#### **CORE RESEARCH PROGRAMME**

2020-2024



Digital governance, regulations, and policies
[Research Line 1]

Digital transformation, innovation, and technologies

Participation, people, and communities
[Research Line 3]

Strategic design, planning, and analysis

Implementation

Capacity building

Measurement, evaluation, and monitoring Development, Inclusion, and Sustainability



Resilient Society



# ONGOING **PROJECTS RESEARCH LINE 3** Participation, people, and communities

#### Improving electronic engagement and participation in Saudi Arabia (18764)

To increase engagement and e-Participation in Saudi Arabia, the project team is assisting the Digital Government Authority (DGA) with the Electronic Participation Project (EPP). There are two goals: first, to develop a good practice framework for the country; second, to increase opportunities for active engagement through an electronic participation portal. The project focuses explicitly on including groups at risk of being marginalised: girls, women, persons with disabilities, low-income, and from rural communities.

## Improving China's institutional capacity towards universal social protection (18762)

The Ministry of Human Resources and Social Security (MOHRSS) of China is accelerating the digital transformation to improve the country's social insurance services at all levels: national, provincial, municipal, district, and county. UNU-EGOV is advising the MOHRSS on applying digital technologies to administration and services, improving work methods and efficiency, streamlining management and communication, and managing risks.

#### Smart governance for sustainable cities and communities (15047)

This project supports the 2030 Sustainable Development Goals, the Paris Climate Change Agreement, and the New Urban Agenda by contributing knowledge of how ICTs can be used in the smart governance of sustainable cities and communities. Smart governance is understood to be the use of ICTs to more effectively and sustainably govern cities and communities, and the people inhabiting them. The project includes research, capacity building, and consulting elements.



## Web accessibility for people with disabilities in Georgia (16945)

This project examined how Georgia could improve accessibility for people with disabilities and make government online content, websites, apps, and services more accessible to use for all Georgians.

## Media, Information, and Literacy MOOC for government officials and policy-makers (16578)

This project developed and launched a Massive Open Online Course (MOOC) on Media and Information Literacy (MIL) for government officials and policy-makers, partnering with UNESCO and the Autonomous University of Barcelona.

## IPIC local e-Government in Portugal: good practices for government websites (15662)

This project examined websites of municipalities in Portugal. It was the tenth edition of a series using the global ranking Index of Local Government Online Presence (IPIC).

## The impact on children of the digital transformation of public services (15008)

This project developed guidance on the opportunities and challenges of e-Services for children, focusing on digital service design, access, and the service delivery ecosystem.

#### **Smart city governance course development (14461)**

This project developed two courses and learning materials to train city leaders and managers in smart governance.

## Gov 3.0: scientific foundations, training, and entrepreneurship activities in the domain of ICT-enabled Governance (14257)

This European project identified research priorities for e-Governance and new ways to foster entrepreneurship, and developed new curricula and a Massive Online Open Course (MOOC).

# The impact of e-government on reducing the shadow economy and corruption (9741)

This project investigated how digital government might reduce corruption and the shadow economy, that is, economic activities not included in a given country's official Gross Domestic Product.

#### Digital media and technologies for civic engagement (9569)

This project investigated how Portuguese municipalities use social media to promote civic engagement such as e-Voting, e-Consultation, crowdsourcing, crowdfunding, and co-creation.