Metaverse PB

by Kerala, India and Texas, USA

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Kerala Participatory Budgeting
Peoples Budget Texas
Alamo Colleges Participatory Budgeting

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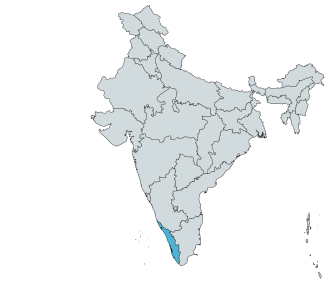
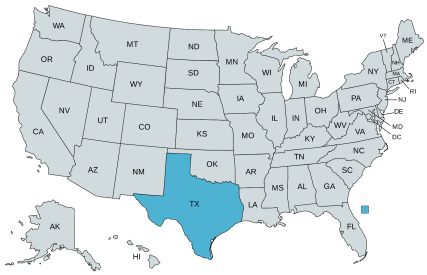




Purpose

The following collaboration between Kerala, India and Texas, USA will produce a statewide Metaverse PB for easy access and dynamic participation in a participatory budgeting process. Participatory budgeting produces stronger civil society, improved transparency, greater accountability, and improved social outcomes.

About Participatory Budgeting

Participatory budgeting (PB) is a democratic process in which community members decide how to spend part of a budget. PB started in Porto Alegre, Brazil, in 1989, as an anti-poverty measure that helped reduce child mortality by nearly 20%. Since then PB has spread to over 11,000 cities around the world.

Kerala & Texas

Kerala implemented PB in 1996 and Texas in 2013, the Texas PB is the largest participatory democratic exercise in the American South, while Kerala is the largest and most successful implementation of PB in India. Together we will develop the most accessible, participatory, and dynamic statewide PB in the world.

Collaborative Design

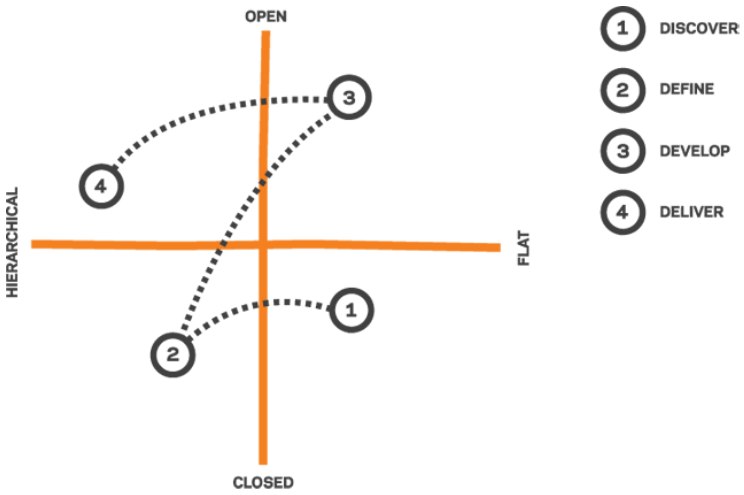
Kerala and Texas teams will embrace the entire process of creating an asset, from brainstorming to allocating tasks and team members. A multi-pronged process that involves planning, and strategy that revolves around feedback, and is delivered collaboratively. Each stage involves real-time review and approval, which is communicated clearly and helps meet the end project goal.

Design Process

The four stages, Discover, Define, Develop and Deliver form a framework for the teams to explore, test and innovate. The work can be multidisciplinary in all of the stages and involve team members from various professions. The different stages can feed back into each other.

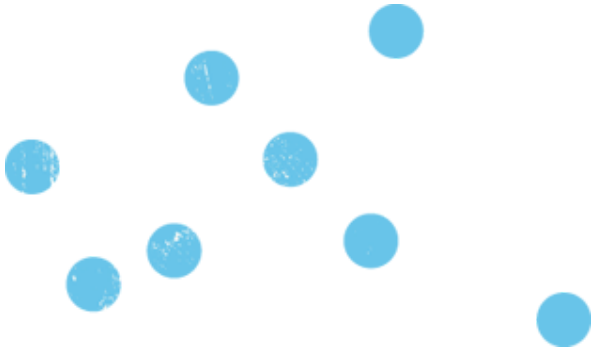
Collaborative Path

The collaboration can move through the design process in a linear fashion, yet this may change from one stage to the next. One stage may call for a very open collaboration style to ensure motivation, while another stage may require tighter control in order to meet the project deliverable.



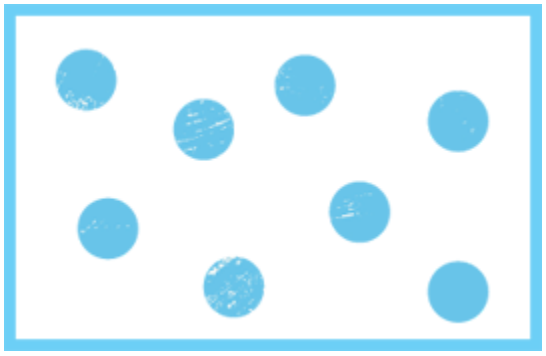
Collaboration Models

The collaboration can be classified by its dimensions of openness and governance. The models of collaboration are open or closed, and flat or hierarchical. Pisano & Verganti



open

- open for everyone to take part
- can arise when a person or an organization sets the problem and launches a collaboration, or publishes the problem for anyone to contribute to
- can be used when the subject area is not well-defined
- must be easy for participants to contribute ideas, work and resources



closed

- participants chosen by a manager, a group leader
- usually consist of a smaller number of participants than the open model
- can be used for example in inter-company collaborations
- should be used when the subject area is well defined and it is possible to determine the most appropriate contributors for the project

Collaboration Structures

flat

- all the participants can take part in the decision making process
- all the participants share the challenges and make the decisions together
- in order for the collaboration to succeed, all collaborators need to agree on the goals of the project

hierarchical

- a selected participant or organization is in charge of the decision making
- level of challenges and tasks of participants can be determined by the decision maker
- participants can have their own goals within the hierarchy

1. Discover

- the beginning of the design process
- an idea or a need to do something new or develop existing products or services
- exploring and gathering inspirations
- identifying the problem

goal: gathering data

The first stage consists of learning about the different variables that affect the problem and its possible solution. It's common for organizations to start this

process by laying down their problem, presenting their hypothesis, and defining ways they can learn more. Keeping participants' minds open to all possible solutions is crucial to ensure maximum creative problem-solving.

Normal activities in this stage include market research and user testing and focusing on users' needs, wants and behavior. Knowing how to manage and organize this information is crucial.

research:

Problem: Low participation in participatory budgeting process due to accessibility and bureaucratic approaches also reflected in the design of software, municipality centric.

Solution: A simplified and accessible participatory budgeting system which is visually appealing and gamified to retain the interest of all demographics, statewide service.

Participatory Budgeting Digital Platforms around the world, reviewed 2022:
Guide to Digital Participation Platforms: When to Use Them, How to Choose & Tips for Maximum Results
Platform Ratings: Matrix compares digital participation platforms
List of Digital Platforms around the world

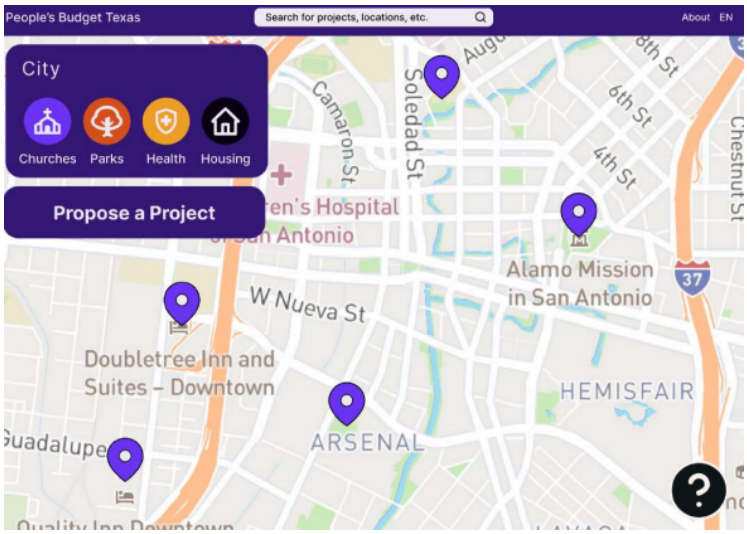
Participatory Digital Platforms:
Block by Block (Minecraft)
15 nonprofit organizations using Google Maps Platform

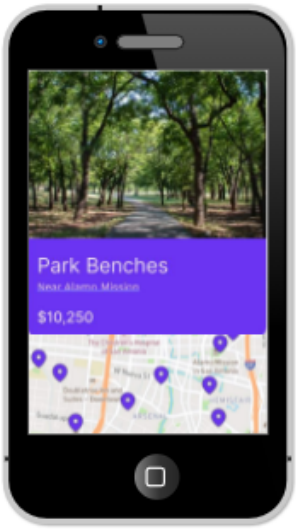
Map Software:
Google Maps Platform
ESRI ArcGis PB Demo
Mapbox
Cesium
Unfolded part of Foursquare

Voting Software:
PB voting system by Stanford University (opensource)

Stanford Crowdsourced Democracy Team
Stanford Crowdsourced Democracy Team Github

mock design:





1. User System requirements: PC, Tablet, Mobile: Apple or Android
2. Map Software: Mapbox
3. Map Data Software: Foursquare
4. Augmented Reality Software: Niantic
5. Voting Software: Stanford Vote
6. Metaverse Structure: One level multiview 3D map
7. Environment: Live View, Street View, Satellite View, Designed Map
8. Game Play I/O Controls & GUI Interfaces

2. Define

- filtering and analyzing the findings
- brainstorming
- visualization
- prototyping and testing
- selecting ideas for development

goal: filtering through data and sign-off.

The definition stage consists of filtering through all the information you got from stage one, and elaborating on it. This can mean identifying bottlenecks or resource waste, seeing hidden opportunities or setting a list of things the design team definitely shouldn't do (called no-gos). The definition stage aims to elaborate on the different components of the project, making sure everyone understands the context of the project (both internal and external) as well as understanding what lies within the capabilities of the organizations. The definition stage represents a filtering of the ideas and data taken from stage one. It also sets the context for product development, assesses the realism of what can be done.

The end of the definition stage comes with the sign-off by involved organizations. This is a make or break moment, when leadership either scraps the project or approves of it and gives it the budget and resources needed for it to carry on.

3. Develop

- prototyping and testing
- gathering feedback
- further visualization, brainstorming
- narrowing down offered concepts

goal: start to design

This stage marks the start of the actual design process, the actual making of the solution to the problem defined in stages one and two.

The development stage involves a lot of multi-disciplinary work – putting the designers together with internal partners, such as engineers, developers or other departments that have expertise needed in the project. A big win from this aspect of the development stage is that by putting different departments together, you speed up problem-solving.

The important thing is that all methods aim for the same outcome: to put the prototyping tool to good use and bring the solution to fruition. By having different departments participate in the design process, you ensure that less

prototypes are needed and that less problems are discovered with testing. It's useful to have a professional app prototyping tool that allows you to make design changes quickly and efficiently.

4. Deliver

- testing and refining
- stakeholder approval / rejection
- presenting or launching the product or looping back to an earlier stage

goal: test and release

The last stage includes the final testing of the product, official sign-off to production and launching.

The final testing includes one last look at the product to make sure there are no issues with it. This usually includes testing it against any regulation and legal standards, damage testing and/or compatibility testing. In this stage it's important to assess the impact of the design on customer satisfaction, in order to quantify the value.

It is the responsibility of the teams to create feedback loops for constant improvement on the product. When the product is launched, the work has only just started, because once the product is out there you need to listen to users and make sure their thoughts and opinions are reflected in each new version of your design. So forget the race to launch, and brace for the marathon of improvement.

"Simplicity is the ultimate sophistication." – Leonardo da Vinci