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## Scientific foundations training and entrepreneurship activities in the domain of ICT-enabled Governance



### [D7.3 Dissemination Report Y2]

Deliverable Form	
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<b>Authors:</b>	Georgios Nikitas, PricewaterhouseCoopers Business Solutions SA

<b>Document description:</b>	The purpose of this deliverable (D7.3 Dissemination Report) is to report on the communication and dissemination activities undertaken by the Government 3.0 consortium during the period M1-M24 and to update the initial dissemination strategy and plan according to the project's progress and goals
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## Partners

 UNIVERSITY OF THE AEGEAN	University of the Aegean (UAEGEAN)	Greece
 UNITED NATIONS UNIVERSITY	United Nations University Operating Unit on Policy-Driven Electronic Governance (UNU-EGOV)	Portugal
 DONAU UNIVERSITÄT KREMS	Universität für Weiterbildung Krems (Danube University Krems) - DUK	Austria
 Singular Logic	Singular Logic Cyprus Ltd. (SILO)	Cyprus
 NEGZ	National E-Government Kompetenzzentrum (NEGZ)	Germany
 theLisbonCouncil think tank for the 21 <sup>st</sup> century	The Lisbon Council for Economic Competitiveness and Social Renewal asbl (Lisbon Council)	Belgium
 UNIVERSITY OF AGDER	UNIVERSITETET I AGDER / Agder University (UiA)	Norway
 pwc	PricewaterhouseCoopers Business Solutions SA - PwC	Greece

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## Executive Summary

The Government 3.0 project activity report and updated dissemination plan presented in this document serves as an overview and evaluation of the dissemination and user engagement activities which took place during the first and the second reporting period and also as a guideline for the dissemination activities to be performed in the following period.

The activity report contains all the completed dissemination activities between November 2017 and October 2019, separated according to the dissemination method used (i.e. publications, events etc).

The updated dissemination plan contains the strategy to fulfil the dissemination-related objectives set for the remainder of the project, based on the project's progress and results, the reviewer's comments and suggestions, made during the first and the second project review, and keeping in mind the core dissemination objective, i.e. to make the project and its work widely known with a view to optimal uptake of project results.

The areas addressed by this deliverable are the revision of the Government 3.0 communications policy and updates to the dissemination strategy. Thereafter, the Government 3.0 dissemination approach is outlined. Based on the plan in the Description of Work (DoW) and also on the results of the first and the second project review, this approach will have an increased focus on citizen awareness and participation. Therefore, an updated categorisation of target groups and dissemination channels has been developed and is under refinement. The tools and activities to be employed for dissemination are outlined, as well as their management. Once again, cost-effective approaches to achieve maximum exposure of project results have been chosen and described. For each element of the project that may yield results suitable for dissemination, ownership of the results created is identified, and the link between the results and the different tools for dissemination are made.

## Table of Contents

<b>LIST OF FIGURES</b>	<b>6</b>
<b>LIST OF TABLES</b>	<b>7</b>
<b>1.</b>	<b>8</b>
1.1	8
1.2	8
1.3	9
<b>2.</b>	<b>10</b>
2.1	10
2.2	10
2.2.1	10
2.2.2	11
2.2.3	12
2.3	14
2.3.1	14
2.3.2	15
2.3.3	15
2.3.4	15
<b>3.</b>	<b>16</b>
3.1	16
3.2	16
3.2.1	16
3.2.2	19
3.2.3	23
3.2.4	33
<b>4.</b>	<b>41</b>
<b>ANNEX A: PROJECT LEAFLET</b>	<b>41</b>
<b>ANNEX B: COMPETITION LEAFLET</b>	<b>43</b>

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## LIST OF FIGURES

---

Figure 1: Government 3.0 - Website Home Page	24
Figure 2: Government 3.0 - Home Page	25
Figure 3: Government 3.0 - The Project	25
Figure 4: Government 3.0 - Our Mission	26
Figure 5: Government 3.0 - Brochure, front(left) and back (right)	26
Figure 6: Government 3.0 - Publications	27
Figure 7: Government 3.0 - Deliverables	27
Figure 8: Government 3.0 - Newsletter	28
Figure 9: Government 3.0 - Technological Areas	29
Figure 10: Government 3.0 - References	29
Figure 11: Government 3.0 - eGovernment Generations	29
Figure 12: Government 3.0 - Community	30
Figure 13: Government 3.0 - Call for collaboration	31
Figure 14: Government 3.0 - Relative Projects	31
Figure 15: Government 3.0 - iGovDigital	32
Figure 16: Government 3.0 - Events	32
Figure 17: Government 3.0 - Presentation Template	37
Figure 18: Government 3.0 - Press release of our summer school on Digital Government 3.0	39

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## LIST OF TABLES

---

Table 1: Government 3.0 Objectives and Results	11
Table 2: Publications until M24	16
Table 3: Consortium Meetings	19
Table 4: Workshops	20
Table 5: Events with Government 3.0 Participation	21
Table 6: Government 3.0 Logo versions	36
Table 7: iGovDigital Logo	36

# 1. INTRODUCTION

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## 1.1 Purpose and Scope of the Dissemination Plan

The purpose of this deliverable (D7.3 Dissemination Report) is to report on the communication and dissemination activities undertaken by the Government 3.0 consortium during the period M1-M24 and to update the initial dissemination strategy and plan according to the project's progress and goals. It includes the data of the previous report and has been enriched with the data of the second year of the project. The document also takes into account suggestions made during the first and second internal project review.

This document will provide a frame of reference for the planning of all Government 3.0 activities related to:

- Dissemination and Communication
- Stakeholder engagement
- Network enlargement

## 1.2 Approach for Work Package and Relation to other Work Packages and Deliverables

This work package (WP7) sets out the plan to raise awareness, share knowledge, attract potential researchers and practitioners, through various means, including the website, the use of the social media, the publications in journals, the participation in conferences, workshops and other relevant events, as well as the presentations in public sector organizations. Dissemination activities (WP7) ensure the exploitation of the project's results.

The public sector bodies and officials, NGOs and citizens are engaged in enabling the partners' networks. These networks will be enabled through the above-mentioned dissemination activities showcasing the results and the potential opportunities.

During the first 6 months of the project, the dissemination and the exploitation plan was implemented and the website (<https://www.gov30.eu>) and social media pages were developed. Until the end of the M18, the website was constantly updated. The project website, as well as 3 newsletters, were used for creating awareness and sharing the knowledge (e.g. results based on the project, conferences were the results of the projects will be presented). Moreover, google analytics were used on the project website in order to provide valuable insights concerning the dissemination strategy. Also, at the end of the M12, the first Dissemination Yearly Report was conducted and it is presented in the deliverables (D7.2: Dissemination Report Y1) pinpointing all the information regarding the dissemination activities (e.g. scientific papers conducted during the first 1,5 year of the project, conferences and workshops). The website was updated during the M18 based on the Evaluation Report (WP9, T9.2).

As dissemination activities will be taking place until (and after) the end of the project (M36) and since the evaluation of the project results was led to a few updates, it is now important for social media to be worthy of attention. The use of social media will increase success in dissemination activities. Along with the social media, the consortium will keep making the project and its work widely known based on the dissemination and the exploitation plan (participating in conferences, updating the website, etc).

The dissemination plan is adopted by all partners, laying down the dissemination strategy, activities and material planned to support the dissemination of the Gov 3.0 project. The project outcomes of work packages (WP1, WP2, WP3, WP4, WP5) are related to dissemination (WP7) activities, as project website and social media are based on content and results coming from all Government 3.0 WPs.



### **1.3 Dissemination activities and Structure of the Deliverable**

The planned dissemination activities include publications, conferences, presentations, internal meetings, presence of Gov3.0 on the web, social media presence, project workshops and international conferences.

The planned dissemination tools include a website, Search Engine Optimisation (SEO), social media, the project leaflet, electronic newsletters and press releases.

The structure of the dissemination report includes:

- Strategy (actions, aims and audience)
- Activity report (activities)
- References

## 2. Dissemination Strategy

### 2.1 Context of Dissemination Actions

The dissemination of results will follow the underlying activities:

- Participation in leading conferences
- Publication in well-established journals
- The big entrepreneurship competition is expected to achieve great participation considering the high number of students of the HEIs involved in Government 3.0. It is shown by the number of students that have been exchanged through short-term visits between the project partners and have participated in the conferences, such as in Samos Summit. During the competition, great student achievements will be showcased, attracting all interested and innovative stakeholders.

The above-mentioned activities will ensure all researchers, in compliance with their contractual arrangements, that the results of their research are disseminated and exploited, e.g. communicated, transferred into other research settings or, if appropriate, commercialised (i.e. through start-ups competition on e-government entrepreneurship). Senior researchers, in particular, are expected to take a lead in ensuring that research is fruitful and that results are either exploited commercially or made accessible to the public whenever the opportunity arises.

### 2.2 Aims, Objectives and Intended Audience

#### 2.2.1 Government 3.0 Dissemination Strategic Aims

The Gov 3.0 consortium aims to disseminate the results from the project through scientific publications, (conference) presentations, research and workshops with governments, (online) courses, social media and other channels, utilizing the experience of the consortium in disseminating project results.

Dissemination is concerned with making the project visible, creating awareness, understanding and promoting participation in the project. Dissemination activities intend to disseminate the project results and to create awareness in the scientific and entrepreneurial communities. The tasks to be carried out are the following:

- Dissemination and Exploitation Strategy (M36). The specific task aims at raising the awareness and sharing knowledge as well as at attracting researchers and practitioners through the development of the project website (M6), the use of the social media, the distribution of dissemination material, the publications in journals, the participation in conferences, workshops and other relevant events and the presentations in public sector organisations.
- Project Website, social media presence (M12, M24, M36). This task contains the strategy to fulfil the dissemination-related objectives set for the remainder of the project including a yearly report.

Therefore, a dissemination strategy needs to address the following elements:

- the aim of dissemination □ objectives
- the intended audience □ target groups
- the dissemination channels □ dissemination tools and resources
- when dissemination will take place □ timing
- what will be disseminated □ anticipated project results
- anticipated dissemination results □ outcomes

The aforementioned elements form the dissemination strategy and will be outlined subsequently.

## 2.2.2 Specific Dissemination Objectives

In order to achieve the strategic aims outlined in the previous paragraph, the Government 3.0 consortium has set concrete and verifiable objectives related to the dissemination and communication activities. All of the planned activities will be undertaken with a view on reaching dissemination targets. The focus on the planned activities will vary based on the results of the project (e.g. it is planned that the consortium will focus on the unique visitors after the first year of the project when it is expected that the results will cause awareness). The targets for various actions are outlined in Table 1, which shows a high-level representation of the dissemination goals relative to the project timing and development progress. For a better understanding of the dissemination strategy, 1st Year and 2nd Year columns indicate the achievements of the 1st and 2nd Year of the project in total.

**Table 1: Government 3.0 Objectives and Results**

Objective	Description	Target	1 <sup>st</sup> Year	Cumulative 2 <sup>nd</sup> Year
Website	Gov 3.0 will create the project website, which will form the ICT-enabled governance hub, and will utilize Web 2.0 channels to announce on a regular basis the projects' updates.	15000 Number of unique visitors of the website	549	1058
Publications	Publications will be submitted in relevant journals and conferences.	60 publications in esteemed journals and conferences	13	27
Conferences	Number of conferences co-organised by the project. Conferences are the organizing events by the Gov3.0 Consortium and the joint activities.	8 conferences	4	7
Conferences Participants	Number of participants reached by workshops and conferences organised by the projects.	1500 participants	149	107
Presentations	Presentations at national and international	30 Presentations in total	10	19

	conferences and events.			
Project workshops	Project workshops will be organized serving also as important dissemination activities Gov 3.0.	15 workshops organised by the project	7	7
Electronic Newsletters	Electronic Newsletters will be prepared on a yearly basis, reporting the results of the project.	12 electronic newsletters to be published	1	5
Press releases	Press releases are produced upon project initiation and throughout the project.	3 press releases to be issued	0	1
An international conference	An international conference will be co-organized on annual basis and promoted by all partners.	1 international conference	1	1

### 2.2.3 Dissemination Target Audience

Government 3.0 does not target a single community of users or a particular type of stakeholders, but rather disparate groups who can benefit from the project's results in different ways. Currently, the Government 3.0 consortium is developing a more fine-grained categorisation and description of its user base. The dissemination strategy will be updated accordingly after the finalisation of the above-mentioned task. The target audience included (and still includes) people/groups that were (can be) of value to the project and increase its impact by contributing to the dissemination of information within their individual communities and further the consortium is focusing on a target audience that can benefit from the project. This section provides a brief description of the entities which constitute the Government 3.0 target audience. These descriptions will serve as a common point of reference for other parts of the project. There is a relationship between them and different phases described in the next section, and the dissemination media or tools used to reach the target audiences.

#### 2.2.3.1 Target Groups

The target groups that will benefit from the project outcomes are:

1. The consortium (including beneficiaries and associated partners)
2. Public sector organizations in:
  - a. EU
  - b. US
  - c. Other (Asia, Australia, Africa, Latin America)

3. Industry sector
4. International Organizations (e.g. European Commission, United Nations, OeCD, World Bank, W3C, Standardisation organization)
5. Academic and Research Organizations:
  - a. Researchers: They are the main targeted end users of the Government 3.0 project. They include scientists and scientific researchers, educators, who have a direct (professional) interest in e-Government. They may be part of a public organization, Non-Governmental Organization (NGO), academic institution, etc. Dissemination to this target group is highly important for developing a critical mass of potential for platform users.
  - b. Businesses: This group includes stakeholders, who have, also, a direct (professional) interest in e-Government.
6. Professionals: This group includes stakeholders who might perform research on behalf of other organizations. This target group may include, journalists, CIOs, developers, computer specialists etc.
7. Citizens and NGO's: This target group involves the public at large, who may have an indirect, amateur interest in e-Government for informative purposes. They include citizen scientists, software developers, computer specialists etc. They form an important stakeholder group, which the Government 3.0 dissemination strategy will increasingly focus on.
8. Students.

Enterprises took advantage in various ways of the collaboration with Universities through this Alliance. According to the 2011 EU Communication on the Modernisation Agenda for Higher Education, Europe needs more researchers in order to prepare the ground for the industries of tomorrow. Based on this statement, enterprises benefit from the project in the following ways:

- By having a direct linkage and cooperation with Universities which are known for their expertise in the field of Digital Government.
- By having access to new training material, which will be adapted to their specific needs, since custom curriculum will be created for executives, consultants and companies.
- By being able to achieve exchanges, through the selection of the best students proven for a particular cooperation (through internship or complete training for future business collaboration), as well as through cooperation of employees with Universities for continuous and lifelong learning.
- Through these partnerships innovation achieve in the level of products/services creation as well as in the level of changing or creating new procedures concerning Digital Government.
- The developed knowledge base benefit private organisations due to enhancing their offered services and tools integrating beyond state-of-the-art research results. Finally, both HEIs and enterprises already benefited from the knowledge base development, since the latter maintained by the consortium maximizing their networks and applying individual and/or cooperative business models.

Participation of Universities in this project is of high importance as the benefits of this alliance are very important. In the short term higher education institutions will be able to:

- Establish new curricula in the important area of Digital Government.
- Develop and maintain a research roadmap of this domain, so as to guide the joint efforts in PhD programmes and research projects. Researchers rely on this roadmap further widen their research horizons at the domain of Digital Government.
- Involve employers and labor market institutions in the design and delivery of programmes, supporting staff exchanges and including practical experience in courses that help attune curricula to current and emerging labour market needs, fostering employability and entrepreneurship.

In the long term:

- Research projects through the Joint research project opportunities have been developed.
- A network is created from the most appropriate and well-known experts at European and international level on Digital Government, enabling the creation of new research teams and publications that rise from various cooperations.
- The created network expands on new territories, giving researchers the opportunity to further study of cases beyond the narrow limits of small alliances that exist so far.

Higher education and training institutions will be able to:

- Be informed about the existing e-Government curricula and update or create their own ones aligned with the existing e-Government research needs.
- New collaborations among research institutes and universities arised through joint publications and project proposals.
- New material for updating native courses in the domain of digital government structured based on the three identified generations has been provided to all associate partners.
- New introduction material along with its references have been developed for any identified disruptive technology.

Enterprises and generally private sector can find out where to address specific training needs for their employees.

All partner organisations and the wider digital government community could participate to the project either through joint events or through the Gov3.0 offered procedures integrated in the project website.

Any learning outcomes already identified that could improve the skills, competence and employability needed in their professional or educational environments.

- Material (documents and modules) developed in this project can be used from student/staff to improve their knowledge and skills.
- Native Courses are continuously updated and delivered to undergraduate students.
- Annual Summer School is open for all interested public servants, researchers and practitioners in the domain of digital government. Mobility budget have been used, occasionally, for the mobility of partners' students and employees.

Generally, the evolvement of ICT-enabled governance will benefit all citizens.

## 2.3 Tools

Dissemination shall be appropriately considered: mailing lists, website, blog, social media such as Twitter, Facebook, Researchgate, Slideshare, LinkedIn, web-based consultation meetings. The appropriate combination of such communication mechanisms will be used for enhancing project visibility and for consultation purposes based on the stakeholders involved, the urgency for response; the sensitivity of the content; the impact and the permanency of the information.

### 2.3.1 Website - Content

Website should always be updated with all new content provided by all partners into the sections: The Project, Technological Areas, eGovernment Generations, Community, Relative Projects, Competition on eGov, Project Events. Any new content added into the website should be posted on social media channels on a regular basis.

### 2.3.2 Website – Search Engine Optimisation (SEO)

SEO encompasses both the technical and creative elements required to improve rankings, drive traffic, and increase awareness in search engines. There are many aspects to SEO, from the words on your page to the way other sites link to you on the web. Sometimes SEO is simply a matter of making sure your site is structured in a way that search engines understand.

We will check the overall performance of the website as far as SEO is concerned twice a year. Online / open source tools are used for it. We need to take into consideration: content optimization, images, search optimization and page speed.

### 2.3.3 Social Media

We have created accounts on the following social media channels: Twitter, Facebook, YouTube and Research Gate. A LinkedIn account was created during the second year of the project. Number for the total followers on all the social media channels is 523. The Twitter account has 454 followers, the Facebook account has 61 followers and the LinkedIn account has 8 followers. In order to increase the number of the followers we should post any new material relating to Gov3.0 on social media regularly.

Emphasis should be given on Twitter, since the given social media channel is widely used by universities' academic staff (professors, lectures, researchers) and professionals from the technology field.

The social media links are provided below.

Twitter account: [https://twitter.com/Government\\_30](https://twitter.com/Government_30)

Facebook page: <https://www.facebook.com/Government30/>

LinkedIn Group: <https://www.linkedin.com/company/government30>

Research Gate: <https://www.researchgate.net/project/GOV-30-Scientific-Foundations-Training-and-Entrepreneurship-in-the-domain-of-ICT-enabled-Governance>

### 2.3.4 Newsletters

The target for the electronic newsletters that need to be prepared and published in total is twelve (12). Newsletters will be published per outcome and for events. The wider consortium network will be structured in a mailing list.

## 3. Activity Report

### 3.1 Introduction

This section details the dissemination activities developed within the Government 3.0 project from November 2017 to October 2019 (both included). These activities consist of:

- Scientific publications (journals and conferences) related to Government 3.0.
- Events where Government 3.0 was presented.
- Organization of/Participation in workshops and experiments.
- Other dissemination activities and material, such as project website, brochures, logo, dissemination on (online) media and press releases, awards etc.

A brief description of the activities is presented, based on the initial dissemination plan and their effectiveness for the purposes of Government 3.0.

### 3.2 Overview of Dissemination Activities'

#### 3.2.1 Publications

Table 2 presents an overview of the publications which were made by the Government 3.0 partners and accepted until M24 and the events where those publications were presented. Gov3.0 results will be arranged into key themes, to develop a minimum of 60 publications, peer-reviewed articles, book chapters and reports intended for scientific audiences. These scientific outputs will cover theoretical issues, conceptual and methodological questions and key results and should aim at a high impact factor. During the first year of the project 13 scientific publications have been produced and published, two books and 11 journal papers. During the second year of the project 14 conference papers have been produced and published. Links to the publications below are available online, on the Government 3.0 website.

**Table 2: Publications until M24**

Publication Title	Authors	Presented at	Event data
Tracking the Evolution of OGD Portals: A Maturity Model	Alexopoulos, C., Diamantopoulou, V., & Charalabidis, Y.	Hawaii International Conference on System Sciences - HICSS2018	2017
A Taxonomy for Analysing Smart Cities Developments in Greece	C. Alexopoulos, Y. Charalabidis, D. Kolokotronis, N. Vogiatzis	11th International Conference on Theory and Practice of Electronic Governance - ICEGOV2018	2018
Scientific foundations training and entrepreneurship activities in the domain of ICT-enabled Governance	Gabriela Viale Pereira, Charalampos Alexopoulos, Yannis Charalabidis, Francesco Mureddu, Peter Parycek, Alexander Ronzhyn, Dimitris Sarantis, Leif Flak and Maria A. Wimmer	The 19th Annual International Conference on Digital Government Research - DgO2018	2018



Workshop: Roadmapping Government 3.0	Maria A. Wimmer, Alexander Ronzhyn, Gabriela Viale Pereira, Yannis Charalabidis and Harris Alexopoulos	International Conference on Electronic Government - EGOV2018	2018
Blockchain Technologies in Government 3.0: A review	Charalampos Alexopoulos, Aggeliki Androutsopoulou, Zoi Lachana, Michalis Avgerinos Loutsaris and Yannis Charalabidis	International Conference on Electronic Government - EGOV2018	2018
New Directions for Digital Governance: Towards Government 3.0	Charalampos Alexopoulos, Euripidis Loukis and Yannis Charalabidis	The 12th Mediterranean Conference on Information Systems - MCIS2018	2018
Identifying the different generations of eGovernment: An analysis framework	Zoi Lachana, Charalampos Alexopoulos, Euripidis Loukis and Yannis Charalabidis	The 12th Mediterranean Conference on Information Systems - MCIS2018	2018
“Peri Nomou” System: Automated Codification and Interrelation of legal elements based on text mining	Zoi Lachana, Michalis Avgerinos Loutsaris, Charalampos Alexopoulos and Yannis Charalabidis	The 12th Mediterranean Conference on Information Systems - MCIS2018	2018
Towards Health Sector Web Presence Assessment: Defining Criteria and Indicators	Sarantis, D., Soares, D.S.	11th International Conference on Theory and Practice of Electronic Governance - ICEGOV2018	2018
Exploring Open Data State-of-the-Art: A Review of the Social, Economic and Political Impacts	Shefali Virkar, Gabriela Viale Pereira	International Conference on Electronic Government - EGOV2018	2018
A methodology for economic crisis policy analytics	Loukis Euripidis, Arvanitis Spyros	The 12th Mediterranean Conference on Information Systems - MCIS2018	2018
A 360-degree model for prioritizing Smart Cities initiatives, with the participation of municipality officials, citizens and experts	Y. Charalabidis, C. Alexopoulos, N. Vogiatzis, D. Kolokotronis	Book	2018
The World of Open Data: Concepts, Methods, Tools and Experiences	Y. Charalabidis, A. Zuiderwijk, C. Alexopoulos, M. Janssen, E. Ferro, T. Lampoltshammer	Book	2018
Minitrack on Gov3.0	Euripidis Loukis, Yannis Charalabidis, Leif Flak	Hawaii International Conference on System Sciences - HICSS2019	2019

Minitrack on Big and Open Linked Data	Marijn Janssen, Judie Attard, Harris Alexopoulos	Hawaii International Conference on System Sciences - HICSS2019	2019
Benefits and Obstacles of Blockchain Applications in e-Government	Charalampos Alexopoulos, Yannis Charalabidis, Aggeliki Androutsopoulou, Michalis Avgerinos Loutsaris, Zoi Lachana	Hawaii International Conference on System Sciences - HICSS2019	2019
A Taxonomy of Smart Cities Initiatives	Charalampos Alexopoulos, Gabriela Viale Pereira, Yannis Charalabidis	12th International Conference on Theory and Practice of Electronic Governance - ICEGOV2019	2019
Literature Review of Ethical Concerns in the Use of Disruptive Technologies in Government 3.0	Alexander Ronzhyn, Maria A. Wimmer	The 13th Conference on Digital Society and eGovernments – ICDS2019	2019
Cloud Computing in eGovernment: Benefits and Challenges	Frank Danielsen, Leif S. Flak, Alexander Ronzhyn	The 13th Conference on Digital Society and eGovernments – ICDS2019	2019
The Evolving e-Governance Curriculum: A Worldwide mapping of Education Programs	Demetrios Sarantis, Soumaya Ben Dhaou, Charalampos Alexopoulos, Alexander Ronzhyn, Gabriela Viale Pereira, Yannis Charalabidis	12th International Conference on Theory and Practice of Electronic Governance - ICEGOV2019	2019
Scenario technique to elicit research and training needs in digital government employing disruptive technologies	Alexander Ronzhyn, Vera Spitzer, Maria A. Wimmer	The 20th Annual International Conference on Digital Government Research - DgO2019	2019
Using Disruptive Technologies in E-Government: Identification of Research and Training Needs	Alexander Ronzhyn, Maria A. Wimmer, Vera Spitzer, Gabriela Viale Pereira and Charalampos Alexopoulos	The IFIP WG 8.5 Electronic Government (EGOV), the IFIP WG 8.5 IFIP Electronic Participation (ePart) and the Conference for E-Democracy and Open Government Conference (CeDEM) - EGOV-CeDEM-ePart 2019	2019
Challenges and Opportunities in e-Government Education	Demetrios Sarantis, Soumaya Ben Dhaou, Charalampos Alexopoulos, Euripidis Loukis	The 13th Conference on Digital Society and eGovernments – ICDS2019	2019
Developing Health Sector Website Assessment	Sarantis, D., Soares, D.S.	6th International Conference on eDemocracy	2019

Instrument: Outcomes from Portuguese Hospitals		& eGovernment – ICEDEG 2019	
Digital Transformation of the Public Sector	Melin, U., Henriksen, H.Z. and Flak, L.S.	27th European Conference on Information Systems – ECIS 2019	2019
Innovation Policy Analytics for Economic Crisis	Loukis, E., Arvanitis, S., Alexopoulos, C.	The 13th Conference on Digital Society and eGovernments – ICDS2019	2019
How Machine Learning is Changing e-Government	Alexopoulos, Charalampos; Lachana, Zoi; Androutsopoulou, Aggeliki; Diamantopoulou, Vasiliki; Charalabidis, Yannis; Loutsaris, Michalis; Avgerinos	12th International Conference on Theory and Practice of Electronic Governance - ICEGOV2019	2019

### 3.2.2 Participation in events

#### 3.2.2.1 Internal meetings

Internal project meetings present opportunities for internal dissemination within the Government 3.0 consortium. It ensures that all partners are aware of the project's dissemination strategy and activities and they can contribute with ideas and resources.

**Table 3: Consortium Meetings**

Date	Location	Type	No of Participants	Partners
2 - 3 November 2018	Athens, Greece	Kick-off Meeting	14	All
2 July 2018	Samos, Greece	WP10: Management Meeting	13	UAEGEAN, DUK, NEGZ, AGDER, Lisbon Council, UNU, SILO
9 January 2019	Hawaii, USA	Track on Electronic Government		UAEGEAN, UiA
28 February 2019	Athens, Greece	Track on Digital Government Evolution / Towards the Next Generation		UAEGEAN, UNU-EGOV, UiA, DUK, NEGZ, Lisbon Council, SILO
30 June 2019 - 1 July 2019	Samos, Greece	WP10 Management Meeting		All
2-3 July 2019	Samos, Greece	Recording MOOC Modules		UNU, Lisbon Council, NEGZ, DUK, UiA
30 September-2 October 2019	Krems, Austria	Recording MOOC Modules		DUK, NEGZ, UAEGEAN, UNU

### 3.2.2.2 Workshop

The following table presents information about the workshops organised by the Government 3.0 consortium.

**Table 4: Workshops**

Workshop	Event	Date of Event	Location	No of Participants	Partners
Framing Government 3.0: Concepts and Research Objectives	ICEGOV2018	03/04/2018	Galway, Ireland	17	UAEGEAN, DUK, UNU, NEGZ
Gov 3.0 Areas	Samos Summit 2018	02/07/2018	Samos, Greece	17	All
Gov 3.0 Curriculum Development	Samos Summit 2018	03/07/2018	Samos, Greece	22	All
Gov3.0 Publication Planning	Samos Summit 2018	02/07/2018	Samos, Greece	16	All
Gov3.0 New Project Proposals	Samos Summit 2018	04/07/2018	Samos, Greece	19	All
Gov 3.0 Roadmap	Samos Summit 2018	04/07/2018	on Science Base Creation and Training  Needs in Digital Government	20	All
Roadmapping Government 3.0	EGOV-CeDEM-ePart 2018	03/09/2018	Austria	26	UAEGEAN, DUK, NEGZ
Workshop on WP2	NEGZ Herbsttagung	22/11/2018	Berlin, Germany	20	NEGZ, DUK
On a science base for Digital Government/Transformation	ICEGOV2019	04/04/2019	Melbourne, Australia		UAEGEAN, UNU-EGOV, UiA, DUK
On Digital Government Master's Curriculum development	ICEGOV2019	04/04/2019	Melbourne, Australia		UAEGEAN, UNU-EGOV, UiA, DUK
On a Roadmap to Future Government	Samos Summit 2019	03/07/2019	Samos, Greece	53	All
On New project proposals	Samos Summit 2019	03/07/2019	Samos, Greece	53	All
On a Science Base Creation in Digital	Samos Summit 2019	04/07/2019	Samos, Greece	53	All

On Science Base – Roadmapping Policy Canvas/GOV3.0		01/10/2019	Krems, Austria	10	All
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### 3.2.2.3 Events with Government 3.0 participation

The Government 3.0 consortium, through careful planning, the timely production of the necessary promotional material and the development of scientific publications, ensured the project's presence in a substantial number of key events. The table below outlines the events with the participation of the Government 3.0 partners.

**Table 5: Events with Government 3.0 Participation**

Event	Date of Event	Location	Partners Participating	Dissemination Tools Used
7th International Conference on eDemocracy	14-15 December 2017	Athens, Greece	UAegean	Social Media, Newsletter
11 <sup>th</sup> International Conference on Theory and Practice of Electronic Governance	4-6 April 2018	Galway, Ireland	UAegean, Krems, UNU, NEGZ	Social Media, Website, Newsletter
The 19th Annual International Conference on Digital Government Research	30 May – 1 Jun 2018	The Netherlands	UAegean	Social Media, Website, Newsletter
8 <sup>th</sup> Samos Summit 2018	2-7 July 2018	Samos, Greece	UAegean, PwC, UNU, Krems, NEGZ	Project Presentation, Social Media, Website, Newsletter
EGOV-CeDEM-ePart 2018	3-5 September 2018	Austria	UAegean, Krems, NEGZ	Social Media, Website, Newsletter
12 <sup>th</sup> Mediterranean Conference on Information Systems	29-30 September 2018	Corfu, Greece	UAegean	Social Media, Website, Newsletter
ECDG: 18th European Conference on Digital Government	25-26 October 2019	Spain	Lisbon Council	Social Media, Website, Newsletter

European Big Data Value Forum	22-23 November 2018	Austria	Lisbon Council	Social Media, Website, Newsletter
ISA <sup>2</sup> Mid-Term Conference	29 November 2018	Brussels	UAegean	Social Media, Website, Newsletter
52nd Hawaii International Conference on System Sciences	8-11 January 2019	Hawaii, USA	UAegean, UiA, DUK	Social Media, Website, Newsletter
The 13th International Conference on Digital Society and eGovernments	24-28 February 2019	Athens, Greece	NEGZ, UiA, UAegean, UNU	Social Media, Website, Newsletter
12th International Conference on Theory and Practice of Electronic Governance	3-5 April 2019	Melbourne, Australia	UNU, NEGZ, UAegean, DUK	Social Media, Website, Newsletter
6th International Conference on eDemocracy & eGovernment	24-26 April 2019	Quito, Ecuador	UNU, NEGZ, UAegean, DUK	Social Media, Website, Newsletter
27th European Conference on Information Systems	8-14 June 2019	Stockholm and Uppsala, Sweden	UiA	Social Media, Website, Newsletter
The 20th Annual International Conference on Digital Government Research	18-20 June 2019	Dubai, UAE	NEGZ	Social Media, Website, Newsletter
9th Samos Summit 2019 & OpenGOV 2019 Summer School	1-5 July 2019	Samos, Greece	NEGZ, DUK, UAegean, UiA, UNU, SILO, Lisbon Council, PWC	Social Media, Website, Newsletter
EGOV-CeDEM-ePart 2019	2-4 September 2019	Italy	DUK, NEGZ, UAegean	Social Media, Website, Newsletter

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### 3.2.3 Presence of Government 3.0 on the web

#### 3.2.3.1 Project Website

The Government 3.0 website is one of the project's main dissemination tools which is updated on a regular basis. The current version of the Government 3.0 website follows the project's graphic identity and presents a project overview, including objectives, project partners and the activities proposed within the project. The beta version of the website was launched in November 2017 and has been subjected to constant improvement and enhancement such as news, links etc.

The website follows the EU recommendation regarding usability and accessibility and it has the EU flag.

The address of the official project webpage is: <https://www.gov30.eu/>

The results achieved are available via the Project website. Particularly, the deliverables are separated in three dissemination levels:

- PU = Public - The deliverables which are public are available through website without registration.
- PP = Restricting to other programme participants (including the Commission Services) – These deliverables require registration and submission to the calls for affiliate organizations or affiliate experts form.
- CO = Confidential, only for members of the consortium (including the Commission Services – These deliverables are restricted only for consortium members and requires login.

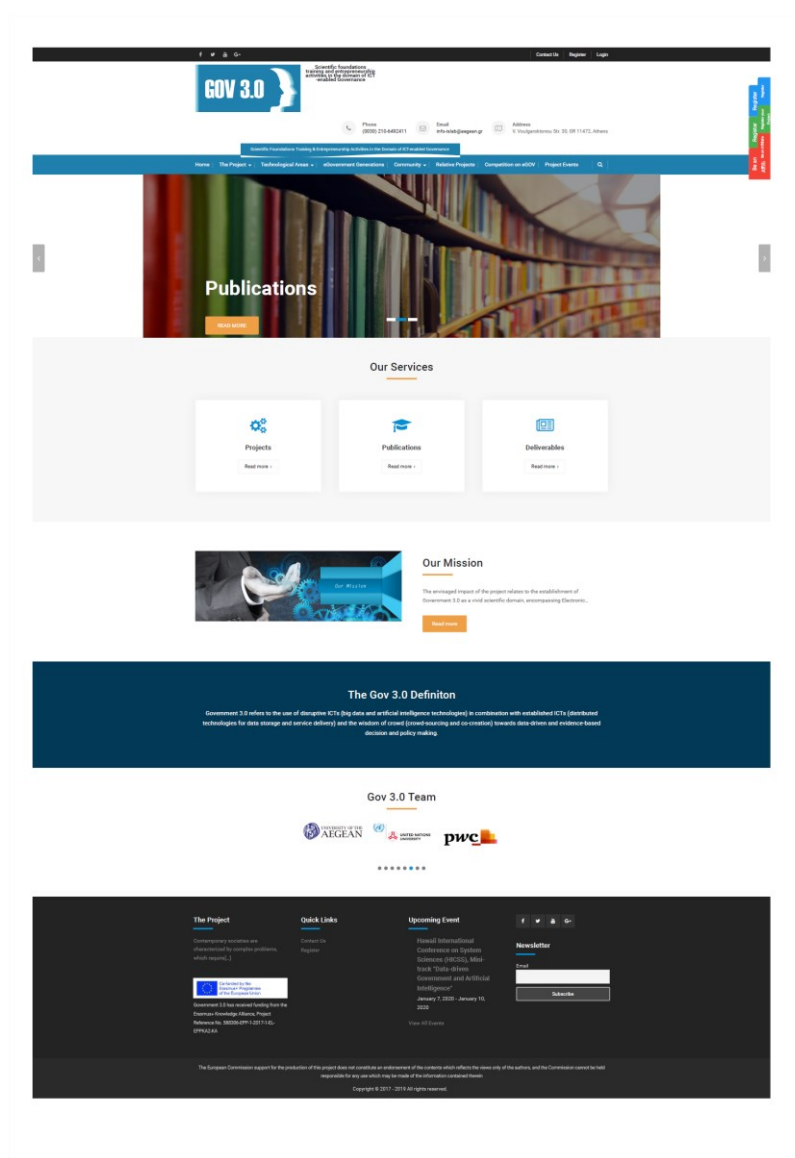
During the course of the project, the structure and especially the content of the Government 3.0 website will be subject to modification, update with news, diagrams, graphic material, tech info, downloads, links, etc. modified. During the second year of the project the website was modified as follows: Publications, Deliverables and Newsletters are shown as sub-sections of The Project section, not as separate sections. In addition, Technological Areas, eGovernment Generations and iGovDigital sections was added. The content of any part of the website was updated too. The current structure is presented in the following sub-section.

The Top menu of the Government 3.0 website carries the following items that will be outlined in more details subsequently:

- Home
- The Project
  - Our Mission
  - Project Leaflet
  - Publications
  - Deliverables
  - Newsletters
  - Training Needs Questionnaire
- Technological Areas
  - References
- eGovernment Generations
- Community
  - Partners

- Affiliate Organizations
- Affiliate Experts
- Call for Collaboration
- Relative Projects
- iGovDigital
- Project Events

Figure 1 depicts the current graphism and impression of the Government 3.0 homepage:



**Figure 1: Government 3.0 - Website Home Page**

The project website is maintained by the University of the Aegean, and is based on content and results coming from all Government 3.0 WPs.

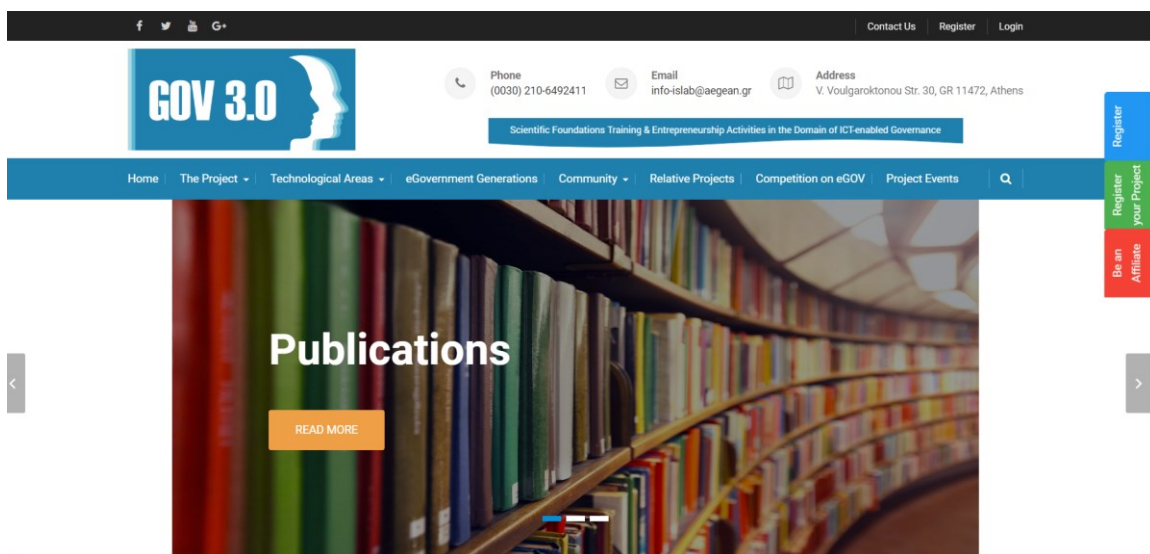


The website is used for all dissemination phases. As the project progresses, the published items will increasingly raise awareness. This will be achieved while the website is constantly updated.

The website is a tool oriented to all aspects identified for the project as shown below.

## Home Section

This is the first view of the Government 3.0 website for the user. It has been designed to highlight the importance of the project in relation with the use of disruptive ICTs. For this purpose, the Home page (Figure 2) of the Government 3.0 website presents the provided outputs of our services, the mission of the project, the Government 3.0 definition and the logos of the consortium members. In order to make this section more appealing to visitors and to quickly identify the field of research, it has been included a slideshow with quick access to the most important pages.



**Figure 2: Government 3.0 - Home Page**

As the entry point to the website, the Home section also includes links to the social network channels to be used in Government 3.0 in order to maximise the impact of project dissemination.

## The Project Section

This area of the Government 3.0 website is divided in six parts or subsections. Each one could be accessible through the pop-up submenus that appear when selecting “The Project” at the menu bar.

In particular, the Project section (Figure 3) presents an overall project description with the definition of the project framework.

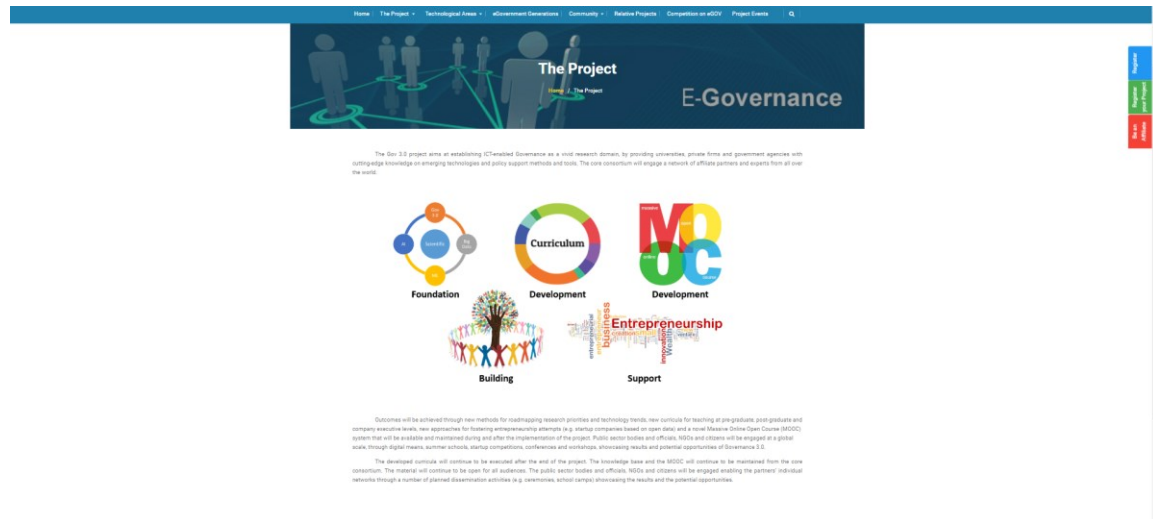


Figure 3: Government 3.0 - The Project

### Our Mission Subsection

It defines the project mission and the expected results of Government 3.0 project (Figure 4).

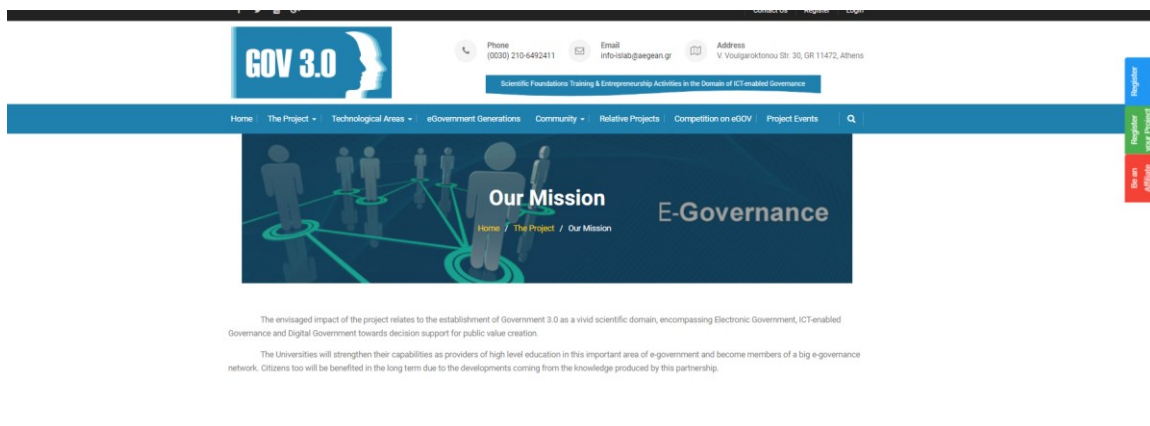


Figure 4: Government 3.0 - Our Mission

### Project Leaflet Subsection

This section presents the project leaflet (Figure 5) in a pdf viewer. The project leaflet was created as a tool to be distributed during conferences, workshops and during general project events. The main objective of the leaflet is to provide a broad base of project audiences with an attractive project overview and a summary of the main project objectives and characteristics.



Figure 5: Government 3.0 - Brochure, front(left) and back (right)

## Publications Subsection

This section of the project website presents different outcomes of the Government 3.0 project (Figure 6). They will be updated as new public results are produced.

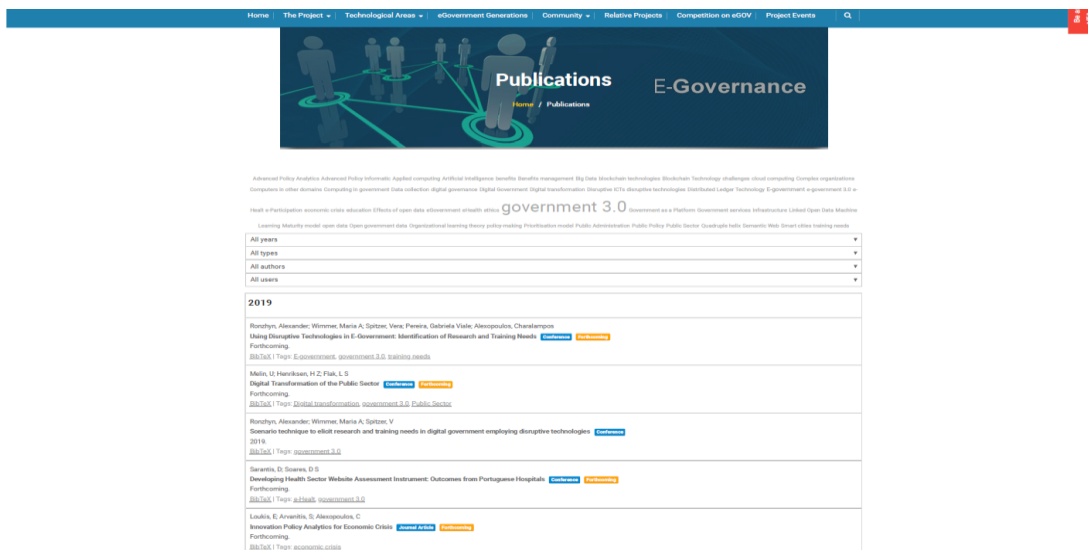
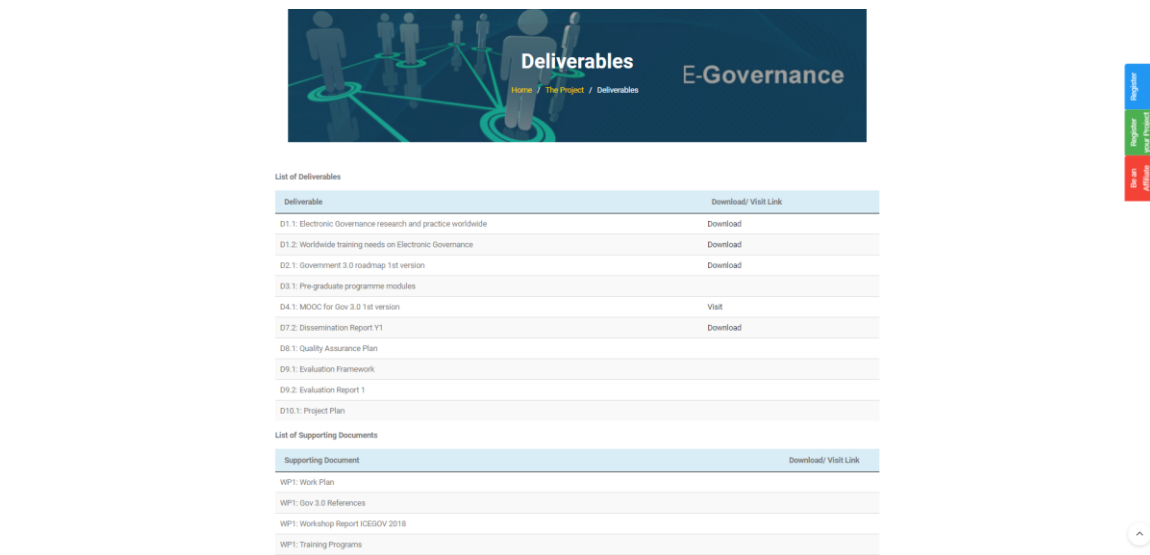


Figure 6: Government 3.0 - Publications

## Deliverables Subsection

This section of the project website presents list of deliverables of the Government 3.0 project, as well as list of supporting document (Figure 7).



Deliverable	Download/ Visit Link
D1.1: Electronic Governance research and practice worldwide	Download
D1.2: Worldwide training needs on Electronic Governance	Download
D2.1: Government 3.0 roadmap 1st version	Download
D3.1: Pre-graduate programme modules	
D4.1: MOOC for Gov 3.0 1st version	Visit
D7.2: Dissemination Report Y1	Download
D8.1: Quality Assurance Plan	
D9.1: Evaluation Framework	
D9.2: Evaluation Report 1	
D10.1: Project Plan	

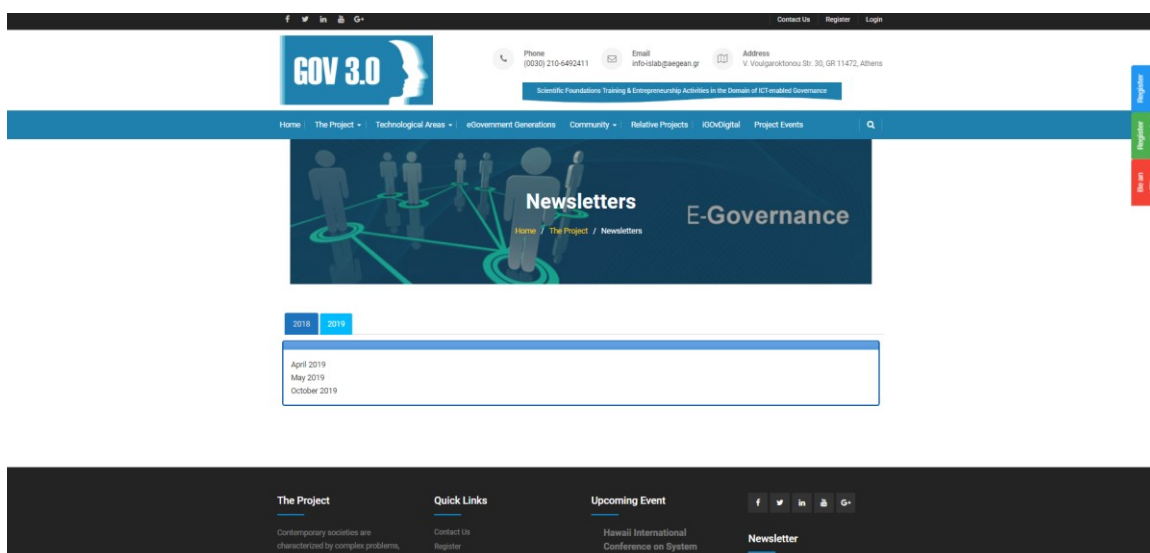
  

Supporting Document	Download/ Visit Link
WP1: Work Plan	
WP1: Gov 3.0 References	
WP1: Workshop Report ICGOV 2018	
WP1: Training Programs	

Figure 7: Government 3.0 - Deliverables

### Newsletters Subsection

Newsletters will be developed to share updates about the Government 3.0 project and highlight milestones, outcomes, and upcoming events. The first newsletter was issued on 23 March 2018. The second newsletter was issued on 12 December 2018 and the others in April, May and October 2019. Future newsletters will be issued during the third year of the project for every event and outcome of the project. A PDF copy of the newsletter was uploaded on this subsection of the project website (Figure 8).



2018 2019

April 2019  
May 2019  
October 2019

Figure 8: Government 3.0 - Newsletter

### Training Needs Questionnaire Subsection

This section redirects users to the Government 3.0 questionnaire which provided by the QuestionPro (questionpro.com). The questionnaire was conducted in order to identify the most relevant and innovative content for a master degree based on the needs and requirements in e-Governance field and the results will draw a general portrait of the current eGovernance training needs.

## Technological Areas Section

This section describes the technological areas, such as Machine Learning, Natural Language Processing, Blockchain, Virtual and Augmented reality, Internet of Thing, which allow the public sector to change the way it functions, as well as promoting innovations (Figure 9).

In 2013, the European Commission identified Social, Mobile, Analytics, Big Data and Open Data paradigms and Cloud technologies as major technological enablers of innovation in public sector (European Commission, 2013). These five enablers serve as a basis for new technologies, which have arisen over the last several years. These enablers foster innovation in public services and allow the emergence of a group of technologies that have potential to significantly change the way public sector function, disrupting it. Termed "disruptive technologies", in this diverse group we include Machine Learning, Natural Language Processing, Blockchain, Virtual and Augmented reality, Internet of Things, Gaming Based Simulation and Policy Modelling technologies. These technologies are on different maturity stages, however their cumulative effect and influence on e-Government warrants us to talk about the new stage in the evolution of e-Government services.

Main Keyword(s)	Description	References
Augmented Reality	According to the most widely accepted definition proposed by Azuma et al., augmented reality (AR) system has three core features: it combines real and virtual objects in a real environment; it registers (aligns) real and virtual objects with each other; and it runs interactively in three dimensions, and in real time (R. Azuma et al., 2001; R. T. A. Azuma, 1997). So, augmented reality adds virtual elements to the user's view of the reality aiming to enrich it and provide additional information or features. That way, AR seamlessly bridges the gap between the real and the virtual (R. Lee, 2012). As AR supposes the interplay between real and virtual worlds, the technological demands and challenges in AR are higher than in pure virtual reality (VR); thus it needs longer time to mature compared to VR (Kivelen & Poelman, 2010). Any realisation of AR requires some sort of output device (usually display or projector), sensors (for input and registration), processing unit and possibly other technologies, depending on the type of AR offered (Chatzopoulos, Beroje, Huang, & Hui, 2017; Kivelen & Poelman, 2010). While first AR prototype appeared in 1960s it took fifty years for truly mass-market technology to be developed (Tamura, 2002). AR applications are now readily available on a wide range of consumer devices, such as smartphones and portable game consoles.	
Big Data	There are several definitions of big data, ranging from simple to sophisticated. According to Laney (2001) big data are "sets [characterized] by their big volume, velocity and variety". These three characteristics often demand new technologies for data storage and analysis (Ward & Barker, 2013). This definition, while simple, is adequate for general purposes and is widely used (US Executive Office of the President, 2014).	
Blockchain	Hou (2017, p. 1) defines Blockchain (BC) as "a distributed ledger that maintains a continually growing list of publicly accessible records cryptographically secured from tampering and revision". Zhang (2017) compares BC to a creation of a persistent, immutable, and ever-growing public ledger that can be updated to represent the latest state of it. It was originally used to record historical transactions of encrypted digital	

Figure 9: Government 3.0 - Technological Areas

## References Subsection

References related to Technological Areas are indicated according to the Figure 10.

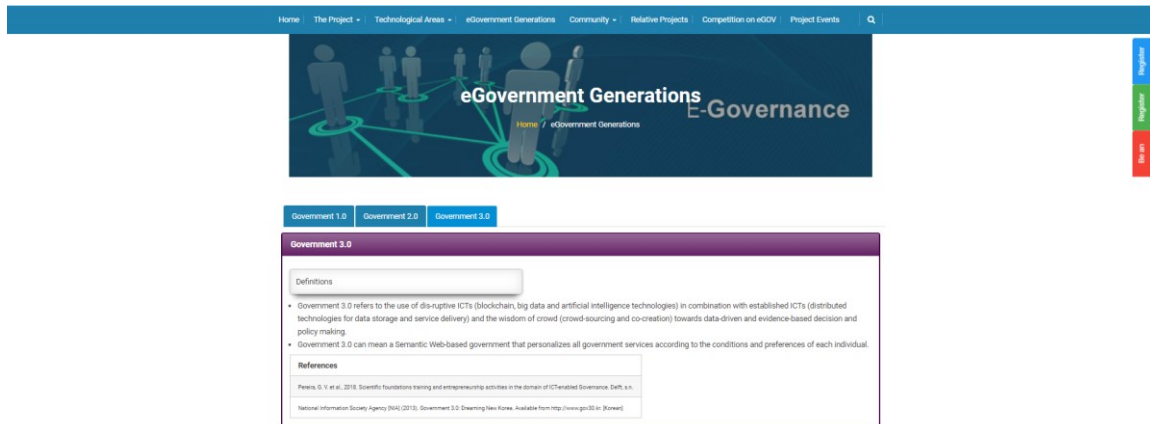
Technological Areas/ Core Topics	Title	Year	Type	DGR listed
Augmented Reality	Innovative EC Systems: From E-Government to E-Learning, E-Health, Sharing Economy, and P2P Commerce	2018	Book section	Not listed
Big Data	Data Harvesting, Curation and Fusion Model to Support Public Service Recommendations for e-Governments	2018	Other	Not listed
Big Data	Government affairs service platform for smart city	2018	Other article	Not listed
Big Data	Technocratic Automation and Contemplative Overlays in Artificially Intelligent Criminal Sentencing	2018	Book section	Not listed
Big Data, Data Analytics	Data Quality Challenges in Twitter Content Analysis for Informing Policy Making in Health Care	2018	Conference Paper	Not listed
Big Data, Data Analytics	Policy Analytics, Modelling, and Informatics	2018	Book	Not listed
Cloud Computing	Framework for the Implementation of E-Government System Based on Cloud Computing for Malaysian Public Sector	2018	Journal article	Not listed
Crowdsourcing	Citizen-Sourcing for Public Policy Making: Theoretical Foundations, Methods and Evaluation	2018	Book section	Not listed
Data Analytics	Big Data Emerging Technology: Insights into Innovative Environment for Online Learning Resources	2018	Journal article	Not listed
Gamification	Play it to Plan it? The Impact of Game Elements on Usage of a Urban Planning App	2018	Book section	Listed

Figure 10: Government 3.0 - References



## eGovernment Generations Sections

This section characterizes and describes the three generations of digital government (Figure 11).

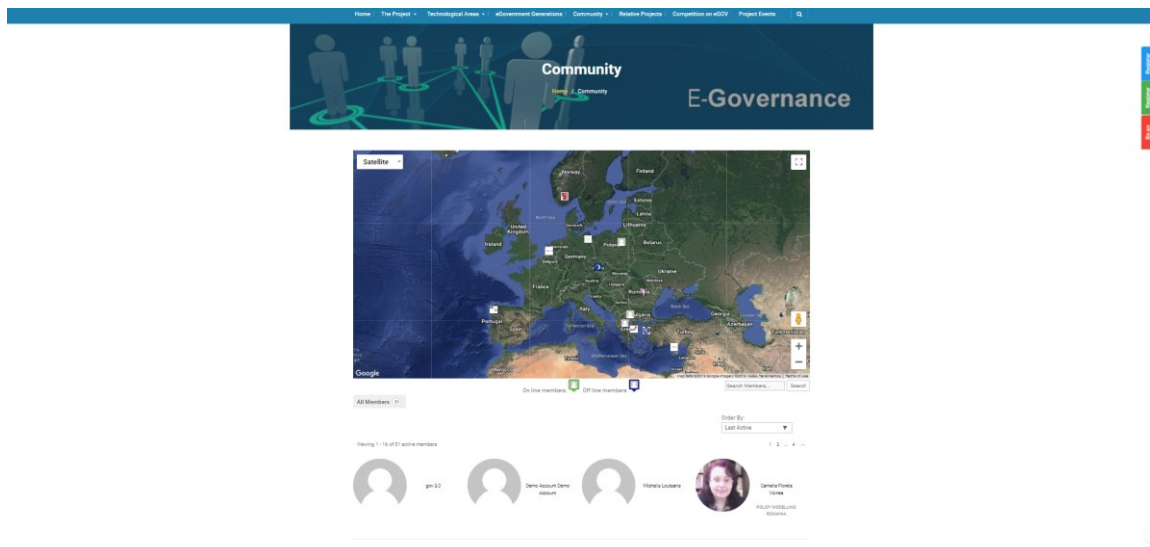


**Figure 11: Government 3.0 - eGovernment Generations**

## Community Section

This area of the Government 3.0 website is divided in four parts or subsections. Each one could be accessible through the pop-up submenus that appear when selecting “Community” at the menu bar.

In particular, in this section users can view all Government 3.0 website members and a map which represents the city of all members (Figure 12).



**Figure 12: Government 3.0 - Community**

## Partners Subsection

This section presents only the partners of Government 3.0 projects in the same output as the previous section.

## Affiliate Organizations Subsection

This section presents the partners of Government 3.0 projects in the same output as the previous section.

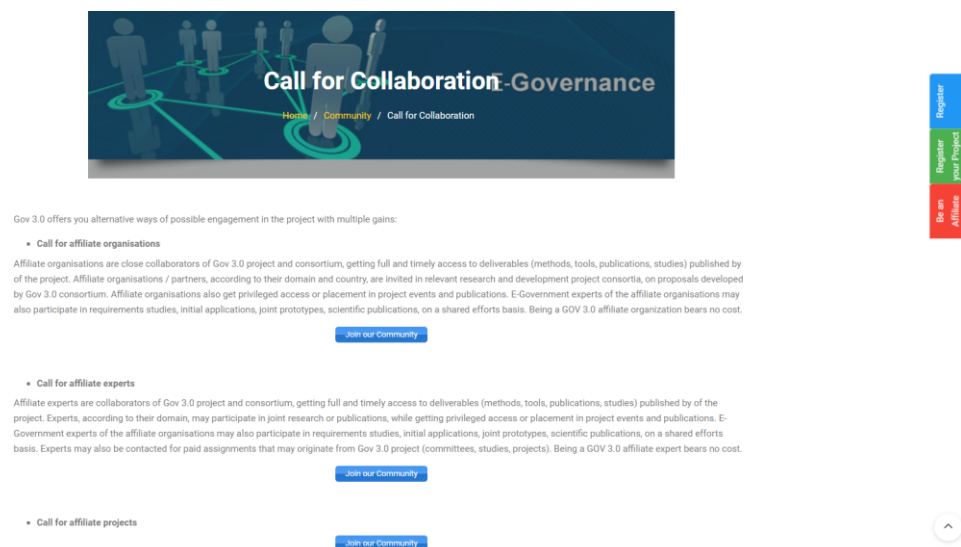
### Affiliate Experts Subsection

This section presents the partners of Government 3.0 projects in the same output as the previous section.

### Call for Collaboration Subsection

This section provides three alternatives ways of possible engagement in the Government 3.0 project with multiple gains (Figure 13).

- Call for affiliate organizations
- Call for affiliate experts
- Call for affiliate projects



**Figure 13: Government 3.0 - Call for collaboration**

### Relative Projects Section

This section presents the affiliate projects which responded to the call of the previous section (Figure 14).

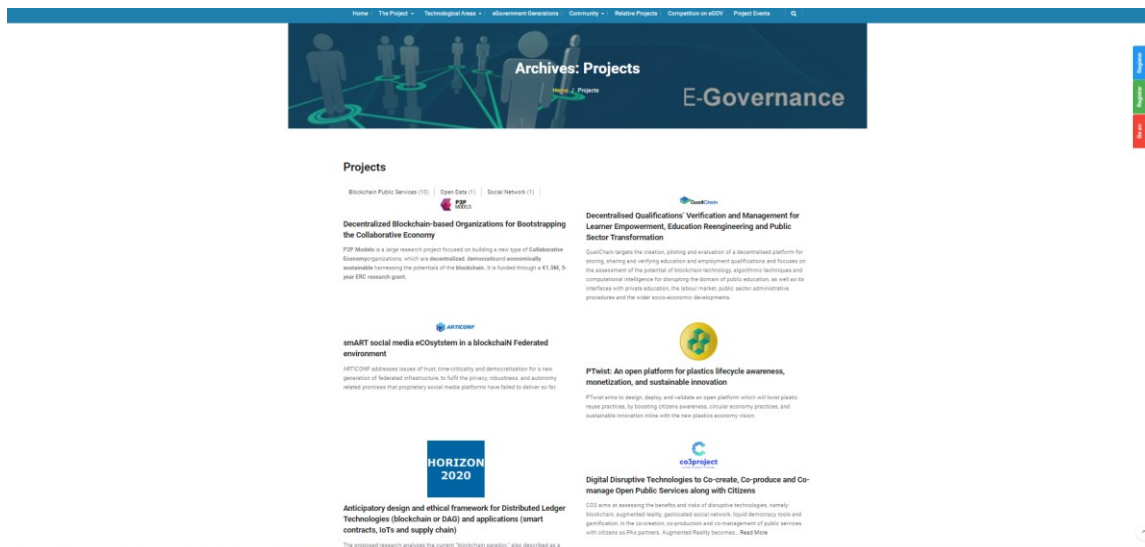


Figure 14: Government 3.0 - Relative Projects

## iGovDigital Competition Section

In this section there are the details of the competition on eGov ideas whose aim is to find the best new apps or technological ideas that we can help scale into businesses (Figure 15). The competition leaflet is provided at ANNEX B.

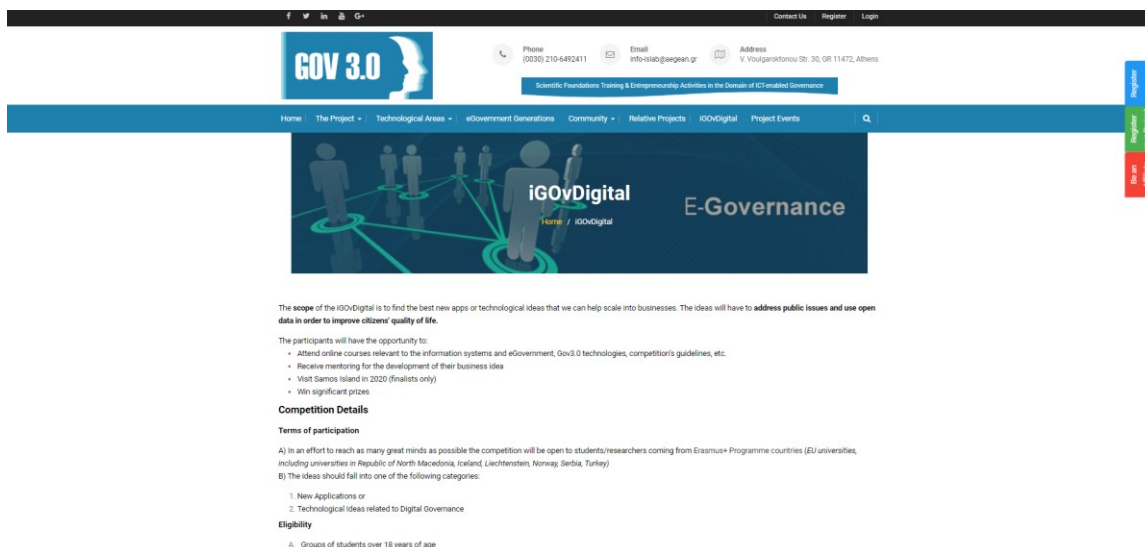


Figure 15 Government 3.0 - iGovDigital

## Project Events Section

This section provides information about the events related to e-Government, especially those events in which Government 3.0 participates (Figure 16). Each of the events will include its title, date, place and a brief description. A link to the event will be also provided and links to any download material will be also included. At present, this section includes a reference to the HICSS 2020, Samos Summit 2019, The 6th International Summer School on Government 3.0, HICSS 2019, d.go 2018, Samos Summit 2018, ICEGOV2018. The 5th International Summer School on Government 3.0, HICSS 2018 where the project was represented at the event.



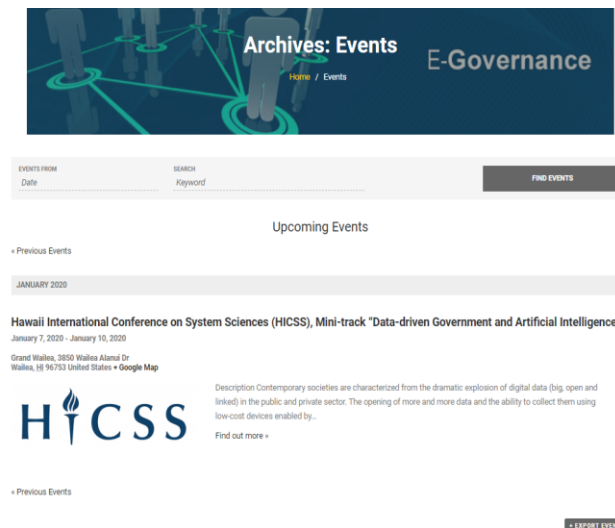


Figure 16: Government 3.0 - Events

### 3.2.3.2 Social Media Presence

Facebook, Twitter and LinkedIn groups were established by the University of the Aegean-Research Unit and PwC handles them. Content creation on the Government 3.0 social media groups are open to all project partners, but also to the Government 3.0 Group members. Membership in the group is open to individuals who request from the owner to join the group. The intention is to make this group as open as possible.

The Government 3.0 Facebook and Twitter group is named: "Gov3.0" and currently has 61 likes and 454 followers. The Government 3.0 LinkedIn group is named: "Government 3.0" and currently has 8 followers. It is open to individuals expressing an interest to join the group.

Facebook, Twitter and LinkedIn are used in all phases of project dissemination. At the outset were used for awareness-raising. But as the project moves forward this platform is used for improving understanding. The interested parties are informed about the project results.

One of the core objectives of using social media is to interact with researchers practitioners in the field of e-Government. Government 3.0 plans to use social media to reach all identified channels, but in particular with the academic and practitioners channels.

## 3.2.4 Other Dissemination Activities and Communication Tools

### 3.2.4.1 Google Drive

The document repository (Google Drive) was established in October 2017 at: <https://drive.google.com/drive/u/1/folders/0B3y4zVogK3zVZTd4dIFhaU8tVTQ>

The Government 3.0 repository is structured according to:

- 01 Templates/Logos
- 02 Administration
  - Consortium Agreement
    - CA- Signed
    - Track Files

- Description of Work
- Grant Agreement
- Guides
- Interim Report
- 03 Deliverables
  - 00. Work Plans
    - WP2 scenario templates
  - 01. Initial Deliverables
    - AR-VR
    - BC – SC
    - ML-DM
    - WP1\_TrainingPrograms
  - 02. Peer Reviews
    - Deliverable 1.x
    - Deliverable 2.x
    - Deliverable 7.x
    - Deliverable 9.x
  - 03. Final Deliverables
- 04 Meetings
  - Meeting name
    - Agenda
    - Minutes
    - Photos
    - Presentations
- 05 Events
  - Meeting Name
- 06 Dissemination Material
  - Logos
  - Community
  - Presentations
  - Publications
- Library

Of particular relevance for dissemination purposes are photos, presentations, and material content (meeting minutes, deliverables, etc.)

#### 3.2.4.2 Government 3.0 Google Group

A Google Group called “ERASMUS+ Knowledge Alliance: GOV 3.0” was set up at: <https://groups.google.com/forum/#!forum/erasmus-gov3>

This Google Group enables the posting of emails and saving of messages in one shared location. The group was set up by the University of the Aegean. It is administered by the University of the Aegean, and all individuals participating in the project receive all emails sent to this group.

From: ERASMUS+ Knowledge Alliance: GOV 3.0 <erasmus-gov3+noreply@googlegroups.com>  
 Sent: Tuesday, December 4, 2018 11:49 PM  
 To: ggovernment30@gmail.com  
 Subject: Invitation to join ERASMUS+ Knowledge Alliance: GOV 3.0

ERASMUS+ Knowledge Alliance: GOV 3.0

Google Groups

Hi Government 3.0,  
 ggovernment30 invited you to join the [ERASMUS+ Knowledge Alliance: GOV 3.0](#) group.

**Message from mloutsaris**

Dear Partners and Friends, You are invited to join the Google Group for the Government 3.0 Project. This group is restricted to the coordinator and all partners in the project, and is for communication exchanges with ALL project participants. If additional individuals (researchers, etc.) in your organisation join the Government 3.0 team, please advise the coordinator and me, and they will be added to this group. Yours sincerely, Yannis Charalabidis

**About this group**

Main contact list with all the collaborators of the project GOV 3.0 under ERASMUS+ Knowledge Alliances.

Google Groups allows you to create and participate in online forums and email-based groups with a rich community experience. You can also use your Group to share documents, pictures, calendars, invitations, and other resources. [Learn more](#).

If you do not wish to be a member of this group or believe this group may contain spam, you can [report](#) the group for abuse. For additional information see our [help center](#).

[Accept this invitation](#)

If you do not wish to be added to Google Groups in the future you can opt out [here](#).

[Start a new group](#). [Visit](#) the help center.

**Figure 16: Government 3.0 Google Group Invitation**

### 3.2.4.3 Government 3.0 Google Spreadsheet

A Google spreadsheet was set up to allow all partners to see and contribute in real time to the process of planning and tracking WP activities and was established in November 2017 at: <https://docs.google.com/spreadsheets/d/1RiN7WwZjBZE02G1ACELhHPBIHuKYuNziVJtWPE08Imc/edit#gid=26>

The Government 3.0 Spreadsheet is structured according to:

- Files
- Tasks
- Partners
- Members
- Workpackages
- Deliverables
- Indicators
- Targeted Conferences
- Mailing List
- Project Publications
- Gov 3.0 References
- Milestones
- Affiliate Partners
- GOV 3.0 Connected Projects
- Samos 2018
- Training Programs
- Keywords/Hashtags

- Total effort (WP/Partner)
- GOV 3.0 Representatives
- Proposals
- Publications Plan
- Gov 3.0 Experts
- Evaluation Comments
- Recording Schedule
- Opengov2019 – Student projects

Of particular relevance for dissemination purposes are Targeted Conferences, Project Publications, Keywords/Hashtags, etc. All partners can see the planning: all partners can add dissemination activities (events, presentation or publications) to the planning. This Google spreadsheet is being updated regularly and also reflects the current state of planned dissemination activities.

#### 3.2.4.4 Project Logo



**The Project Logo** is the main graphic identity element and the key to build a successful graphic identity as well as an effective logotype. It will be used in all graphic material and documents related to the project. The logo has been designed as a part of WP7, considering three main aspects:

- **Symbol:** The logo should be clear, capture the attention and should communicate the main concepts of Government 3.0.
  - a shape representing people that express participation, collaboration, in order to visualise strong connection with the aim of the project.
- **Colour:** Colours have been used to get a professional image. Main colours used are: blue and white. Blue communicates: calmness, friendliness, and is considered as a corporate colour. White communicates: calmness, balance, harmony.
- **Font:** The font communicates the idea of proximity to people.

Three different versions of the Government 3.0 logo were designed by the University of the Aegean (Table 5):

- One comprising of only the graphic representation of the project.
- One in portrait layout containing the graphic representation with the full project title below the portrait.
- One in curved portrait layout containing the graphic representation and the full project title on the top of the portrait.

**Table 6: Government 3.0 Logo versions**

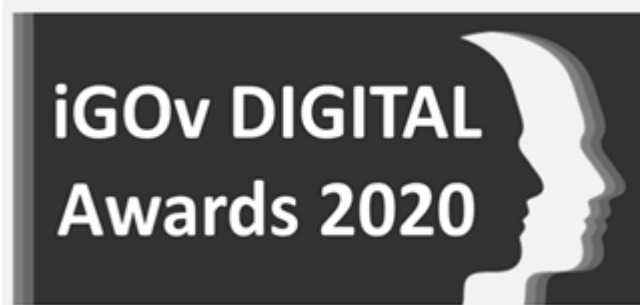
	<p>Scientific foundations training and entrepreneurship activities in the domain of ICT-enabled Governance</p> 
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**Scientific foundations training and entrepreneurship activities in the domain of ICT-enabled Governance**



**The iGovDigital Logo** was created for the competition for entrepreneurship in the domain of digital government which will be held during the project. The purpose of the competition is to find the best new apps or technological ideas that we can help scale into viable businesses and address public services issues improving the citizens quality of life.

**Table 7: iGovDigital Logo**



### 3.2.4.5 Project Presentation

A Government 3.0 Project Presentation (Figure 17) is an integral part of the different dissemination tools designed to support the project's dissemination efforts. This task included the production/design of the project's presentation template and a project presentation. The template was used in all events and meetings where Government 3.0 results and activities are presented. It has been designed following the graphic identity guidelines to facilitate the recognition of the project.

The Government 3.0 project power point presentation provides a general project overview, background information, objectives, rationale, partners and first results. This presentation will be updated during the course of the project.

The Government 3.0 presentation is produced at the outset of the project, primarily as a dissemination phase tool, and will be updated throughout the project lifetime. It is appropriate for use with all target channels. It will be produced in an electronic format only.

The master project presentation was created by the University of the Aegean. If updates for dissemination purpose are needed, PwC Greece will proceed on necessary modifications and amendments.



Figure 17: Government 3.0 - Presentation Template

### 3.2.4.6 Project Newsletter

The Government 3.0 newsletter offers an appropriate means to carry out direct proactive communications to the targeted stakeholders, the European Commission, researchers in e-Government matters, potential interested investors, Governmental authorities and the wide range of citizenship.

The first Government 3.0 newsletter was issued in March 2018. It informed about:

- Dates, details, comments on project, related conferences, meetings, events and publications
- Call for collaboration
- Upcoming events
- Government 3.0 highlights

The second newsletter was issued in December 2018. It informed about:

- Government 3.0 achievements
- Related projects
- Call for collaboration
- Upcoming events

- Government 3.0 highlights

The third newsletter was issued in April 2019. It provided information about:

- The Samos Summit “Government 3.0”
- OpenGOV2019: Summer School on Government 3.0

The fourth newsletter was issued in May 2019. It provided information about:

- The 9th Samos 2019 summit On ICT-enabled Governance
- The 6th International Summer School on Government 3.0
- Upcoming events
- Call for collaboration

The fifth newsletter was issued in October 2019. It provided information about:

- iGovDigital - Competition on eGOV Ideas
- Competition Details
- Criteria for the evaluation of proposals
- Awards
- 

#### **3.2.4.7 Project Brochure**

The first version of the brochure was completed during the month 3 of the project and can be seen in Annex A in higher resolution than in Figure 5. The brochure is prepared in an electronic format. The relevant link is the following: <https://www.gov30.eu/theproject/project-leaflet/>. For some events it will be produced in a printed format. The Government 3.0 leaflet has been prepared within WP7 activities. The initial brochure is primarily a tool for phase 1 (raising awareness) that can be used during all phases of the project.

#### **3.2.4.8 iGovDigital competition**

The aim of the competition on eGov ideas is to find the best new apps or technological ideas that we can help scale into businesses. The ideas will have to address public issues and use new and disruptive technologies, such as Artificial Intelligent or Blockchain combined with big, open and linked data in order to improve public sector efficiency and citizen's quality of life. Further information about the competition, such as competition prizes, is provided at: <https://www.gov30.eu/entrepreneurshipcompetition/introduction/>. The competition leaflet is provided at ANNEX B as well.

### 3.2.4.9 Project Press Releases



## Press Release

**Announcing the 3rd International Summer School on Open & Collaborative Governance**

In order to promote education and knowledge in the area of ICT-enabled governance, the [6th International Summer School focusing on Technologies and Applications for Government 3.0](#), a really growing and offering great challenges domain, is taking place in the beautiful island of Samos and it will be held in [Samosa Int. Hotel](#), in Karlovassi, from 1st of July to 5th of July 2019, in conjunction with the [Samosa Summer 2019](#) on ICT-enabled Governance. The Summer School is being organized by the [Information Systems Laboratory](#), of the [Department of Information & Communication Systems Engineering, University of the Aegean](#), and is being supported by several European projects and initiatives in the area of electronic governance.

The 6th International Summer School on Government 3.0 – opengov2019 is organized

In collaboration with:









The topics addressed by the opengov2019 Summer School include a wide span of information and communication technologies and social science issues, covering the whole cycle of decision making under the following thematic areas:

- > Big and Open Linked Data applications and technologies
- > Big Open Legal Data services and infrastructures
- > Machine Learning & Data Mining
- > Blockchain in e-government
- > Gamification in e-government
- > Data-intensive decision making
- > Personalized Public Services
- > Open Government & E-Democracy
- > Social media and web 2.0 platforms and services for governance
- > Policy modelling and electronic policy deliberation (e-participation)
- > Artificial Intelligence tools and techniques
- > Smart Cities
- > Virtual and Augmented Reality
- > Mobile and cloud technologies for open and collaborative governance
- > Interoperable infrastructures: Technical, semantic and organisational interoperability
- > Voting and polling in the present technology environment, seeking further possibilities
- > Deliberative Democracy: Tools available. Tools to be developed
- > Objections to direct democracy.

The summer school is open to pre- and post-graduate, MSc and PhD students, postdoctoral researchers and practitioners in the areas of: Information and Communication Technologies, Management, Political and Social Sciences. Successful candidates must show a promising academic or business track in the scientific areas of the Summer School.

Yannis Charalabidis, Associate Professor at the University of the Aegean and scientific director of the Summer School said: "The 6th International Summer School on Government 3.0 will give students, researchers and practitioners an opportunity to get leading edge training on information and communication technologies for governance. Open data, social media, policy modelling and related systems and services will be in the agenda for a week, supported by high-caliber tutors representing academia, industry and administration. We hope the summer school participants will also have the opportunity to forge lasting relations through collaborative and interactive sessions and workshops – apart from enjoying the unique atmosphere of Samos, exactly in the place where Pythagoras lived and developed so great theories, more than 2500 years ago".

For more information you may visit: <http://www.summer-schools.aegean.gr/opengov2019>

Early bird Registration deadline: 30th of April 2019

Partly funded by the ERASMUS+ Knowledge Alliance



Partly funded by the ERASMUS+ Knowledge Alliance



Follow us:







**Figure 18: Government 3.0 - Press release of our summer school on Digital Government 3.0**



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## 4. REFERENCES

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- [1] Scientific foundations training and entrepreneurship activities in the domain of ICT-enabled Governance: Government 3.0 Project Plan, [https://www.gov30.eu/wp-content/uploads/2019/02/GOV3.0\\_D10.1-Project-Plan\\_v.0.60-1.pdf](https://www.gov30.eu/wp-content/uploads/2019/02/GOV3.0_D10.1-Project-Plan_v.0.60-1.pdf)

## • ANNEX A: Project Leaflet



European Commission

# Scientific foundations, training and entrepreneurship activities in the domain of ICT-enabled Governance




Universities will strengthen their capabilities as providers of high level education in this important area of governance and become members of a large scientific network. Companies will develop new solutions for public administration. Citizens will be benefited in the long term by the developments coming from the knowledge produced by this partnership.

Contemporary societies are characterized by complex problems, which require synergies across multiple disciplines and stakeholders, in order to be tackled.

GOV 3.0 explores the opportunity of harnessing the recent ICT developments, to confront the challenges contemporary governments face, through utilisation of advanced technologies and citizen collaboration.

The project aims at setting the scientific foundations for "Government 3.0", as the most progressed form of electronic governance, developing activities in both academic and entrepreneurship level.

The project is formed through the cooperation of universities, companies and research centers, and has a duration of three years. The core consortium will engage a network of affiliate partners and experts from all over the world.

Outcomes will be achieved through new methods for roadmapping research priorities and technology trends, new curricula for teaching at pre-graduate, post-graduate and company executive levels, new approaches for fostering entrepreneurship attempts (e.g. startup companies based on open data) and a novel Massive Online Open Course (MOOC) system that will be available and maintained during and after the implementation of the project.

**Erasmus+**  
 Field: Higher Education  
 Action: Knowledge Alliances

Key facts and figures	
 Partners:	8
 Countries:	7
 EU grant:	€ 786,140
 Project duration:	2017 - 2020

Scientific foundations training and entrepreneurship activities in the domain of ICT-enabled Governance (GOV 3.0)



**More information**

Project website  
<http://gov30.eu>

The Erasmus+ Project Results Platform  
<https://ec.europa.eu/programmes/erasmus-plus/projects/plus-project-details/#project/9e800cc8-71ec-4bbe-b92b-27271885d608>

**Lead organisation**  
 PANEPISTIMIO AIGAIU  
 Location: Greece

**Project countries**  
 Austria, Belgium, Cyprus, Germany, Greece, Norway & Portugal



UNITED NATIONS  
UNIVERSITY

**theLisboncouncil**  
think tank for the 21<sup>st</sup> century



Public sector bodies and officials, NGOs and citizens will be engaged at a global scale, through digital means, summer schools, startup competitions, conferences and workshops, showcasing results and potential opportunities of Governance 3.0.



EC-04-18-041-EN-N / ISBN: 978-92-9492-687-6 / doi: 10.2797/197145

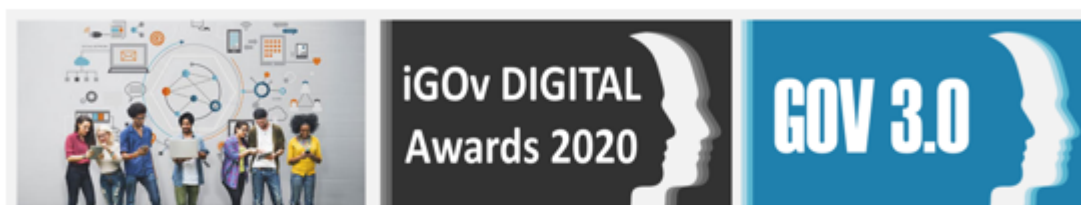


## • ANNEX B: Competition Leaflet



### Competition on eGOV ideas

*Scientific foundations training and entrepreneurship activities in the domain of ICT-enabled Governance*



The scope of the competition is to find the best new apps or technological ideas that we can help scale into businesses. The ideas will have to address public issues and use open data in order to improve citizen's quality of life.

**Submissions for 2019 are now open!** Our evaluation committee is responsible for the winners' selection. The award ceremony will take place in Samos island during the next summer school in 2020.

### Competition details

#### Terms of participation

A) In an effort to reach as many great minds as possible the competition will be open to students coming from Erasmus+ Programme Countries

B) The ideas should fall into one of the following categories:

- new apps or
- technological ideas related to e-governance

For more information please visit:

Project Website:

<http://www.gov30.eu>

Pre-registration form:

<http://www.gov30.eu/preregistration/>

Subscribe to our newsletter to keep up to date

<https://www.gov30.eu/register/>

#### Eligibility

- A) Groups of students over 18 years of age
- B) Proposal submitted in english language

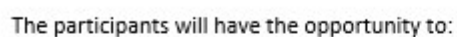
#### Criteria for the evaluation of proposals

- Innovation: the degree of new and original eGovernment idea/ application creation
- The outcome of the proposal will have to be accessible either by citizens or/and public sector users
- Economical viability
- Impact and scalability
- Team capacity: How well suited is the team to make it happen

More information of what is being done in the e-government domain could be found at the Gov3.0 inquiries and deliverables as well as the Gov3.0 Open Online Courses available through the Gov3.0 website.

Gov3.0 Partners:





- Attend online courses relevant to the information systems and eGovernment, Gov3.0 technologies, competition's guidelines, etc.
- Receive mentoring for the development of their business idea
- Visit Samos Island in 2020 (finalists only)
- Win significant prizes



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