



Information Kit

Dear Madams and Sirs,

thank you very much for your interest in LiquidFeedback.

If you have any other questions please be so kind as to contact us!

Since LiquidFeedback started in 2009 it got a certain international attention that caused a high demand for quality information about the project mostly in the academic and commercial field.

Sincerely yours,

The Board Members
Association for Interactive Democracy

This document guides you through the “World of LiquidFeedback” in an easy way to let you find all necessary information instantly.

You may follow the links provided in this document for further information.

Imprint

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Partners & Core Capabilities

Public Software Group

Public Software Group e. V.

LiquidFeedback is an independent open source projekt published under MIT license by the Public Software Group of Berlin, Germany.

The Public Software Group e. V. is a non-profit association located in Berlin, Germany, founded in 2009. Its mission is to support the free software community by creating and publishing liberally licensed open source software.

Core capabilities:

- Software development (open source)
- Software publishing (open source)
- Support (non-commercial)

Resources:

- [Public Software Group's Website](#)
- [LiquidFeedback Developer Platform](#)

Interaktive Demokratie

Association for Interactive Democracy

Interaktive Demokratie e. V. (IAD)

The developers of LiquidFeedback have teamed up in the Association for Interactive Democracy in Berlin in 2011 to promote the use of electronic media for democratic processes and is holding lectures and workshops about all related topics.

IAD is publisher/editor of „The Principles of LiquidFeedback“ and of „The Liquid Democracy Journal“.

Core capabilities:

- Talks, Lectures, Workshops, Keynotes
- Academic and other publications
- Public Relations

Resources:

- [IAD's Website](#)
- [The Principles of LiquidFeedback](#)
- [The Liquid Democracy Journal](#)
- [Twitter: @liquidfeedback](#)

FLEXIGUIDED

FlexiGuided GmbH

FlexiGuided is specialized in the development and operation of data based applications. Regarding LiquidFeedback, FlexiGuided offers all kind of professional services.

FlexiGuided is participating in various academic partnerships and is collaborating in projects by the European Commission.

Core capabilities:

- Project Planning/Consulting
- Hosting (SaaS Plans)
- Training, Support (commercial)
- Academic and other collaborations

Resources:

- [FlexiGuided's Website](#)
- [Commercial services by the inventors of LiquidFeedback](#)

Software Development

LiquidFeedback is an independent open source projects published by the Public Software Group of Berlin, Germany (see partners, page 3)

The software is freely available for you to download. The implementation of LiquidFeedback splits into two parts:

- [LiquidFeedback Core \(Backend\)](#)
- [LiquidFeedback Frontend](#)

The **LiquidFeedback Core** consists of a database scheme for the PostgreSQL database, including the algorithms for delegations, feedback and the voting procedure implemented as SQL views and database procedures written in PL/pgSQL.

The **LiquidFeedback Frontend** reference is being implemented in Lua using the web application framework WebMCP that is published by Public Software Group as well. Please check other dependencies on the LiquidFeedback Frontend Website (see above).

You will find more information about the LiquidFeedback project on the [developer platform](#).

You may also want to check how to **report bugs** or how to **become a contributor**.

If you found a bug or similar issue in LiquidFeedback, please use the [issue report form](#) to let us know. You can indicate, if you like to receive updates on the ongoing status of the reported issue.

If you have an idea of a **new feature** or if you like to implement and contribute a new feature for LiquidFeedback, please let us know. To help you making clear what your feature is and to allow the maintainers to discuss and decide about your feature, it is required to write a feature proposal based on the questions of the [feature proposal guidelines](#).

Public Software Group provides two **mailing lists** related to the development of LiquidFeedback:

- [Announce \(archive\)](#)
- [Main discussion \(archive\)](#)

Security related announcements will be published on the announce list. All announcements are also posted to the main list.

As LiquidFeedback is licensed under the liberal [MIT/X11-License](#) you can include it in any software project you like, as long as there is PostgreSQL support for your programming language available.

If you signed up as contributor successfully Public Software Group only accepts code and dependencies being public domain, licensed under MIT or BSD style license or similar, and is publishing the software under MIT license. Any code infected with viral licenses like GPL will not be accepted. If you want to contribute code, you need to sign a [contributor license agreement](#).

Please be so kind to accept some **legal restrictions** regarding LiquidFeedback: While LiquidFeedback itself is open source software under the liberal MIT/X11-License, the name LiquidFeedback is protected by copyright laws and is a registered trademark in the EU and in the USA. This means you must not use the name of LiquidFeedback if you changed the code or if you use code of LiquidFeedback only partially. You also must not use the name of LiquidFeedback to setup services. Also the logo is protected by copyright laws and is not free of use.

LiquidFeedback Main Features

LiquidFeedback is an open-source software for proposition development and decision making providing the following main features:



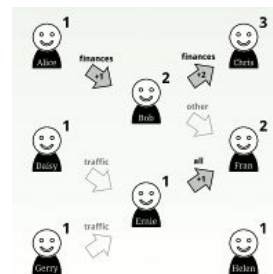
Fully Transparent Decision Process - Protection against non-transparent lobbying

Predefined rules and timings ensure that plans on decision processes are made public in time. Decisions are made by recorded vote only, and all voting-relevant data in LiquidFeedback is made available to all participants in both human- and machine-readable form. This enables a transparent decision-making process and ensures that participants can verify the voting procedure.



Collective Moderation - Proportional representation of minorities

LiquidFeedback doesn't rely on a request commission and doesn't need a moderator. Instead, all participants gain equal rights in a scalable structured discussion process where it is ensured that minorities gain a fair share of representation and that even individuals may put up their proposals for discussion. The system is designed in such a way that noisy minorities won't harm other minorities in the discussion process.



Liquid Democracy - Scalability through division of labor

The basic idea is a democratic system in which most issues are decided (or strongly suggested to representatives) by direct referendum. Considering nobody has enough time and knowledge for every issue, votes can be delegated by topic. Delegations are transitive and can be revoked or changed at any time. Liquid Democracy is sometimes referred to as »Delegated« or »Proxy Voting«.



Preferential Voting - Equal treatment of competing alternatives

LiquidFeedback doesn't ask predefined questions but encourages participants to suggest alternatives. A sophisticated voting system is facilitated to allow participants to express their opinions without needing to consider tactics. Its mathematical properties avoid that similar proposals harm each other by vote-splitting.

LiquidFeedback Interoperational Features

User management with LDAP

LiquidFeedback can make use of existing user databases (e.g. member databases, employee databases or shareholder databases) to reduce the necessary effort of managing the list of eligible participants of a LiquidFeedback installation. For this purpose, LiquidFeedback comes with a client implementation of the standard protocol for directory services, the Lightweight Directory Access Protocol (LDAP). LDAP allows to securely check an existing user database in real time whenever a participant wants to access LiquidFeedback. This way, only eligible participants will get access to LiquidFeedback using their already known credentials.

Login with Social Media ID's

LiquidFeedback supports user login using social media ID services. This allows participants to use already known credentials to access LiquidFeedback - no need for another password. LiquidFeedback supports Google ID and Facebook Login out of the box. Other ID providers can be added using the external login interface of LiquidFeedback. Nevertheless, using social media ID services does not replace an appropriate accreditation process of the participants to ensure that one person cannot use multiple accounts to increase their voting weight (adherence to "one man - one vote").

Single-Sign-On with LiquidFeedback's unified user management

LiquidFeedback can also provide single-sign-on functionality for third party applications. The included, full-fledged OAuth 2.0 server implementation allows to share participant authorization information with other components of a participation solution, e.g. mapping or issue reporting components. Furthermore, the unified user management allows sharing of profile data and user settings across different components of a participation solution. This allows a seamless integration of LiquidFeedback and other components into a homogeneous platform. Participants can access all connected components without the need for multiple account registrations or multiple logins on different platforms. In turn, other applications can rely on LiquidFeedback as an identity provider, including a check whether an internet user has voting privileges in a given setup.

Geospatial integration

Geospatial (mapping) applications can be plugged into LiquidFeedback using the geospatial integration interface. This allows embedding of existing and new mapping applications directly into LiquidFeedback, combining the benefits of crowd sourced mapping and geo-tagging with LiquidFeedback's unique proposition development and decision making process. When creating an initiative in LiquidFeedback, participants may add geospatial features to their proposal using the embedded map. Other participants can find such initiatives using the interactive features of the embedded map.

Technical Facts

First Public Release	November 2009
Publisher	Public Software Group e. V., Berlin http://www.public-software-group.org/liquid_feedback
License	Open Source, MIT-License http://www.public-software-group.org/licenses
LiquidFeedback Core (Backend)	Programming Language: PostgreSQL http://www.public-software-group.org/liquid_feedback_core
Current Version of Core	v.3.x
LiquidFeedback Frontend	Programming Language: LUA http://www.public-software-group.org/liquid_feedback_frontend
Current Version of Frontend	v.3.x
LiquidFeedback Developer Platform	http://dev.liquidfeedback.org/trac/lf/

Engagement Guidelines

1. LiquidFeedback is designed for recorded votes only

LiquidFeedback is a computer software that has been developed to empower organizations to make democratic decisions independent of physical assemblies while also giving every member of the organization an equal opportunity to participate in the democratic process.

Liquid Feedback delivers reliable results about what the members want and can be used for information, suggestion, or directive depending on the organizational needs and the national legislation. It can be used for binding decisions in an organization or - following the idea of interactive democracy - as a new communication channel between the members and the board.

Originally designed for political parties and other organizations, LiquidFeedback is also being used in civic participation, in constituency participation for better connecting representatives to their electoral district and even in corporate participation projects.

Users don't need to install LiquidFeedback, instead they can just access it using an ordinary web browser. This also means using LiquidFeedback is platform independent. However the operating organization needs to run

an internet server. There are several aspects an organization should take into consideration to smooth the way to success:

Democratic decision-making processes must be verifiable to be trustworthy. Enduring trust may only arise out of the possibility for the participants to verify the correct execution of all processes.

Thus LiquidFeedback must not be used for elections (of persons) because there is no existing knowledge about any procedure guaranteeing the participants verifiability and secrecy of the ballots using an electronic system (computers) for casting the ballot at the same time: secrecy conflicts with verifiability when using computers.

However, certain organizations and even countries ignore this fact and use voting computers for elections. Therefore, it must be stated that promises about the verifiability of secret electronic elections are wrong.

LiquidFeedback is not implementing secret voting but only aims for those use cases where a recorded vote is intended.

To guarantee the principle of "one person, one vote" a proper accreditation process has to be organized to grant access to the system only to

those people who are intended to use it. This means every participant must be identified during the accreditation process as an "existing person".

2. Anonymized electronic voting systems must be seen as risk management

Although in general in democratic processes a highly transparent process is possible being installed using LiquidFeedback to develop ideas and to vote on competing initiatives on subjects (not persons/people) there might be some legitimate interest to use LiquidFeedback using the system anonymously or pseudonymously. This may be the case in corporate participation projects where employees need some protection to not being identified by the management. In these use cases a special process for anonymizing or pseudonymizing of the participants has to be installed. Consequently it must be clear that all outcomes of an anonymized/pseudonymized system may not be reliable because they can not be verified. This may be accepted in this special use case because a corporation usually isn't ruled democratically but by a management that always has to take certain risks. Decisions can be taken based on such a computer system as long as it is clear that all decisions are a kind of risk management. Not only the decision itself but also on what basis it is

founded is the management's exclusive right to decide. Thus the outcome of a LiquidFeedback system with anonymous or pseudonymous participants can be taken into account as long it fits with the management's opinion.

3. Liquid Democracy provides no alternative to the republic

Liquid Democracy as an organizational concept combines elements of direct and representative democracy. Anyone can select their own way ranging from direct democracy to representative democracy by participating in what one is interested in while giving their vote to somebody acting in their interest for all other areas. Using the concept of Liquid Democracy, people can have their interests represented regardless of their ability to spend time or effort on a particular issue. In return, people are not urged to decide on issues where they lack expertise. This way, Liquid Democracy can be scaled up as opposed to direct democracy.

Liquid Democracy, however, can only be successfully practiced using computers. This means secret voting is not possible. Therefore Liquid Democracy comes with a price: The vote of every participant is recorded and therefore documented. As far as representatives are concerned, accountability is desired. Liquid Democracy, however, doesn't differentiate

between voters and representatives. A Liquid Democracy society would need to treat every citizen like a representative in the existing parliamentary systems. Furthermore, the system of checks and balances would need to be completely readjusted.

It would be irresponsible to give up secret elections – a security mechanism to ensure free elections and protect democracy. This is why we do not endorse calls for replacing representative democracy with Liquid Democracy and conclude: Liquid Democracy provides no alternative to the parliamentary constitutional republic, the presidential republic or the parliamentary constitutional monarchy for that matter. It may be used in civic participation as an additional communication channel between citizens and their administration, or in constituency participation for better connecting representatives to their electoral district.

The real potential, however, is revolutionizing decision-making within political parties and thus changing the course of politics. Political parties usually unite citizens interested in politics on a voluntary basis and have some freedom in organizing their decision-making. All decisions in a Liquid Democracy party will either be made by recorded vote or – where required – by casting secret votes outside the Liquid Democracy system. Any attempt to simulate secret voting using pseudonyms or cryptography constitutes an attack against both secrecy and verifiability of

the voting process.

Liquid Democracy parties could become very attractive to citizens; empowering the ordinary members would make these parties more responsive to the demands of society. It would also be an invitation to join a given party. These parties will still compete against parties using other organizational structures and need to convince the general public in secret (!) elections.

4. Conclusion

- LiquidFeedback is designed for recorded votes for
 - a reliable and fully transparent process of proposition development and decision making,
 - an asymmetric collaboration process not being bound working at the same place at the same time.
- LiquidFeedback may be used with anonymized/pseudonymized users for use cases where risk management for decision making is a daily business.
- LiquidFeedback sets up an additional communication channel and must not replace the leader's board, the management or the republic.

Legal Information

If you need any support or if you have any questions regarding license, registered trademark or other rights of use, e. g. for the use of logos or pictures, please be so kind to contact us before publishing your work by sending your request by email to

info@interaktive-demokratie.org

We will be happy to help!

License

LiquidFeedback is an Open Source Software published under the [MIT-License](#).

Work Title, Registered Trademark

The work title „LiquidFeedback“ is protected by law. If you change the software „LiquidFeedback“ and distribute or use it, you must not use the name „LiquidFeedback“ for this derivative.

LiquidFeedback is a registered trademark in the European Union and the United States of America and must not be used for commercial purposes without prior permission.

„LiquidFeedback“ is properly quoted in CamelCase (e. g. in press, media, blogs, scientific work).

Quotations

While the software LiquidFeedback itself is open source all other resources like texts, logos and graphics etc. on websites, in the book „The Principles of LiquidFeedback“ and in „The Liquid Democracy Journal“ are copyrighted material. Please do not copy any of this material to your own publications without written permission. Citations must properly mention the original source.

Logos, Pictures

All logos and pictures by Public Software Group e. V., Interaktive Demokratie e. V, and FlexiGuided GmbH as well as the LiquidFeedback Logo (white plus sign on green circular surface) are copyrighted material. Please do not copy any of this material to your own publications without written permission.

Common Misconceptions

General

There are common misconceptions related to LiquidFeedback published by certain authors and/or media. The repetition or copy of misconceptions does not validate the wrong information. Please take notice that

LiquidFeedback is

- **an independent project and**
- **NOT affiliated to any political party or movement.**

In particular it has neither been

„developed by/for Pirates/the Pirate Party“ nor

„advanced/enhanced by/for Pirates/the Pirate Party“.

The allegation that the processes implemented in LiquidFeedback, especially the LiquidFeedback Proposition Development Process (4 Phases, 2 Quora and further details) or LiquidFeedback itself „is general and public knowledge that has been discussed for decades“ is **WRONG** and applies to the delegated voting process (Liquid Democracy) only but **NOT** to the LiquidFeedback Proposition Development Process (see above) that was published first within the software LiquidFeedback by the authors Jan Behrens, Axel Kistner, Andreas Nitsche und Björn Swierczek and is described in detail in chapter 4 of the book „The Principles of LiquidFeedback“.

Journalists, Representatives of Press/Media

Basically we do not give interviews. Please don't call us for interview requests. If you have questions about LiquidFeedback and its developers not having been answered elsewhere already you may send us an email to

info@interaktive-demokratie.org

with the complete list of your questions. In addition we will be glad to add your contact data (email address) to our media mailing list.

Help with Publications

If you want to be sure that your publication about LiquidFeedback is correct you can send your text to info@interaktive-demokratie.org and we will give our comments.

If you are a scientist or student or if you work in the academic field and need our support you may enter into our Academic Cooperation Agreement. In some cases we can offer tutorship for your academic work/dissertation. Please contact us by email for further questions.

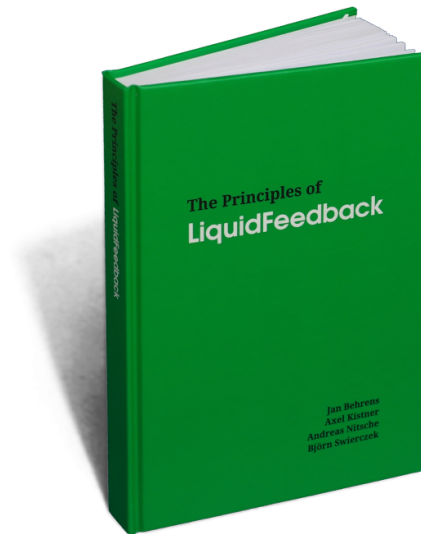
Thank you for your cooperation!

Publications

The Principles of LiquidFeedback

This book gives an in-depth insight into the philosophical, political and technological aspects of decision making using the internet and the "secrets" of LiquidFeedback, a computer software designed to empower organizations to make democratic decisions independent of physical assemblies, giving every member of the organization an equal opportunity to participate in the democratic process.

The inventors of LiquidFeedback explain the principles and rules of procedure developed for LiquidFeedback providing the key features for democratic self-organization. They give a theoretical background about collective decision making and answers to practical questions. This is a must-read for anybody planning to make online decisions or to build online decision platforms and is also interesting for anybody interested in the future of democracy in the digital age.



The book has more than 200 pages, including:

- detailed descriptions of the concepts of Liquid Democracy
- explanation of the structured discussion process in LiquidFeedback, including:
- the collective moderation system
- protection of minorities and the problem of "noisy minorities"
- preferential voting
- reasons for the design principles of LiquidFeedback
- real-world integration into existing democratic systems
- analysis of the verifiability of voting systems
- glossary and an extensive index
- bibliographic references
- more than 20 illustrations

You can order a hardcopy or an electronic version of The Principles of LiquidFeedback on:

<http://principles.liquidfeedback.org/>

The Liquid Democracy Journal



The Liquid Democracy Journal on electronic participation, collective moderation, and voting systems is dedicated to the idea of Liquid Democracy, which is a democratic principle that uses transitive delegations to unite the best of direct and representative democracy.

But this journal is not just limited to Liquid Democracy; it also covers those topics coming up when implementing it: electronic participation, collective moderation, and voting systems.

You may [subscribe](#) either for the printed or the electronic version of the journal.

The electronic version includes the print content as PDF file plus a barrier reduced text version and is published some time after the print version. The download of the electronic version is free of charge.

The Liquid Democracy Journal is published on an irregular basis and depends on actual political and scientific developments.

Please follow the links to back issues

- [Issue 1](#)
- [Issue 2](#)
- [Issue 3](#)
- [Issue 4](#)

or visit

- [The Liquid Democracy Journal's Homepage](#)

Academic Research • Consortia

The LiquidFeedback Project teamed up with universities in Europe and the United States for various e-participation and research projects.

Important aspects and results of our research are published in „The Liquid Democracy Journal on electronic participation, collective moderation, and voting systems“.

If you are a scientist or student or if you work in the academic field and need our support you may enter into our Academic Cooperation Agreement. In some cases we can offer tutorship for your academic work or dissertation.

In case you want us to join you for projects in the public or private sector (local/EU or other international collaboration) we will be happy to join consortia following calls for citizen participation or other projects.

Please send us a complete description of you and your research project you want us to join to:

info@interaktive-demokratie.org

If you want us to join calls and/or consortia please contact us providing the following information:

- Project name with a short description and link/s to relevant web page/s.
- Start date and duration of the project.
- Name and a short description of the organizer of the call with link/s to relevant web page/s.
- Time schedule and budget of the call.
- Deliverables of the call we will be asked to fulfill and estimated workload (in time) for this tasks.
- Budget planned for us and our work and deliverables.
- Name of the Consortium Leader/Project Manager with a short description of their experience and link/s to relevant web page/s.

- Names of other partners within the project with a short description and link/s to relevant web page/s.
- Your full name, telephone number and email address and a short description how you are related to the project and the organizer.
- Full name, telephone number and email address of the person in charge on behalf of the organizer (if not you).

Please send your email to

mail@flexiguided.de

Please be sure that your proposal will fully match the engagement guidelines (see next page) before contacting us.

Commercial Services

FlexiGuided GmbH provides all kind of commercial services regarding LiquidFeedback.

Main focus is to provide a full service starting with project planning and consulting to deliver best practise (see graphics on next page) for the relevant implementation and taking care on the special needs of a certain use case.

LiquidFeedback is a complex software that is not just installed and simply used for any use case being imagined in the realm of democratic decision development but needs a qualified and carefully designed real world integration to be successful.

FlexiGuided gathered a tremendous know-how in almost all application fields of LiquidFeedback:

Political Parties

The natural habitat of LiquidFeedback:
Political parties are the original use case that LiquidFeedback has been developed for. It empowers their members to make binding decisions, and makes political parties more attractive for citizens.

CSOs • Associations

Letting members decide:
LiquidFeedback's usage is not limited to political parties. Any political or nonpolitical organization can use LiquidFeedback to allow decisions being made by all members, independent of time and physical presence.

Government Civic Participation

A direct channel for political participation:
Governments and parliaments can use LiquidFeedback to poll the opinion of the public, while not being limited to yes/no-questions. Citizens may rephrase the question and provide unforeseen answers.

Corporations • Cooperatives

Unleashing the creativity of employees:
Companies can benefit from unleashing the creativity of their employees. Usage may range from nonbinding suggestions for the executive board to binding decisions in case of employee-owned companies.

FlexiGuided guides you through all phases to plan, to install and to operate a LiquidFeedback system successfully:

Project Planning/Consulting

- Plan your system
- Setup of access control
- Connect your member database
- Setup of civic signup
- Best practise of real world integration
- Rollout planning
- Process synchronization

Hosting

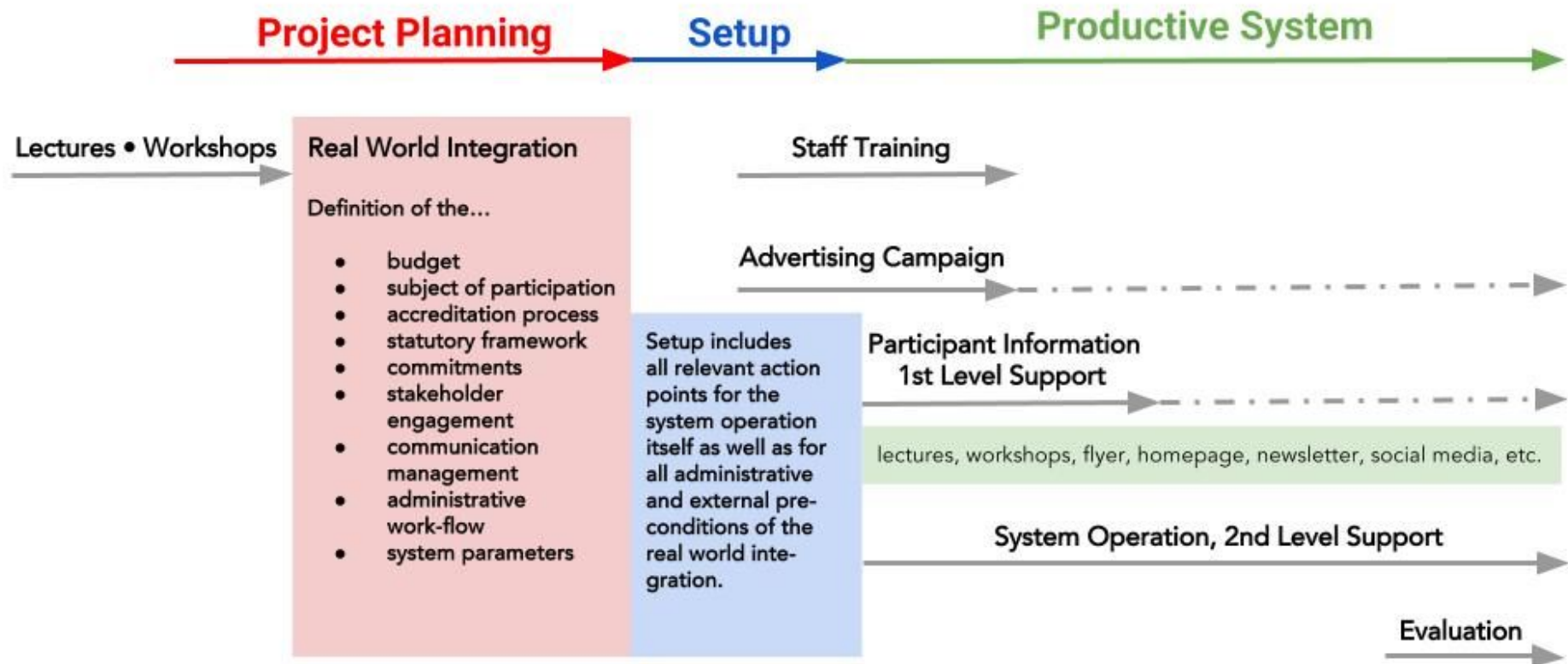
- Start your system
- Get full service hosting
- Various SaaS plans to fit your needs
- 2nd level support
- System updates
- Technical support

Training

- involve your people
- Organizing talks, lectures, workshops
- User trainings
- Support your staff

Please visit [FlexiGuided's Website](#) for further information or call: **+49 30 9789 4550**

LiquidFeedback Planning Phases • Best Practice (simplified)



Pre-Phase and Project Planning Phase

In lectures and workshops an organization who is interested in using LiquidFeedback receives initial insights about its potential use case. During the project planning phase all parameters for the real world integration are discussed and carefully planned.

Setup Phase

All system-relevant parameters will be set up. If necessary additional software components (e. g. accreditation system, Git, Ether Pad etc.) will be implemented. The external preconditions will be set up for the workflow of the real world integration. Staff training and the advertising campaign will be started.

Productive System

The productive system will start with information about the proper use of the LiquidFeedback system. First and second level support will be installed. Lectures and workshops will be organized supported by flyers, websites, newsletters and social media. After some time an evaluation process will be started.

Event Planning

Since its start in 2009 LiquidFeedback, the democracy software for proposition development and decision making, has acquired a certain international reputation.

In 2011 the inventors of LiquidFeedback have teamed up in the Association for Interactive Democracy to promote the use of electronic media for democratic processes and have been invited for conferences, talks, workshops and research projects by the United Nations Development Programme (UNDP), the European Commission, The International Institute for Democracy and Electoral Assistance (International IDEA) and The Office of the High Commissioner for Peace (OACP) to the Colombian government to name some of the intergovernmental and governmental organizations.

The Association for Interactive Democracy has given talks at international conferences organized by Universities and Civil Society Organizations (CSO), workshops have been held for political leaders and parties as well as for non-political associations and companies that want to use LiquidFeedback to increase their democratic structures.

You can book speakers for talks and lectures at conferences dealing with possibilities of the use of the internet for democratic processes and the use of LiquidFeedback in various application scenarios. The emphasis can be placed on both conceptual aspects and experience in the field.

Typical topics for events can be

- **LiquidFeedback and a fair process of decision making**
- **Participation in political processes**
- **Liquid Democracy and the scalability through division of labor**
- **Democratic software and product development with LiquidFeedback**
- **Democratic knowledge management with LiquidFeedback**
- **Civic participation with LiquidFeedback**
- **LiquidFeedback and employee involvement in corporations**

Association for Interactive Democracy also provides workshops to learn about the practical use of LiquidFeedback. Small groups guarantee full know-how transfer all relevant aspects. Effects of LiquidFeedback shown in theory in our lectures can be experienced in a live situation together with other participants. Q&A and short discussions are very welcome during a workshop session.

If you would like to plan an event please feel free to send us an email to

info@interaktive-demokratie.org

with your booking request.

Association for Interactive Democracy also provides a **"LiquidFeedback Event Kit"** with more information about the whole variety of talks, lectures and workshops. You can order it for free sending us a quick note to the email address provided above.

Please let us know your ideas. We will be happy to talk to your audience!

References

LiquidFeedback's collaboration with considerable organizations worldwide:

- November 2016: Workshop on "The Future of Democracy" by The Institute of Advanced Studies (ISA), **University of Bologna**, Italy
- June 2016: LiquidFeedback keynote speech at **COST Action Industry Day** in Toulouse, France
- May 2016: Creative workshop as part of a multistage process for the study "When water becomes the new oil. How Switzerland will handle conflicts in the future" by the **Gottlieb Duttweiler Institute**, Rüslikon/Zürich, Switzerland
- February 2016: LiquidFeedback joined the WeGovNow-Consortium in the Horizon 2020 programme funded by the **European Union**
- August 2015: Participation at the conference "Conectados por la Paz", Bogotá, Columbia, hosted by The High Commissioner for Peace (OCAP) to the **Colombian government**
- November 2014: Presentation and workshop "LiquidFeedback for Georgian Political Parties" in Tbilisi, Georgia, hosted by the **Netherlands Institute for Multiparty Democracy (NIMD)**
- October 2014: LiquidFeedback participated at the conference "Technology & Strengthening Democracy" in Islamabad, Pakistan organized by the **United Nations Development Programme (UNDP)**
- December 2013: Book launch "The Principles of LiquidFeedback" hosted by **Netherlands Institute for Multiparty Democracy (NIMD)**, The Hague, Netherlands
- November 2013: Participation at the Workshop "Political Parties and the Citizens" in Yangon, Myanmar, hosted by the **Asia-Europe Foundation (ASEF)**, Singapore
- September 2011: LiquidFeedback has been awardee of the **SUMA-Awards 2011**, Hannover/Berlin



"WeGovNow! - Towards We-Government: Collective and participative approaches for addressing local policy challenges" is an OpenStreetMap based E-Government solution to be validated and evaluated in London Borough of Southwark (UK), San Donà di Piave (Metropolitan City of Venice, Italy) and Turin (Italy). The project builds upon earlier research and development work concerning both citizen-driven systems for local public service improvement and digital neighborhood platforms. It will progress the current state of the art by further developing existing solutions and integrating them within a single community engagement platform, that will allow people to report problems and suggest improvements, to discuss their relevance, explore ways to fix problems through collective action, find solutions to compensate for resource shortages affecting the quality of publicly provided services, debate topics of strategic nature, and develop and vote upon concrete suggestions for local policy action. Project LiquidFeedback will be responsible for opinion formation as well as the integration framework.

Please visit the project website for further information: www.wegovnow.eu



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