



DemIL: an Online Interaction Language between Citizen and Government

Electronic democracy should provide information and service for the citizens on the Internet, allowing room for debate, participation and electronic voting.

This poster discusses a citizen-government interaction language intended to facilitate citizen participation in the government's decisions.

An e-Democracy Model for people participation through web-based technologies is conceived.

Medias used day-by-day by citizens, such as television, incorporate an widely accepted language. The languages being adopted by mass communication means, especially Reality Shows (Endemol Format) are efficient and encourage public participation in decision-making.

Although these programs are broadcast on television, participation in the voting process also happens through the Internet, through cellular phone messages or through conventional telephone connection.

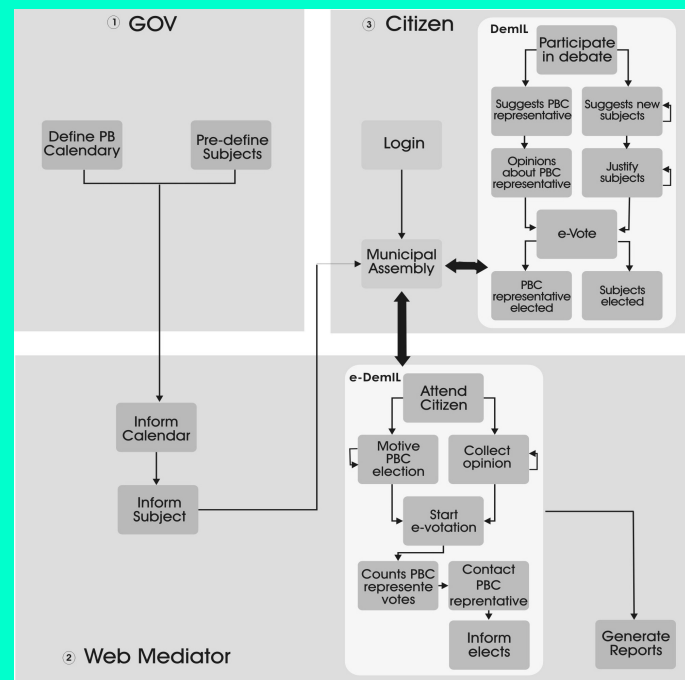
The conception of an Democracy Interaction Language, a DemIL, could profit from incorporating characteristics of this program format along with design and assessment of interfaces supposedly suitable for e-gov domain.

The mapping of DemIL is approached through the scene use of a Participative Budget, as a proposal for automatization of Assemblies with popular participation, and the initial specification of the syntax of DemIL.

Referências:

Garcia, A.C.B. Maciel, C.; Pinto, B.P. A Quality Inspection Method to Evaluate E-Government Sites. **Electronic Government: Internacional Conference**, EGOV2005, 4, Copenhagen, Dinamarca, August, 22-26, 2005. LNCS, Springer, V. 3591, p. 198 – 209, 2005.

Niterói (RJ). Assembléias do Orçamento Participativo. July 2004. <http://www.niteroi.rj.gov.br/>.



DemIL in Municipal Assembly

The mapping of these actions in an Interaction Language foresees the definition of the private words:

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ENTER (IDCit, Text)
ARGUE (IDCit, Subject, Opinion)
QUESTION (IDCit, Subject, Opinion)
MOTIVATE (IDCit, Subject, Opinion)
LOCATE (IDCit, Subject, Place, Justification)
DENOUNCE (IDCit, Subject, Opinion)
VOTE (IDCit, Vote, Justification)
THANK (IDCit, Text)
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Interaction Language is the interface design back-end of e-Democratic model.

A later implementation of this e-Democracy model should include the Participative Budget System as a case study. This system has already been introduced in Niterói(RJ).