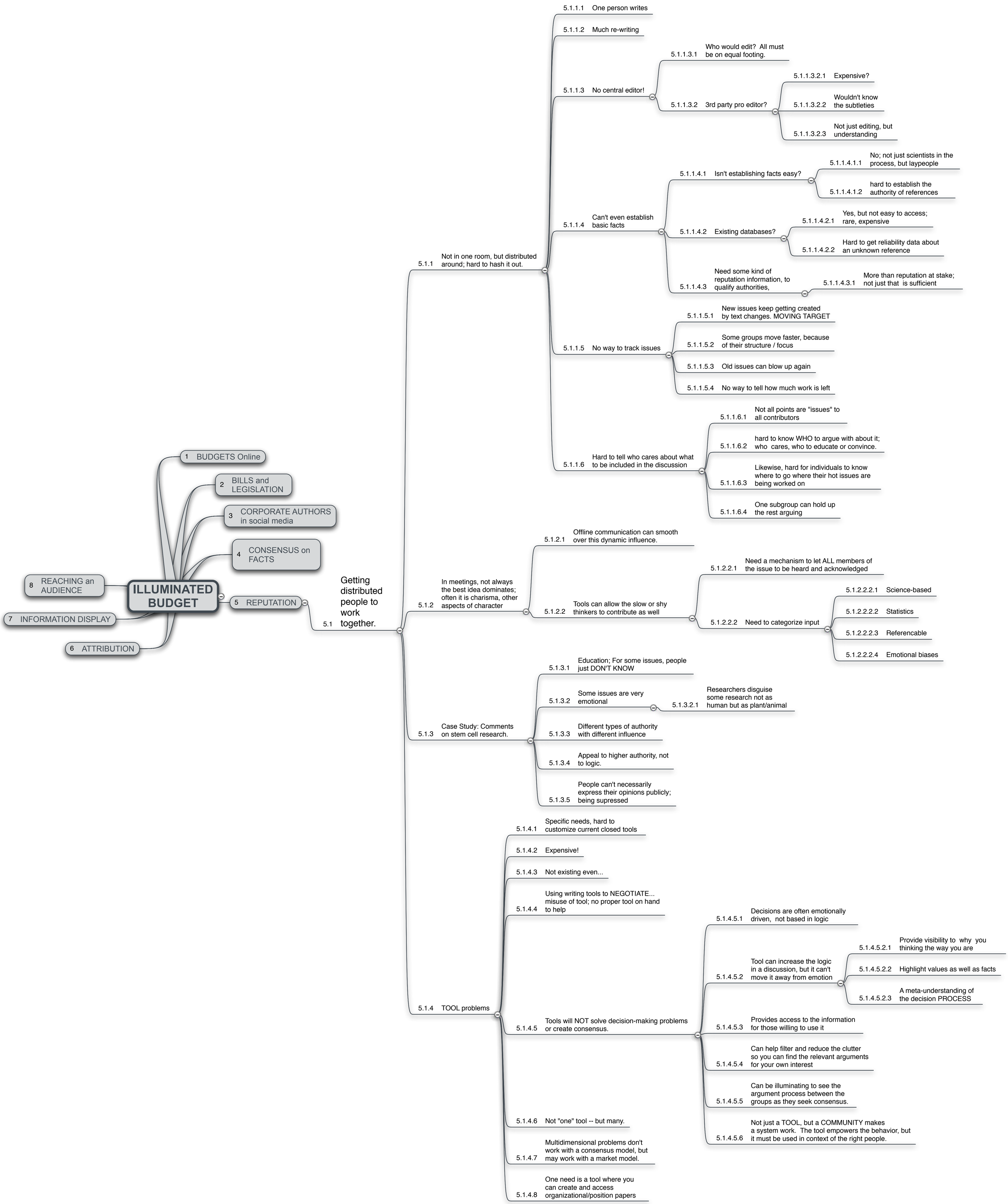
ILLUMINATED BUDGET
1 BUDGETS Online
2 BILLS and LEGISLATION
3 CORPORATE AUTHORS in social media
4 CONSENSUS on FACTS
5 REPUTATION
6 ATTRIBUTION
7 INFORMATION DISPLAY
8 REACHING an AUDIENCE
5.1 Getting distributed people to work together.
5.1.1 Not in one room, but distributed around; hard to hash it out.
5.1.1.1 One person writes
5.1.1.2 Much re-writing
5.1.1.3 No central editor!
5.1.1.3.1 Who would edit? All must be on equal footing.
5.1.1.3.2 3rd party pro editor?
5.1.1.3.2.1 Expensive?
5.1.1.3.2.2 Wouldn't know the subtleties
5.1.1.3.2.3 Not just editing, but understanding
5.1.1.4 Can't even establish basic facts
5.1.1.4.1 Isn't establishing facts easy?
5.1.1.4.1.1 No; not just scientists in the process, but laypeople
5.1.1.4.1.2 hard to establish the authority of references
5.1.1.4.2 Existing databases?
5.1.1.4.2.1 Yes, but not easy to access; rare, expensive
5.1.1.4.2.2 Hard to get reliability data about an unknown reference
5.1.1.4.3 Need some kind of reputation information, to qualify authorities,
5.1.1.4.3.1 More than reputation at stake; not just that is sufficient
5.1.1.5 No way to track issues
5.1.1.5.1 New issues keep getting created by text changes. MOVING TARGET
5.1.1.5.2 Some groups move faster, because of their structure / focus
5.1.1.5.3 Old issues can blow up again
5.1.1.5.4 No way to tell how much work is left
5.1.1.6 Hard to tell who cares about what to be included in the discussion
5.1.1.6.1 Not all points are "issues" to all contributors
5.1.1.6.2 hard to know WHO to argue with about it; who cares, who to educate or convince.
5.1.1.6.3 Likewise, hard for individuals to know where to go where their hot issues are being worked on
5.1.1.6.4 One subgroup can hold up the rest arguing
5.1.2 In meetings, not always the best idea dominates; often it is charisma, other aspects of character
5.1.2.1 Offline communication can smooth over this dynamic influence.
5.1.2.2 Tools can allow the slow or shy thinkers to contribute as well
5.1.2.2.1 Need a mechanism to let ALL members of the issue to be heard and acknowledged
5.1.2.2.2 Need to categorize input
5.1.2.2.2.1 Science-based
5.1.2.2.2.2 Statistics
5.1.2.2.2.3 Referencable
5.1.2.2.2.4 Emotional biases
5.1.3 Case Study: Comments on stem cell research.
5.1.3.1 Education; For some issues, people just DON'T KNOW
5.1.3.2 Some issues are very emotional
5.1.3.2.1 Researchers disguise some research not as human but as plant/animal
5.1.3.3 Different types of authority with different influence
5.1.3.4 Appeal to higher authority, not to logic.
5.1.3.5 People can't necessarily express their opinions publicly; being supressed
5.1.4 TOOL problems
5.1.4.1 Specific needs, hard to customize current closed tools
5.1.4.2 Expensive!
5.1.4.3 Not existing even...
5.1.4.4 Using writing tools to NEGOTIATE... misuse of tool; no proper tool on hand to help
5.1.4.5 Tools will NOT solve decision-making problems or create consensus.
5.1.4.5.1 Decisions are often emotionally driven, not based in logic
5.1.4.5.2 Tool can increase the logic in a discussion, but it can't move it away from emotion
5.1.4.5.2.1 Provide visibility to why you thinking the way you are
5.1.4.5.2.2 Highlight values as well as facts
5.1.4.5.2.3 A meta-understanding of the decision PROCESS
5.1.4.5.3 Provides access to the information for those willing to use it
5.1.4.5.4 Can help filter and reduce the clutter so you can find the relevant arguments for your own interest
5.1.4.5.5 Can be illuminating to see the argument process between the groups as they seek consensus.
5.1.4.5.6 Not just a TOOL, but a COMMUNITY makes a system work. The tool empowers the behavior, but it must be used in context of the right people.
5.1.4.6 Not "one" tool -- but many.
5.1.4.7 Multidimensional problems don't work with a consensus model, but may work with a market model.
5.1.4.8 One need is a tool where you can create and access organizational/position papers