

# Designing Lawsourcing for E-Democracy in the United States

TREO Talk Paper

**Glenn Papp Jr.**  
Niagara University  
Dakota State University  
grp@niagara.edu

**Omar El-Gayar**  
Dakota State University  
Omar.El-Gayar@dsu.edu

**Petter Lovaas**  
Niagara University  
plovaas@niagara.edu

## Abstract

This research examines the history of E-Democracy initiatives, instantiations, and findings via extant literature with the aim of leveraging this knowledge in the planning, design, development, and evaluation of a lawsourcing platform (Orozco 2016). The research purpose is to enable U.S. citizens to: (1) directly propose new bills for consideration by the U.S. Congress, either individually or collectively, and (2) give detailed and immediate feedback on pending and existing legislation by recommending unlimited additions, subtractions, or substitutions in text and by up or down voting entire initiatives.

Related works show correlations between well-implemented government E-Services and improvement of internal relations of public administrations, relationships between administrations and citizens, and relationships between administration and the private sector (Alcaide-Muñoz et al. 2015; Tassabehji et al. 2007). Concurrently, U.S. citizens are seeing radical and expedient advances in private-sector information and communication technology (ICT) while the public sector remains technologically reactive, perceived as highly unfavorable by U.S. citizens, and less responsive to public sentiment in recent decades (Orozco 2016). Through a structured literature review, we attempt to define the relevant concepts, explore applicable theories, and discuss them in terms of design science research (DSR) frameworks (Hevner et al. 2004; Peffers et al. 2008).

Initial findings from this research-in-progress will be presented for this TREO talk and encourage discussion concerning E-Government and related theories, past and existing E-Democracy initiatives, and DSR methodology.

## References

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