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ID 1710 | ON THE PATH TOWARDS SMART PARTICIPATION: A CASE STUDY OF TAIWAN

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ABSTRACT: Information and communication technologies (ICTs) have become wildly infused in policy making process in recent years, and it has shown its potential of bringing public participation into another level. There are numerous sorts of participatory platform that uses ICTs as a tool to enhance the quality as well as quantity of citizen participation. However, studies on the transaction mechanism from traditional participation towards e-participation is in scant. This article conducted path dependent analysis by using archived data and literature, retrospectively the evolution of e-participation in the decades in Taiwan. Result of this study shows that the development of ICTs has led citizens participation to another level in Taiwan, and the focus of public participation through ICTs has shifted from quantity to quality. The path of the ICTs development are more driven by contingent events such as social movements and political incidents in Taiwan.

1 INTRODUCTION

In recent years, information and communication technologies (ICTs) have become wildly infused in the public policy-making process, especially in urban planning domains, where public participation is considered vital and the interest parties are miscellaneous. ICTs has not only created a new bridge between public and private, but also between different groups of people. Moreover, citizens who use Information Technology Equipment (ITE) to express their views on current affairs and urban policies have increased significantly, further changing their roles in political participation. In terms of an international level, the world's major countries also consider ICTs in e-participation as key indicators for the innovation application service of the government (EU, 2014). However, the speculation on whether ICTs are making the policy-making process more inclusive and democratic is still in doubt, and the systematic comparison

between different countries and societies is in scant. Therefore, it is significant to investigate the path towards smart city and the citizen participation by using ICTs in general.

The previous studies on e-participation in Taiwan mainly focus on the evaluation of certain platforms. Chen (2006), takes a specific insight into the Taipei city Mayor's E-mail box, analyzing its outcomes, limitations and how it influences the public management. Chen (2016) makes a comparison between vTaiwan and Join platform, providing governmental agencies with several suggestions. Yu (2009) researches on the bureaucrats' attitudes, organizational barriers, and other possible factors for successful implementation E-rulemaking in Taiwan. However, there is no research how it transformed from the past to present. In particular, this research tried to take a holistic view on the trajectories of change in e-participation and take a specific look at the conjunctions.

The main questions of the article are: "How are ICTs involved in citizen participation?", and "What are the crucial factors contributing to the changes in trajectories?" The structure of this paper is as follows. A theoretical background is provided to set a scene at the second chapter. Afterwards, path dependent analysis is conducted in the case of Taiwan, as it appears to capture the process of e-participation evolution in the past two decades. The analysis fully utilizes the archived data and literature, and online information. The findings are discussed in the final.

2 CONCEPTUAL FRAMWORK

2.1 DEMOCRATIC TRANSITION IN TAIWAN

Taiwanese society is considered one of the most liberal society in Asia (Wu, 2006). However, the country's historical and geopolitical factors make the democracy in the island faced tremendous challenges. In 1949, Chinese Nationalist party flee to Taiwan, the post-Japanese-colonial, due to the Chinese civil war with Chinese Communist party. After the mainland china was completely claimed by the Communist, the Nationalist took Taiwan as their frontier against Mao and communism. During 1949 to 1986, Martial law had been implemented in the whole island, which means human rights and freedom of speech were heavily suppressed by the government. Although by the time it was not allow to had freedom of speech and freedom of gathering, there were still a lot of activists fight for the democracy of the island(Wu, 2006). In 1987, the President Jian Jin Guo lifted the martial law and began to implement democratic constitutionalism, since then, Taiwan has gradually transformed into a democratic nation. Taiwanese democracy showcases specific features due to its Confucian value and history, and is considered representative among the democratic transformation in Asian countries (Zhu, 2001).

Taiwan's democratic transformation experience in the world's third wave of democratization is very prominent in the theory and practice (Zhu, 2001). According to Zhu (2001), Taiwan's polity transformation has four distinct characteristics: first, top-down. The transition of the polity is dominated by the ruling elite, not the opposition movement. Second, election-driven. The electoral process is main path towards political revolution, not social movement. Thirdly, gentle progressiveness. The political system experienced a gradual, multi-stage adjustment, rather than a comprehensive transformation in a short time. Fourth, low social cost . There is no serious political upheaval in the process of constitutional transformation, and the impact on the existing social order and economic development is relatively small (Zhu, 2001). These characteristics make the democratic transformation in Taiwan is sometimes described as the Glorious Revolution in East Asia since there was no severe military conflict between the ruling class and people. However, some scholars question that the gentle transformation also make the transitional justice harder to process, causing social division and class sodification (Wu, 2006), Some also say that Taiwanese democracy is still immature, and the civic society is fragile because people are political alienating and doesn't trust the government (Zhu, 2001).

2.2 PUBLIC PARTICIPATION

Citizen involvement in policy-making process have been an international trend in recent decades. "Participation mechanism allows citizens total part in the design, implementation, monitoring and evaluation of public policy"(Granier & Kudo, 2016). Since the landmark study by Arnstein(1969), many

scholars have been studying participatory mechanisms as well as implementation in different scales and societies. Most studies shows citizen involvement may generate numerous positive outcomes, such as deepening democracy, improving the quality of public service, social justice and social inclusion(Bovaird, 2007).

Urban planning theories have been developed in the past decades, especially that its concept has been changed from a highly technocratic practice to a respond to needs of citizens (Healey, 1996). Meanwhile, it is critical to identify every problem from particular local viewpoints, through which sufficient details and facts about the problem fields are able to be gathered (Watson, 2003). These facts indicate that public involvement and citizen participation are increasingly important in the urban planning field.

Citizen participation is the coherent concept of participatory democracy (Barber, 1984). Almond (1987) defined citizen participation as an action of participation in the formulation, adoption or implementation of urban policy. This definition broadens the categories of "citizen", whose main participant can be politicians, government officials or ordinary citizens. All citizens own equal opportunities participating in the entire processes in the democratic political system and policy contents are the response to the consensus (Lin & Wang, 1999). Citizens intend to further influence policy-making through participation (Huntington, Nelson, 1989). Meanwhile, citizen participation attempts to put democracy into practice and pursuit public interest.

In order to realize more efficient citizen participation, it is necessary to change the traditional government-led method and reconsider the relationship between government agency and citizens (King Feltey & Susel, 1998; Chen, 2016). Its success highly depends on the institutional framework that fully disclosure of information and equal participatory platform are required. Substitute methods by making use of ICTs, which can be simultaneously interactive, transparent, and democratic, are being the key focus and gateway into participation in the urban policy in recent years. The following sections explain the role of ICT in the urban policy.

2.3 ICT POTENTIAL FOR PARTICIPATION

With the increasing discussion on the development of information technology in the field of democracy, relevant topics including virtual democracy, tele-democracy, digital democracy, electronic democracy and cyber-democracy are becoming popular. Website, e-community, e-voting and e-government are utilized to assist the practice of the democratic intentions. Indeed, citizen participation is the core concept among these discussions. It is proposed to develop a participatory network through ICT to promote citizens' democratic participation in urban policy decisions (Sassen, 2015). According to the UN E-Government survey 2013, the definition of E-participation focuses on "citizen to government" (C2G) and "government to citizen" (G2C). The indicator includes three parts, E-information, E-consultation and E-decision-making, 2 in order to measure the E-participation level in each country (UN,2014). This classification is also compatible with the "information", "consultation" and "active participation" that the OECD has put forward to strengthen the contacts between state and citizen. For example, using ICTs to enhance the quality and quantity of citizens' participation in government decision-making will be very helpful to the legitimacy, responsiveness and effectiveness of democratic governance (Chen, 2009).

ICTs play a multi-faceted role in citizen participation. On one hand, it can enhance the convenience and popularity of citizen participation. It overcomes psychological and social barriers, greatly reducing the costs of participation. On the other hand, ICTs can only be beneficial to the powerful group rather than the general public, resulting in enclave deliberation and inequality (Huang & Chen, 2004). Therefore, it is necessary to deliver multiple participatory platforms.

In the process of promoting democracy through ICTs, the role of citizens is considered as "policy shaper and participant" (Chen, 2015) instead of the group being governed. Its character has further transformed into resources and partners of urban governance (OECD, 2015). These trajectories of transformations can be better understood through path dependent analysis.

2.4 PATH DEPENDENCE

Path dependence in this paper is used to explain institutional change which being accompanies with the ICTs' development. The concept was first defined in economic field as non-ergodicity of dynamic economic processes (Arthur,1989). Different historical events and their order of development cannot achieve the same kind of market outcomes with 100% probability in a dynamic economic system. In this case, the economic system is viewed as path-dependent (Arthur,1989). North (1990) introduced the path dependence theory into institutional economics in order to explain the process of institutional changes. He suggests that path dependence is equivalent to the idea of inertia in a physical field, when individuals or systems entering into a path, it may depend on this path (North,1990). Institutions are possible to follow a path onto a positive track, as well as into an opposite state, further being locked into an inefficient state and stay stalled (North, 1990). Path dependence includes two main features: one is that path dependence emphasizes the critical impact of small historical events which sets deterministic institutional patterns. Contingent events outside the system are considered closely related to the result of trajectory changes (Mahoney, 2000). Second, path dependence emphasizes the path continuity of system development. It points out that once the system complies with a certain path, it will evolve and strengthen itself in this, which will exclude the other alternatives outside of the system (North, 2003).

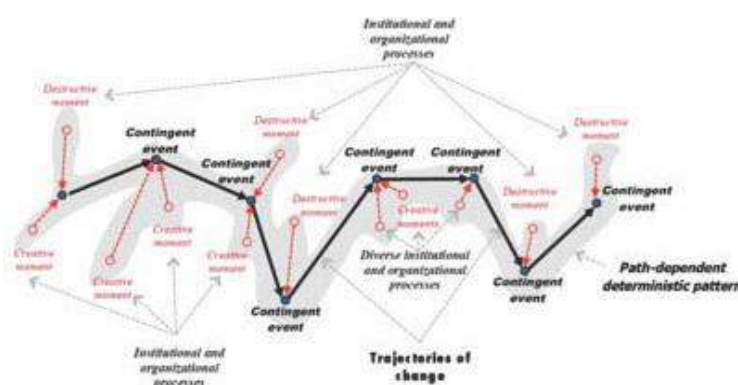


Figure 1 -Formation of path dependent trajectory.
Source: Tasan-Kok, 2015, p. 2189

3 CASE STUDY: TAIWAN'S E-PARTICIPATION IN URBAN POLICY

The case study of Taiwan's E-participation in urban policy provides not only a holistic story of its transformation, but also a distinctive view of events. The analysis teases out the institutional conditions, contingent historical events, turning points that make up the citizen participation of Taiwan. The study aims to analyze trajectories changes in the development of citizen participation and exams the contingent events that are trying to create a new path. As illustrated in Table 1, various events were closely connected to the institutional process and ICTs progress can then be identified. As a consequence, these trendsetting contingent events determine the development path of the citizen participation of Taiwan. These turning points and events describe four trajectories: (1) Complaint mechanism; (2) Diverse types of advice collection mechanism; (3) Participatory mechanism combined with social media; (4) Two-dimensional participatory mechanisms: official and private

3.1 COMPLAINT MECHANISM

The Martial Law lifted in 1987 opened a new chapter of Taiwan's democratization. After then, increasingly importance has been attached to public opinion and citizen participation. Governments at all levels have also designed mechanisms to provide citizens with direct access to the political process. As the capital city of Taiwan, Taipei City always acts as the pioneer in various government reform measures (Chen, 2006). In 1994, Taipei has experienced an unprecedented rotation. Being the first popularly elected mayor after the Kuomintang's 27years long dominance, mayor Chen took significant steps to strengthen the democratic images through Taipei City Government's effectiveness and responsiveness in handling citizens' complaints. He launched a program called 'Meeting with Citizens' right after his electoral victory. After then, he launched 'A-Bian Mailbox' in form of a bulletin board system (BBS) by taking advantage of ICTs. It

was the very first E-participation initiative in Taiwan's government agencies (Chen, 2006). In 1998, 'A-Bian Mailbox' was upgraded to the web version by Taipei City Government. After Ma Ying-jeou was elected as the new mayor in the same year, its name was changed into 'Mayor e-mail-box' while keeping the same functions. Taipei City Government also developed a set of mechanisms dealing with the e-mail. The complaint e-mail sent by citizens through a designated website would be registered as an official document, and further be distributed to the appropriate unit.

According to the research, the number of petitioners in the 'Mayor e-mail-box' increased by ten times in just 5 years, with 1,080 email per quarter in 1996 and 12,508 email per quarter in 2001 respectively (Chen, 2001). This platform provides a convenient and low-cost tool for citizens where citizens are more willing to present their daily complaints and ask for an immediate resolution from city government. On the contrary, the government needs to devote more efforts and resources to process mounting complaint e-mails. This pressure pushed the government to reform its managerial and organizational capacities concerning the 'Mayor e-mail-box' (Chen, 2006). It also shows limitations on citizens' level. Internet active population mainly consists of high-educational groups, which raise inequality in participation.

In sum, the election of the new mayor who has a democratic agenda with local government support to put forward citizen involvement in urban policy issues, is the key factor for creating this new path. Besides its limitation, it is not only the start-point to reshape the relationship between state and citizens, but also a turn in opening up the previously blocked political procedures.

3.2 ADVICE COLLECTION MECHANISM

'Research, Development and Evaluation Commission, Executive Yuan' planned to establish 'National Policy Internet Think Tank Online' in 2005 in order to use ICTs to promote citizen participation through different platforms. Especially after Mayor Ma was elected as new president of Taiwan in 2008, Taiwan's democratic agenda was put into a new phrase. The functions of 'National Policy Internet Think Tank Online' was integrated into E-government website 'Think tank'. In addition to continuing the original service, a 'Policy Planning' section was created to provide information on government-related planning projects. It enables citizens to provide opinions through leaving comments. Moreover, the conference on 'Improvement citizen's living condition' hold by Executive Yuan put forward the online grievance investigations and voting project. The project collected the main concerned urban issues such as high housing price, insufficient barrier-free facilities, and unsatisfied living environment. These problems would be put into the primary consideration of the policy agenda. Executive Yuan also promoted '2020 Vision Platform' in 2009 to organize the ideas for future development. 11 scholars were invited for the operation of particular channels, while citizens could join this platform through article publishing, online programs, voting and discussion. The information would be collected as a part of the official report, shaping the future planning vision of Taiwan 2020. In sum, the election of the new president in 2008 was a turning point transforming the previous one-way e-participation towards diverse types of e-participation. In line with the aim of enhancing democracy, approaches to citizen participation have evolved. Not only citizen's complaints on urban issues, but also their advices were included in the future urban policy agenda. However, citizen participation in this phase is still lock-in the government-led framework.

3.3 PARTICIPATORY MECHANISM WITH THE SOCIAL MEDIA

The popularity of networking equipment and the growth of internet population emphasized the sharing between people, which gradually formed the World Wide Web 2.0. As an important strategy, Executive Yuan also mastered the development trend that introduced web 2.0 into the e-government project "Integration of social network". Moreover, 'Guidelines for the operation of government website WEB2.0' was established in 2011. It provides an official guideline for state government to fully utilize social media, such as Facebook fan-page and Plurk, in order to shorten the distance with the citizens and promote citizen participation (Chen, 2016). After then, the 'Think tank' Facebook fan page was established.

In additional to the actions taken by the government, bottom-up initiatives also appeared due to an advertisement of Economic Power-Up Plan released by the government in 2012. Unsatisfied with government's asymmetrical and non-transparent attitude, a group of computer programmers founded the online community 'g0v.tw' in December 2012, to push information transparency. Based on the open

resources, this online community aimed at providing easy-to-use information service for citizen participation (g0v, 2016).

The review procedure of 'Cross-Strait Service Trade Agreement' was undertaken by The Legislative Yuan from March 17, 2014. However, the policy-making process was questioned by citizens since the information was not fully opened to the public and even the public's ideas were not included in the decision-making. It resulted in 318 Movement, through which the student-led group expressed their dissatisfaction to the Legislative Yuan. It is rather remarkable that this student movement widely utilized ICTs to express their pursuits. Process of the movement was instantly published to Facebook, PTT and other online community platforms, provoking a heated discussion, in which way called for more people to participate in the movement. The internet users also took advantages of diverse social media platforms connecting the power of people through APP, sharing files, and webcasts. Thus, it set off a new wave of E-participation in urban policy. Apparently, government agencies also noticed that the speed at which citizens connect with one another in online society go beyond the traditional policy-making pace. It is hard to convince citizens without receiving public opinions and communicate with them through the internet (Hu, 2014; Tang, 2016).

318 Movement altered the former conservative thinking of the government. Consequently, the government started to rethink the role of E-participation. In response to the 318 movement, 'National Affairs Conference on Trade' opened an online participatory platform, including the BBS, webcasts with the combination of existing social media platform. At the same time, 'Taiwan Free Economic Pilot Zones Online' also utilized social media platform to increase public participation and interaction mechanisms in the policy development and implementation stage. Moreover, 'National Development Council Online' webcasts were used to support the policy of Free Economic Pilot Zones. The webcasts not only explained the necessities and importance of free economic pilot zones, but also widely accepted public suggestions as a reference to policy adjustment. It was the first time that government agencies conducted a real-time interaction directly with citizens through the internet (FEPZs, 2014). This breakthrough is considered as a significant step of online consulting on urban policy. From October 2014, Executive Yuan began to share the press conference on Youtube once a week. Live broadcast accompanied with live discussion boards helps 6 Executive Yuan react immediately to the suggestions. 318 movement also provided an opportunity for the development of private initiatives -g0v. In order to guarantee the transparency of information, the community launched a live webcast with the hackfoldr system to integrate on-site conditions, live images and material needs. G0v made it possible for everyone to obtain the first-hand information during the one-month movement. This event also allowed a substantial increase in its participants (g0v, 2016).

To sum it up, the prevalence of social media further stimulated the diversity of e-participation platforms. Bottom-up initiatives also appeared due to their unsatisfied with government's attitude, while these initiatives were not very influential at first. Instead, 318 movement is considered as a turning point of citizen participation towards a combination of social media platform. It brought new opportunities to private initiatives. Meanwhile, the government gradually realized that an active participatory environment that uses social media platform has a great potential to involve the citizens. Using these tools can ensure the integrated forms of communication, encouraging the expressive dynamics of mobilization. Therefore, social media platforms began to be included into the urban policy-making process.

3.4 TWO-DIMENSIONAL PARTICIPATORY MECHANISM: OFFICIAL AND PRIVATE

As the internet word is grows to be an indispensable part of everyone's lives, Taiwan also took efforts to catch this global trend. In December 2014, "Virtual World Law Adjustment Program" was proposed by the Executive Yuan to remove regulatory barriers in the way of virtual world developments. In order to promote the law adjustment program with the power of netizens, g0v project's participants and the Virtual World Development Regulation and Implementation Unit collaborated with each other, building and managing a new platform called 'vTaiwan'. The main concept of 'vTaiwan' is to adjust our own policies by ourselves. The authorities provided background information or draft amendments to the relevant topics. Afterwards, the information is published on the platform for one month to collect advice, fostering a consensus through discussions and exchanges. The consensus can then be implemented through coordination of ministry jurisdictions and amendments or proposals in regulatory practice (vTaiwan, 2015). Until 2015, vTaiwan platform has discussed more than 301 topics with 1363 articles published, and conducted 9 online counseling sessions (Chen, 2015). It promotes e-participation through the construction of a transparent

network community, which differs from the previous platform. The Executive Yuan positions vTaiwan platform as an experimental project for enhancing transparency of citizen participation and policy-making process. For example, law amendments on closed-company were open to discuss from January 7, 2015 through vTaiwan platform. The community participants were invited to join the discussion and online consultation meeting. After half a year, the amendments won the consensus, approved by Legislative Yuan (Commercial Times, 2015). Thus, this platform becomes gradually accepted by citizens.

The National Development Council also launched an urban policy participatory platform, called 'Join', aiming to achieve the disclosure of policy information and strengthening citizens' supervision. Meanwhile, it aims to standardize the construction of the network community, making citizen participation as a common activity. Citizens can participate at all stages of urban policies formation, implementation, and evaluation through this e-participation channel. The multi-function platform ensures advice proposal, policy discussion, process supervision, and problem reflection (Join, 2015). According to the research, the total number of advice proposals has been 85, with 60 of which entering into the second round and 2 already being realized; Policy discussion part includes 52 topics, with 47 topics from the central government and 5 topics from the local government; The current discussion and plan of Free Economic Pilot Zones can be traced from the process supervision section (Chen, 2015). At the same time, fast development of 'g0v.tw' stimulated the bottom-up citizen participation. Within 3 years, g0v became one of the world's top three civic tech community. Its activity can be even keep pace with OKFN(Europe) and Code of America(USA). The main idea of g0v is decentralization that emphasize more on the interaction and collaboration (Chiang, 2016). In this platform, everyone can be an information provider and criticizer. For example, according to the law, election candidates should report their campaign contribution to the Control Yuan, and the contents of the declaration should also be open to the public. However, citizens can only obtain unclear digital files unless citizens themselves print the details at the Control Yuan, which makes further analysis and monitoring difficult for the public. In this case, g0v launched a project for a more transparent monitoring on the campaign contribution. The project advocated public to collect photocopying from the Control Yuan. Netizens were divided to read and record the data from pieces of images, contributing to the reconstruction of an electronic file. Thanks to nearly three hundred thousand participants, the images were identified only in a week, which make this project as the best example of mass collaboration (Chen, 2016).

To sum it up, due to the political support from "Virtual World Law Adjustment Program", the major government agencies Executive Yuan and the National Development Council both launched their online participatory platforms. Despite the combination of social media, it is an important step towards an integrated platform available for citizens to participate the whole process of urban policy-making. Furthermore, the power from bottom-up initiatives cannot be overlooked. Their efforts on raising public's attention on urban issues and collaboration make up for the insufficiency of government-led platforms. At this moment, both private and official participatory mechanisms have found their position in the way of development.

3 CASE STUDY: TAIWAN'S E-PARTICIPATION IN URBAN POLICY

The article first formulated a theoretical background on citizen participation and ICTs in urban policy. Then, the development trajectories of citizen participation in Taiwan was analyzed under the path-8 dependence framework. The case study testified the trajectories of change that were mainly set in creative moments and then to interpret some contingent events on the complex development trajectory of citizen participation. The main findings are as follow.

First, ICTs as a stimulator for the development of citizen participation. Due to its direct, rapid and borderless nature, ICTs has provided a convenient medium of participation by breaking through the boundaries physically and socially. It indeed creates direct contacts with the executive branch across the representative, political parties, and interest groups. More and more people use ICTs to satisfy their political pursuit.

Second, for a developing state, such as Taiwan, democracy was at the top of the political party's reform agenda in the early phrases. In order to put the idea into practice, promotion of citizen participation became their first choice. It is obvious that their efforts on democratic reform are aimed at winning the election. This is the turning point bring previous non-transparent governance to the trajectories of promoting citizen participation. The mayor who was elected had to be responsive to the public. With

increasing pressure on achieving his promise, the 'Complaint mechanism' became the very first type of e-participation.

As a similar pursuit for political party, the election of president pushed forward the transformation trajectory since the boundary of citizen participation expanded from city to state level. The evolution in ICTs made more types of platform being possible, while the main focus of this phase was collecting advice for future urban planning. Citizens acted more as a provider than participator at this stage. However, the 318 movement is another contingent event that obviously changed the role of the government and citizen in e-participation. The power of citizens became much stronger through the connection of the internet. In this time, the increasing use of the Internet, technology devices, and social media helped materialize the direct interaction between the government and citizens. Private initiatives also grasped the opportunity to become more influential.

Law supports of virtual world enabled a positive transformation. Main government agencies both took actions to create transparent platforms for the participation at all stages of urban policy-making. Private agencies became more powerful to push forward the transparency of information. The development of both official and private initiatives shows a different pattern at the current phase. On one hand, some political figures began to contact the private initiative. On the other hand, private initiatives had gradually infiltrated the government through speech and cooperation. As can be seen from the trajectories of change, even though the ICTs provide possibilities for diverse participatory platforms, the social events are the crucial reasons for the transformation of citizen participation: either the election in the early times, or the movement and law support at the latest stage.

Phase	Contingent Events	Trajectories of Change
1. From black box governance towards a compliant mechanism	<ul style="list-style-type: none"> • The martial law was lifted (1987) • Domestic election of the Taipei's new mayor who aimed to promote democratic agenda (1994) • A-Bien(the mayor) mail box (1995) 	<ul style="list-style-type: none"> • The beginning of e-governance • Citizen involvement through Internet • Reshape the relation between public and government • Focused on compliant mechanism
2. From one way e-participation towards diverse types of advice collection mechanism	<ul style="list-style-type: none"> • <i>National Policy Internet Think Tank Online</i> (2005) • The presidential election (2008) • Online grievance investigation and voting promoted by Executive Yuan (2009) • "2020 vision platform" (2009) 	<ul style="list-style-type: none"> • Diverse platform were offered for e-participation • Government-led e-participation was strengthened through official participatory platform • Focused on advise collection
3. Advice oriented platforms towards a participatory mechanism combined with social media	<ul style="list-style-type: none"> • The prevalence of social media • <i>National Policy Internet Think Tank</i> Facebook fan page • "g0v" online (2012) • Sunflower movement (or 318 movement) (2013) • National development Council online (2014) • Executive Yuan live broadcast channel on youtube (2014) 	<ul style="list-style-type: none"> • The appearance of bottom-up initiatives • Public participation and interaction mechanism was enhanced through social media • ICT platforms started to be considered into urban policy promotion • The connection between citizens became more stronger through the Internet so that online platform had to be included into policy-making process
4. From top-down e-governance towards two-dimensional participatory mechanism: Official and private	<ul style="list-style-type: none"> • Virtual Space Law adjustment (2014) • Booming growth of "g0v" • Online policy discussion platform "vTaiwan" (2014) • Online policy discussion platform "join" (2015) 	<ul style="list-style-type: none"> • Breakthrough in both government-led and citizen-led e-participation • Focused on the construction of the network community • Interpreted platforms available for citizen to participate the whole process of policy making • Private and public agencies began to collaborate • Policy-making became more transparent

Table 1 - Development trajectory of e-participation in Taiwan

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ID 1735 | PEDAGOGY BUILT ON WORKING WITH COMMUNITIES

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1 INTRODUCTION

Preparing students for practice is the key challenge in planning education. Since the late 1990s, the issue of how to balance theory, methods, skills, and practice oriented courses in the core curriculum has been widely debated. Partly as a result of the greater emphasis in the 2006 Planning Accreditation Board guidelines on plan making skills, and partly in response to the increasing demand from students for hands on learning, most planning schools in the United States have by now incorporated practice oriented courses into their core curriculum (Edwards and Bates 2011, Vidharthi, et.al. 2012). Depending on how each program defines what planning is or ought to be, the strategies to incorporate practice oriented learning into the curriculum ranges from special seminars, internship requirements to studios (Lang 1983, Long 2012). Over two thirds (69%) of the 80 schools listed in the 2015 Planetizen Guide to Graduate Urban Planning Programs by now have a studio course requirement. Still, studio pedagogy is neither “dominant, not does it play a significant role in the earliest stages of planning education” (Long 2012, 438). Several questions remain on how to define, incorporate, and assess learning outcomes of studios in planning education (Long 2012, Vidharthi, et.al. 2012).

Since most studio projects involve working with a client, there is also the issue of how community engagement takes place within an academic setting, and how the process impacts partner communities (Frank 2008, Ferman and Hill 2004, Angotti, et.al., 2011). This concern was reflected in the 2016 ACSP Conference Call for Papers: “How are planning programs working effectively with communities in authentic, non-exploitive way sthat produce real benefit?” Especially within the current political context, it is critical for