<table>
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<th>DISCIPLINA: E-DEMOCRACY PRACTICE</th>
<th>CÓDIGO: GRDDIRELE0134</th>
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<tr>
<td>PROFESSOR: IVAR HARTMANN E ALEX HUDSON</td>
<td>CARGA HORÁRIA: 30h</td>
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**EMENTA**

a) overview of e-democracy, b) the concept of democracy, c) political participation, d) online participation, e) open government, f) ‘notice and comment’, g) petitions and surveys, h) slacktivism, i) hacktivism, j) online political collaboration, k) the future of e-democracy practice

**OBJETIVOS GERAIS**

Explore how advances in information and communications technology (ICT) have changed the way that governments interact with their citizens, both in terms of flows of information, and in terms of the means by which citizens articulate their demands. The main question that the course will devote itself to is: what is political action in a network society? Advances in ICT have created new opportunities for political participation that may reshape our understanding of democratic government.

**OBJETIVOS ESPECÍFICOS**

Students will gain a thorough understanding of current research on democracy, online political participation - traditional and disruptive, and e-government. Students will also engage in a critical dialogue about what these developments mean for law and democracy. Beyond this, students will grapple with the legal and political difficulties attending new and controversial forms of electronically enabled political participation. As a final project, students will write a proposal or complete design for design a website or app that could be used to enable either (1) delivery of government services or information, (2) aggregation of citizen demands to the government, (3) online political organization.

**BIBLIOGRAFIA OBRIGATÓRIA**


**BIBLIOGRAFIA COMPLEMENTAR**


