



# Citizens, Governments and Information in a Changing Digital World

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## OiiOiiOii Oxford Internet Institute OiiOiiOii OiiOiiOii



#### Structure

- 1. A Changing Digital World
- 2. Understanding Digital Society with Large-scale Data
- 3. The Tools of Public Policy and the Race for Nodality
- 4. Designing Essentially Digital Governance

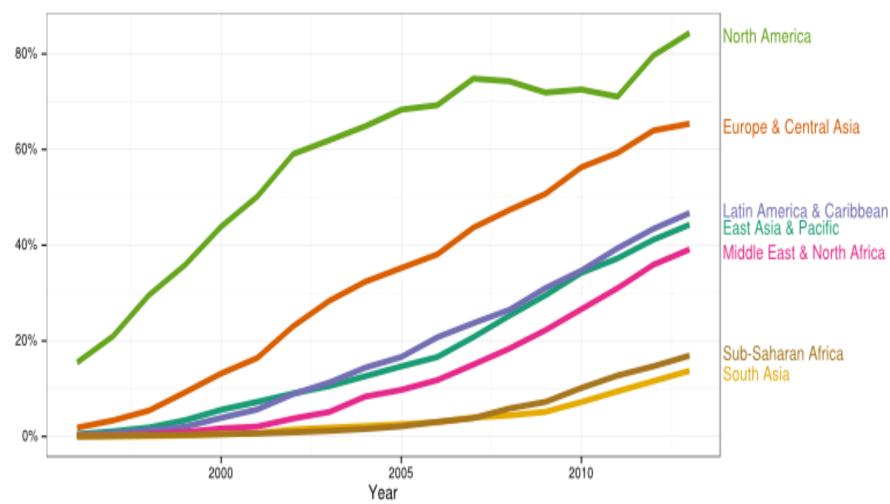
March 26, 2015



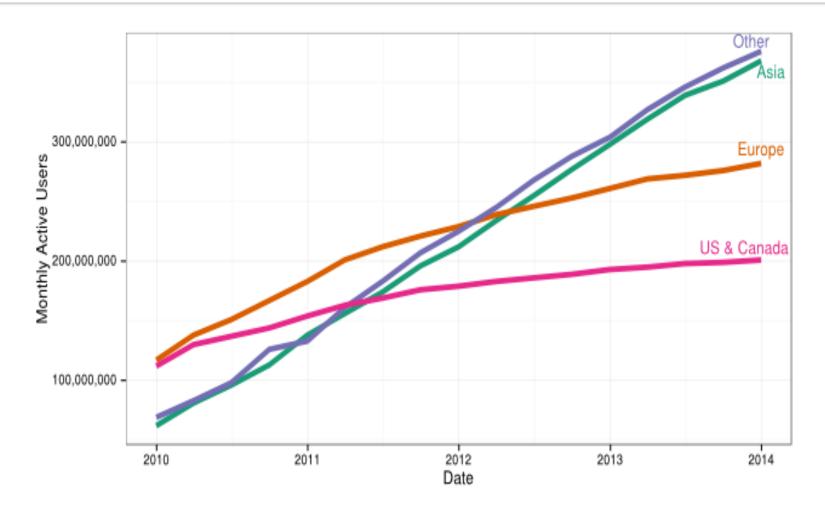
Widespread use of the internet and social media is changing society, politics, the economy – people's lives are intertwined with digital technologies and connections

## A changing (digital) world

## The growth of online populations



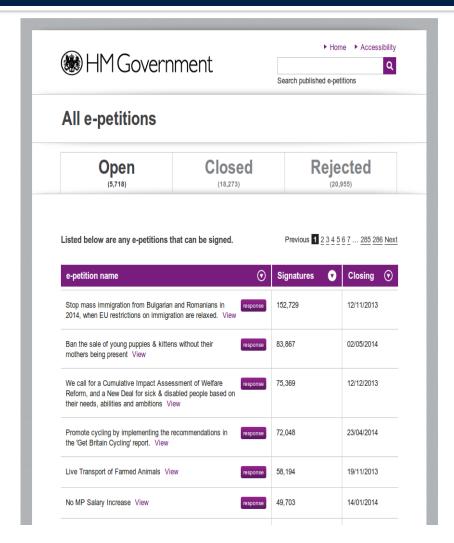
### Facebook users across the world





## Social media allow micro-donations of time and effort to social and political causes





### Social media platforms are intertwined



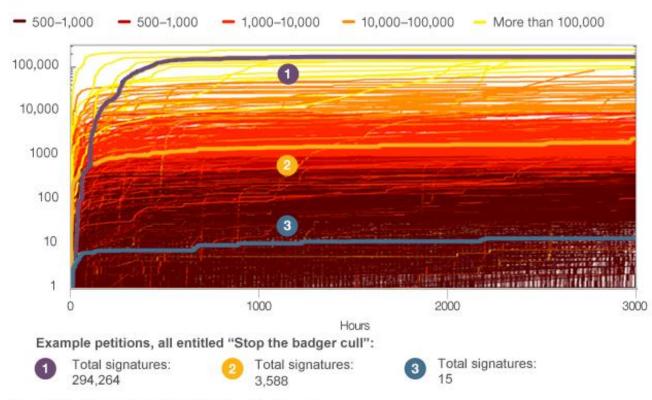




## Tiny acts of participation *can* scale up – but most mobilizations fail

#### E-petitions: Swift uptake is key to success

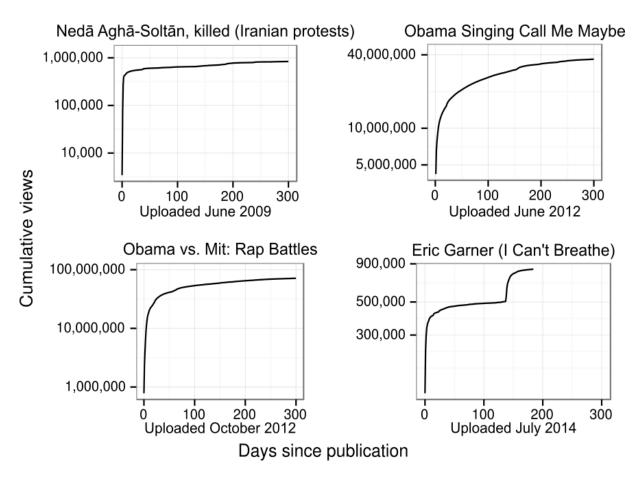
Eventual number of signatures



Source: Oxford Internet Institute at the University of Oxford

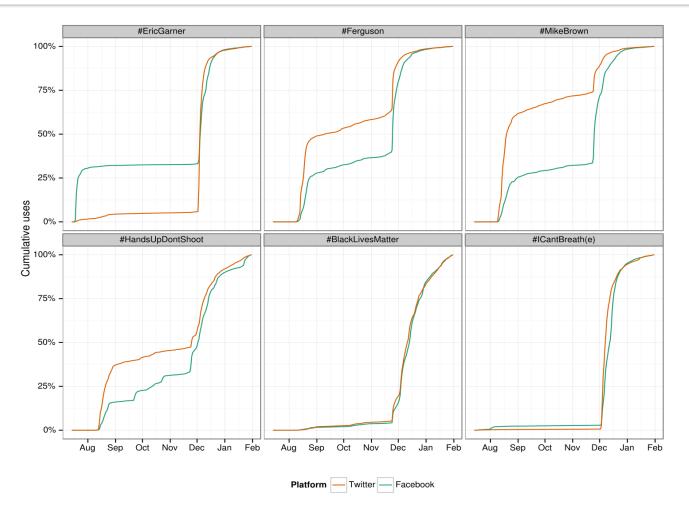


## Success (if it comes) comes quickly YouTube videos show similar pattern (no s-shape)





### Mobilizations against policing in the US



### Citizens and Social Media

- Citizens come across political issues in daily lives on social media
- Can make 'micro-donations' of political resources – time, effort, money
- Which scale up to mobilizations, without organizations or leaders - which form quickly, fail quickly, are unpredictable and chaotic – and often unsustainable



## Digital interactions generate 'big data' – new ways to understand the social world

## 'Big data' for public policy

- Large-scale real-time transactional data
- Bring new kinds of knowledge 'science of society'
- Allow probabilistic policy making
- And government 'self-improvement'
- And even prediction

#### But

- Technologically challenging
- Raise new ethical dilemmas
- Require new multi-disciplinary working



#### Overview

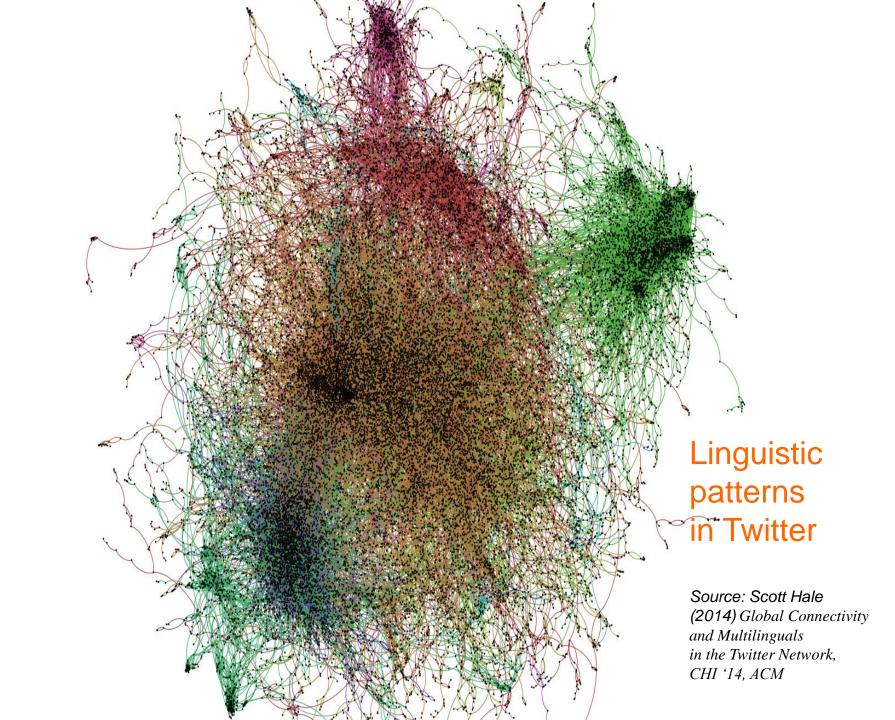
Right now

737

active visitors on site

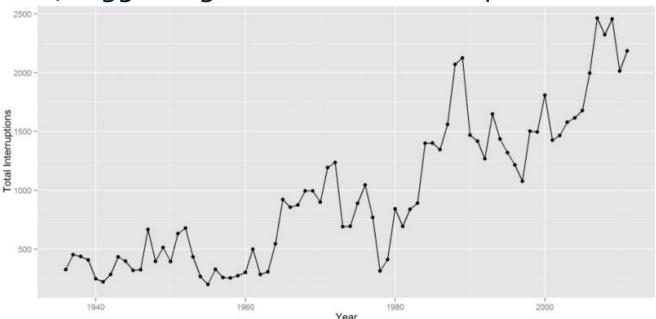
NEW

97%



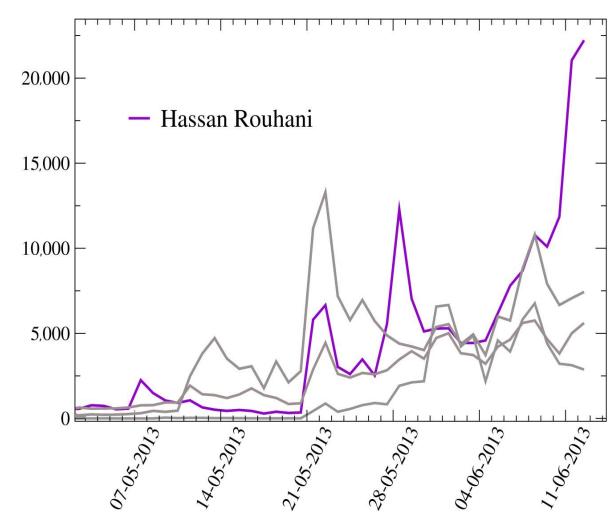
## Understanding institutional change eg. nature of parliamentary debate

- OII Research Fellow Jonathan Bright analysed 75 years (12 GB, 740 million words) of parliamentary debates
- Rate that speakers are interrupted by other MPs has risen over time, suggesting a more contentious political climate



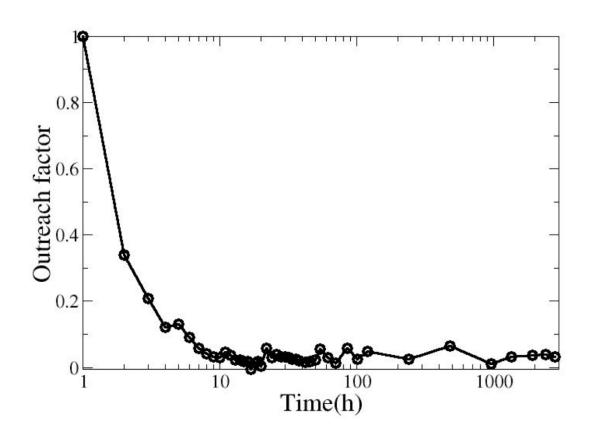
Bright, Jonathan (2012), 'The Dynamics of Parliamentary Discourse in the UK: 1936 – 2011', paper presented at *Internet, Politics and Policy:*Big Data, Big Challenges?, September 2012, Oxford Internet Institute

### Predicting the Iranian election with Wikipedia



Source: Yasseri & Bright, 2013 Preprint arXiv: 312.2818

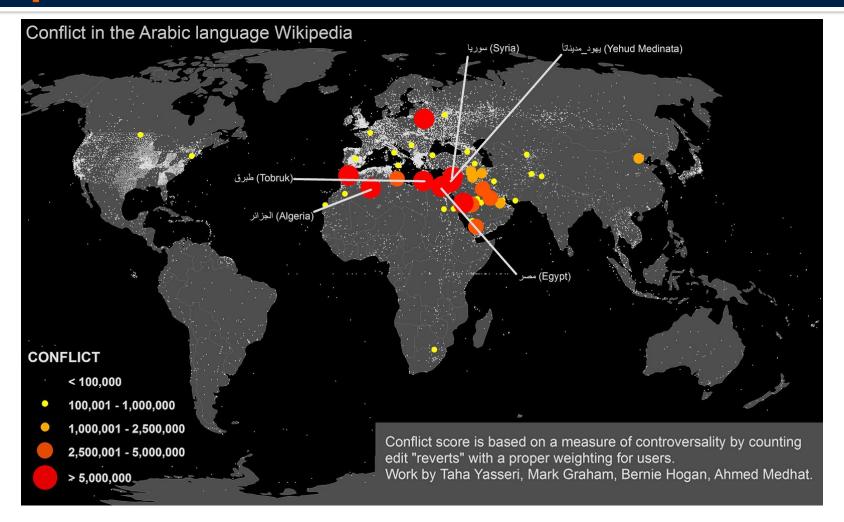
# Modeling the rise and fall of mobilization



Modeling the Rise in Internet-based Petitions T Yasseri, SA Hale, H Margetts preprint arXiv:1308.0239

$$r(t) = \frac{E[log(N(t))] - E[log(N(t-1))]}{E[log(N(t))]}$$

# Controversial Wikipedia articles up to 2010





# The tools of government: making policy in a digital world

## The tools of government policy

#### Any policy is a mixture of:

- Nodality centrality in social and information networks
- -Authority power to demand, forbid, guarantee, adjudicate
- •Treasure money or other fungible goods
- Organization people, land, buildings, equipment, computers

Nodality is the cheapest tool, causing less 'trouble, vexation and oppression' of citizens

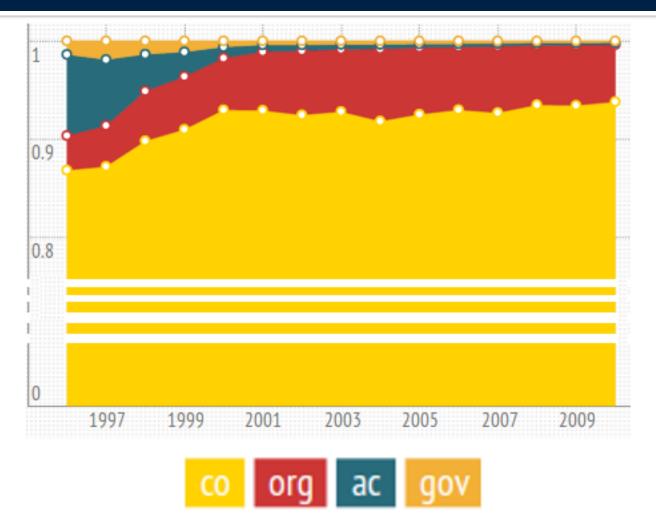
Source: Hood and Margetts (2007) The Tools of Government in the Digital Age

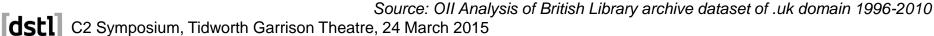
## The race for nodality

Government used to possess nodality by virtue of being government, but now:

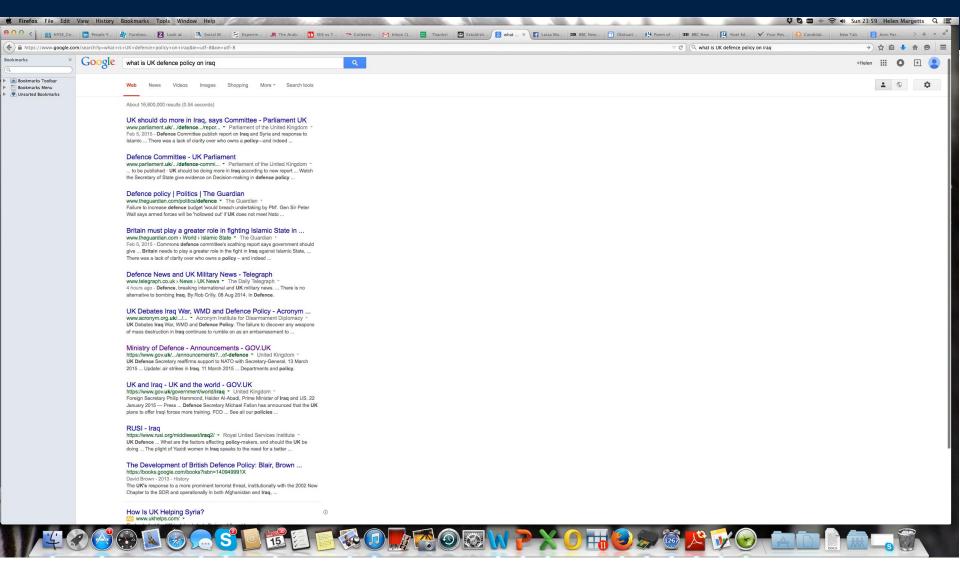
- •New information asymmetries (when citizens know as much as the state)
- Governments lag behind society in digital presence
- Citizens exist in a 'heterogeneous, content-searchable, realtime messaging stream' (where government isn't)
- Competing policy narratives
- •Net loss of visibility?

## Government's declining share

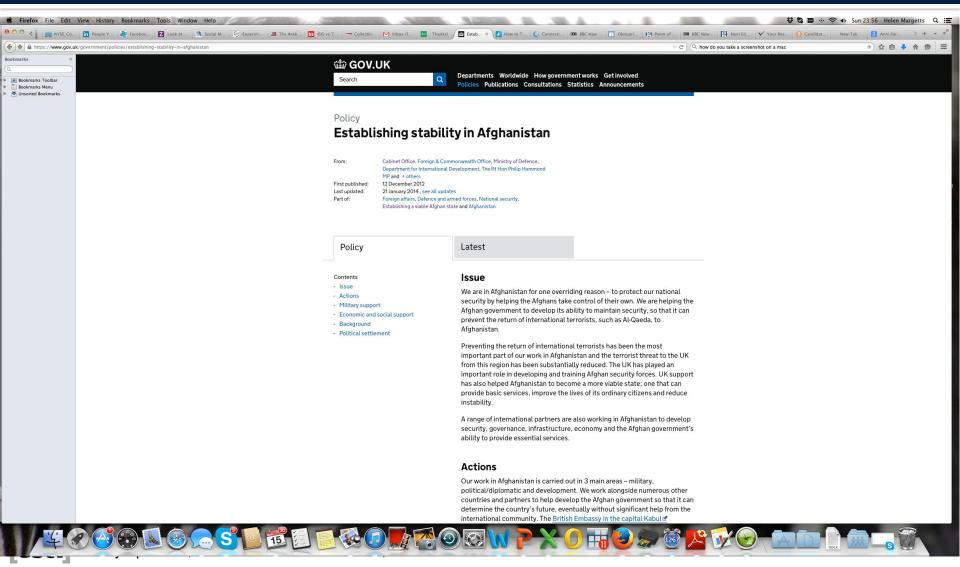


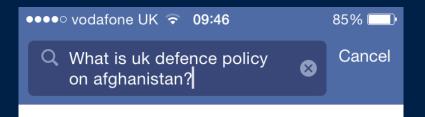


## What is UK defence policy on Iraq?



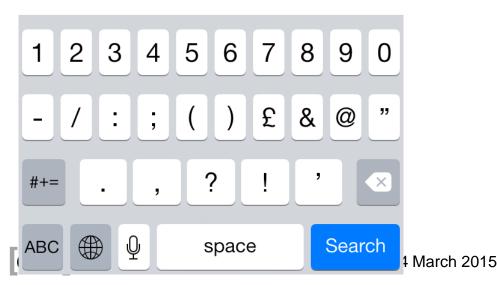
# What is UK defence policy on Afghanistan?





What is UK defence policy on Afghanistan?

Sorry, no results found for "What is uk defence policy on afghanistan?"



# Designing Essentially Digital Governance

# Essentially Digital Governance (EDGe)

- The internet and social media the first information technologies to become domesticated by citizens, innovating faster than governments
- Real possibility for transformation of state-societal relationship
- Governments ARE their digital presence
- Calls for redesign of state placing 'digital' at the core
- Overcoming cultural barriers to digital government
- With design principles
- And normative principles

### **Cultural Barriers to EDGe**

- Bureaucracy and hierarchy are government's core competency (Made in the Military)
- "Government doesn't do cool" "it only works if it is boring"
- Young people are not real people
- No part-authenticated information
- We stand alone the state does not integrate into society's networks
- Users (people!) have no presence, no role, no feedback, no voice



## Do it once - use large-scale data

- States lag behind other sectors in use of big data (and use haystacks to find needles)
- Yet large-scale digital data can yield new insight into societies – and their experience of states
- Data from both internal operations and social media
- Intelligent centre devolved delivery
- Developing data science capacity
- Seeing like a citizen not seeing like a state

## Value equality of outcome

- Technology is more 'messy' than bureaucracy
- Organizations are no longer efficient machines
- Weberian equality of process is challenged by the digital world
- Heterogeneity of social groups (eg. social media platforms)
- Strive for equality of outcome (eg. Policy information) – not equality of process

### Keep the state nodal!

- Remember 9/11 United Airlines flight 93
- Government must be continually present in the timestream

- Lose assumption of people and chains of command being central to emergencies
- In a contemporary crisis, digital connections may be the only links with the non-crisis world

## C2 Challenges

- This is the world the MoD are now operating within. How much does the MoD want to or need to take cognisance of it?
- How will the MoD respond to the challenge of these leaderless spontaneous non-organisations?
- How does MoD cope with competing internet-based narratives both inside and the area of operations?
- Are MoD developing and acquiring the appropriate capabilities for this new (geographically disbursed) information battlespace?
- Do we need different information strategies for home, global and operational battlefronts? How should they relate to each other?