**Topic:** Info Tech in Global Economy

**Question:**  The five communities that make up the core field for ICT-enabled policy-making.

**Instructions:**

* Need 3 Responses for other students posts
* Minimum 150 words for each response (use uploaded document to see other student posts)
* No plagiarism please

**Initial Post 1:**

The world lives on policies which are incorporated and announced by the government, politicians, and policymakers. As said by John Pollock in the textbook, we are using the 19th centuries policies even though we are now in the 21st century. By this, we can easily how outdated, and backward we are in our policy management even by using the latest technology.

 As per (Janssen & Wimmer, 2016) the five communities which were targeted for the Information and Communications Technology are as follows:

**1) Public Administration**: This community is the core and important factor in improving the policy-making because, whatever policies are made, they need to be administered on a regular basis as new policies are added when required for the social change, public needs, the government needs, and political needs.

**2) Policy Analyses:**Anything which is implemented such as policies they need to be analyzed so that what is being implemented has a definite value which adds to society. This is important because it provides statistics on how these policies are effective and provide more ideas for better communication technology.

**3) Information Systems:**Our lives revolve around information and data. It can be considered as the heart of ICT because it deals with collecting, storing, processing, organizing, and distributing the data which is gathered from all the sectors such as IT, Finance, Government, Healthcare and Public sectors. Information System is the main target as it supports the businesses and organizations to run smoothly by providing the information it needs and helps in decision-making as well as communicating accordingly.

**4) Complex Systems:**Complex Systems such as social problems are unemployment, pollution, water quality, safety, criminality, well-being, health, and immigration. (Janssen & Wimmer, 2016) are involved in ICT. When these systems are not aligned with each other or have major disturbances, ICT cannot perform well.

**5) Computer Science:**Data and information are gathered and stored by Information systems, but there needs to be some scientific approach which will help ICT to process and work better by using the algorithms and to solve problems. It needs some device or warehouse where the information can be stored such as applications and data warehouses which is managed and created by computer science.

Hence, these five communities go hand in hand and contribute to better policymaking.

**Initial Post 2:**

The five communities involved that make the core field for ICT-enabled policy making are,

1. E-Government or E-participation (EGOV)
2. Information Systems (IS)
3. Complex Systems
4. Public Administration and Policy Research
5. Social Simulation

Along with these 5 communities, there is also the "Other" community for the rest of the others that do not belong to the above sector.

From the chapter, we are able to understand that, most of them cover under the e-government/e-participation community making the large sector among all, while the Information systems and Others share the similar occupancy to the overall ratio.

A wide extent of perspectives for social and master frameworks organization and multidisciplinary casting a ballot open structure along the tomahawks of advancement, participative systems, organization, methodology illustrating, social reenactment, and observation are investigated. Policymaking is a bewildering system wherein various accomplices are incorporated. PVs can be used to coordinate game plan attempting tries and to ensure that the various accomplices have a perception of the social worth that ought to be made. There is implantation of advancement achieving changing game plan methodology and accomplice consideration. Headways like electronic life outfits an approach to interface with general society, online diaries can be used to express suppositions, immense and open data offer commitment to demonstrate based methodology making, the joining of various types of showing and amusement frameworks (crossbreed models) can give considerably all the more understanding and trustworthy outcomes, gaming in which all kind of accomplices are incorporated open new ways of inventive policymaking. What's more examples like the chance of information, the quickness of the gatherings, also, open facilitated exertion changes the scene further. The course of action making scene is clearly changing and this demands a strong prerequisite for interdisciplinary research.

**Initial Post 3:**

Effective Policy-making requires knowledge and collaboration from multiple disciplines which contribute to Information and Communications Technology (ICT) driven policy-making those are e-government/e-participation, Information Systems, Complex Systems, Public Administration and Policy Research; and Social Simulation.

**e-government/e-participation**

e-government/e-participation is running government services in an inclusive of the public and widely accessible manner. This plays a prominent role in involving the citizens [public] in the conversation about the policy making. The contributions to this field explores new techniques to collect opinions and feedback to analyze/predict the outcomes of a policy. Active participation from multiple stakeholder/Actors will ensure the desired intended problem is address through the policy. Due to participation from large groups [ideally public who will get impacted] unintended impacts can be identified and remediated early on.

**Information Systems**

Information Systems deals with the handling of the related data and data sets associated with policy-making process. Due to increase in the advent of technology and resources, more data is available at hand to accessed and interpreted. Big and Open Linked Data (BOLD) had made data widely accessible, on which systems will be implemented to transform and visualize. Focus on this area helps in building better systems to collect, transform, analyze and visualize data sets in a meaningful and positive format.

**Complex Systems**

Complex systems uses simulation models to emulate the problem statement, policy and required outcomes. Developing models to build the systems to test different scenarios by factoring in the unknowns and risk factors will help in understanding the nuances and complexity of creating a policy to fairly address the public requirement. Researchers in this field develop hybrid complex systems by using simulations of multiple models. Certain models factors in the user interactions to analyze and calculate the outcomes. Development of more complex systems helps in building unpredictability and change in public opinions over time to create realistic simulations.

**Public Administration, and Policy Research**

Public Administration is the application of the drafted governmental policy into effect. Through public administration minor changes might be made to initial policy based on the limitations of implementing the original plan and logistics. Understanding the common trends can provide insights into predicting how the outcomes of the intended policy can change based on the different implementation techniques. Policy Research helps by analyzing the previously implemented policies, understanding the shortcoming and roadblocks in solving the societal problems. Contributors from these fields bring in experience at ground level and provide a feedback loop to enhance the process of policy-making.

**Social Simulation**

Social Simulation is creating a computer based simulation of societal behavior to analyze the results of a certain policy implementation by factoring in multiple actors like the desired outcomes, different nuances of the public interactions. The simulations will help in visualizing the near realistic implementation of the policy. Contributors in this field tend to focus on building a realistic complex simulations to reflect human behavior and crowd interactions.