purposes, it would be useful for the platform to contain an **event calendar** with past and upcoming events planned.
- Our platform should also be the place to **display** the submitted **posters** with a possibility to **vote** for the preferred ones.

As we wish to use the platform for debating purposes, here are the necessities:

- *For organisational debating processes: display a general **checklist** of what to think about when organising an online/blended debate:*
 - Two debating spaces: one for **discussing**, one for **brainstorming**
 - **Streaming availability**
 - **Display of name and nationality/country** of joining **participants**
 - **Pictograms** and **avatars** for participants to display their feelings on what is being said while not having to vocally react.
 - **Ability** to use the **microphone, camera, raise hands, to share the screen**
 - Ability to access the settings and modify them: **volume, zoom, internet quality connection, switch off/on** other people's **microphones**.
 - **Public chat**
 - **Breakout rooms** (for exercises requiring focus groups)
- *For **exercises** and **brainstorm**, we thought about different possibilities:*
 - A **database** with **icebreakers** and **games' resources** to be used.
 - A **personalisable whiteboard** that can be drawn and written on, add shapes, colours, documents to it.

Partners' inputs

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Describe shortly your event (topics, structure of debate)	<p>In November 2022, as the project was launched, the kick-off meeting discussing the link between climate crisis and migration was organised in Berlin, Germany. The discussion involved five speakers exchanging ideas while facing an audience that also had the opportunity to actively participate in the conversation.</p> <p>As the discussion was conducted in German, English subtitles generated by Microsoft Translator were projected onto a screen to enhance accessibility for all participants.</p>
How to manage multilingualism during hybrid events?	<p>Maybe by streaming on YouTube with captions? Give the transcript to people afterwards? Provide simultaneous translation by trained translators?</p>
What did we try? What happened?	<p>The debating language was German. But in order to be inclusive, there were two whiteboards with projection. One of the whiteboards was displaying German subtitles in real time, whereas the other was translating and creating English subtitles in real time as well. Shorter comments or questions were also directly translated by the person moderating the discussion. In practice the two languages (English and German) were mixing throughout the debate with the necessity to translate e.g. audience questions also from English to German. In fact, the whiteboards did not work at all.</p> <p>Programs used: Microsoft Translator</p> <p>While the real time translation wasn't optimal, it helped the discussion flow without longer interruptions. For non-German speakers, the subtitles provided a general summary of what is being discussed</p>
Solutions	<p>With the rapid development of the AI there are new tools available. Also, existing tools improved significantly.</p> <p>If the debate is differently structured, it is possible to group the participants according to the language spoken.</p> <p>For online debate a solution would be to provide the topics of the discussion in advance, use a tool where the questions and comments can be written instead of spoken - this way they can be easier translated. Participants can do it themselves, or there could be a moderator assigned for this task.</p>

Describe shortly your event (topics, structure of debate) (one paragraph is enough)

Pilot event “[Climate Crisis-Youth-European Elections 2024](#)” took place on 19th of May in Kraków Poland on Na Zjeździe 8 Street. The main goal of the event was to discuss the results of research on UE political parties programs, youth opinions and participation practices to develop a new quality format of debate in which topics concerned with climate change and sustainability are highlighted.

Now think about it, if the debate had happened hybrid. (Half of the people join online)

Not applicable

Hypothetically: How does one manage a hybrid group efficiently in breakout rooms ? Imagine that these breakout rooms use different debating methodologies.

1. Which problems could you encounter?

Technical difficulties can occur for both participants and organizers during online events. These challenges can vary depending on the methods and platforms used, necessitating proactive preparation. Additionally, online debates, especially if preceded by lengthy monologues from speakers, can be tiring for participants. Furthermore, if the speakers use a language other than English, it may pose difficulties for some participants, affecting their ability to stay engaged. In such cases, participants may not be able to contribute as effectively to the debate as they would if they were familiar with the language

2. How would you moderate it efficiently ?

Moderators in online settings should proactively equip themselves with the skills to address unforeseen technical challenges. They should be familiar with the online platform being used and be prepared to troubleshoot issues such as audio problems, connectivity issues, or screen sharing glitches. This technical preparedness ensures a smoother and more productive online event.

Engaging an online group differs from in-person interaction. Moderators need to be proficient in using the features of the online platform to facilitate discussions, manage time effectively, and ensure active participation. This includes techniques like using breakout rooms, polls, and chat features to encourage interaction.

For larger online events, having two moderators can be advantageous. One moderator can focus on managing technical aspects and troubleshooting issues, while the other can concentrate on facilitating the discussion, handling questions, and maintaining the flow of the event. This division of roles ensures that the event runs smoothly and that participants' needs are addressed efficiently.

3. Which tools would you rely on to solve the problems ?

To maintain participants' engagement, it's a valuable strategy to allow them to vote in advance on a particular aspect of the topic they are most interested in exploring. This ensures that the discussion aligns with their preferences and sustains their active involvement. Additionally, it's advisable to schedule a longer break after the speakers' presentations before transitioning into breakout rooms. This break allows participants to recharge and absorb the content more effectively. In cases where the speakers use a language other than English, implementing an efficient translation method becomes imperative to ensure that all participants can fully comprehend and engage with the discussions.

4. Share your ideas if you have more

When it comes to enabling participants to vote on specific topics, utilizing QR codes that direct them to relevant content or polling platforms can be a user-friendly and efficient approach. This allows participants to seamlessly express their preferences and interests.

Addressing the language barrier is achievable through the use of tools that generate real-time subtitles or translations if feasible. These tools can significantly enhance accessibility, ensuring that language differences do not hinder participants' understanding or active participation.

5. Comments & reflections

[Miro](#) and [Kahoot](#)

Describe shortly your event (topics, structure of debate) (one paragraph is enough)	<p>The event "CLIMATE DEBATE: Empowering underrepresented people's voices and boosting their commitment to green mobility" took place in Strasbourg, France on the 28th of September 2023. This event aimed to emphasize the importance of diverse voices in addressing the global climate crisis. It encouraged individuals from various backgrounds, including young people, those from different cultural heritages, and mobile European Union citizens, to come together and share their opinions and innovative ideas to combat climate change. The event's structure included keynote speeches and a Q&A session on engaging youth and underrepresented voices in the European climate debate, followed by group debates on green mobility. It offered a platform for participants to contribute their perspectives and insights to shape a more sustainable future. The event concluded with a plenary restitution, wrap-up, final conclusions, and a cocktail dinner, fostering meaningful discussions and connections.</p>
Now think about it if the debate had happened hybrid. (Half of the people join online)	
Hypothetically : How can you gather innovative policy recommendations efficiently ?	<p>It involves a structured facilitation method, clear guidelines for the facilitators and for the participants, and individual preparation for facilitators. Using digital tools (Miro, Kahoot, breakout rooms, etc) ensures active participation and diverse insights. This approach aims to overcome potential challenges, fostering a dynamic and inclusive platform.</p>

1. Which problems could you encounter ?

There is a concern about ensuring equal participation, with the possibility that some participants may dominate discussions, hindering others from expressing their perspectives. A challenge also looms in the emergence of similar policy recommendations across different groups, raising questions about the diversity of ideas generated. Facilitators face difficulties in feeling confident with the chosen facilitating method, which could affect the overall flow and engagement of the event. Language barriers are expected to complicate communication, potentially impeding the smooth exchange of ideas. In the context of the event's hybrid format, potential issues include wifi connectivity problems, limited interaction between online and in-person participants, and the challenge of maintaining engagement throughout debates and plenary sessions.

2. How would you moderate it efficiently ?

Efficient moderation of the event could be achieved through the implementation of a well-structured facilitating method. This involves defining a clear objective for the activity, providing a focused framework for discussions. To enhance moderation, facilitators would benefit from individual preparation, including thorough familiarization with relevant documents and collaborative brainstorming sessions before the event, fostering a sense of teamwork and shared understanding among facilitators. To address potential domination of discussions, assigning more than one facilitator per group would ensure comprehensive note-taking and mutual support among facilitators, promoting a balanced exchange of ideas. Additionally, differentiating subtopics for various groups could yield diverse results, preventing a convergence of policy recommendations and ensuring a more comprehensive exploration of ideas.

3. Which tools would you rely on to solve the problems ?

Addressing the potential challenges during the event would involve relying on specific tools to enhance efficiency and effectiveness. Providing comprehensive guidelines for facilitators is crucial to ensure a structured approach and uniformity in their roles. For the hybrid nature of the debate, leveraging digital tools becomes imperative. The use of a [Miro](#) board could serve as a virtual equivalent to flipcharts, allowing for visual representation and organization of ideas. In cases where the number of online participants is high, the incorporation of breakout rooms within the digital platform would facilitate smaller, focused discussions, fostering active participation and ensuring a seamless interaction between online and in-person participants.

4. Share your ideas if you have more

5. Comments & reflections

In conclusion, the debate emphasized the importance of diverse voices in addressing the global climate crisis. To navigate potential challenges, a structured facilitating method, clear objectives, and individual facilitator preparation are essential. Leveraging tools such as guidelines for facilitators, [Miro](#) boards, and breakout rooms for hybrid debates will enhance efficiency and ensure a balanced and inclusive discussion. Despite the anticipated hurdles, the event remained committed to overcoming challenges, fostering meaningful conversations, and contributing to tangible solutions for a sustainable future.

<p>Describe shortly your ideal event (topics, structure of debate) (one paragraph is enough)</p>	<p>For our event ideal methodology is "Articulate a Vision" Our topic is energy. Based on the feedback from last event, we will prepare several subtopics. Each group would focus on a subtopic, i.e. nuclear energy / sustainable energy / conventional energy etc</p>
<p>Now think about it if the debate happens hybrid. (Half of the people join online)</p>	<p>During our event participants joining online would form their own group. Based on the setup of the venue and chosen methodology it will not be possible to mix in-person participants with online participants. Assuming there would be 20 online participants, we would have 2 separate groups debating online. Online participants would join plenary session and would be allow to present their results.</p>
<p>How do you engage people in a topic such as energy in a hybrid debate ?</p>	<p>"Articulate a Vision" methodology requires moderator that is encouraging people to engage. Picking skilled and experienced moderators would be particularly important to moderate the debate between participants joining online. Participants joining online will be able to see presentation of recommendations prepared by participants on site, also the onsite participants will hear recommendations of participants joining online.</p>
<p>1. Which problems could you encounter ?</p>	<p>We could encounter issues with the internet connection (both on the organisers site as the participants), technology issues (online tool/applications crashing). We could struggle with engaging online participants, i.e. people might not be willing to put cameras on - and might be not actively participating (just listening).</p>
<p>2. How would you moderate it efficiently?</p>	<p>To have successful event, it is crucial to have moderators that are experienced in moderating meetings in online/ hybrid environment.</p>
<p>3. Which innovative tools would you rely on to solve the problems?</p>	<p>To prevent any problems, picking up the right platform is a key. We will test it and check if it is reliable.</p>
<p>4. Share your ideas if you have more</p>	<p>/</p>

<p>5. Comments & reflections</p>	<p>I liked the idea of using Miro and Kahoot, we would consider if and how those tools could be used (Miro would be great to substitute the white board for participants joining online). Would be interesting to use Kahoot for all the participants both in person and online - we are considering how to implement this activity into the program.</p>
<p>6. How would you make sure the "Articulate a vision" would not all give basic results, resembling each other?</p>	<p>We believe that choosing more specific topics (sub topics related to energy) would make it easier for participants to focus and come up with specific recommendations.</p>

Conclusions

Thanks to the pilot events and the collaborative input from our partners, we developed a set of specifications for the EU24 Platform with what we wanted it to contain.

The e-democracy platform aims to fulfil several key requirements. It must be open-source to ensure sustainability beyond the project duration and allow for community contributions. The platform also needs to support hybrid events by integrating live video streaming and providing online audiences with tools to actively engage.

Key objectives identified include allowing any organisation to plan and host their own events using the platform's tools and features. It also aims to centralise relevant knowledge documents, media and event information to support informed discussions.

Providing options for real-time commenting, chat and networking is an objective to make online participation in live streamed events more engaging. Embedding open-source discussion mapping and voting tools further aims to facilitate structured deliberations.

In terms of functionalities, the platform will offer user registration to track participation and enable moderation of public discussions. It also aims to facilitate structured deliberations by potentially embedding open-source mapping and voting tools. Storing and organising knowledge resources as well as providing a social networking dimension were also identified as important.

The overall structure is envisioned to be centred around events, with a homepage listing upcoming discussions and debates. Event pages will allow organisers to select tools and configure settings. Registered organisations will benefit from a backend to upload materials. Participants will be able to follow streamed content while commenting or interacting in virtual breakout spaces. An intuitive interface aims to make planning, attending and hosting hybrid activities seamless for all users.

Finally, the first version of the platform was created. The platform is embedded within our [EU24 Website](#) for maximum accessibility.

Access it here: [EU24 E-Democracy Platform](#).

It's crucial to note that the platform is a work in progress. Ensuring the platform can be adapted or expanded by other groups in the future was also defined as an important objective. The platform is intended to be tested and improved based on user feedback from pilot events. As we delve deeper into the project, we continually identify new specifications that we aim to incorporate.

III. Pilot Event

Description

[The event](#) was organised and moderated by [Comparative Research Network e.V](#) on the 29th of November 2023. It was an online debate on the topic of social climate justice through the angle of women. The main goal was to evaluate how women are especially and specifically affected by the climate crisis.

Seven speakers were invited, five joined the debate online. Two of the speakers joined the two moderators in the office in Berlin, where an audience of 12 people was also present.

Speakers represented many different fields that intersect with the climate crisis topic. They presented the positions of women with disabilities, women from the global south, young and older women activists, artists and scientists. To that end, seven speakers participated from: Omas for Future, Plateforme des Femmes pour la Paix en Casamance, Deutscher Naturschutzring, Open Plan Foundation, Dziewuchy Berlin, Ambasada Polek, Youth and Environment Europe and Lancaster University and Humanity in Action Poland.

At the beginning of the event, the moderators gave a short introduction to the project, past debates and the aim of the event, and referred the participants to the debating platform [Kialo](#). Further, each of the speakers had a few minutes to introduce themselves and their work, outline the issues women are facing in their communities. The introductions were followed up by an overview presentation on the impacts of the climate crisis on women. Finally, everyone was invited into a conversation on the topic.

The speakers shared their experiences on working in the field of climate crisis and answered the public's questions. Some of the questions were about the impact of religion on the historical and present situation of women and how this affects their activism. What are the other barriers in each of the speakers' communities that hinder women? The speakers and public also mentioned that women in western societies encounter obstacles and are affected by the unequal representation in governments, managements or any other governing bodies, even in the scientific institutions. The speakers described what measures should be put in place in their communities. Finally, both the participants and the speakers searched for solutions that could be transferred onto other communities and groups. We also discussed what could be the ways to increase women participation in the upcoming European election. Some of those included better access to easily understandable information on the European Parliament, election processes, and political parties' programs.

The significance of acting together as women was brought up many times. The added importance of this debate was strengthening and creating new connections between women active in the climate crisis topic. This has opened up new possibilities in the struggle waged by these activists. Indeed, because of their different backgrounds, sensitivities, experiences, social, cultural and political environments, they were able to share different approaches to the same struggle, and thus enrich themselves from these differences.

It is through these encounters and discussions that ideas can progress and, consequently, actions taken, but also that cooperation can take place. In fact, this was one of the possible outcomes of the debate, which ended with the speakers expressing their desire to follow up their meeting with conceiving new projects together.

At the end of the debate, the moderators gave an overview of the project's upcoming events and invited everyone to participate. After leaving the online platform, the participants were automatically redirected to the evaluation form, where they were asked about their online debating preferences and future discussion topics they would be interested in.

The recording of the event can be seen [here](#).

Setup & technical preparation

One week before the debate, registered participants received the link to the debating platform. Kialo, where the [discussion about voting in the European Parliament elections](#) was initiated. Shortly before the debate, all participants received the platform instructions and short information about invited speakers. Short bios of the speakers were also presented in the project' [social media](#).

The debate on [Kialo](#) will remain open after the event and will be summarised on the project's social media.

This format enabled us to work on the technical aspects of setting up a blended debate. As well as researching available online tools to choose the most suitable ones for this particular setting. The entire layout and technical set-up of the conference has been written up in a file that can now serve as a resource for future events. To that end, it can also be used as a reference in our organisation and by our partners to reproduce that set-up (see the design by Léna Richez below).

One of our aims for that set-up was to create an equal incorporation of the people joining online. Indeed, it has been one of our observations that, often, people joining blended events online do not feel as included as the people in-situ.

Tests of the platform and technical equipments (microphones, cameras, laptops) were carried out over the preceding days to ensure that the conference would run smoothly, both audibly and visually. Additional tests were conducted with the project partners and invited speakers to make sure that the equipment on both sides is functioning properly.

Blended debate setup for pilot event. Design by Léna Richez.

SET UP ONLINE CONFERENCE

Comparative Research Network
Area - People - Projects - Methods - Results

What you'll install:

The **MIC**
The **VIDEO PROJECTOR**
The **CAMERA**
The **SPEAKER**
and of course...The **LAPTOP**.

Everything will have to be connected to the laptop.

Comparative Research Network
Area - People - Projects - Methods - Results

OF COURSE:

You'll need a multiple voltage socket to connect the equipment (computer and video projector).

Comparative Research Network
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FIRST, CHOOSE HOW TO ORGANIZE THE SPACE.

- Where will people sit? Who needs to see what? ...
- Some people may need to move around, so provide an open space.
- How should the equipment be arranged to optimize the work of the technical team and the running of the conference?

In our case ...

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Installation



So there are two tables for the equipment :

- One next to the guest, with the **MIC** and **CAMERA**
- The other for the **LAPTOP** and **VIDEO-PROJECTOR**.

Next : Connection

- Connect the **MIC** to the laptop: **USB cable**.
- Connect **CAMERA** to laptop: **USB cable**.
- Connect **VIDEO-PROJECTOR** to laptop: **HDMI cable**
- Choose the **SPEAKER** you're going to connect via **BLUETOOTH** (The Denver, or Ibiza).

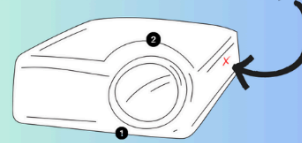


Comparative Research Network
Aims - People - Projects - Methods - Results

About the projector :

To connect :

The **HDMI** connects to the projector by opening the white box on the back left of the VP).



Height can be adjusted by using the small stick (1) on the underside of the front of the box.

Sharpness can be adjusted with the rotating control (2) located on the front surface of the box.

Direction and shape of the image can be adjusted using the parameters found on the remote control.



Switch on COMPUTER :

Go to the conference site (**bbb Server**).

Connect to the conference, identify yourself using a name.

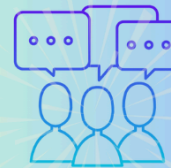
Connect with microphone: **MICROPHONE NAME: K66**

Select a speaker: **IBIZA or DENVER (BTG-615)**



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Aims - People - Projects - Methods - Results

If all devices (Microphone, Camera, Video-projector) are properly connected + Speaker properly connected, everything is visible on the videoconference.



People in the room can interact with people online, audible through the microphone and visible through the camera.

They can hear the people connected through the speaker. They can follow the video while continuing their presentation or discussion, thanks to its projection on the screen.

Comparative Research Network
Aims - People - Projects - Methods - Results

CAUTION !

If another person in another room is connected to the video via another intermediary, such as their personal computer, this can cause sound problems, as the microphone is very sensitive and picks up voices from other rooms. To solve this problem, you may need to switch off the main microphone, so that only the speaker's personal microphone is switched on.

The camera has special functions that allow people in front of it to control it remotely (zoom, focus on...), which are explained in the manual.

Comparative Research Network
Aims - People - Projects - Methods - Results

WELL-DONE

Comparative Research Network
Aims - People - Projects - Methods - Results

Evaluation

The evaluation form was linked directly to the videoconferencing platform and each participant was redirected to the form after leaving the conference. Additionally it was provided to all registered participants. Participants were asked for their opinions about different elements of the event and platform, as well as their preferences of online tools and further debate topics suggestions. Hereafter is a short summary of the answers.

Most of the participants heard about the debate via email invitation or word of mouth. The majority considered the event well-organised and structured as well as dynamic and interactive. The event helped them understand the aims of the project and the impact of the climate crisis on women. According to most of the participants, the speakers shared interesting stories and experiences. Overall, most participants have a very positive opinion about the content of the event.

Many of the participants do not have their favourite platform, but they mention functionality as a deciding factor. Other participants listed the following tools: break-out rooms, Discord, Zoom, Hopin, BBB, Jitsi and Microsoft Teams.

The majority of the participants agreed that the selected platform - [BBB](#) - is very suitable for online debates. Also, the debating platform - [Kialo](#) - was judged a useful addition to the event.

Some participants pointed out some minor technical issues (quality of sound was mentioned once) but most of them were satisfied with the technical aspects. We received many very positive comments as well as some interesting suggestions for future debates that can deepen the discussions not only in this particular topic but that will also be helpful also for our project partners.

IV. Current state of the art

Platform set up

The EU24 platform is the result of a co-design process, realised with the participation of all project partners through a hackathon. Collaborative thinking and ideation on the various features have progressed in tandem with the technical setup of different parts of the platform. This has been an ongoing process (and still is!), based on continuous feedback from both the technical side and users' personal needs for further improvement.

The main target group for the e-democracy platform are NGOs and civil society organizations who will use the tools and features to plan and run their own hybrid events combining both online and offline participation. They need to easily create virtual spaces and discussions to complement real-life meetings and debates. In this regard, some of the platform's functionality may be of interest to local politicians and decision-makers.

Individual participants attending hybrid discussions and debates organized on the platform form another important user group. Their needs center around being able to engage through commenting and networking during live streamed events from anywhere.

Don't know what to do with this sentence up

Registered organisations are key users who would benefit from backend access to upload and curate resources, media and documents related to their events. This responds to the need to centralise relevant knowledge and information to support public discussions.

Technical setup

The platform is hosted on CRN's dedicated servers, enabling us to meet every technical need and have complete control over the data. The choice of a dedicated server was driven by two main functions: total management of resources allocated to the platform, increasing them as needed, and full control of data, both in terms of content and sensitive user data. Thus, no data is transferred to other services, including platform statistics. For instance, we chose the Open Source Matomo analytics service, also hosted on the same server, to avoid using Google services where possible; Google maps have been replaced with OpenMap.

The development of the platform was based on three fundamental principles:

Open Source, allowing anyone to replicate the platform and leveraging the endless potential offered by communities.

Data security and compliance with privacy regulations as outlined by the [European GDPR](#).

Accessibility of the platform to users with various disabilities.

In line with these principles, the platform was developed on WordPress, an Open Source CMS, utilising the following optimised server resources:

LAMP server technology (Linux, Apache, MySQL, PHP) with these specifications:

Hosting panel: cPanel

SSL support (security certificate to activate the HTTPS protocol)

PHP version 8.*

CGI support

MySQL databases

PHPMysqlAdmin database management

FTP accounts

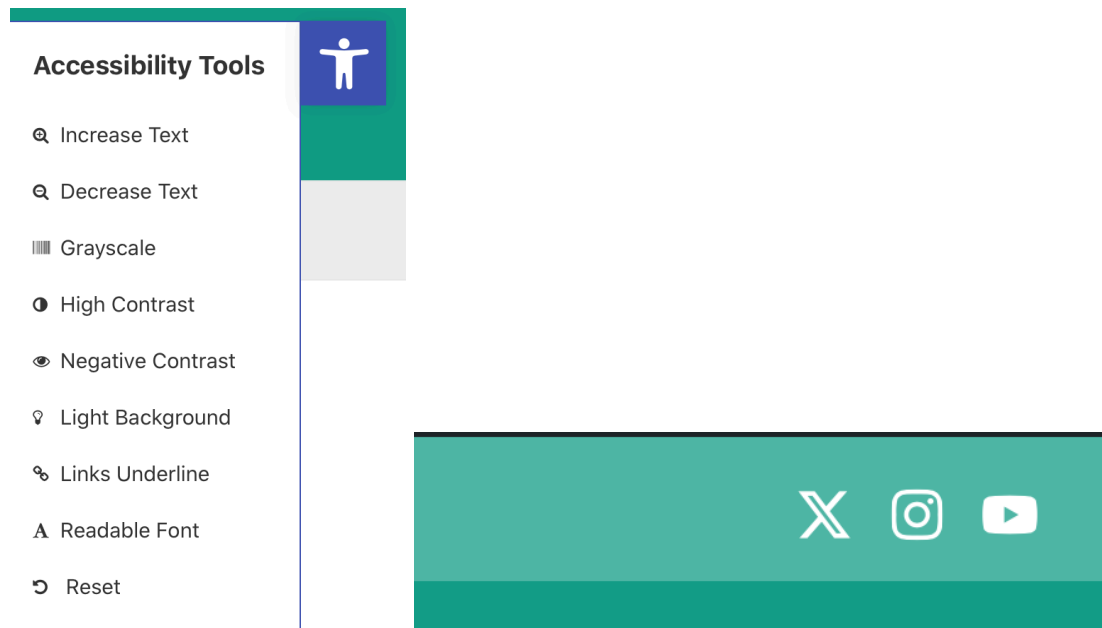
WordPress is an open-source software supported by a vast community of developers, constantly updated according to security needs and modern web technologies. It also offers a simple and user-friendly content management interface. WordPress's specific features align with our adopted principles, allowing management and expansion of platform functions, such as building a forum or integrating an automatic translation plugin. WordPress is simultaneously a solid and well-structured platform, with a high level of usability and a structure optimised for search engine indexing (SEO), a crucial factor for the project's dissemination.

Platform's design setup

The visual identity of the platform is based on the visual identity of the EU24 project. The platform was created respecting the colour theme of the logo. The "welcome page" was created to lay the initial groundwork for the platform, providing information about the project's aims, past and upcoming events and project news.

The platform aims to be as accessible as possible in respect to the [European Digital Accessibility Directive](#)². On every page of the platform, an "accessibility tool box" is available. Links to the projects' social media can also be found on every page on the top right corner. Finally, for better inclusivity and accessibility: the platform is accessible in many languages thanks to the translation plugin.

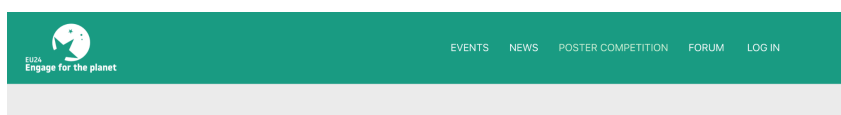
² DIRECTIVE (EU) 2016/2102 OF THE EUROPEAN PARLIAMENT AND OF THE COUNCIL of 26 October 2016 on the accessibility of the websites and mobile applications of public sector bodies,
<https://eur-lex.europa.eu/legal-content/EN/TXT/HTML/?uri=CELEX:32016L2102&from=EN>



Currently, the [platform](#) contains 5 main sections:

1. [Poster Competition](#)

This section has been created to group the posters submitted by artists regarding the [art poster competition](#) launched in 2023. It contains a description of the poster competition as well as the deadlines and a link to the requirements. In this section, registered users can vote for their favourite poster. This is an interactive mode of involving our users and creating engagement from the target group. Featuring the posters on this page aims to ensure their visibility and encourage the authors to register on the platform and follow the evolution of votes on their work. Currently, there are 7 posters on the website. New participants also have an option to submit their posters directly on the platform.



EU24 Poster Competition

In a world grappling with the urgent challenges of climate change, the EU 24 – Engage for the Planet project emerges as a sign of empowerment. Spanning five European countries – Sweden, Poland, Germany, Netherlands, and France – this ambitious initiative will bring together domestic and mobile union citizens to foster dialogue and action in the realms of climate justice, climate change, and sustainability. Over the course of 20 months, gender-balanced blended exchange events will serve as catalysts for democratic engagement and bridge the participation gap among young citizens, individuals from diverse backgrounds, and mobile union citizens. Therefore, the EU24 **poster competition** is a way to link all the events together through climate related topics. It is a way to raise awareness, understand the challenges and opportunities of the climate crisis.

As a result, it will enable participants to link local issues of climate change, climate justice and sustainability to larger debating events. It will also stimulate a gender-balanced & diversity-oriented participation of citizens from diverse backgrounds through a participative and creative format. The poster campaign is a key dissemination and inclusion element throughout our project.





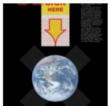


Competition Launch: **1st of July 2023**

Submission Deadline: **April 2024**

Competition Guidelines: [Read all](#)

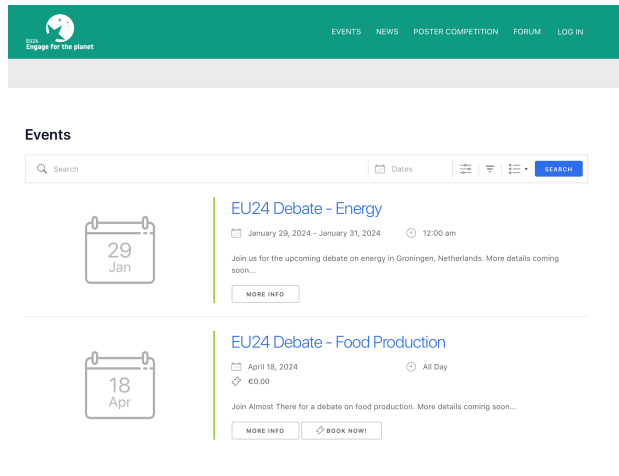
Participate
Submissions

SORT BY Date | Descending

 <p>Sustainable Mobility goes beyond imagination by Saba Armeni</p> <p>Theme: Mobility</p> <p>1 Vote 2 Views</p>	 <p>Nurture our planet by Evie Godfrey</p> <p>Theme: Food production</p> <p>1 Vote 2 Views</p>	 <p>Green walls by Anaëlle Boutin</p> <p>Theme: Energy</p> <p>0 Votes 0 Views</p>	 <p>Uff... so many dollars by Kaja Czerniawska</p> <p>Theme: Energy</p> <p>0 Votes 0 Views</p>
 <p>Design here by Dan Vlahos</p> <p>Theme: Social climate justice</p> <p>1 Vote 1 View</p>	 <p>Trees provide protection from the sun by Katarzyna Kuczaj</p> <p>Theme: Social climate justice</p> <p>0 Votes 1 View</p>	 <p>Peaky Blinder by Maryam Kaleem</p> <p>Theme: Mobility</p> <p>0 Votes 0 Views</p>	

2. [Events](#)

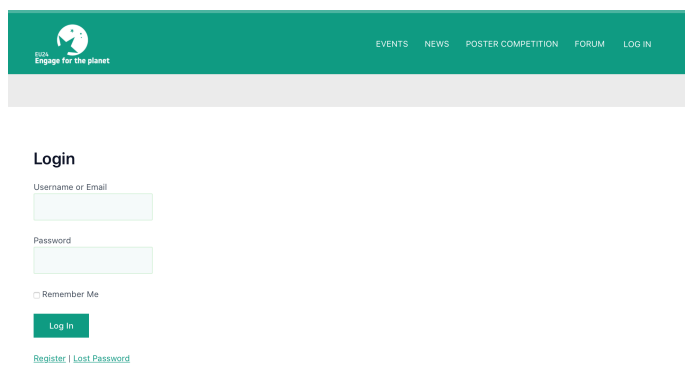
The Events section is the key section on the platform. Currently, it contains the upcoming project events. In this section, registered users can provide information about a new, external event or create their own event page with selected tools and features from the platform. This now includes such information as the name of the event, dates and time, location, additional information and images. Concerning location of the events, there are several options. For the in-person event, location can be shown on the map, for online events a simple zoom conference can be chosen or in case of the URL option additional tools or platforms can be linked to the event. After selecting the additional option of booking/registration, it becomes possible to control the number of available places and registrations and add more details about the registration process.



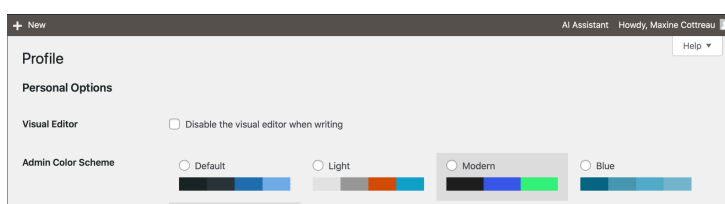
3. [Log in](#)

User registration and authentication are important aspects for the e-democracy platform. Signup and login functionality allow creating individual user profiles to track participation in events and discussions. Role-based access control is also envisioned, with different user roles receiving tailored access. Anonymity will also be supported for those simply browsing content without signing up.

Users can register into the platform through the Log in page and create their persona on the platform.



Deeper profile changes might be done by clicking on the top right of the page “Edit profile”: adding an avatar, changing the username, creating a bio, linking a website, thus permitting networking between users.



Contact Info


Email (required)
If you change this, an email will be sent at your new address to confirm it. The new address will not become active until confirmed.

Website

Phone (Events Manager)

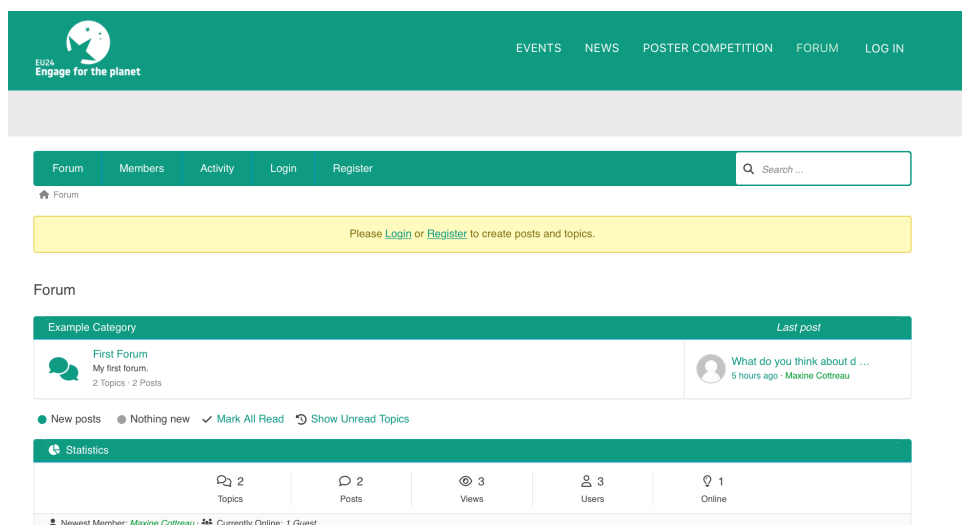
About Yourself

Biographical Info
Share a little biographical information to fill out your profile. This may be shown publicly.

Profile Picture 
You can change your profile picture on Gravatar.

4. [Forum](#)

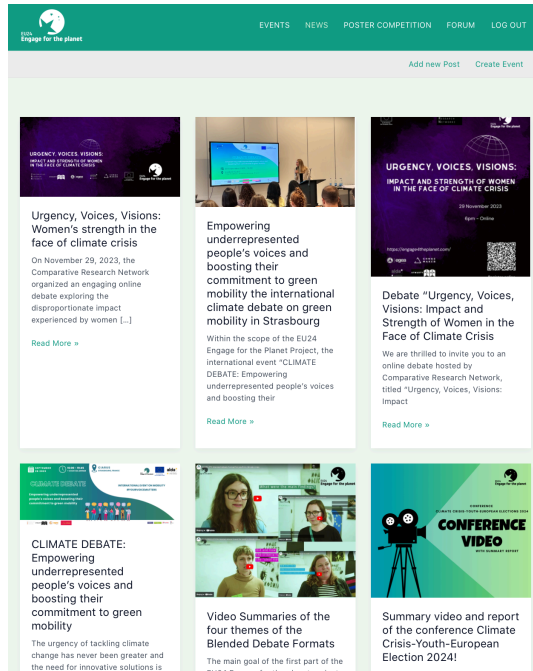
This section contains a standard forum allowing users to communicate between each other. Links and images can be added. In order to be able to participate in the conversation, users have to be logged in. Then, they can get linked to each other by clicking on the other users' profiles. Online audiences of hybrid events have the options to engage through chat. This allows geographically dispersed participants to still be involved in discussions.



The screenshot shows the forum interface for 'EU24 Engage for the planet'. The top navigation bar includes links for EVENTS, NEWS, POSTER COMPETITION, FORUM, and LOG IN. Below this is a secondary navigation bar with Forum, Members, Activity, Login, and Register, along with a search box. A yellow banner prompts users to 'Please Login or Register to create posts and topics.' The main forum area displays an 'Example Category' with a 'Last post' section. The category is 'First Forum' with '2 Topics - 2 Posts'. A recent post is titled 'What do you think about d ...' by Maxine Cottreau, posted 5 hours ago. Below the category are filters for 'New posts', 'Nothing new', 'Mark All Read', and 'Show Unread Topics'. A 'Statistics' section shows 2 Topics, 2 Posts, 3 Views, 3 Users, and 1 Online. At the bottom, it indicates the newest member is Maxine Cottreau and there is 1 guest currently online.

5. [News](#)

The news section on our platform keeps our users informed and engaged. Here, we post project updates and relevant information. It is also a place where other related topics to the climate crisis, European Parliament elections or democracy in general, can be posted. With the growth of the platform, this section will become an important component that enhances the overall user experience, encouraging knowledge-sharing and collaboration.



Foresights

Further elements are currently under construction and will be available very soon.

Guide to the E-democracy platform: This page will contain the complete guide with a possibility to suggest updates. People can freely access the platform and the guide and make suggestions to improve it in the forum part.

Checklist

Organising an online or hybrid event involves utilising various online tools and platforms to ensure seamless planning, execution, and engagement. Here are some essential categories of tools you might need:

Before the event:

- Project Management**
Organise tasks and deadlines for event planning
- Event Management**
Manage registrations, ticketing, and overall event logistics
- Social Media**
For event promotion, updates, and community engagement
- Virtual Exhibits**
Host virtual exhibitions and showcase sponsors or exhibitors
- Learning Management Systems (LMS)**
Deliver educational content and training

During the event:

- Video Conferencing**
For virtual meetings and webinars
- Live Streaming**
Broadcast key sessions or portions of the event to a broader audience
- Technical Support**
Address technical issues participants may face
- Collaboration and Communication**
For real-time communication and collaboration
- Live Polls and Q&A**
Engage the audience with live polls and interactive Q&A sessions
- Virtual Networking**
Facilitate networking opportunities

Virtual Exhibits

Host virtual exhibitions and showcase sponsors or exhibitors

After the event:

Survey and Feedback

Collect participant feedback using a questionnaire accessible via a QR-code

Social Media

For summarising the event, engaging with the crowd

Choose tools based on the specific needs and goals of your event, keeping in mind the type of engagement you want to achieve and the preferences of your target audience. Check chapter V.

Resources: available online platforms and tools to find the right set-up.

V. Resources: available online platforms and tools

For this compilation of available tools and platforms we used the lists from [Democracy Technologies](#)³, [Next level participation](#)⁴, project partners and event participants' suggestions and our knowledge. For each entry, we provided the link and a brief description. Additionally, we have listed the main uses and information on where the tool or platform was created. This might provide insights into rules and regulations, such as those related to user data. For instance, in the case of a voting tool, it could shed light on the type of voting system for which it was originally tailored. Some listed tools are well known and used globally, while others were created for more local use or can be applied only for a very specific type of event. Where possible, we also included information on the types of versions available. Many of the platforms offer test versions or, in case of the paid product, an initial consultation with a demonstration. All these options are marked below as “demo”. It is important to keep in mind that new tools and platforms are constantly created or updated with new functions. Therefore, the list below, however long, is not exhaustive and can serve only as a general overview. So we recommend checking the latest details on the corresponding official websites or contacting the companies/creators directly for the most accurate and up-to-date information.

Many democracy tools and platforms are available online, which offers a wide range of options to facilitate civic engagement. They all gather various preferences and objectives ranging from simple video conferencing tools to discussion forums, voting platforms and decision-making tools. Their goals are to enhance participation, transparency, and collaboration in democratic processes. Therefore, every user can find their tailored platform responding to their specific purposes and questions whether that is to participate in deliberative discussions, policy feedbacks, or take part in organising events. The diversity in online democracy tools reflects an ongoing effort to explore innovative ways of fostering inclusive and accessible civic participation, adapting to the evolving needs and preferences of different communities.

³ Democracy technologies is a programme of the [Innovation in Politics Institute](#), a company developing and applying innovations in politics – to strengthen democracy in Europe and beyond. They co-create long-term programmes with a positive impact on politics and society, like awards for state-of-the-art political work, training and networking opportunities for political professionals, and platforms for democratic practice exchange.
<https://democracy-technologies.org/database/>

⁴ https://ecas.org/wp-content/uploads/2021/02/Next-level-participation_0302_fin.pdf

Decision-making, citizen participation

Cap Collectif

<https://www.cap-collectif.com/>

Country: France

Use: participatory budget, consultation, voting, petition

Version: demo, paid

Cap Collectif is a customizable, feature-rich tool that offers a collective intelligence method and digital platform for organizations wishing to open up their decision-making processes. This tool is used by all types of organization for a wide variety of objectives revolving around good communication within a large team.

Citibeats

<https://www.citibeats.com/?hsLang=en>

Country: Spain

Use: open-source online platform

Version: demo, paid

Citibeats is an open-source online platform that offers feedback in real time to provide decision-makers with current data for public decision-making. Using ethical artificial intelligence, it processes a wealth of data through natural language processing and machine learning. This enables the platform to gather and condense information in a variety of fields, including sustainable development, financial inclusion, disaster response, migration, social policy, food security and education. Citibeats provides a highly customizable tool.

CitizenLab

<https://www.citizenlab.co/>

Country: Belgium

Use: digital participation platform

Version: demo, open source, free, paid

CitizenLab provides an open-source online platform for community engagement. It offers a suite of tools including surveys and polls, participatory budgeting and co-creation of ideas, through which customers can engage with their community and initiate public decision-making processes.

Citizen Space

https://www.delib.net/citizen_space

Country: UK

Use: citizen engagement platform, spatial planning, policy consultation, surveys

Version: demo, paid

Citizen Space, a government-tailored engagement tool, enhances citizen participation in democratic processes, covering spatial planning, flood strategy, and climate response. It facilitates statutory consultations, expert testimony gathering, and community engagement. Users can create online areas for citizen opinions, interactions, and exchange of views.

Citizink

<https://citizink.es/>

Country: Spain

Use: participation platform

Version: open source, paid

Citizink is a customizable, communication-friendly participation platform that uses open-source technologies to enable various participatory processes such as citizen consultations, deliberative processes and participatory budgets.

Civicpower

<https://civicpower.vote/comment-ca-marche/>

Country: France

Use: Voting, digital consultation

Version: free

Civicpower is a simple and intuitive digital consultation solution that enables secure and confidential voting for all users. This tool enables community members to be involved and consulted in decision-making. It also guarantees confidential voting and system security.

Civocracy

<https://www.civocracy.org>

Country: France

Use: participative campaigning

Version: free, paid

Civocracy offers an online platform designed to enhance collaborative discussions, decision-making processes, and community engagement. With the goal of involving citizens in social and political decisions in their surroundings, Civocracy aims to unite various stakeholders, including businesses, government entities, organizations, and individual citizens.

Cocoriko

<https://www.cocoriko.org/accueil>

Country: Canada

Use: citizen engagement, decision-making process, surveys, interactive maps

Version: paid

Cocoriko is a public participation platform designed to increase citizen engagement, by allowing users to collect ideas from local politicians and citizens, and display the results in reports and maps. Cocoriko is mostly used for collaborative, consensus-focused, decision-making processes. There is the possibility to create surveys, encourage constructive and respectful exchanges through comments, use in-built interactive maps, provide real-time statistics, a blog and webinars.

Colidée

<https://colidee.com/home>

Country: France

Use: collective decision-making, consultation

Version: no information

Colidée is an online platform which supports collaboration and collective decision-making across organisations and communities. It has the ability not only to share information, participate in ongoing projects, and track progress towards shared goals, but also to personalise the platform to fit the specific needs of a given organisation or community. Finally, Colidée can offer data analysis and synthesis tools, in order to drive conclusions and disseminate results to stakeholders.

Consider.it

<https://consider.it/>

Country: United States

Use: online dialogue

Version: open source, free, demo, paid

Consider.it is a web-based discussion system promoting civil and efficient online dialogue by visually summarizing community opinions and their rationales. Designed for large-scale discussions, it has been utilized in diverse contexts such as public engagement, open-source community ideation, non-profit strategic planning, political organizing, and co-housing decision-making. The platform allows users to create and customize forums with logos, background images, and language translation. It supports open-ended questions, feedback on proposals, and participant opinions through sliders and pro and con lists.

CONSUL

<https://consuldemocracy.org/>

Country: Spain

Use: citizen participation, votes, participatory budgets, collaborative legislation

Version: open source, demo, free

CONSUL is a free software platform that allows institutions and organisations to carry out direct citizen participation processes. It features: citizen proposals, consultations, votes, participatory budgets, and collaborative legislation. The platform allows communities and institutions to adapt

it to suit their specific needs. All functionalities can be turned on or off; the home page and other information pages can be personalised without programming.

ConsultVox*

<https://www.consultvox.co/>

Country: France

Use: citizen participation, participation tools

Version: demo, paid

ConsultVox specializes in online citizen participation platforms with tools like call for ideas, participatory maps, virtual round tables, and more. Emphasizing local solutions, project information availability, data privacy, and feedback, they offer an easy-to-use administration interface, interactive dashboards, and simplified data exports. The platform ensures intuitive access without downloads, integrates tools into websites, facilitating community engagement.

coUrbanize

<https://www.courbanize.com/>

Country: USA

Use: community engagement

Version: demo, paid

coUrbanize provides a platform for urban developers (private and municipal) to facilitate community engagement outside of public meetings. The platform offers an accessible way for community members to give feedback on planned development projects. This results in a more rapid planning and approval process, lower costs for the developers, and the greater inclusion of members of the community affected by the plans.

CrowdInsights

<https://crowdinsights.de/en/home/>

Country: Germany

Use: community engagement, participation process

Version: no information

CrowdInsights provides a customizable SaaS solution for online community engagement. Their services include setting up the participation process, identifying stakeholder groups, and formulating effective questions. Using AI-supported qualitative content analysis, CrowdInsights evaluates participant ideas, offering actionable insights. Additionally, they integrate open-source participation software and plan to make their own software open-source in the future.

Decidim

<https://decidim.org/>

Country: Spain

Use: open-source digital platform, citizen participation

Version: free

Decidim is a free and open-source digital platform for citizen participation, encompassing features from assemblies to encrypted voting. It is versatile, applicable in various contexts such as local governments, NGOs, universities, and associations. Users can set up customized participatory processes, including decision-making groups and encrypted referendums.

Deferendum

<https://deferendum.com>

Country:

Use: mobile app, transparency, inclusivity, decision-making

Version: free

Deferendum, a customizable mobile app, enhances transparent decision-making using blockchain and AI. It guides processes for individuals, groups, and organisations, promoting inclusivity and efficiency across various contexts.

Digidem Lab

<https://digidemlab.org/en/>

Country: Sweden

Use: civic tech tool, citizen participation, participatory budget, inclusive processes

Version: no information

Digidem Lab is a civic tech tool focusing on inclusive citizen participation processes. Using Decidim, a leading digital platform, it involves under-represented groups, streamlining dialogues for local authorities. Digidem Lab also provides tools for participatory budgets, process development, and training in community organizing, empowering individuals for local change.

DIPAS

<https://dipas.org/>

Country: Germany

Use: citizen engagement in urban planning, maps, online and on-site, public participation

Version: open source, demo, paid

Dipas integrates Hamburg's online participation tool with digital planning tables, creating a comprehensive system for citizen engagement in urban planning. With digital access to maps and 3D models, it facilitates precise feedback from citizens, both online and onsite. Dipas is customizable, offering statistical insights and tools like Dipas_stories and Dipas navigator. Informed by public geodata, it fosters inclusive discussions between experts and citizens.

Discuto

<https://www.discuto.io/>

Country: Austria

Use: collaboration platform for institutions and organizations

Version: free, paid

Discuto is a collaboration platform for institutions, organizations, and groups aiming to facilitate discussion and consensus. It enables online meetings and project collaboration, with tools for ideation, discussion, and gathering mass opinions. The platform supports focused discussions, emphasizes key topics, and records tactics and developments. It prioritizes data privacy, compliance, and control throughout the decision-making process.

Ecanvasser

<https://www.ecanvasser.com>

Country: Ireland

Use: political campaigns, community engagement, political campaigns

Version: demo, paid

Ecanvasser is a platform designed for community engagement, canvassing, and organizing, catering to political campaigns, community organizations, and nonprofits. The platform provides tools for voter and supporter management, survey creation, canvassing, and analytics. Users utilize eCanvasser to plan and execute outreach, collect and analyze data, aiming to streamline community connections and foster meaningful engagement.

Electric Vote

<https://electric.vote>

Country: Germany

Use: voting

Version: free

Electric Vote is a decision-making platform allowing direct voting and vote delegation. Users can delegate, split, and withdraw votes, maintaining control in democratic decision processes. The platform supports customizable polls with open, voting, and ended phases. With flexible delegation options, Electric Vote is versatile for tailored democratic decision-making. Services include poll creation, modification, and result display, providing a comprehensive solution.

Eolas

<https://www.eolas.fr/37-participation-citoyenne.htm>

Country: France

Use: custom platforms, citizen participation, consultation

Version: no information

Eolas creates custom platforms for clients to personalize editorial content and citizen participation mechanisms. With an intuitive interface, the platform enables effective citizen

involvement in decision-making through consultations and participatory budgets. It includes an ergonomic portal for improved communication and a management tool for easy handling of contributions, votes, and consultation follow-up. Eolas provides a comprehensive solution for organizations to involve citizens in the life of their territory.

Ethelo

<https://ethelo.com/>

Country: Canada

Use: decentralized decision processes, expert consultation

Version: free

Ethelo provides a platform for decentralized decision processes. Through real-time data analysis via their software, the product aims to identify the most favorable solution to the scenario posed by the customer. This is achieved by analysis of consensus, determination of priorities of the participants and their willingness to accept trade-offs. It is designed to ensure fair distribution of satisfaction, and to reduce polarization and resistance to the outcome scenario. The company offers a library of dozens of customisable templates for deliberation processes as well as expert consultation during the process.

Fluicity

<https://get.flui.city/en/>

Country: France

Use: public institutions, private groups

Version: demo, paid

Fluicity is an online platform that helps public institutions and private groups engage with people. It can be customized and offers tools like surveys, participatory budgets, and consultations. Fluicity makes it easy for citizens to give feedback, and it supports the whole process, from planning communication to analyzing data for better decision-making.

iD City

<https://www.id-city.fr/>

Country: France

Use: consultation, decision-making processes, participatory budgeting

Version: paid

iD City provides a secure and customizable digital consultation platform for stakeholders, including governments, with features such as participatory budgeting, thematic consultation, and surveys. The platform can be tailored to match branding preferences, accessed through a personalized URL, and offers user-friendly setup for various participatory processes. iD City also offers comprehensive services, including implementation, training sessions, communication strategy support, and ongoing maintenance.

Insights

<https://www.insights.us/>

Country: Israel

Use: civic tech tools, AI

Version: demo, paid

Insights provides civic tech tools powered by AI. The civic engagement tool allows users to ask open-ended questions, and the answers are automatically analyzed by AI. The Insight team provides assistance in developing the questions. The targeted community is then asked to add their answers and engage with others on a dedicated platform created for the project. The algorithm then analyses the answers and turns recurring themes into insights. The personal impact update tool then shares the outcomes with the community.

Local Digital Democracy

www.lokale-democratie.nl/cms/view/57979766/lokale-burgerparticipatie

Country: Netherlands

Use: participation tools

Version: open source

Local Digital Democracy is a project aiming to support Dutch municipalities in the use of open-source e-participation tools. The project's main objective was to provide Dutch municipalities with the knowledge and instruments to make use of open-source digital democracy tools for their citizens, which it managed to achieve.

Loomio

<https://www.loomio.org/>

Country: New Zealand

Use: forum, decision-making tools, visualisations

Version: free, paid

Loomio is a web-based tool that helps groups make decisions collaboratively. Users can start discussions, propose ideas, and receive feedback through visualizations like pie charts. It acts as a forum, offering options for web-based or email interaction. Loomio supports conversations, decision-making processes, and customization, allowing users to create threads, share files, and engage in group discussions. Additionally, the platform provides training, support, and collaboration services.

Make.org

<http://make.org/>

Country: France

Use: mass consultation, citizen participation

Version: no information

Make.org is an independent organization focused on engaging citizens and mobilizing civil society to support participatory democracy changes. Using mass consultation, they involve millions of people to identify widely supported ideas and create collective actions. They collaborate with citizens, associations, companies, institutions and media to develop concrete action plans. Additionally, Make.org provides its consultation method and technology to companies and organizations for internal transformation.

ManaBalss

www.manabalss.lv

Country: Latvia

Use: public participation

Version: free

ManaBalss is a public participation platform. It enables citizens to submit and support legislative initiatives (at national and local levels). The platform was founded in 2011 with the aim of creating a positive environment for citizens to share ideas and actively participate in improving their country. The platform aims to develop a society in which citizens' ideas are heard and the best of them are turned into laws.

Meet Democracy

<https://meetdemocracy.com/>

Country: France

Use: community participation

Version: paid

Meet Democracy strives to democratize community participation by offering a reliable and secure platform for citizens to voice their opinions. This civic tech tool provides a space for community members to engage in debates and vote on crucial matters such as legislation and budget decisions. The platform is intentionally crafted to simplify and make community development accessible to everyone.

Metro Quest

<https://metroquest.com/>

Country: Canada

Use: community participation

Version: paid

MetroQuest is a civic tech tool that presents an innovative solution for planning teams, reimagining online surveys to enhance participation and completion rates and attain real community insight. The platform's surveys offer visual appeal, providing an engaging user experience through interactive maps, branding, and images.

Mon Avis Citoyen

<https://www.monaviscitoyen.fr/>

Country: France

Use: citizen engagement

Version: no information

Mon Avis Citoyen is a citizen engagement platform leveraging digital technology to conduct proactive and continuous citizen outreach; it provides local decision-makers with valuable insights thanks to its citizens' surveys. The platform categorizes and evaluates spontaneous expressions from citizens and encourages them to participate in local affairs through consultations and surveys, encouraging a strong connection between communities and their residents.

Novoville

<https://novoville.com/>

Country: England

Use: citizen engagement

Version: free, demo, paid

Novoville serves as a citizen engagement platform, enabling connectivity between residents and their local authorities. This cloud-based system incorporates new modules or transparently integrates with existing installations, enabling local governments to interact with citizens on a personal level, process requests and transactions efficiently, and make well-informed decisions using real-time data. With the Novoville app, citizens can conveniently engage with local authorities. This platform also enables citizens to keep up to date with news from their town, access practical information, map locations and even pay bills related to the locality.

Parlement & Citoyens

<https://purpoz.com/>

Country: France

Use: deliberation and participation platform

Version: paid

Parlement et Citoyens is a French collaborative platform where members of parliament can propose a bill and submit it to the opinions and proposals of citizens. The aim is to describe the system and study its initial effects.

POLYAS

<https://www.polyas.com/>

Country: Germany

Use: voting

Version: demo, paid

POLYAS is a versatile online voting tool that supports a range of elections, referendums, and surveys. It caters to both binding and non-binding voting scenarios, providing organizations with an effective means to involve stakeholders and members in decision-making. This tool, suitable for various organizations and institutions, boasts unique features such as advanced encryption for vote integrity and confidentiality. It also enables voters to track their ballots, ensuring transparency. Administrators have flexibility in tailoring the voting process, setting parameters like voter eligibility, voting periods, and candidate profiles.

Rahvaalgatus

www.rahvaalgatus.ee

Country: Estonia

Use: citizens proposals, parliamentary decision-making

Version: no information

Rahvaalgatus, also known as Citizens' Initiative, is a portal that facilitates the drafting, discussion and submission of proposals to the Estonian Parliament and local governments once a predefined threshold of signatures has been reached. In addition, the platform enables citizens to track the progress of their proposals throughout the legislative processes of parliament and local government.

Scytl

<https://www.scytl.com/>

Country: Spain

Use: voting, integrating citizens in decision-making

Version: paid

Scytl offers secure online solutions for democratic processes, primarily through Invote Gov and the Scytl participation platform. Invote Gov enables customers to conduct secure online elections, integrating with other voting channels as needed. The Scytl participation platform allows customers to engage with citizens online, fostering effective communication and consultation for better citizen involvement in decision-making processes.

Senf

<https://senf.app/>

Country: Germany

Use: public participation, project planning, spatial visualisation

Version: demo, paid

Senf.app is a tool tailored for digital participation in project planning. Its straightforward design streamlines data capture and decision-making, while offering GIS data visualization for a clear spatial overview. The platform provides customizable project configurations and excels in map-based surveys and efficient data analysis. Its practicality is underscored by a user-friendly setup, accessible design, and project flexibility.

Simplicity

<https://onesimplicity.com/>

Country: USA

Use: citizen participation

Version: free

Simplicity offers an app-based solution enabling cities to inform and involve their citizens. While the app's main objective is to keep citizens informed and provide them with information on a variety of topics, it also offers tools for engagement. These include the ability to create surveys, rudimentary public budgeting and mapping tools, as well as a function enabling citizens to provide feedback directly to their administration.

Simulator

<https://www.delib.net/simulator>

Country: UK

Use: development scenarios simulation, decision-making support

Version: paid

Simulator is a digital platform empowering users to explore and select from different scenarios. Respondents express their priorities by adjusting sliders, observing the outcomes of testing various trade-offs. This allows for a thorough examination of alternatives before finalizing preferences, providing insightful feedback to guide decisions. Simulator finds application in diverse processes including budgeting, climate net-zero simulation, as well as prioritizing policing and transport initiatives.

Your Priorities

<https://www.yrpri.org/domain/3>

Country: Iceland

Use: decision-making, citizen participation

Version: open source, free, paid

Your Priorities is a cloud-based platform connecting governments and citizens for idea generation and decision-making. It enables collaborative solution identification, involves a fair deliberation process, and is frequently used in participatory budgeting initiatives. Citizens contribute points and vote for or against concepts, but direct comments are not permitted.

Exchanges: Brainstorming, co-creation & communication

76Engage

<https://76engage.com/>

Country: Canada

Use: surveys, idea-collection, co-creation.

Version: demo, paid

76Engage is a digital engagement platform for public consultations, best used for participatory budgets, thematic consultations, calls for ideas, and surveys. It offers the knowledge and simple-to-use tools intended to promote participation and analysis tools. The platform is fully customisable with multilingual domains and URLs. It also offers fully customisable reports and provides expert support.

Adhocracy+

<https://adhocracy.plus/>

Country: Germany

Use: brainstorming, idea challenge, polls, text reviews, participatory budgeting, events and debates.

Version: free

Adhocracy+ platform offers a wide range of functions that allow to easily carry out participation projects. Prior technical knowledge is not necessary. Adhocracy+ offers a wide range of different participation modules, which allow the digital representation of many types of discussion and participation processes, where participants can submit their ideas and discuss the ideas of others. Complex participation processes can be defined by combining the participation modules and adding events in the administration interface.

AnswerGarden

<https://answergarden.ch/>

Country: Netherlands

Use: brainstorming, feedback, poll

Version: free

AnswerGarden is a minimalistic feedback tool that can be used it in the classroom as an educational tool or at work as a creative brainstorming tool. Additionally, it can be used as a poll or guestbook, in tweets or embedded on websites and blogs. AnswerGarden can provide a brief feedback from the group easily and effectively. It can be used by teachers to establish the knowledge level on a certain topic, at conferences and workshops as a fun and interactive icebreaker or for digital brainstorming.

Assembl

<https://bluenove.com>

Country: France

Use: Facilitate group discussion

Version: demo, paid

Assembl is a platform that enables productive, open and transparent dialogue based on the concepts of design thinking, and in which users can express themselves freely. The Assembl platform allows participants to discuss problems, find co-constructed solutions and turn them into real proposals.

BiPart

<https://www.bipart.it/intro>

Country: Italy

Use: Corporate communication facilitator

Version: no information

BiPart is an e-democracy tool designed for third-sector organizations, informal groups, companies, local authorities, and civil society organizations. It empowers them to define and manage participatory processes, fostering increased community involvement in strategic decisions.

CamBuildr

<https://cambuildr.com/>

Country: Austria

Use: All-in-one tool

Version: demo, paid

CamBuildr is all-in-one software to help digital movements organize their data, and optimize communication and workflow. It's a tool that offers many services (e.g., email, launching engagement campaigns, data analysis) and the projects carried out are customizable.

CHAOS

<https://chaosarchitects.com/>

Country: Finland

Use: creating interactive dashboards

Version: demo, paid

CHAOS's dashboards process data from various sources, presenting it visually on a map with features like demographic insights, comparisons to city averages, and predictions about future trends. They empower citizens in public space planning through web and app surveys for liveability and engagement feedback, providing analytics for project documentation.

Citizen OS

<https://citizenos.com/>

Country: Estonia

Use: communication, community participation

Version: free, open source

Citizen OS provides an open-source online platform that enables users to initiate participation processes with their community. It offers various features for discussions, idea gathering and voting.

DemocraciaOS

<https://democraciaos.org/en/>

Country: Argentina

Use: public debate, participatory budgeting, public consultation, voting

Version: free

DemocracyOS, a project by NGO Democracia, is free open-source software aiming to enhance public debate and citizen empowerment. Bridging digital software and legal processes, it encourages inclusivity, collaboration, and open governance. The platform offers tools for participatory budgeting, public consultation, crowd law-making, goals tracking, and voting of authorities. As open-source software, it's fully customizable, and custom installations are available upon request.

Dialogue

<https://www.delib.net/dialogue>

Country: UK

Use: citizen's assemblies, debates

Version: demo, paid

Delib's online platform, Dialogue, enables governments to engage with citizens, fostering discussions, consensus-building, and public debates. Provided by Delib with headquarters in London, UK, and offices in Australia and New Zealand, it goes beyond surveys. Used for citizens' assemblies and national conversations, Dialogue promotes meaningful debate and respectful conversations. Delib provides a dedicated account manager and specific training for users.

Discuto

<https://www.discuto.io/>

Country: Austria

Use: collaboration platform for institutions and organizations

Version: free, paid

Discuto is a collaboration platform for institutions, organizations, and groups aiming to facilitate discussion and consensus. It enables online meetings and project collaboration, with tools for ideation, discussion, and gathering mass opinions. The platform supports focused discussions, emphasizes key topics, and records tactics and developments. It prioritizes data privacy, compliance, and control throughout the decision-making process.

Flinga

<https://flinga.fi/>

Country: Finland

Use: teacher-student interactions

Version: free

Flinga is an application that diversifies the interaction between a teacher and his or her students in the classroom. Using Flinga, students can easily produce content together directly via a browser. The Flinga whiteboard offers versatile visualization tools for collaborative knowledge building. The whole class can participate simultaneously. Besides, thanks to Flinga Wall, student comments, questions and answers can be collected quickly and easily for all to see.

Instagram

<https://www.instagram.com/>

Country: USA

Use: social media

Version: free, paid

Instagram is a popular social media platform where users can share photos and videos with their followers. It includes features such as Stories, IGTV, and a feed where users can engage with content through likes, comments, and direct messages.

Kialo

<https://www.kialo-edu.com/>

Country: United States

Use: constructive dialogue, critical thinking, collective

Version: Free

Kialo is an online platform designed to facilitate thoughtful, structured, and engaging online discussions and debates. It provides a structured framework for users to present their arguments, engage with opposing viewpoints, and collectively explore complex topics. It has voting, rating, moderation and fact-checking systems, allowing Kialo to promote critical thinking and open-mindedness.

LiquidFeedback

<https://liquidfeedback.com/en/>

Country: Germany

Use: workgroup communication

Version: demo, paid

LiquidFeedback helps groups (such as societies or organizations, political or otherwise) to make decisions, without the limitations of a traditional internet forum. It aims to create an accurate representation of the opinions held by the members of the group without them being distorted by social hierarchies and knowledge disparities. Each individual is encouraged to further their own initiatives within the limitations set by the operators.

Loomio

<https://www.loomio.org/>

Country: New Zealand

Use: forum, decision-making tools, visualisations,
Version: free, paid

Loomio is a web-based tool that helps groups make decisions collaboratively. Users can start discussions, propose ideas, and receive feedback through visualizations like pie charts. It acts as a forum, offering options for web-based or email interaction. Loomio supports conversations, decision-making processes, and customization, allowing users to create threads, share files, and engage in group discussions. Additionally, the platform provides training, support, and collaboration services.

Miro

www.miro.com

Country: USA

Use: online whiteboard, collaboration

Version: free, paid

Miro is a collaborative online whiteboard platform that empowers teams and individuals to collaborate in a digital space. It offers a wide range of tools and features designed to facilitate brainstorming, planning, diagramming, and collaboration allows visual ideation.

Neighborland

<https://neighborland.com>

Country: USA

Use: public engagement, communication, collaboration

Version: no information

Neighborland is a public engagement platform that enables planners to collaborate effectively with stakeholders. The customizable software is designed to enable urban planners to engage with local communities in an accessible, participatory and equitable way. Its aim is to enable individuals to actively contribute to the development of their neighborhoods.

Polis

<https://pol.is/home>

Country: USA

Use: communication

Version: free, open source, public discussion

Polis is a web-based conversation platform that operates on an open-source model.

Decision-makers have the ability to kickstart discussions, prompting participants to contribute statements related to a specific topic or question. These submissions are subject to votes from other participants. Utilizing real-time data analysis and reporting, the Polis algorithm identifies consensus and divisive statements. This information can subsequently fuel a dialogue involving stakeholders, citizens, and/or decision-makers.

Slack

<https://slack.com/>

Country: USA

Use: collaboration platform, communication

Version: free, paid

Slack is a widely used collaboration platform that facilitates team communication through channels, direct messaging, and file sharing. It offers a centralized space for teams to collaborate, share information, and streamline communication in real-time.

Learning

Canvas

<https://www.instructure.com/>

Country: USA

Use: learning management system

Version: demo, free, paid

Canvas is a widely used learning management system (LMS) designed to support online and blended learning. It provides tools for course management, content delivery, assessment, and collaboration, offering a user-friendly platform for educators and students.

eSesja

<https://esesja.pl>

Country: Poland

Use: civic tech tool streamlining materials distribution, IT system for City Councils

Version: paid

eSesja is a civic tech tool streamlining materials distribution for councillors, providing instant access to agendas and meeting details. It's the most popular local government voting system, supporting various methods through intuitive interfaces on devices. The software includes an automatic module for internet broadcasting, a residents portal, and a discussion management module for council meetings. eSesja offers comprehensive services, ensuring compliance with local government regulations, user-friendly interface, and customization options.

Moodle

<https://moodle.org/>

Country: Australia

Use: learning management system

Version: open source, free, paid

Moodle is an open-source learning management system (LMS) widely used for creating and delivering online courses and educational content. It provides a platform for educators to

manage and organize course materials, facilitate communication with students, and assess learning progress through various tools and features.

Otter.ai

<https://otter.ai/>

Country: USA

Use: transcription, notes

Access: free, paid

Otter.ai is a platform for transcription and note-taking that employs sophisticated artificial intelligence to transform spoken words into text. Recognized for its real-time transcription capabilities, Otter.ai is particularly beneficial for various scenarios, including meetings and interviews. Beyond transcription, the platform provides collaborative tools, keyword search functionality, and the capability to arrange and share transcriptions. These features contribute to making Otter.ai a versatile tool suitable for both individual users and businesses.

STOP FALS

<https://stopfals.md>

Country: Moldova

Use: anti fake news, fact-checking

Version: free

StopFals is an app that aims to identify disinformation (fake news) and anti-Western propaganda in Moldova by debunking anti-Western propaganda. To ensure accessibility from different linguistic groups, the app is available in two languages (Romanian and Russian). It provides a fast-response mechanism that uses graphics and explanatory fact-checking articles to debunk fake news. The app sends alerts to users for every piece of fake news debunked.

REZULTATE VOT

www.rezultatevot.ro/elections/112/turnout

Country: Romania

Use: informing citizens about the elections

Version: no information

Rezultate Vot displays the results of elections in Romania, including European Parliament elections, Romanian legislative elections, Romanian presidential elections and local elections, as well as national referenda, from 1990 onwards. During elections, citizens can also follow live streamed election analysis from experts.

Zencity

<https://zencity.io/>

Country: Israel

Use: AI, local governments, surveys

Version: free demo, paid

Zencity uses AI for data analytics, helping local governments gain insights from millions of anonymous community feedback. They analyze sources like social media and government channels, offering actionable insights. Zencity also provides survey tools, enabling governments to prioritize resources, shape policies, and connect with their communities efficiently.

Live-streaming

Facebook Live

<https://www.facebook.com/formedia/tools/facebook-live>

Country: USA

Use: live-streaming

Version: free

Facebook Live is a feature on the social media platform Facebook that allows users to broadcast live video content in real-time. It enables individuals, businesses, and organizations to connect with their audience, engage in real-time interaction, and share live experiences through video streaming.

YouTube Live

<https://www.youtube.com/live>

Country: USA

Use: live-streaming

Version: free, paid

YouTube Live is a feature on the YouTube platform that enables users to broadcast and stream live video content in real-time. It allows creators and organizations to connect with their audience, share live events, and engage in interactive conversations through live chat.

Management

Asana

<https://www.asana.com>

Country: USA

Use: work management

Version: free, paid

Asana service is a web and mobile work management platform designed to help teams organize, track, and manage their work.

Balancing Act

<https://abalancingact.com/>

Country: USA

Use: public budget management

Version: paid

Balancing Act is an online simulation tool that engages stakeholders to help leaders make tough choices. It offers citizens the opportunity to learn about public budgets and the decisions that public officials have to make when elaborating on them. In this way, citizens can fully understand not only the implications but also the impact and effect on the budget of political proposals.

Blackboard

<https://www.blackboard.com/>

Country: USA

Use: learning management system

Version: paid

Blackboard Learn is a web-based virtual learning environment and management system known for its customizable open architecture and scalable design. The software enables course management and integration with student information systems. It can be installed locally, hosted by Blackboard ASP Solutions, or offered as Software as a Service on Amazon Web Services, serving the purpose of enhancing traditional face-to-face courses with online elements and facilitating the development of fully online courses.

Canvas

<https://www.instructure.com/>

Country: USA

Use: learning management system

Version: demo, free, paid

Canvas is a widely used learning management system (LMS) designed to support online and blended learning. It provides tools for course management, content delivery, assessment, and collaboration, offering a user-friendly platform for educators and students.

Cityvizor

<https://cityvizor.cz/landing/>

Country: Czech Republic

Use: municipality management, budget visualisation

Version: open source, free

Cityvizor serves as a tool facilitating transparent municipal management by offering in-depth insights into specific budget items and monitoring their progression during implementation. The information provided by Cityvizor is directly extracted from municipal accounting systems and is presented in a user-friendly format, complete with contextual details. The primary objective is to

offer straightforward access to information regarding municipal management, serving as a valuable resource for municipalities, their staff, and the wider public.

Cvent

<https://www.cvent.com>

Country: USA

Use: event management and planning

Version: paid

Cvent is a cloud-based platform that specializes in event management and planning. It offers tools for online event registration, venue selection, and mobile event apps, streamlining the entire event lifecycle. With features like attendee tracking, analytics, and integrated marketing, Cvent aims to enhance the efficiency and success of in-person, virtual, and hybrid events for organizations of all sizes.

EMPATIA Project

<https://empatia-project.eu/>

Country: Portugal

Use: participatory budgeting in Europe

Version: open source

The EMPATIA project is a platform offering digital and non-digital tools for participatory systems, focusing on pre-made and custom solutions for participatory budgeting in Europe. It comprises researching best practices, implementing pilots, and evaluating results. The consortium involves partners with expertise in traditional and ICT-based participatory processes. EMPATIA collaborates in designing and implementing pilots in communities

Eolas

<https://www.eolas.fr/37-participation-citoyenne.htm>

Country: France

Use: custom platforms, citizen participation, consultation

Version: no information

Eolas creates custom platforms for clients to personalize editorial content and citizen participation mechanisms. With an intuitive interface, the platform enables effective citizen involvement in decision-making through consultations and participatory budgets. It includes an ergonomic portal for improved communication and a management tool for easy handling of contributions, votes, and consultation follow-up. Eolas provides a comprehensive solution for organizations to involve citizens in the life of their territory.

eSesja

<https://esesja.pl>

Country: Poland

Use: civic tech tool streamlining materials distribution, IT system for City Councils

Version: paid

eSesja is a civic tech tool streamlining materials distribution for councillors, providing instant access to agendas and meeting details. It's the most popular local government voting system, supporting various methods through intuitive interfaces on devices. The software includes an automatic module for internet broadcasting, a residents portal, and a discussion management module for council meetings. eSesja offers comprehensive services, ensuring compliance with local government regulations, user-friendly interface, and customization options.

Eventbrite

<https://www.eventbrite.com/>

Country: USA

Use: event management, ticketing

Version: free, paid

Eventbrite is an online event management and ticketing platform that allows organizers to create, promote, and sell tickets for events. It provides tools for event registration, promotion, and attendee management, catering to a wide range of events from small meetups to large conferences.

FixMyStreet

<http://www.fixmystreet.com/>

Country: UK

Use: public space management and maintenance

Version: free

FixMyStreet is an online platform from SocietyWorks, designed for the management and maintenance of public space through community participation. FixMyStreet provides a website or app, where citizens can directly report damage or obstructions in public space, streamlining the administrative process, reducing costs and increasing efficiency. Customers can integrate the platform into their existing case management infrastructure, further reducing manual processes and increasing administrative efficiency.

Konveio

<https://www.konveio.com/>

Country: USA

Use: document management, community feedback, participation platform

Version: demo, paid

Konveio is a customisable document management and feedback platform designed for governments to gather community feedback around key issues, functions, and design considerations. Interactive summaries, translated user interfaces for multiple languages, intelligent sharing, and threaded replies and reactions make it easy for governments to capture informed and productive feedback from constituents. Konveio also offers features like customisable participation, visibility settings and configurable reports, making it a powerful tool for governments looking to stay in control of the conversation and extract insights quickly.

Monday.com

<https://monday.com/>

Country: Israel

Use: project management platform

Version: free, paid

Monday.com is a cloud-based work operating system and project management platform designed to facilitate collaboration, communication, and task management within teams and organizations. It provides a visual workspace where teams can create, manage, and track various projects, tasks, and workflows. Monday.com offers features such as customizable boards, task tracking, file sharing, and integrations with other tools, aiming to streamline project management and enhance team productivity.

Notion

<https://www.notion.so/fr-fr/product>

Country: USA

Use: workspace

Version: free, paid

Notion is a highly versatile and popular all-in-one workspace application that allows users to create, organize, and collaborate on various types of digital content. This tool on its own offers a multitude of services such as note-taking, project management, task tracking, knowledge management. Notion is a customizable platform designed for every type of profile - individual, group or organization.

Trello

<https://trello.com/>

Country: USA

Use: project management

Version: free, paid

Trello is a popular project management and collaboration tool that utilizes boards, lists, and cards to help teams organize tasks and workflows visually. It offers a user-friendly interface

where users can create, prioritize, and track tasks, fostering effective communication and project coordination.

Whova

<https://whova.com/>

Country: USA

Use: event management, networking

Version: demo, paid

Whova is an event management and networking platform designed to streamline the organization of conferences, trade shows, and other events. It provides features for event planning, attendee engagement, networking, and virtual experiences, offering a comprehensive solution for both in-person and virtual events.

Mapping

Die Dialogzentrale

<https://www.zebralog.de/dialogzentrale>

Country: Germany

Use: information, participation and transparency hub, urban planning

Version: demo, paid

Die Dialogzentrale by Zebralog is an integrated platform for information, participation, and transparency in urban planning. It offers versatile modules like map dialog, idea collection, and participatory budgeting. Highly customizable, it allows easy content filling and design without technical knowledge. Zebralog provides quick setup, editorial support, and expert assistance for digital participation. The platform ensures transparent process mapping and effective engagement for diverse participatory processes.

Mapotic

<https://www.mapotic.com/solutions/civic-and-government/>

Country: Czech Republic

Use: interactive urban planning map

Version: free, paid for additional services

Mapotic is an online platform offering interactive urban planning maps and remote sensing outputs, linking geographic and non-geographic data. It automates IoT data flow for easy visualization, providing decision-makers with insights and citizens with a better understanding of ongoing projects and city improvements. The free map builder simplifies combining data from different databases for residents, requiring no GIS knowledge and allowing local governments to plan changes effortlessly.

Maptionnaire

<https://www.maptionnaire.com/>

Country: Finland

Use: citizen engagement, spatial surveys

Version: paid

Maptionnaire serves as a citizen engagement platform focused on facilitating efficient community involvement in city planning. It simplifies the gathering of local insights by employing map-based and traditional surveys, transforming data collection into an enjoyable experience for citizens. The platform is adaptable and versatile, employed in diverse processes such as survey design, automation of public hearings, and the implementation of participatory budgeting.

Simplicity

<https://onesimplicity.com/>

Country: USA

Use: citizen participation

Version: free

Simplicity offers an app-based solution enabling cities to inform and involve their citizens. While the app's main objective is to keep citizens informed and provide them with information on a variety of topics, it also offers tools for engagement. These include the ability to create surveys, rudimentary public budgeting and mapping tools, as well as a function enabling citizens to provide feedback directly to their administration.

Urbanpinion

<https://urbanpinion.com>

Country: Estonia

Use: citizen engagement, interactive and crowdsourced mapping

Version: paid

Urbanpinion is a citizen engagement platform that enables city governments, community leaders, architects, and activists to create a landing page with an interactive map for gathering citizens' suggestions. The platform provides analytics based on collected data, facilitating informed decisions for city development. Primarily used for public input, local projects, and participatory budgeting, Urbanpinion stands out for its map-based surveys and crowdsourced mapping, allowing customers to create customized survey web pages.

Ushahidi

<https://www.ushahidi.com/>

Country: Kenya

Use: mapping tool, surveys

Version: free, paid

Ushahidi is an online platform through which customers are able to get insight into citizen opinions. Built around a mapping tool, citizens can voice their opinion either directly or through surveys posted to the platform by the customer. Furthermore, the platform provides a low-tech solution to customers where citizens can contribute to the platform via SMS as well. Ushahidi's services include platform set-up; integration of communication channels, including an SMS gateway; consultation in designing the engagement process; dedicated technical support; and virtual or in-person training.

Networking

Airmeet

<https://www.airmeet.com/>

Country: India

Use: videoconferences, polls, Q&A

Version: demo, free, paid

Airmeet is a virtual event platform that facilitates online meetings, conferences, and webinars. It provides interactive features such as audience engagement through Q&A sessions, polls, and networking opportunities.

Brella

<https://www.brella.io/>

Country: Finland

Use: event organisation, online and hybrid events

Version: free, paid

Brella is an online platform designed for virtual and hybrid events, offering features for networking and engagement. The platform enables event organizers to create personalized agendas, facilitate one-on-one meetings, and host interactive sessions.

Cocoriko

<https://www.cocoriko.org/accueil>

Country: Canada

Use: citizen engagement, decision-making process, surveys, interactive maps

Version: paid

Cocoriko is a public participation platform designed to increase citizen engagement, by allowing users to collect ideas from local politicians and citizens, and display the results in reports and maps. Cocoriko is mostly used for collaborative, consensus-focused, decision-making processes. There is the possibility to create surveys, encourage constructive and respectful

exchanges through comments, use in-built interactive maps, provide real-time statistics, a blog and webinars.

Fluicity

<https://get.flui.city/en/>

Country: France

Use: public institutions, private groups

Version: demo, paid

Fluicity is an online platform that helps public institutions and private groups engage with people. It can be customized and offers tools like surveys, participatory budgets, and consultations. Fluicity makes it easy for citizens to give feedback, and it supports the whole process, from planning communication to analyzing data for better decision-making.

Hopin

<https://hopin.com>

Country: UK

Use: online and hybrid events, polls

Version: free, paid

Hopin is an online events platform that facilitates virtual and hybrid events, including conferences, expos, and meetups. It offers features such as customizable event spaces, networking opportunities, and interactive sessions like Q&A and polls. Hopin gained popularity for its user-friendly interface and comprehensive tools, enabling event organizers to create engaging and immersive virtual experiences.

LinkedIn

<https://www.linkedin.com>

Country: USA

Use: professional networking

Version: free, paid

LinkedIn is a professional networking platform where individuals can connect with colleagues, industry professionals, and potential employers. Users can showcase their professional profiles, share updates, and engage in business-related discussions within the platform.

Remo

<https://remo.co/>

Country: Japan

Use: virtual events, conferences, networking

Version: demo, paid

Remo is a virtual event platform that offers interactive and customizable virtual spaces for online meetings, conferences, and networking events. It provides a unique visual experience, allowing participants to move between virtual tables and engage in real-time conversations with other attendees.

vFairs

<https://www.vfairs.com/>

Country: USA

Use: virtual conferences, fairs, trade shows, networking

Version: demo, paid

vFairs is a virtual events platform that provides a customizable and interactive environment for hosting virtual conferences, trade shows, and job fairs. It enables organizers to create virtual spaces with features such as booths, live presentations, networking opportunities, and engagement tools to replicate the experience of in-person events in an online setting.

Whova

<https://whova.com/>

Country: USA

Use: event management, networking

Version: demo, paid

Whova is an event management and networking platform designed to streamline the organization of conferences, trade shows, and other events. It provides features for event planning, attendee engagement, networking, and virtual experiences, offering a comprehensive solution for both in-person and virtual events.

Petition

OpenPetition

<https://www.openpetition.eu/>

Country: Germany

Use: petitions

Version: free

OpenPetition is an online platform aimed at safeguarding the freedom to petition and enhancing digital participation opportunities within the European Union and other regions. The platform advocates for the right to political participation once a petition reaches a specific signature threshold. OpenPetition engages in ongoing communication with national and local government authorities. Upon reaching the required quorum, the platform prompts elected officials in the area to make a public declaration. While the platform is customizable to some extent, allowing

users to tailor petitions to their needs and incorporate multimedia elements, it primarily focuses on facilitating effective petitioning and political engagement.

Reporting

HEJT STOP

www.hejtstop.pl

Country: Poland

Use: citizen reporting system, anti-hate speech project

Version: no information

HejtStop is a campaign for removing hate signs from public spaces in Poland, as part of a larger anti-hate speech online project. It has been created as a counter-reaction against the increasing wave of hate rhetoric spreading in the country. The project combines online engagement with offline activities. It uses an online reporting tool, through which citizens can take a picture of hateful graffiti with their mobile devices and submit it with its respective GPS coordinates to the online platform.

Surveys

76Engage

<https://76engage.com/>

Country: Canada

Use: surveys, idea-collection, co-creation.

Version: demo, paid

76Engage is a digital engagement platform for public consultations, best used for participatory budgets, thematic consultations, calls for ideas, and surveys. It offers the knowledge and simple-to-use tools intended to promote participation and analysis tools. The platform is fully customisable with multilingual domains and URLs. It also offers fully customisable reports and provides expert support.

ArcGIS Hub

<https://www.esri.com/en-us/arcgis/products/arcgis-hub/overview>

Country: USA

Use: spatial data sharing, surveys, proposal tools

Version: basic included in the online subscription, paid

ArcGIS Hub is a community engagement platform that organizes people, data and tools into information-driven initiatives. The platform enables customers to provide comprehensive open (spatial) data to their community members through visualizations (in the form of maps,

dashboards, graphs, etc.), making information sharing more intuitive. Additionally, the platform offers survey and proposal tools that can be used to collect initiative-related data directly from participants.

Crowdscope

<https://www.crowdoscope.com/>

Country: UK

Use: surveys, live events

Version: demo, paid

Crowdoscope, developed by Silverman Research LTD in London, is an online survey tool capturing collective social intelligence through quantitative and qualitative data. It features real-time analysis, live events for innovation, interactive visualizations, and a public feedback mechanism.

ezVote Online

<https://www.ezvoteonline.com>

Country: USA

Use: voting

Version: demo, paid

EzVote from Meridia Audience Response is an online voting platform for surveys and elections. It caters to a variety of groups, including homeowners associations, booster clubs, alumni associations, schools, NGOs, corporations and more. Highly accessible, it enables secure voting on any device. Annual subscription programs enable in-depth opinion research through polls and surveys, aimed at improving relations between organizations and their members.

iD City

<https://www.id-city.fr/>

Country: France

Use: consultation, decision-making processes, participatory budgeting

Version: paid

iD City provides a secure and customizable digital consultation platform for stakeholders, including governments, with features such as participatory budgeting, thematic consultation, and surveys. The platform can be tailored to match branding preferences, accessed through a personalized URL, and offers user-friendly setup for various participatory processes. iD City also offers comprehensive services, including implementation, training sessions, communication strategy support, and ongoing maintenance.

Imagina

<https://imagina.com/fr/fonctionnalites/ville/consultation-citoyenne>

Country: France

Use: citizen participation, municipalities, organizations

Version: demo, paid

Imagina is an online citizen participation platform designed for municipalities and organizations to enhance democratic engagement. It provides tools such as surveys, digital suggestion boxes, budget allocation, and online voting, enabling citizens to voice opinions and contribute to community initiatives. The platform also allows municipalities to propose projects, gather feedback, and collect votes, fostering collaboration and civic engagement for an improved sense of community.

Kahoot

<https://kahoot.com/>

Country: Norway

Use: game based education, quizzes, surveys, discussion

Version: free, paid

Kahoot! is an online learning platform that offers a game-based approach to education. It allows educators and trainers to create interactive quizzes, surveys, and discussions that can be played in a competitive and engaging format.

Kuorum

<https://www.kuorum.org/en/>

Country: Spain

Use: voting, training, project planning, consultancy

Version: demo, paid

Kuorum provides a tool for creating and hosting online voting and participation platforms. The service is highly customisable, ranging from the creation of relatively simple voting platforms to hosting an entire public participation process. Kuorum offers trainings, project planning, execution and consultancy throughout the process.

Maptionnaire

<https://www.maptionnaire.com/>

Country: Finland

Use: citizen engagement, spatial surveys

Version: paid

Maptionnaire serves as a citizen engagement platform focused on facilitating efficient community involvement in city planning. It simplifies the gathering of local insights by employing map-based and traditional surveys, transforming data collection into an enjoyable experience for

citizens. The platform is adaptable and versatile, employed in diverse processes such as survey design, automation of public hearings, and the implementation of participatory budgeting.

Mentimeter

<https://www.mentimeter.com/>

Country: Sweden

Use: interactive presentations, polls, surveys

Version: free, paid

Mentimeter is an interactive presentation platform that allows presenters to engage with their audience in real-time. Users can create interactive presentations, quizzes, polls, and surveys that participants can respond to using their smartphones or other devices. The platform is commonly used in educational settings, business meetings, and events to enhance audience participation and gather instant feedback.

Poll Everywhere

<https://www.polleverywhere.com/>

Country: USA

Use: interactive polls, surveys, presentations

Version: free, paid

Poll Everywhere is an audience engagement platform that enables presenters to create interactive polls and surveys for live events or virtual presentations. Participants can respond to polls in real-time using their mobile devices, allowing presenters to gather instant feedback, opinions, or votes from the audience.

Senf

<https://senf.app/>

Country: Germany

Use: public participation, project planning, spatial visualisation

Version: demo, paid

Senf.app is a tool tailored for digital participation in project planning. Its straightforward design streamlines data capture and decision-making, while offering GIS data visualization for a clear spatial overview. The platform provides customizable project configurations and excels in map-based surveys and efficient data analysis. Its practicality is underscored by a user-friendly setup, accessible design, and project flexibility.

Social Pinpoint

<https://www.socialpinpoint.com/>

Country: Australia

Use: project management facilitator

Version: demo, paid

Social Pinpoint offers a cloud-based online engagement platform. With the Engagement Suite, customers can build their platform around their specific community participation projects. Social Pinpoint's engagement pages are designed to serve as the main information hub. Community members and stakeholders have access to all relevant news and current projects. Customers can integrate their chosen engagement tools, such as mapping, surveys and participatory budgeting tools.

SurveyMonkey

<https://www.surveymonkey.com/>

Country: USA

Use: surveys

Version: paid

SurveyMonkey is an online survey platform that allows users to create, distribute, and analyze surveys and questionnaires. It provides a user-friendly interface for designing surveys, collecting responses, and gaining insights into various topics and opinions.

Ushahidi

<https://www.usshahidi.com/>

Country: Kenya

Use: mapping tool, surveys

Version: free, paid

Ushahidi is an online platform through which customers are able to get insight into citizen opinions. Built around a mapping tool, citizens can voice their opinion either directly or through surveys posted to the platform by the customer. Furthermore, the platform provides a low-tech solution to customers where citizens can contribute to the platform via SMS as well. Ushahidi's services include platform set-up; integration of communication channels, including an SMS gateway; consultation in designing the engagement process; dedicated technical support; and virtual or in-person training.

Translation

DeepL

<https://www.deepl.com/translator>

Country: Germany

Use: translation

Access: free, paid

DeepL Translator, developed by the German company DeepL GmbH, is a cutting-edge neural machine translation service. Utilising long short-term memory (LSTM) recurrent neural networks, it delivers highly accurate and natural-sounding translations. Widely recognized for its

exceptional language processing capabilities, DeepL is considered a leading service in the machine translation industry.

Google Translate

<https://translate.google.com/>

Country: USA

Use: translation

Access: free

Google Translate is a free online tool made by Google that helps translate text, documents, and websites into more than 100 languages. It uses smart technology to give more accurate and context-based translations. People use it a lot to quickly translate things, making information easier to understand and connecting people who speak different languages all around the world.

Wordly

<https://portal.wordly.ai/>

Country: USA

Use: translation

Version: demo, paid

Wordly provides AI language translators for dozens of languages, including the most common languages used for business communications around the world. Output options include audio, captions, and full text transcripts.

Transparency

Cofonder

<https://cofonder.fr>

Country: France

Use: civic tech, local governance, crowdfunding

Version: no information

Cofonder is a civic tech product that offers various tools to promote transparency and citizen participation in local governance. One of their features is a crowdfunding platform that enables the emergence of various local projects, especially those that local authorities may not have the means to fund. This method of financing also promotes different types of projects, such as those related to associations, solidarity, and sustainability.

Die Dialogzentrale

<https://www.zebralog.de/dialogzentrale>

Country: Germany

Use: information, participation and transparency hub, urban planning

Version: demo, paid

Die Dialogzentrale by Zebralog is an integrated platform for information, participation, and transparency in urban planning. It offers versatile modules like map dialog, idea collection, and participatory budgeting. Highly customizable, it allows easy content filling and design without technical knowledge. Zebralog provides quick setup, editorial support, and expert assistance for digital participation. The platform ensures transparent process mapping and effective engagement for diverse participatory processes.

Granicus

<https://granicus.com/>

Country: USA

Use: digital solutions for governments

Version: demo, paid

Granicus is a cloud-based software company that specializes in providing solutions for government agencies to enhance civic engagement, transparency, and communication. Granicus aims to empower public sector organizations with digital tools that streamline communication, increase government efficiency, and foster a more informed and engaged community.

Parlamer

<https://parlamer.org>

Country: Slovenia

Use: transparency and digitalization of parliamentary sessions, transcripts and voting records

Version: open source, free

Parlamer stands out as an interactive and user-friendly platform designed for journalists and CSOs to monitor the parliamentary proceedings in Slovenia. Additionally, it keeps tabs on the voting patterns of Members of Parliament (MPs) and parliamentary groups. The platform goes further by generating individual 'information cards' containing comprehensive records and automatically processing statistical data related to MPs' speeches.

POLYAS

<https://www.polyas.com/>

Country: Germany

Use: voting

Version: demo, paid

POLYAS is a versatile online voting tool that supports a range of elections, referendums, and surveys. It caters to both binding and non-binding voting scenarios, providing organizations with an effective means to involve stakeholders and members in decision-making. This tool, suitable for various organizations and institutions, boasts unique features such as advanced encryption

for vote integrity and confidentiality. It also enables voters to track their ballots, ensuring transparency. Administrators have flexibility in tailoring the voting process, setting parameters like voter eligibility, voting periods, and candidate profiles.

Polys

<https://polys.me/>

Country: Russia

Use: voting

Version: paid

Polys delivers a blockchain-driven online voting platform adapted for every kind of organization. This platform enables the seamless execution of efficient, transparent, and secure online elections. Users have the flexibility to create and manage various voting processes, selecting from four distinct ballot types. Furthermore, Polys provides a hardware solution, allowing for onsite voting at designated polling stations. This gives voters the option to either cast their votes online using personal devices or participate in person. This tool ensures that each participant can vote only once.

Vouliwatch

www.vouliwatch.gr

Country: Greece

Use: parliament transparency tool, citizen participation

Version: free

VouliWatch is a tech-driven website monitoring Greek parliamentary activities, aiming to empower citizens. It provides tools to hold MPs accountable, covering finances, communication transparency, and legislative recordings. Users can track votes, ask questions, and compare party positions. The platform offers insights on bills, active MPs, and political groups, fostering a new era of political accountability and transparency.

Who Can I Vote For?

www.whocanivotefor.co.uk

Country: United Kingdom

Use: election transparency tool

Version: free

WhoCanIVoteFor provides lists, contact information and election statements of candidates for upcoming elections in the United Kingdom, including local elections. The tool was set up to provide voters with an easy, unique and novel way to learn about candidates - just by entering their postcode.

Videoconference

Airmeet

<https://www.airmeet.com/>

Country: India

Use: videoconferences, polls, Q&A

Version: demo, free, paid

Airmeet is a virtual event platform that facilitates online meetings, conferences, and webinars. It provides interactive features such as audience engagement through Q&A sessions, polls, and networking opportunities.

BBB server

<https://bbbserver.eu/>

Country: Germany

Use: videoconferences, online teaching

Version: free, paid

BBB server uses BigBlueButton (see below) to provide a data protection-compliant meeting platform specializing in web conferences and online meetings. BBB offers security with European servers and adherence to European data protection standards, providing a safe environment for virtual lessons, webinars, or conferences.

BigBlueButton

<https://bigbluebutton.org/>

Country: Canada

Use: online teaching

Access: open source, free, paid

BigBlueButton is virtual classroom software designed for online teaching. The platform maximizes time for learning by enabling students to collaborate and receive feedback in real time. It can be used to launch a virtual classroom, complete with video, audio, screen sharing, chat and all the tools needed to ensure that learning goes ahead properly.

Chatmosphere

<https://chatmosphere.cc/>

Country: Germany

Use: video chat

Version: free

Chatmosphere is a fun and dynamic open-source video chat. This web-app, is based on the open-source video conferencing tool Jitsi. The proximity-based interaction allows participants to

start conversations when close, fostering parallel discussions and fluid transitions, mimicking the dynamics of sitting at a large table.

Discord

<https://discord.com>

Country: USA

Use: communication

Version: free, paid

Discord is a communication platform designed for communities, gamers, and collaborative groups. It combines text, voice, and video chat features, allowing users to communicate in real-time within customizable servers or channels. Discord gained popularity for its ease of use, diverse functionality, and the ability to create communities for various interests and purposes.

Diskutier Mit Mir

www.diskutiermitmir.de

Country: Germany

Use: public debate, chat platform

Version: free

Diskutier Mit Mir is a German digital dialogue platform created to foster safe public debates amid a polarized online sphere. Launched before the 2017 German federal elections, it addresses the issue of digital polarization by pairing individuals with opposing views for anonymous 1:1 chats. The platform expanded to Talking Europe, a European-wide tool for the 2019 European Parliament elections. Successful in reaching its target audience, particularly young people in rural areas, Diskutier Mit Mir aims to enhance understanding of opposing political views. Challenges include technical issues and maintaining user engagement beyond election cycles. Finances rely on state funding, private foundations, and donations.

ExpoPlatform

<https://expoplatform.com/>

Country: UK

Use: conference platform, virtual events

Version: demo, paid

ExpoPlatform provides advanced tools for elevating live, hybrid, and fully virtual events, catering to a diverse range of occasions such as exhibitions, conferences, corporate events, and associations. Their 365 community platform allows continuous market connectivity through editorial content, regular webinars, interest groups, and a marketplace.

Google Meet

<https://meet.google.com/>

Country: USA

Use: video calls

Version: free, paid

Google Meet is a video conferencing platform that allows users to host and participate in virtual meetings, video conferences, and webinars.

Hopin

<https://hopin.com>

Country: UK

Use: online and hybrid events, polls

Version: free, paid

Hopin is an online events platform that facilitates virtual and hybrid events, including conferences, expos, and meetups. It offers features such as customizable event spaces, networking opportunities, and interactive sessions like Q&A and polls. Hopin gained popularity for its user-friendly interface and comprehensive tools, enabling event organizers to create engaging and immersive virtual experiences.

Jitsi

<https://meet.jit.si/>

Country: USA

Use: video calls

Version: open source, free

Jitsi is a free and open-source video conferencing platform that enables users to host and join virtual meetings. It offers real-time communication features, including video calls, screen sharing, and chat functionality.

Remo

<https://remo.co/>

Country: Japan

Use: virtual events, conferences, networking

Version: demo, paid

Remo is a virtual event platform that offers interactive and customizable virtual spaces for online meetings, conferences, and networking events. It provides a unique visual experience, allowing participants to move between virtual tables and engage in real-time conversations with other attendees.

Skype

<https://www.skype.com>

Country: USA

Use: video calls

Version: free, paid

Skype is a telecommunications application that provides video chat, voice call, and messaging services. Skype is widely used for both personal and business communication, enabling users to connect with others globally through various communication channels.

Teams

<https://www.microsoft.com/en-us/microsoft-teams/group-chat-software>

Country: USA

Use: communication, video calls, file storage

Version: paid

Microsoft Teams is a collaboration platform that facilitates communication and teamwork within organizations. It integrates chat, video conferencing, file storage, and application integration in a single platform. Users can collaborate in real-time, hold virtual meetings, and access shared documents, enhancing productivity and remote collaboration.

vFairs

<https://www.vfairs.com/>

Country: USA

Use: virtual conferences, fairs, trade shows, networking

Version: demo, paid

vFairs is a virtual events platform that provides a customizable and interactive environment for hosting virtual conferences, trade shows, and job fairs. It enables organizers to create virtual spaces with features such as booths, live presentations, networking opportunities, and engagement tools to replicate the experience of in-person events in an online setting.

Vimeo

<https://vimeo.com/>

Country: USA

Use: video hosting and sharing, collaboration and feedback

Version: free, paid

Vimeo is a video-sharing platform that allows users to upload, share, and view high-quality videos. It is known for its focus on creative and professional content, providing a platform for filmmakers, artists, and businesses to showcase their videos in a visually appealing and customizable environment.

Webex

<https://www.webex.com/>

Country: USA

Use: video conferencing, online meetings

Version: free, paid

Webex, developed by Cisco, is a comprehensive collaboration platform that offers video conferencing, online meetings, and webinar solutions. It provides a user-friendly interface with features like screen sharing, file sharing, and real-time chat to facilitate seamless communication and collaboration. With a focus on scalability and security, Webex caters to various business and educational needs for virtual communication and collaboration.

Zoom

<https://zoom.us>

Country: USA

Use: video calls, online collaboration

Version: free, paid

Zoom is a video conferencing platform widely used for virtual meetings, webinars, and online collaboration. It offers features such as high-quality video and audio, screen sharing, and chat functionality. Zoom gained popularity for its user-friendly interface and became particularly essential for remote work and virtual communication.

Voting & polls

Alpha Vote

<https://www.kercia.com/>

Country: France

Use: voting

Version: paid

It is a voting solution provider, which specializes in secured voting systems. With the Alpha Vote voting platform, participants can vote at the ballot box in the designated offices, but also using a smartphone, tablet, or computer with internet access and from any browser. The multi-channel voting system offered by Kercia is fully secure and places great emphasis on fraud prevention. Furthermore, Kercia offers the possibility to have personalized support. To ensure securitization, the system is audited regularly and complies with CNIL recommendations. Finally, the voting platform is very adaptable and can be customized to the project's needs, there is a multi-channel voting system as well as media customization. Alpha Vote is used for every type of online voting: from schools and general assemblies to citizen processes and referenda.

Appsamblea

<https://appsamblea.com>

Country: Spain

Use: Voting

Version: Paid

The tool Appsamblea is a secure online voting system that can adapt to the particularities of each type of organization or company. The administrator must create an account on Appsamblea, set up the vote, upload the voter list and launch the vote. Voters will then receive a notification and be guided through the participation process by the intuitive tool. Appsamblea uses the simple and popular KYC (Know your customer) system, in which the ID card is used to verify the identity of the user.

Assembly Voting

<https://assemblyvoting.com/>

Country: Denmark

Use: Voting

Version: demo, paid

Assembly Voting furnishes completely documented, end-to-end auditable voting solutions for scheduled digital elections, online conference voting and hybrid elections. The company's main technological objective is to create systems in which the entire voting process can be secured.

Belenios

<https://www.belenios.org/index.html>

Country: France

Use: Voting

Version: free

Belenios is a voting system designed to ensure advanced security features, focusing on vote privacy and verifiability. It is applicable to various types of elections, including referendums, across different domains such as scientific councils and sport associations.

BigPulse

<https://www.bigpulsevoting.com/>

Country: USA

Use: Voting

Version: Paid

BigPulse is a secure online voting platform. It can be used to organize simple or complex elections with one or more ballots, and the voting system is customizable. The system is easy to set up, the validity of votes is assured and data is secure, backed up and protected.

Electobox

<https://electobox.com>

Country: Greece

Use: voting, elections and referendums

Version: no information

Electobox, developed by Cyber Emphasis PLC, is a secure and user-friendly online voting platform for elections and referendums of any scale. It ensures voter privacy, election integrity, and transparency through advanced security systems and cryptographic algorithms. Adjustable to diverse organizational needs, Electobox is widely used for online voting by governments, student associations, municipalities, and more.

Electric Vote

<https://electric.vote>

Country: Germany

Use: voting

Version: free

Electric Vote is a decision-making platform allowing direct voting and vote delegation. Users can delegate, split, and withdraw votes, maintaining control in democratic decision processes. The platform supports customizable polls with open, voting, and ended phases. With flexible delegation options, Electric Vote is versatile for tailored democratic decision-making. Services include poll creation, modification, and result display, providing a comprehensive solution.

ezVote Online

<https://www.ezvoteonline.com>

Country: USA

Use: voting

Version: demo, paid

EzVote from Meridia Audience Response is an online voting platform for surveys and elections. It caters to a variety of groups, including homeowners associations, booster clubs, alumni associations, schools, NGOs, corporations and more. Highly accessible, it enables secure voting on any device. Annual subscription programs enable in-depth opinion research through polls and surveys, aimed at improving relations between organizations and their members.

Helios Voting

<https://www.heliosvoting.org/>

Country: USA

Use: online elections

Version: free

Helios is a web portal for creating secure online elections, requiring users to register with email, name, and password. Users, known as administrators, set up elections by specifying a name and time period. Helios provides a public key, and administrators prepare the ballot and voter roll. The system freezes the election when ready, preventing further changes for secure and verifiable voting, suitable for various environments.

Mentimeter

<https://www.mentimeter.com/>

Country: Sweden

Use: interactive presentations, polls, surveys

Version: free, paid

Mentimeter is an interactive presentation platform that allows presenters to engage with their audience in real-time. Users can create interactive presentations, quizzes, polls, and surveys that participants can respond to using their smartphones or other devices. The platform is commonly used in educational settings, business meetings, and events to enhance audience participation and gather instant feedback.

MobileMark

<https://votem.com>

Country: USA

Use: absentee voting

Version: paid

MobileMark is a secure online solution developed by Votem Corp, designed to facilitate absentee voting. The product is designed for customers who wish to provide convenient access to elections for their citizens, whether they are deployed abroad or unable to participate in regular elections due to disability-related factors.

NemoVote

<https://nemovote.com>

Country: Germany

Use: voting

Version: demo, paid

Nemovote voting software is crafted for gathering audience feedback in events and meetings. This platform permits participants to cast votes in advance as well as in real-time. Positioned as a tool for facilitating organizations in establishing online voting processes, the highly customizable software empowers each user to create their own administrative platform. From this platform, users can oversee and conduct all elections within a specific community.

NosLois

<https://civicpower.vote/noslois/>

Country: France

Use: citizen engagement, voting

Version: no information

NosLois is an online platform designed to furnish citizens with accurate information regarding laws in the preparation stage, empowering them to take a stance and voice their opinions. Users can utilize the platform to obtain trustworthy information about legislative activities and

official summaries, as well as share their views confidentially and without interference. The platform also sends notifications about new projects and proposals related to selected topics, offering users the ability to personalize their interface while staying updated on recent and ongoing legislative texts.

nVotes

<https://nvotes.com>

Country: Spain

Use: voting

Version: paid

nVotes stands as open-source software designed for online voting, enabling members of any organization to cast their votes electronically. The system boasts inherent security features and follows best practices, ensuring it is a trustworthy and user-friendly tool. Tailoring to each election project, the software enables the creation of a customizable, standalone web page. Additionally, it supports multiple authentication and signature mechanisms, encompassing both offline and online voter registration.

Poll Everywhere

<https://www.polleverywhere.com/>

Country: USA

Use: interactive polls, surveys, presentations

Version: free, paid

Poll Everywhere is an audience engagement platform that enables presenters to create interactive polls and surveys for live events or virtual presentations. Participants can respond to polls in real-time using their mobile devices, allowing presenters to gather instant feedback, opinions, or votes from the audience.

Sequent

<https://sequentech.io/>

Country: USA

Use: voting

Version: open source, demo, paid

Sequent is an open-source, end-to-end auditable online voting platform designed to inspire the highest reliability in digital elections for election managers, voters and auditors. The aim is to ensure that online voting is both accessible and secure, and becomes a trusted tool within burgeoning systems of digital democracy. Using state-of-the-art technology, the platform guarantees total verifiability throughout the voting process. The software is adaptable, allowing the use of different voting systems and ballot styles to suit different preferences.

SkyVote

<https://www.skyvote.it/>

Country: Italy

Use: voting, decision-making processes

Version: paid

SkyVote Cloud is an enterprise e-voting platform known for its total scalability and unique infrastructure of redundant nodes. Primarily used for voting processes in public and private company assemblies, it has also been integrated into political voting procedures.

Slido

<https://www.slido.com/>

Country: Slovakia

Use: audience engagement, feedback, polls, Q&A

Version: free, paid

Slido is an audience engagement platform that enables event organizers to gather real-time feedback, run live polls, and facilitate interactive Q&A sessions during conferences and virtual events. It enhances audience participation and interaction, providing a tool for presenters to engage with their audience in a dynamic and inclusive manner.

Stateless

www.statelessworks.com

Country: Hungary

Use: campaign processes, data visualisation, voting

Version: no information

Stateless Works offers digital tools and campaign processes designed to strengthen progressive organizations in Europe, providing consulting services for the digitalization of campaign processes for political parties.

Voatz

<https://voatz.com/>

Country: USA

Use: voting

Version: no information

Voatz provides an app-based solution to customers who want to integrate online voting in their election processes. The app utilizes blockchain technology to ensure the security and validity of votes cast through it. Furthermore, after registration, all personal voter information is deleted for data protection purposes and the anonymization of the vote. Besides their online absentee voting software, Voatz also offers mobile polling and petition solutions.

Vooter

<https://vooter.co/>

Country: France

Use: voting, consultation

Version: demo, free, paid

Vooter is a digital solution for information, voting, and direct consultation, fostering co-construction and cohesion in various collectives. It provides a user-friendly platform for secure remote voting, consultation, and public voting, emphasizing real-time communication and continuous engagement with residents and elected officials. The platform accommodates a wide range of users, including individuals, organizations, businesses, and more, ensuring anonymity and confidentiality of opinions.

Voto

<https://voto.vote/>

Country: Germany

Use: elections, voting

Version: free, paid

VOTO is a no-code platform for creating Voting Advice Applications (VAAs) in Germany. Users can compare their positions with candidates and parties. It's used in municipal voting and by public entities. VOTO offers easy customization of election information and profiles, with technical support provided.

Wooclap

<https://www.wooclap.com/>

Country: Belgium

Use: polls, questionnaires

Version: free, paid

Wooclap serves as an interactive electronic platform designed for creating polls, and questionnaires, interactive Q&A sessions. Users on the site respond anonymously using technology devices like smartphones or laptops. In education and events, It enables presenters to develop interactive content and collect real-time feedback from participants through their devices.

VI. Conclusions

In conclusion, the creation of the e-Democracy guide represents for us a step towards achieving the goals of our project. Through this guide, we have informed the broader public about our project and the concept of e-democracy. We also explained the process of developing an online

platform that is accessible to most citizens, as we are committed to inclusivity, transparency and gender-balance goals.

Our examination of the EU24 Online Platform, covering its description, functionality, and future prospects, has provided valuable insights into the practical aspects of our platform for potential users. More broadly, the entire development process of our platform offers lessons for enhancing e-democracy initiatives

The comprehensive overview of the vast field of e-democracy tools, coupled with an emphasis on accessibility, serves as a resourceful guide for those navigating the landscape of digital democracy. While we tried to make the overview as complete as possible, we would like to acknowledge the constant evolution of the online tools.

The guide has been a realisation moment for us because it has become evident that technology's increasing mainstream presence is pivotal in shaping the future of democracy.

While celebrating the achievements outlined in this guide, it is crucial to recognise the potential for further improvements such as the development of freely accessible e-democracy websites. By promoting the accessibility of these platforms, we can enhance their reach and impact, fostering a more inclusive and participatory democratic landscape.



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