



Information Kit

Dear Madams and Sirs,

thank you very much for your interest in LiquidFeedback.

Since LiquidFeedback started in 2009 it has evolved to the democracy software that got high attention in press and media worldwide. It is used by political parties, civil society organizations, associations and corporations. LiquidFeedback is used by several municipalities in Europe for government civic participation. From 2016 LiquidFeedback and partner organizations have been contracted by the European Commission within the „WeGovNow“-Consortium to develop a map-based E-Government solution.

All those activities created a high demand for quality information about the LiquidFeedback project in various fields.

This document guides you through the “World of LiquidFeedback” to let you access all necessary information very easily. You may follow the links provided in this document for further information.

If you have any other questions please be so kind as to contact us. We will be happy to help!

Sincerely yours,

The Board Members
Association for Interactive Democracy

Imprint

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<http://www.interaktive-demokratie.org/files/downloads/LF-Information-Kit-EN.pdf>



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LiquidFeedback - The Democracy Software

Four Corner Stone Principles For Your Voting Success



Fully Transparent Decision Process

Protection against non-transparent lobbying

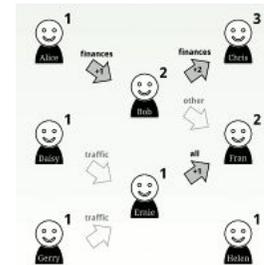
Predefined rules and timings ensure that plans on decision processes within LiquidFeedback are made public in time. Decisions are made by recorded vote only, and all voting-relevant data in Liquid-Feedback is made available to all participants in both human- and machine-readable form. This enables a 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.

How does LiquidFeedback work?

The Basics

LiquidFeedback is a powerful proposition development and decision making software that was developed in its first version back in 2009. Today it comes with amazing features and became a unique democracy software used by municipalities, political parties and movements, associations and private organizations as well as companies to empower people, members and employees to take clear decisions on every topic the participants want to engage. LiquidFeedback builds a creative setting and a straightforward process for suggestions and competitive alternatives within a transparent workflow.

1. Creating an initiative

It all starts with an idea, and letting others know about it by creating an initiative. An initiative is an idea or proposal along with the rationale.

2. Supporting an initiative

Participants can support an initiative, if they like it. This shows the author (initiator) of the initiative how popular the idea is.

3. Suggesting improvements

Participants can also suggest improvements of existing initiatives indicating the importance of the suggestion ("shall" or "must" be implemented into the initiative).

4. Assessing existing suggestions

All participants let all others know what they think about an existing suggestion. This way, suggestions become more than a collection of opinions. The quantified assessment of suggestions provides the initiator with an idea on how to gain more support.

5. Updating an initiative

Based on the feedback, the initiator can update the initiative trying to achieve more support and ultimately a majority.

6. Starting an alternative initiative

If participants don't like an initiative, they may consider suggesting an alternative (or wait for the voting to start in order to disapprove the initiative).

7. Voting

As described above, the discussion sometimes brings about alternatives to vote upon as all initiatives with the necessary support become voting options.

LiquidFeedback offers a preferential voting which allows to not only vote yes or no but also to indicate preferences, such as favourite and second choice. The voting process determines the collective preference of the participants.

8. Division of labour

Participants can choose to be represented by a friend while being absent. This can even be done by topic. As long as they don't engage themselves in the discussion or vote on a given issue, the representative acts on their behalf. This way participants can empower each other and don't have to deal with every single question.

Who may use LiquidFeedback?



Political Parties

The natural habitat of LiquidFeedback

Political parties play a key role in forming the political will of a society. They usually unite citizens interested in politics on a voluntary basis and have some liberty in organizing their decision-making independent of time and physical presence.

In this context, LiquidFeedback can be used in a fairly binding way. This empowers the members and makes a party more attractive for citizens. Party chapters can have their own organizational unit in the system.

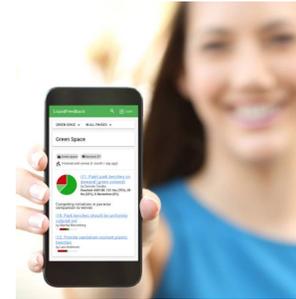


Civil Society Organizations, Associations

Letting members decide

Along with political parties, civil society organizations and other associations are the original application area LiquidFeedback has been designed for. Associations of any kind can use LiquidFeedback for their internal organization purposes.

For large organizations this provides an alternative to classic hierarchies. Alternatively, hierarchies can be mirrored using organizational units.



Government Civic Participation

A direct channel for political participation

Governments and parliaments can use LiquidFeedback to poll the opinion of the public. This is not limited to yes/no-questions and citizens may consider alternatives and provide unforeseen answers.

LiquidFeedback can be setup for a single use case or project within a municipality or as permanent participation infrastructure. The geospatial integration allows to show issues on a map.



Corporations, Cooperatives

Unleashing the creativity of employees

The usage of LiquidFeedback may range from non-binding suggestions for the executive board to binding decisions in case of employee-owned companies.

LiquidFeedback also provides a new approach for revision control systems used for product development to support collective decisions on incorporating changesets.

LiquidFeedback Interoperational Features

User management with LDAP or OAuth2.0

LiquidFeedback can make use of existing subscriber 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) as well as the industry-standard protocol for authorization OAuth2.0. LDAP and OAuth2.0 allow 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.

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 Background & Legal Information

LiquidFeedback is published by the Public Software Group e. V. and is freely available. The implementation of LiquidFeedback consists of two parts:

- 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 implemented in LUA using the web application framework WebMCP that is published by Public Software Group e. V. as well. Please check other dependencies on the LiquidFeedback Frontend Website.

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

Please be so kind as 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 European Union and 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.
- 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 not to be used freely. Please do not copy any of this material to your own publications without prior written permission.

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

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

info@interaktive-demokratie.org

We will be happy to help!

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

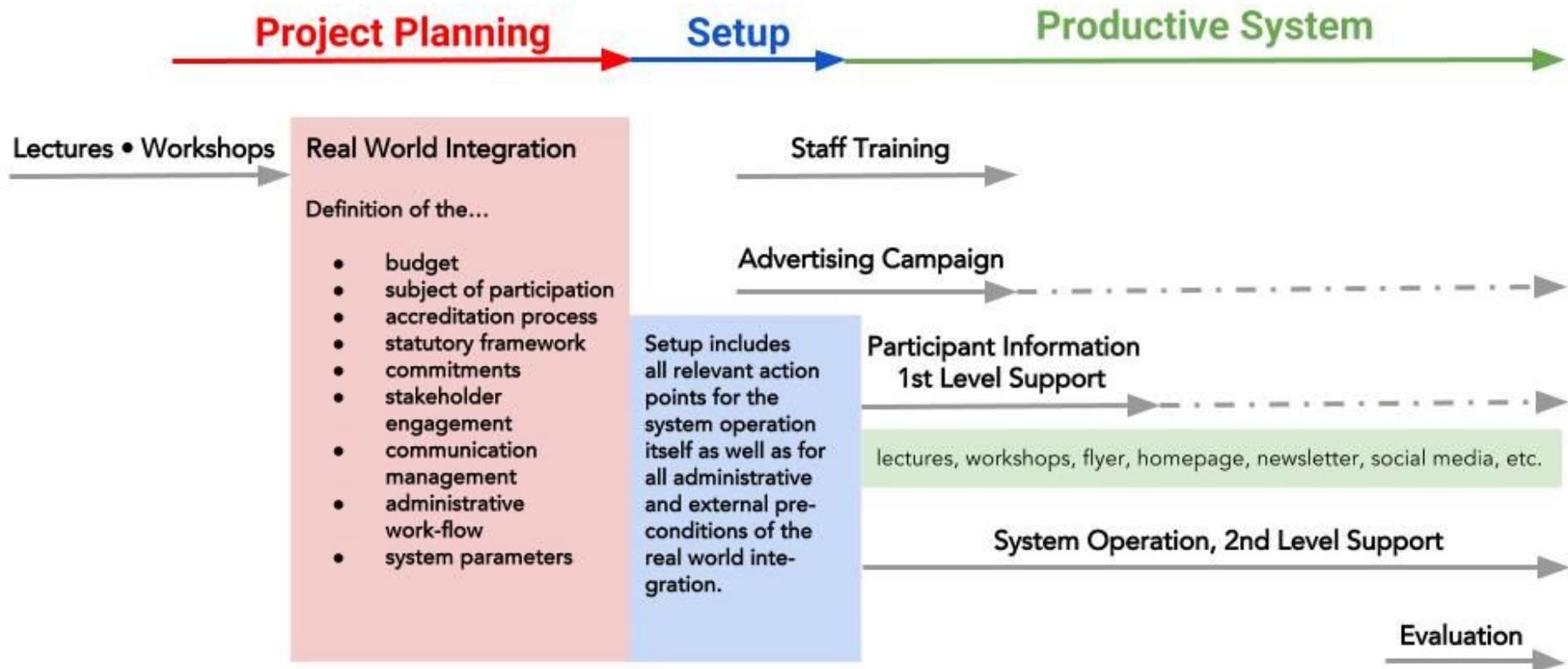
the voting process.

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 asynchronous 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.

Best Practice with LiquidFeedback



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.

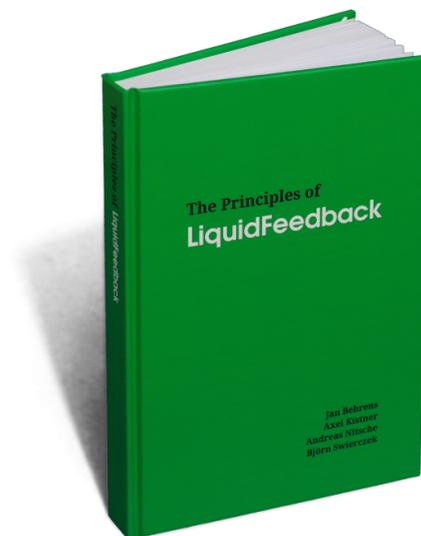
Productive System

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.

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 in your bookstore or an electronic version of "The Principles of LiquidFeedback" directly 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 can order the printed version in your bookstore or download the electronic version of the journal on the website.

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](#)
- [Issue 5](#)

or visit

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

Projects, 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 (national/EU/UN or other international collaboration) we will be happy to join consortia.

Please send us an introduction of yourself and a complete description of your institution and research project to:

info@interaktive-demokratie.org

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

- Project name with a short description and links to relevant websites.
- Start date and duration of the project.
- Name and a short description of the organizer of the project or call with links to relevant websites.
- Time schedule and budget of the project or call.
- Deliverables and/or requirements of the project or call we will be asked to fulfill and estimated effort (in time) for these 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 links to relevant websites.
- Names of other partners within the project with a short description and links to relevant websites.
- 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.

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 since then 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 (CSOs), workshops have been held for political leaders and parties as well as for non-political associations and companies that want to use LiquidFeedback for democratic self-organization.

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**

The Association for Interactive Democracy also provides workshops to learn about the practical use of LiquidFeedback. Small groups guarantee full know-how transfer regarding all relevant aspects. Effects of LiquidFeedback discussed during our lectures can be directly 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.

The 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!

Info for Press/Media, Publications

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 already answered elsewhere you may send us an email to

info@interaktive-demokratie.org

with the complete list of your questions. You may also subscribe to our newsletter to keep up to date:

<https://liquidfeedback.org/newsletter.en.html>

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!

Common Misconceptions in Publications

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“.

Your Partners with LiquidFeedback

Public Software Group

Public Software Group e. V.

LiquidFeedback is an independent open source project 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 e. V.](#)

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

Resources:

- [LiquidFeedback](#)
- [Interaktive Demokratie e. V.](#)
- [The Principles of LiquidFeedback](#)
- [The Liquid Democracy Journal](#)
- Twitter: [@liquidfeedback](#)
- Twitter: [@interactive_dem](#)
- [Newsletter](#)

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
- Installation, Maintenance
- Training, Support (commercial)
- Academic and other collaborations

Resources:

- [FlexiGuided GmbH](#)
- [Commercial services by the inventors of LiquidFeedback](#)

References

LiquidFeedback's collaboration with considerable organizations worldwide:

- February 2018: Workshop "LiquidFeedback in the High School" in **San Dona di Piave**, Italy
- February 2018: Stakeholder Meeting for WeGovNow in the **City of Turin**, Italy
- January 2018: Stakeholder Workshop for WeGovNow in the **London Borough of Southwark**, London, United Kingdom
- November 2017: Class on "Internet deliberation and voting" at **Hertie School of Governance**, Berlin, Germany
- November 2017: **Akademie Franz Hitze Haus** in Collaboration with the Centre for Urban, Regional Innovation (URI) at the Institute of Political Science, **University of Münster**, Satellite Conference of the World Forum of Democracy, "Populism in eDemocracy", Münster, Germany
- October 2017: Stakeholder Meeting for WeGovNow in the **London Borough of Southwark**, London, United Kingdom
- July 2017: Digital Democracy Workshop at **King's College London (KCL)**, London, United Kingdom
- Juni 2017: Stakeholder Meeting for WeGovNow in **San Dona di Piave**, Italy
- 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, Germany



"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).



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