

E-government policy and development of the Public Services System in Latvia

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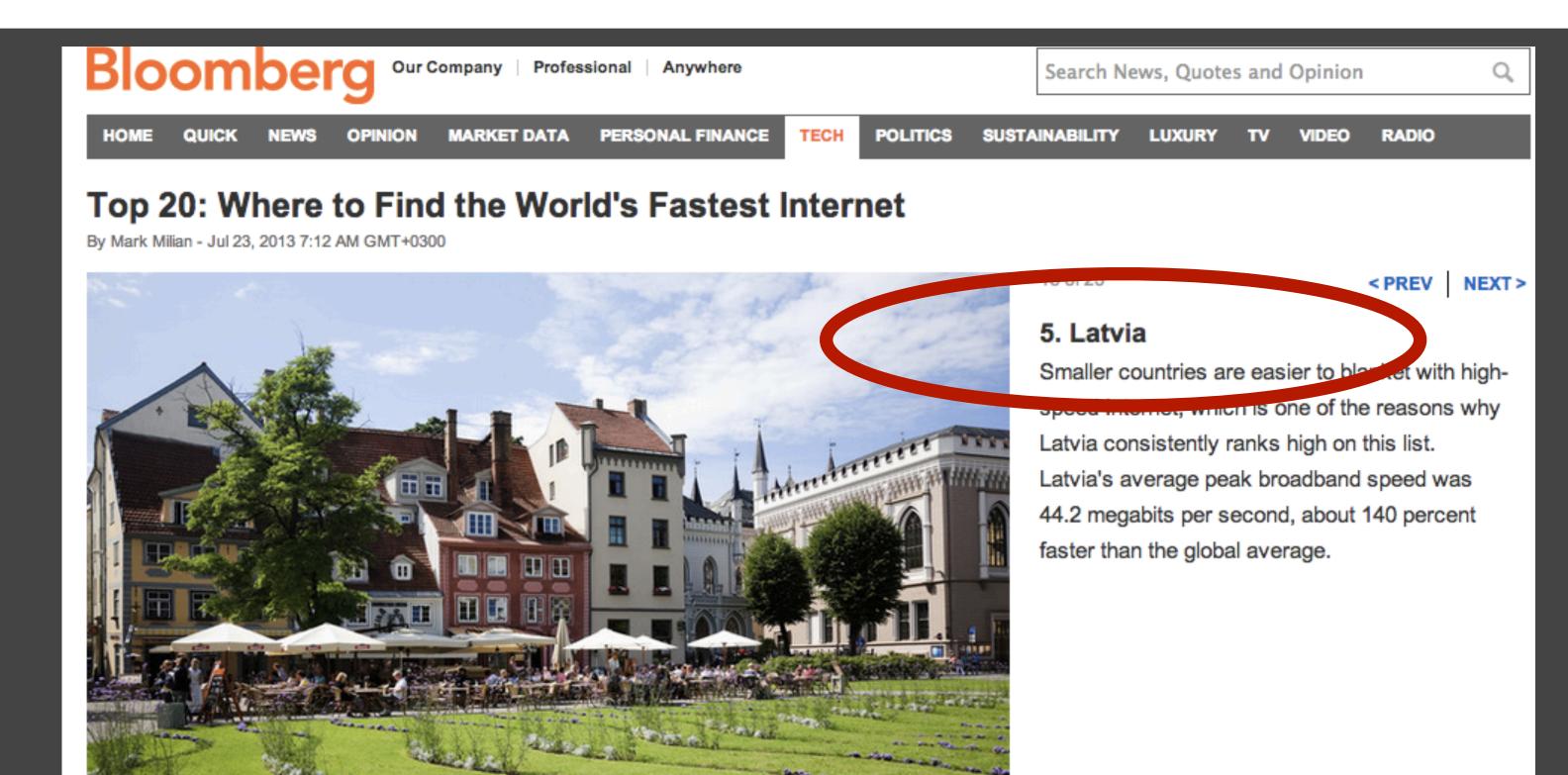












Latvia - rich with the resource of the 21st century!

Are we using it efficiently?





























Coordination

Transparent financing system

Unified customer service network

ITC use in delivery of public services

Unified legislative framework















Historic development stages of e-government in Latvia

Building state registers, integration platform and portal from a scratch

developing infrastructure and e-service ecosystem

1991

2005 2006

2013 2014 • • •















Governance

Strategy

Architecture









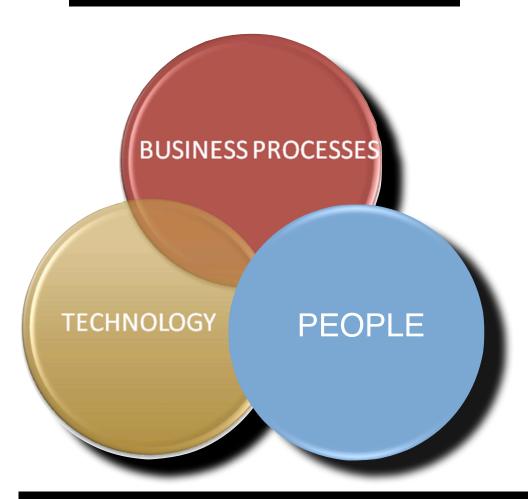












Security and privacy

Network infrastructure













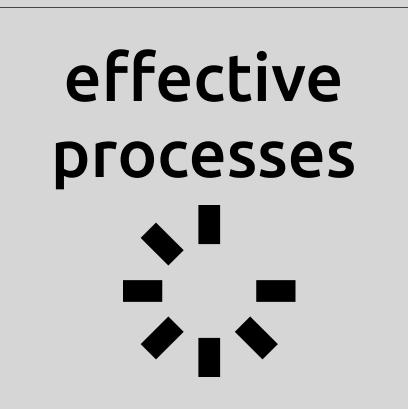


Strategy

key elements of e-government development in Latvia



















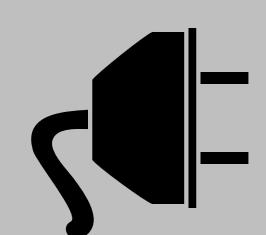




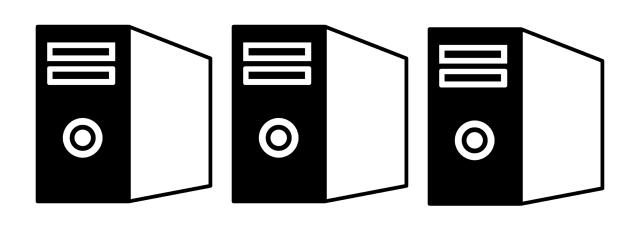




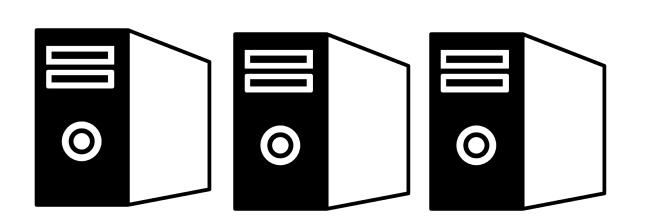




VISS - integration, data exchange and shared services platform



Registers, systems and sub-systems

















VISS - integration, data exchange and shared services platform

payment module		authentication, authorization, e-signature	
catalogue of services	data propagation service	doc exchange service	request service
Business process orchestration			
Security			
Standardized interfaces			









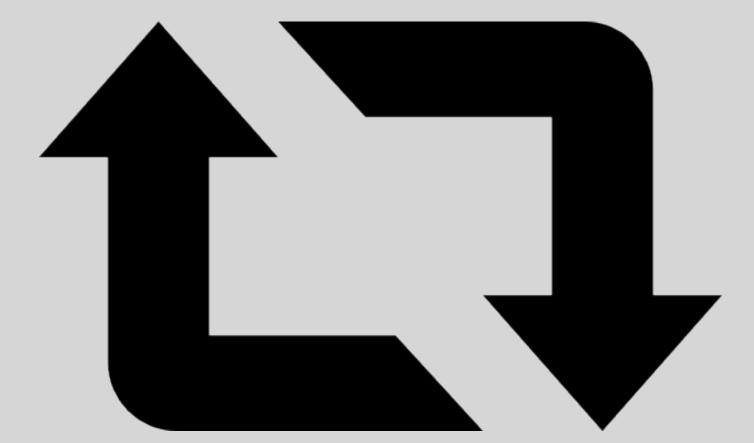






Architecture 3.0

coming soon...











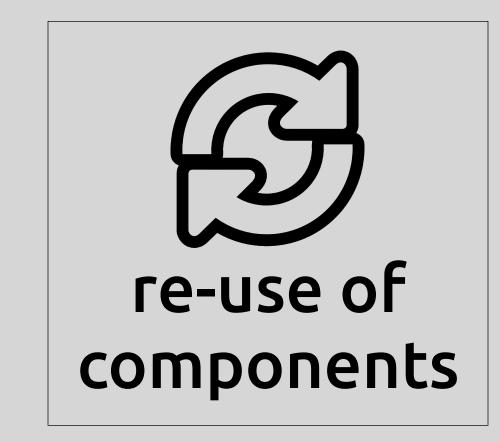


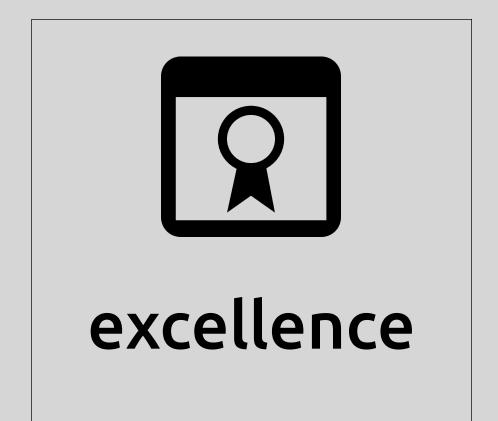




Architecture 3.0 challenges























"DOING MORE WITH MORE" Jeremy Millard





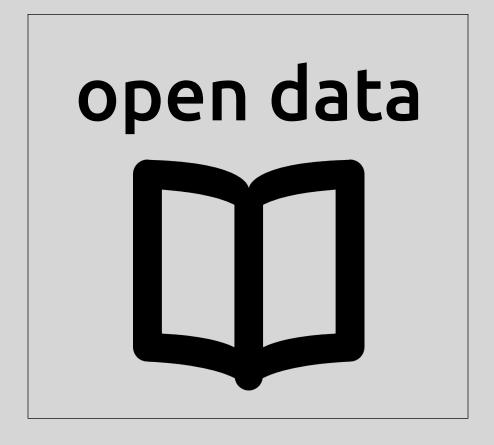












TRUST Transparency of government





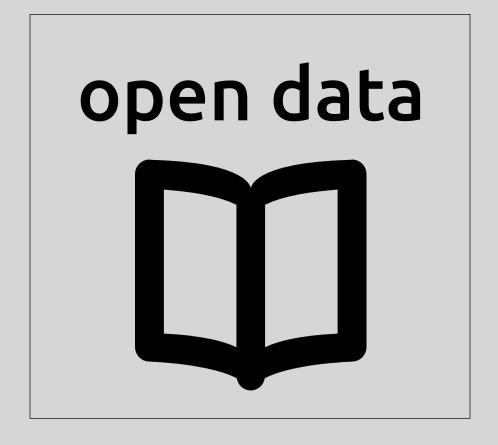












DATA IS KING Promoting data oriented culture

















Strong motivation to improve data quality

















Shared "tool box"

Government provides open data platform
People build new innovative content using this platform



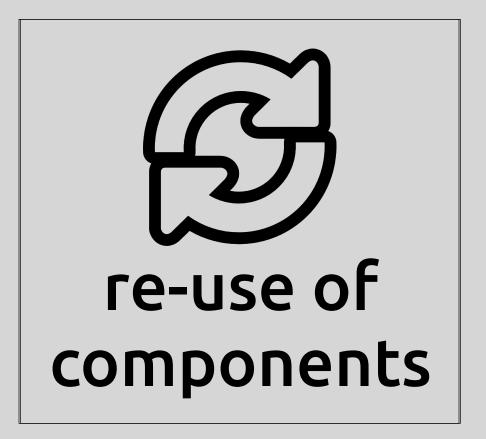












Making maximum use out of what we already have

Build once, apply many times

















Striving for excellence in public services leads governments to the concept of User Experience Design (UXD)















Service Innovation & Design is a core competency for all ICT organizations in the 21st century

(Source: Singapore eGovernment Leadership Centre)















It leaves government with TWO choices:



learn how to build services

AND / OR

let people build services on their own







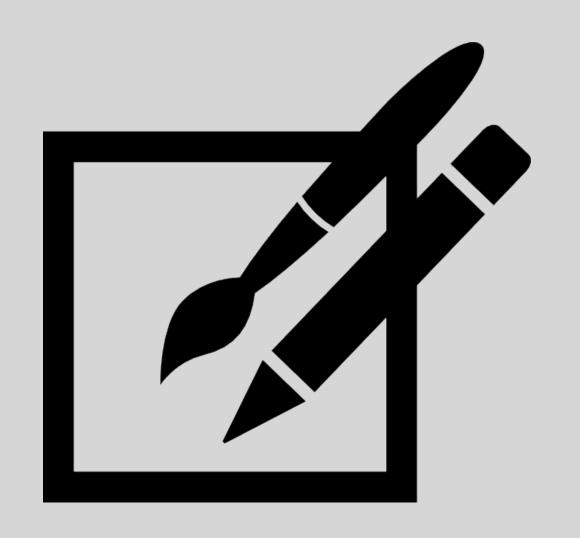












Co-design Co-production















U.K. Gov.
Digital Service
Design Principles

1. START WITH NEEDS

2. DO LESS

3. DESIGN WITH DATA

4. DO THE HARD WORK TO MAKE IT SIMPLE

5. ITERATE. THEN ITERATE AGAIN















U.K. Gov.
Digital Service
Design Principles

6. BUILD FOR INCLUSION

7. UNDERSTAND CONTEXT

8. BUILD DIGITAL SERVICES, NOT WEBSITES

9. BE CONSISTENT, NOT UNIFORM

10. MAKE THINGS OPEN; IT MAKES THINGS BETTER















Digital by Default Service Standard, U.K. Greate a service that is simple and intuitive enough that users succeed first time unaided.

26 Successfully test the service from beginning to end with the minister responsible for it.







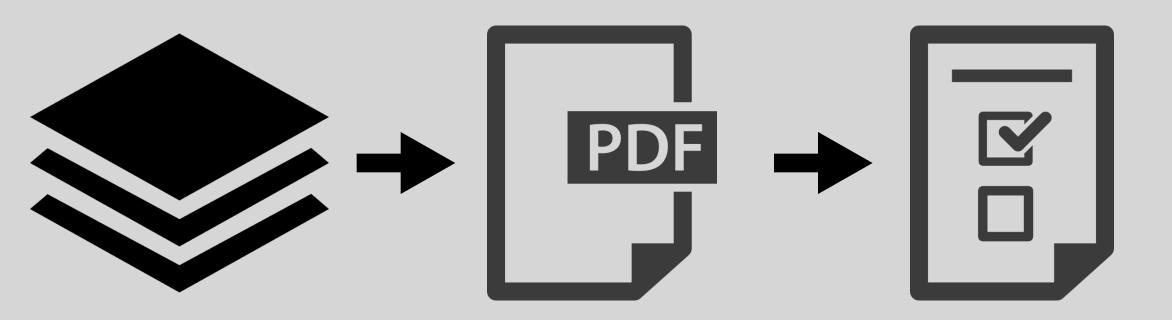








Going beyond the self-service





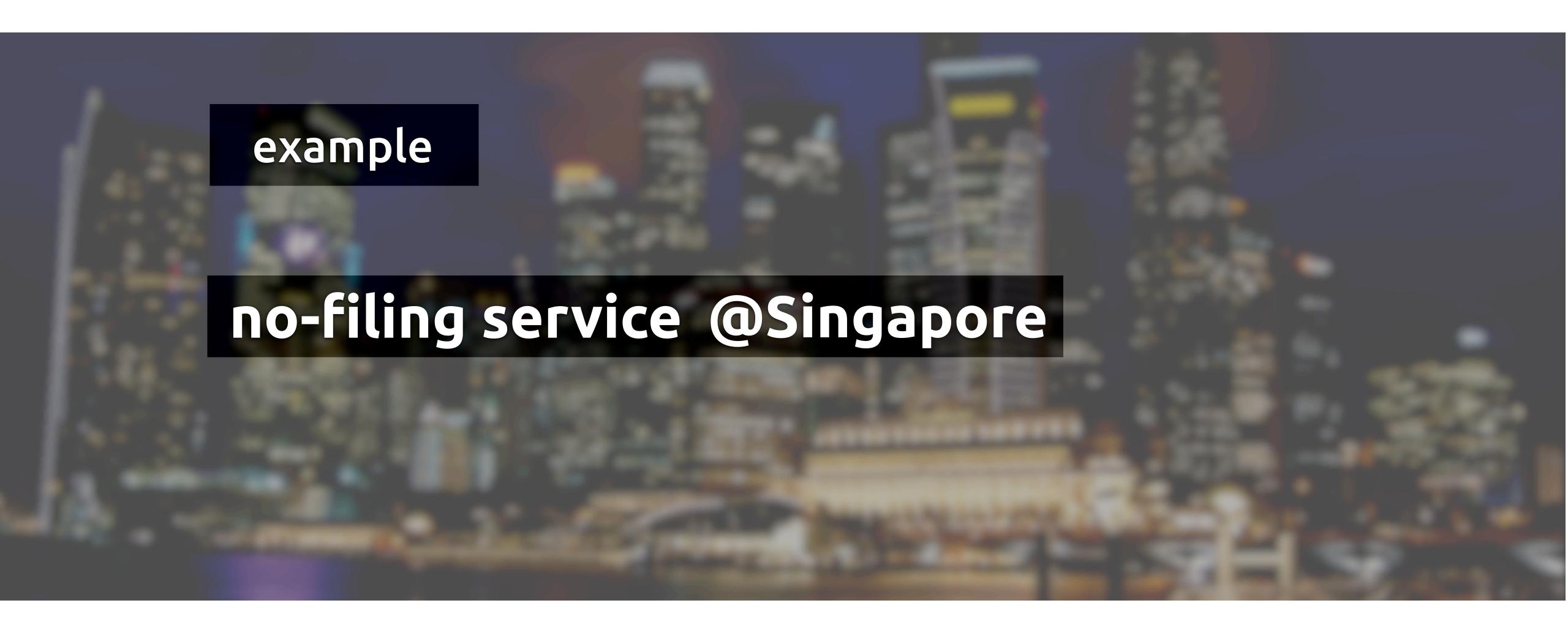














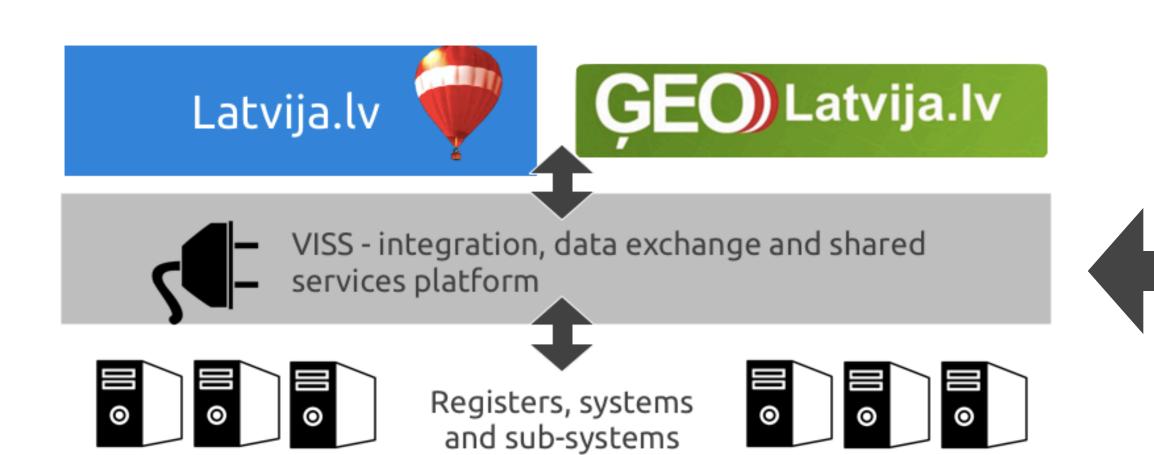












Channel integration

Open data platform

Catalogue of reusable components



Business process orchestration

> Composite services

Big data analytics

















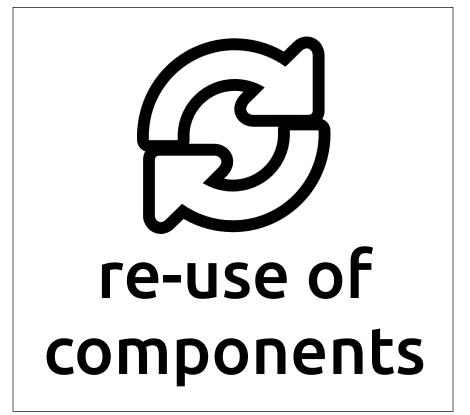


Takeaways



There is a potential in open data

To be efficient, promote reuse of components and use shared platforms/services















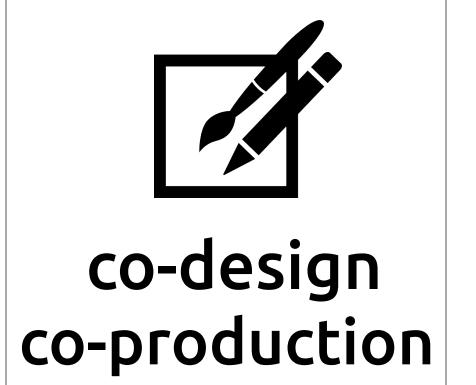


Takeaways



Strive for excellence with UXD

Go for co-design and co-production

















Takeaways



Think beyond selfservice

Open up for 3rd party services and apps



3rd party solutions















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