Press Release

Multi-Objective Decision Making Tools through Citizens Engagement

CONSENSUS is a thirty-month FP7 project co-funded by the EC that started three years ago. The objective of the CONSENSUS project was to simplify, identify and visualize the consequences of decisions in the policy making process. At the core of the project was the CONSENSUS policy model, which decomposes policies in a number of -often conflicting- objectives. Using the model in combination to visualizations and data analysis, allowed the exploration of the design and objective space.

As a result, **CONSENSUS** acted as a decision support tool for the policy making process, providing a visually appealing and evidence-based analysis of the trade-offs between the various alternative policies' implementations. In order to also count in the citizens' view on the policies, the project applied analytics and gamification techniques so as to first elicit their preferences and secondly incorporate them in the decision support process. A by-product of the gamification part allowed also for the education of citizens in topics regarding policy making, allowing them to be able to assess the objective value of a policy decision and measure it against others, thus significantly contributing to the effort for transparency. Based on that, there are two main **CONSENSUS** projects outcomes: the CONSENSUS MOOViz and the CONSENSUS Game.

The ***CONSENSUS MOOViz*** is a tool that allows the end-user to set the assumptions that define a policy context and then explore the tradeoffs of the objective set that relates to this context. It is aimed to be used as a decision support tool by policy analysts and an arrow in the quiver of policy advocate by using analytics, rich visualizations, and interactions in order to guide the decision making process until a decision is made.

The ***CONSENSUS Game*** is a web tool that aims at engaging people in order to educate them about policy making and at the same time capture the public opinions preferences on specific privacy policy alternatives. It employs the same policy model and uses a gamified approach to present the solutions and the way they are ranked. By participating in the game the user will be given the chance to make a decision about the policy implementation in the example scenario presented. Guidance about consequences as well as insights will be provided to the citizen before they submit their decision. The best policy implementation (according to pareto frontier algorithms and in future versions of the game, public acceptability and preference) among the policies selected is awarded with more score points. Furthermore, the game anonymously collects and synthesizes the preferences of the users which are reported in the Analysis component.

For more information on the **CONSENSUS** project, visit http://www.consensus-project.eu

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