

Policy design, social constructions and democracy

The Role of Public Policy in Democracy. What is “good” public policy?

- ❑ Solves public problems – effective & efficient
 - ❑ Serves justice
 - ❑ Supports democratic institutions and processes
 - ❑ Encourages an active / empathic citizenship
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Design for Context

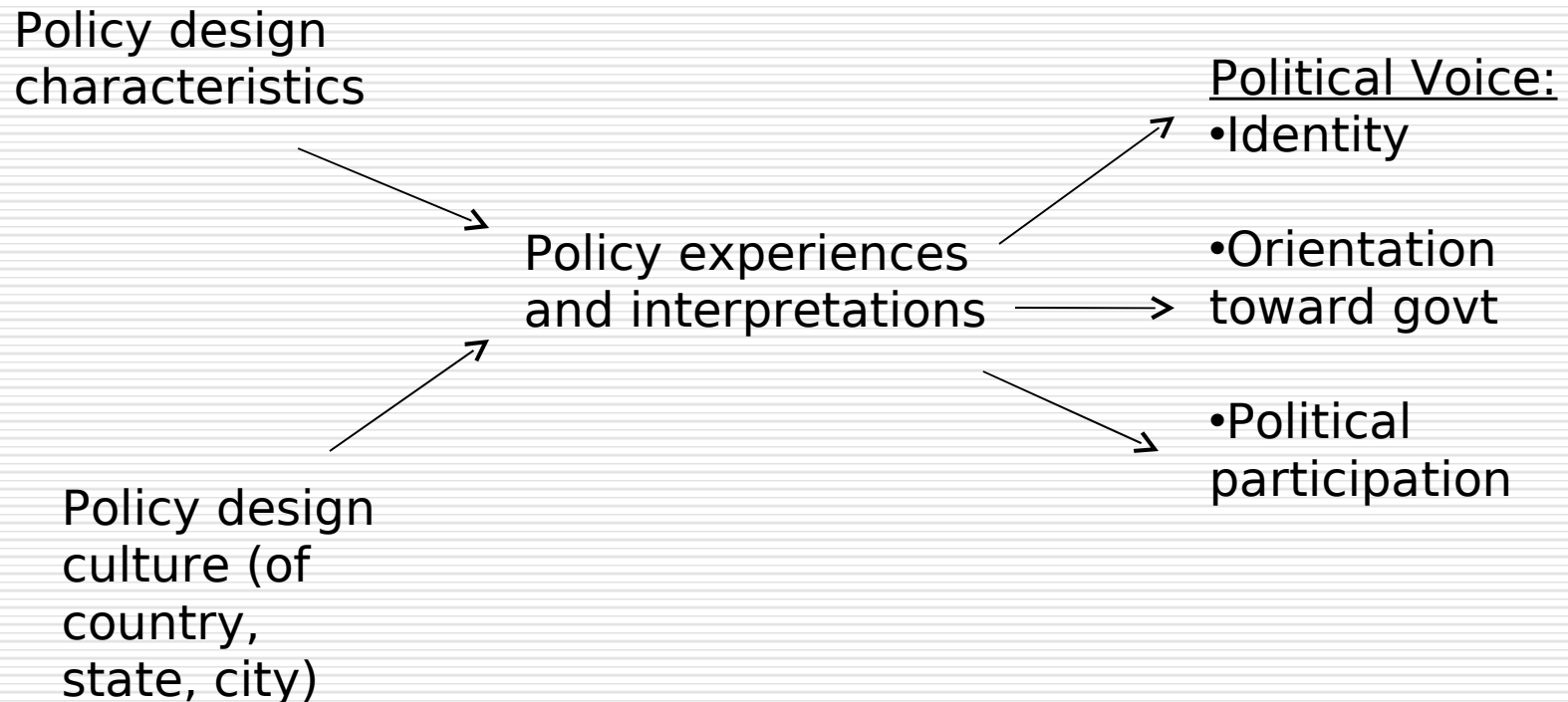
- ❑ Some contexts suffer from inadequate problem solving
 - ❑ Others inflict unfairness

 - ❑ Policy design needs to correct for imbalances across different roles of public policy
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Linking design to democracy I



Linking Policy Design to Political Voice



Messages of Policy Design

“Deserving”

Social

“Undeserving”

Construction

<p>Higher</p> <p>Political Power</p>	<p><u>Advantaged</u></p> <p>“Good” “Deserving”</p> <p>No sacrifices required</p>	<p><u>Contender</u></p> <p>“Greedy”</p> <p>politics is a “fixed” game</p>
	<p>Expect no help</p> <p>Only pity</p> <p><u>Dependents</u></p>	<p>Your problem is your fault</p> <p><u>Deviants</u></p>
<p>Lower</p>		

Elements of design are “substitutable”

- Goals/problem definitions
 - Choice of Target populations
 - Social constructions
 - Rules/Tools
 - Implementation structure
 - Rationales
 - Underlying assumptions
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Avoid the degenerative politics patterns

- ❑ Construct target groups for benefits and burdens that cut across long standing social, racial, economic or other cleavages

 - ❑ Design for public involvement; avoid overly technical designs
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Design for improved policy rhetoric

- Create designs to encourage communicative ethics across all spheres of public life
 - Comprehensible
 - Ethical / lawful
 - Truthfulness
 - Sincerity

 - Strive for the ‘Ideal Speech Situation’
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Design for civic engagement

- Create a sense of community – a common stake
 - Volunteerism
 - Privatization – sometimes helpful; sometimes not
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Design for context

- Draw from multiple ways of knowing
 - Analyze from multiple ways of knowing
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Design to build democracy

- Build capacity
 - Inform, empower
 - Positive rationales and constructions

 - Pragmatic
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Never deceive

- ❑ Avoid designs that rely on deception for support
 - ❑ Inform, enlighten through the policy design itself
 - ❑ Every policy should say: what it is going to do, to whom, why, with what, and with what expected consequences
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