



At a Glance

The Project

CONSENSUS will model existing real world user-cases and deliver the tools that can, in an easy and comprehensive manner, provide policy makers with optimal choices based on a number of relevant criteria.

Project Coordinator

Institute of Communication and Computer Systems/
National Technical University of Athens (Greece)

Partners

- IBM Israel - Science and Technology LTD (Israel)
- Internationales Institut Fuer Angewandte Systemanalyse (Austria)
- Athens Technology Center S.A. (Greece)
- Universitat Konstanz (Germany)
- OXFAM Italia Onlus (Italy)
- WWF - World Wide Fund for Nature (Switzerland)
- European Union Road Federation (Belgium)

Duration

Start: 1 October 2013; 30 months

Website

www.consensus-project.eu

Programme

FP7-ICT-2013-10

Research areas

CONSENSUS combines research and technologies from several research areas including policy modelling, multi objective optimisation, machine learning, crowdsourcing, gamification and visual analytics.

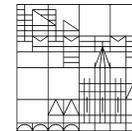
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consensus



Multi-Objective
Decision Making Tools
through Citizens Engagement



www.consensus-project.eu

 CONSENSUSeu  CONSENSUS



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CONSENSUS Overview

CONSENSUS project aims to model the multiple objectives of real policies under various constraints and identify optimal solutions given their trade-offs. Such a service can become a powerful tool in the hands of policy makers allowing them to test various policy scenarios and get a hint about how successful their policies can be in achieving the stated goals.

In parallel, the second goal of CONSENSUS is to employ this tool in order to educate but also gather valuable feedback from citizens, thus involving them in the decision-making process and contributing to the transparency of policymaking.

CONSENSUS Objectives

CONSENSUS will simplify, predict and visualise the consequences of decisions in the policy making process by:

- **Maximising the impact of policies by accurately predicting policy implementation effects in multiple domains.** CONSENSUS employs multi-objective optimisation methods in order to identify a rich set of optimal alternatives. This information will allow policymakers to confront the side-effects of their decisions, which in turn can enable them to maximise the impact of their actions.
- **Empowering citizens and echo the increasingly growing importance of public opinion in policy making.** This will be achieved through an analysis of public opinion as it is currently formed in social media and crowdsourcing platforms. Gamification techniques will also be used to incentivise people to participate.

- **Mapping policy implementation alternatives to actual policy decisions.** CONSENSUS fosters human - computer interaction mechanisms that will visually highlight the consequences of certain options and based on users' feedback and will further suggest solutions that are more appropriate.
- **Educating citizens on policy issues and increasing transparency in decision making.** CONSENSUS attempts to educate citizens about the consequences of each decision by providing them with a tool that will enable them to visualise the various optimal alternatives.

Piloting Project's Results

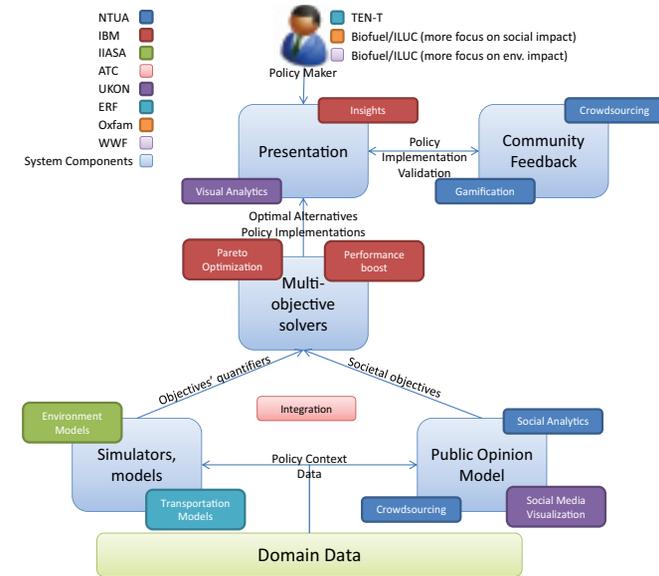
The consortium will validate the CONSENSUS results and developments through the operation of two important real world use cases: one investigating the trade-offs of policies regarding Biofuels and Climate Change (EU Renewable Energy Directive), and the other dealing with road infrastructure (Trans-European Transport Networks).

Technical Approach

CONSENSUS plans to examine the correlation of multi-criterion decision making with crowd-sourcing and gamification in the context of policy making.

Crowdsourcing will be used in various phases of the project - from refining criteria, to gathering input, and to examining resulting visualisation and assisting in the actual decision making.

Citizens' involvement in decision making and the transparency of the process will also support better acceptance of any decision.



Expected Impact

CONSENSUS is expected to make significant impact in EU policymaking by improving the validation of the potential impacts of policies through evidence. By incorporating all the parameters that comprise the policy context, the policy maker will be able to witness the balance between them in view of existing constraints. Furthermore, by allowing the citizens to visualise the impact of various policy implementations and gathering their feedback, CONSENSUS will help promote a greater social acceptability of future policies and thus, increasing the chance of these policies' success. Also, by introducing gaming concepts in real everyday considerations, CONSENSUS, hopes to increase the participation of younger citizens in policy making. All these, make CONSENSUS an attractive tool, ensuring take up for policy makers.