Introduction to the Engaging Governance Minitrack

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Exponential technological developments have, arguably, made participation in governance more technologically feasible than before. Amongst many developments, games, and game-based approaches [1,5] have been utilized in public engagement for decades. Emerging social media [3], gamification, gameful design [4,5], and serious games [6] are being utilized for similar purposes. Many have, additionally, explored how public spaces, especially in smart cities, could be made more engaging to citizens. Concepts such as Playable Cities [2,7], and Urban Gamification [8] highlight the large-scale potential that emerging technologies hold for the future of cities and governance.

Accordingly, we could argue that strategies for facilitating engagement in governance are available and often utilized. Nonetheless, public engagement often swings between the extremes of being non-existent or disruptive and unsustainable, as the Arab Spring [9], occupy Wall Street [10], and many city alteration movements [8]. Both; the lack of citizen engagement and unsustainable engagement are to the detriment of governance and democratic practices.

The Engaging Governance minitrack attracted a wide range of submissions across empirical and conceptual research that investigates emerging engagement technologies & strategies and how they foster, hinder and impact engagement with cities and governance and its outcomes. In its conception year, the minitrack received six submissions out of which two were accepted for HICSS54;

A Social Citizen Dashboard for Participatory Urban Planning in Berlin: Prototype and Evaluation by *Daniel Fürstenau, Flavio Morelli, Kristina Meindl, Matthias Schulte-Althoff, and Jochen Rabe*: presents a dashboard that utilizes public social media data in urban planning. The dashboard showcases how topic modeling can foster citizens' acceptance of urban planning decisions.

Developing a GIS-integrated tool to obtain citizens' input in on-site participation—Learnings from participatory urban planning of a large city by *Gerrit Küstermann, and Eva Bittner*: emphasizes the need for geo-location referencing during urban planning. The work, hence, developed a prototype for intuitive geo-referencing-based citizen participation

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