Community

e-System for sustainable and democratic urban planning
Pilot action in Narva community (Estonia)

www.narvaplan.ee/e-com
www.seri.at/ecommunity

Statistical facts

Year of first mention in written sources 1240
Year of getting town rights 1345

©2002 Irina Kivimäe

Inhabitants 70178

male 31377 *female* 38801

Area (km²) 84,54
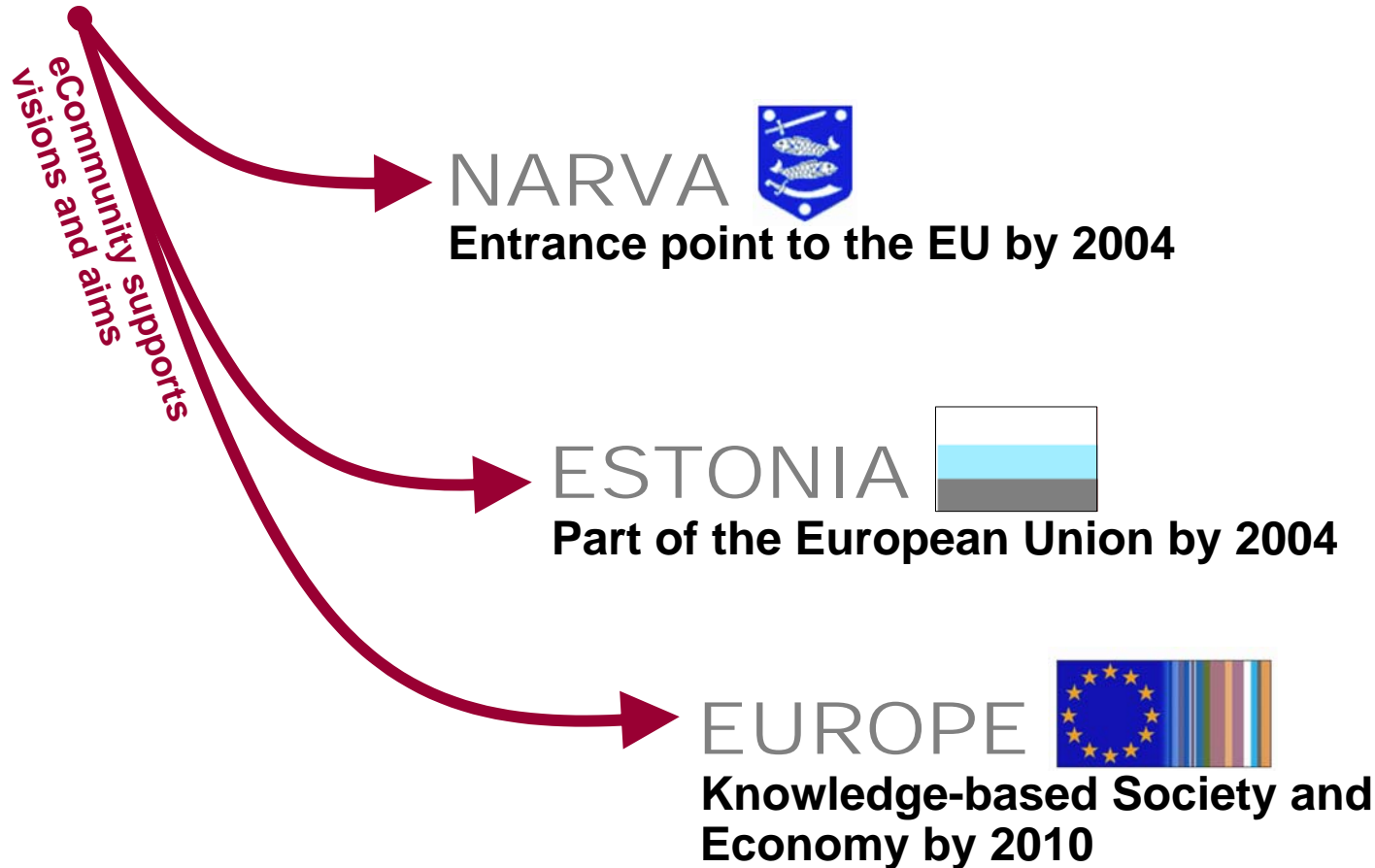*Population density per 1 km²* 830

Sustainable Europe
Research Institute

The objective of eCommunity is to promote sustainable and democratic urban planning by using opportunities offered by information technology and WWW.

apply innovative web-based software solution	enable exchange of opinions and information	raise public awareness
		promote the concept of e-democracy

produce results that can be reproduced in spatial planning and policymaking
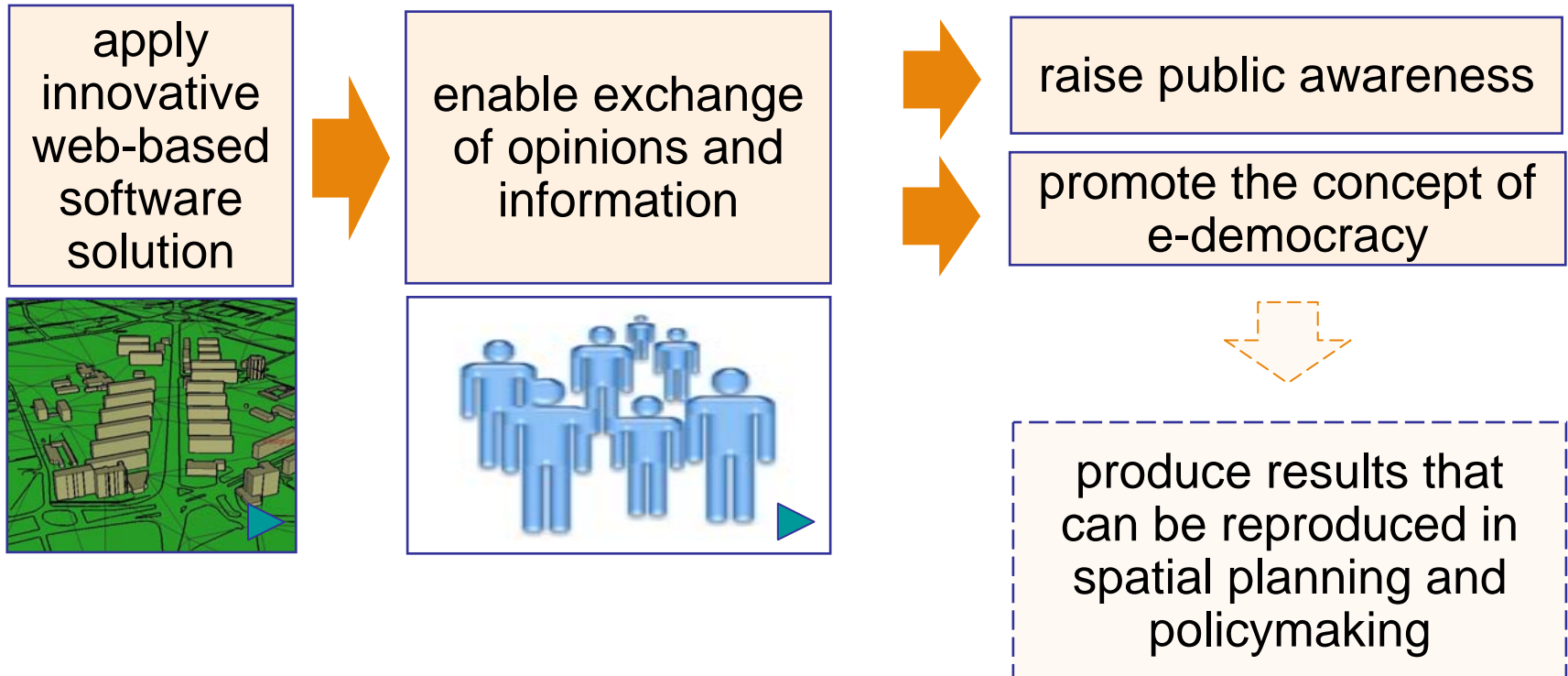
eCommunity

Sustainable and democratic urban planning by 2005

eCommunity supports
visions and aims

NARVA

Entrance point to the EU by 2004

ESTONIA

Part of the European Union by 2004

EUROPE

Knowledge-based Society and Economy by 2010

contribution to

SUSTAINABILITY

Sustainable Development by 2030

Current usage of the internet in communicative planning process:

- simple one way information through web pages
- planning map on the web page
- (unintelligent raster map)
- html-form for feedback
- discussion list

More thorough interactive planning process requires:
- **Public participation** already in the beginning of the planning process
- **Distribution of information** throughout the whole planning process
- **Interactive planning**

Interaction is needed for:
- **discussion** of objectives and priorities
- **distribution** of information
- expression of **opinions**
- gain of **trust**
- **inclusion** of various parties to the planning

Community
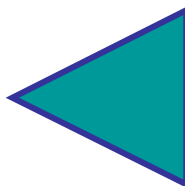
e-Government & e-Democracy

Possibilities and risks
of "e-participation"

Paper by Ursula Hester, Doris Schnepf
and Roman Mesicek:
**"Prerequisites for a Sustainable and
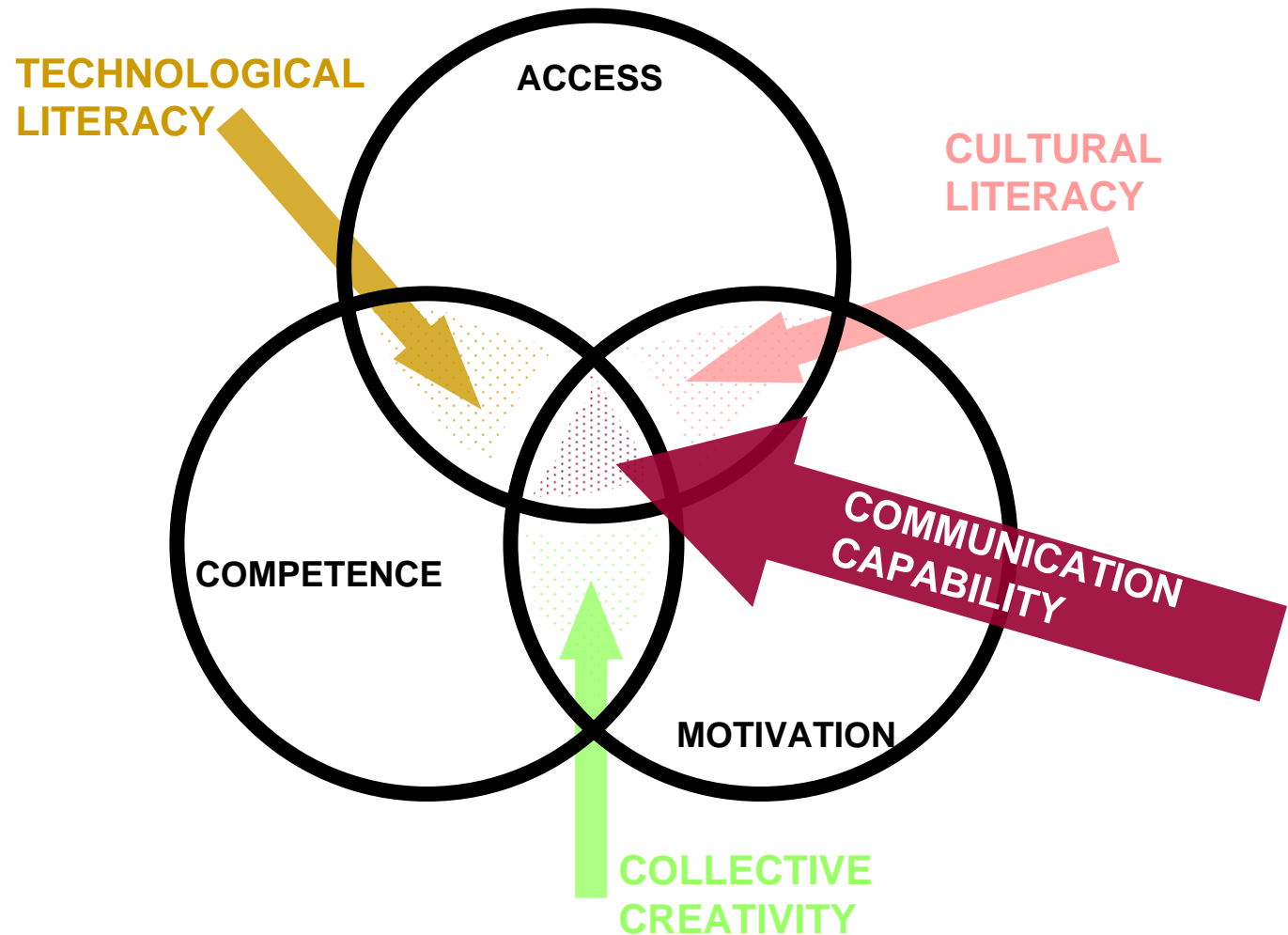Democratic Application of ICT"**
Download at: www.seri.at/wsis2003

world summit
on the information society
Geneva 2003 - Tunis 2005

Digital communication capability can be seen as a mixture of easy and convenient **access** to all relevant information, adequate **competence** to receive, process and respond to information as well as **motivation** to consciously use it for different aims.

TECHNOLOGICAL LITERACY

CULTURAL LITERACY

ACCESS

COMPETENCE

MOTIVATION

COMMUNICATION CAPABILITY

COLLECTIVE CREATIVITY

Source: Marsh, 2002

CASE STUDIES

Analysis of European cutting-edge projects on the topics **e-Government** and **Urban Planning**.

LESSONS LEARNED

Surprising number point towards **recurring themes and issues** that are **universally applicable** to the development of participatory e-government services and tools
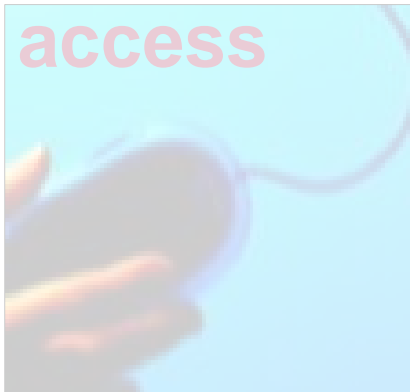
MAJOR OUTCOME

Success factors

E-GOVERNMENT BEST PRACTICES MATRIX

Three major themes recur as **prerequisites** for success of eGovernment solutions:
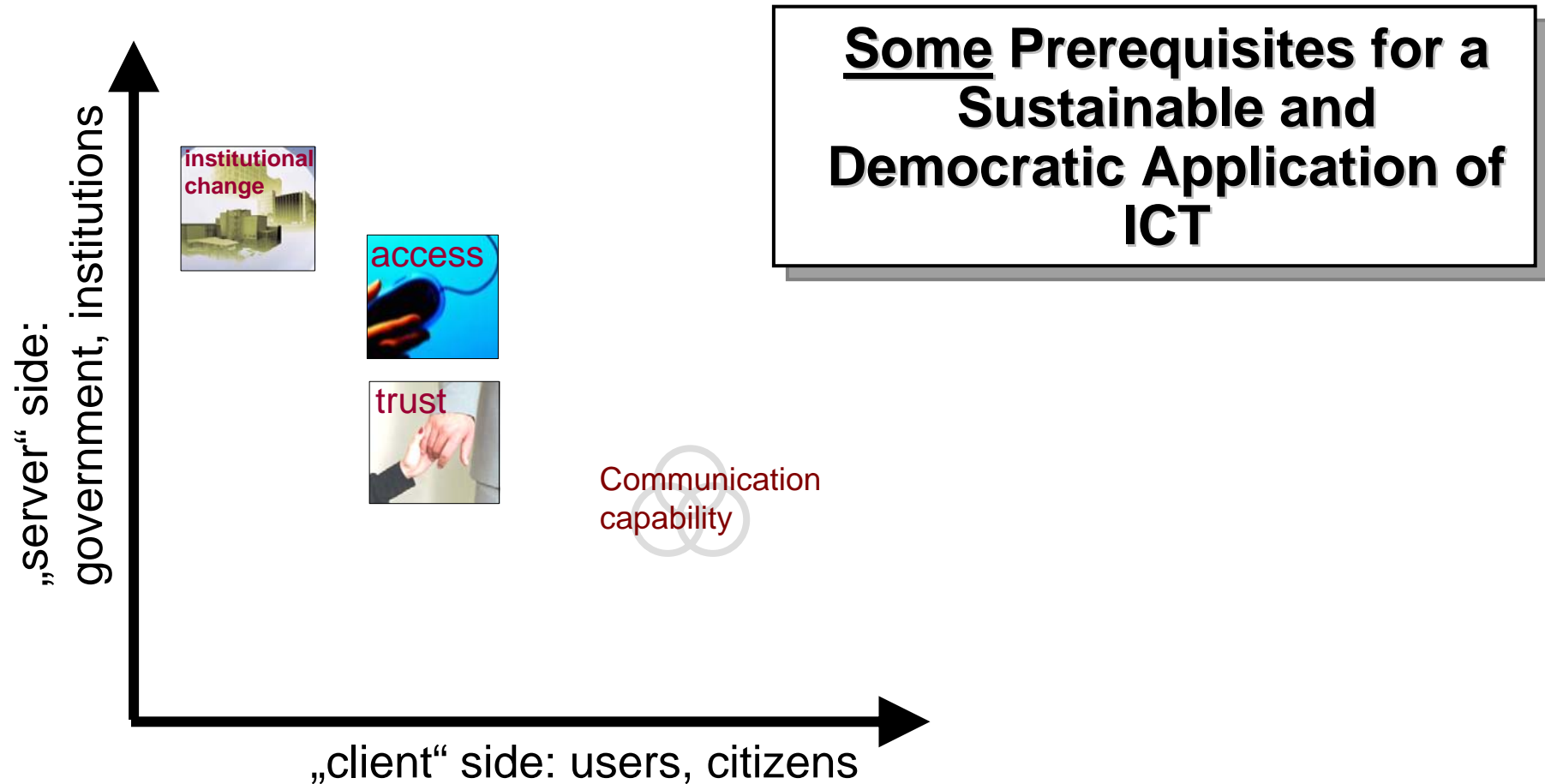
access

trust

institutional change

This raises the following question …

- *How it is possible to achieve these three conditions?*

E-GOVERNMENT BEST PRACTICES MATRIX

<u>Some</u> Prerequisites for a Sustainable and Democratic Application of ICT

„server" side: government, institutions

institutional change

access

trust

Communication capability

„client" side: users, citizens

Thank you for your attention.

Good-bye!

Doris Schnepf (doris.schnepf@seri.at)
Download paper and presentation at: www.seri.at/wsis2003
www.seri.at