



HOUSE OF REPRESENTATIVES

H. No. 6599

BY REPRESENTATIVES VILLAFUERTE, ROBES, VERGARA, LABADLABAD,
BALINDONG, CHUNGALAO, ACOSTA-ALBA, LUSOTAN, BORDADO,
ARENAS, SAVELLANO, SY-ALVARADO, CARI, AND VILLARICA,
PER COMMITTEE REPORT NO. 300

**AN ACT ESTABLISHING A FRAMEWORK FOR CITIZENS
PARTICIPATION IN LEGISLATIVE POLICYMAKING
THROUGH THE USE OF INFORMATION AND
COMMUNICATIONS TECHNOLOGY PLATFORMS**

*Be it enacted by the Senate and House of Representatives of the Philippines in
Congress assembled:*

1 SECTION 1. *Short Title.* – This Act shall be known as the
2 “Crowdsourcing in Legislative Policymaking Act”.

3 SEC. 2. *Declaration of Policy.* – The Philippines is a
4 democratic and republican State. Sovereignty resides in the people
5 and all government authority emanates from them. The State
6 should harness the potential to consult its citizens from all over the
7 world in all fields of social, economic, and political discourse,
8 including legislation and rule-making. This principle is extended to
9 the right of citizens to participate in the legislative process through
10 the use of information and communications technology platforms.

11 SEC. 3. *Definition of Terms.* – As used in this Act:

1 (a) *Crowdsourcing* refers to the practice of engaging
2 individuals or a group towards a common goal, often at innovation,
3 problem solving, or efficiency in the delivery of services. Powered by
4 new technologies, social media and the development of the
5 worldwide web 2.0, the individuals or groups are able to contribute
6 to the formulation, improvement, and creation of laws that are
7 beneficial to the nation;

8 (b) *Information and communications technology* refers to the
9 totality of electronic means to access, create, collect, store, process,
10 receive, transmit, present and disseminate information;

11 (c) *Online* refers to a location accessed, through a connection
12 to or services by a central computer network or telecommunication
13 systems, such as the internet, by citizens anywhere in the world as
14 opposed to a physical location, or the condition of being connected to
15 a network of computers or other devices;

16 (d) *Portal* refers to the homepages of the Philippine Senate
17 and the House of Representatives or the Presidential Legislative
18 Liaison Office (PLLO) maintained by their respective Secretariats
19 for purposes of this Act; and

20 (e) *Web 2.0* or the *Participative and Social Web* refers to the
21 second generation of the World Wide Web (www) characterized
22 especially by the change from static web pages to user-generated
23 content, ease of use, inter-operability for end users, and which
24 encourages a participatory culture as typified by social media users.

25 SEC. 4. *Crowdsourcing in the Senate and the House of*
26 *Representatives.* – This Act allows the citizens and the public at
27 large to participate in the legislative process through the internet or

1 telecommunication platforms. The crowdsourcing process shall be
2 as follows:

3 (a) On First Reading – Upon the filing of a national
4 measure, the Secretariats of the House of Representatives and the
5 Senate shall post a copy of the measure in the Congress Websites
6 and shall give the public fifteen (15) working days, except for bills
7 certified as urgent by the President, to submit their comments upon
8 referral of the measure on First Reading. The comments from the
9 public shall be part of the inputs to the committee deliberations.

10 A standing or special committee may incorporate the
11 comments submitted by the public and issue a crowdsourcing
12 feedback report online to inform the proponent of the action taken by
13 the standing or special committee.

14 (b) On Second Reading – Upon the submission of a
15 committee report by the concerned standing or special committee
16 to the Committee on Rules, the public is given three (3) working
17 days to submit its comments on the measure, except for bills
18 certified as urgent by the President, before the Committee on
19 Rules includes the report in the Calendar of Business.

20 (c) On Third Reading – After the measure is approved on
21 Third Reading, but before a Conference Committee is created, the
22 public is given three (3) working days to submit its comments and
23 the concerned committee shall review the same for consideration at
24 the Conference Committee level. Only comments germane to the
25 measure approved on Third Reading shall be considered.

26 *SEC. 5. Crowdsourcing Through the Presidential Legislative*
27 *Liaison (PLLO) Office.* – This Act allows all citizens and the public

1 **SEC. 8. *Sunset Review.*** – Six (6) years from its enactment,
2 Congress shall review and recommend amendments to this Act to
3 attune it to developments in technology, and to determine if the
4 same can be implemented in provinces and highly urbanized cities
5 that have adopted telecommunications and information technology
6 convergence.

7 **SEC. 9. *Implementing Rules and Regulations.*** – Within sixty
8 (60) days from the effectivity of this Act, the Secretariat of both
9 Houses of Congress and the PLLO shall, in coordination with the
10 Department of Information and Communications Technology
11 (DICT), National Economic and Development Authority (NEDA) and
12 concerned civil society organizations (CSOs), promulgate the
13 necessary rules and regulations for the effective implementation of
14 this Act.

15 **SEC. 10. *Separability Clause.*** – In case any provision or part
16 of this Act is declared invalid or unconstitutional, the remaining
17 parts or provisions not affected shall remain in full force and effect.

18 **SEC. 11. *Repealing Clause.*** – All laws, decrees, executive
19 orders, rules and regulations which are inconsistent with any
20 provision of this Act are hereby repealed, amended or modified
21 accordingly.

22 **SEC. 12. *Effectivity.*** – This Act shall take effect fifteen (15)
23 days after its publication in the *Official Gazette* or in a newspaper
24 of general circulation.

Approved,

1 at-large to participate in the legislative process through the
2 legislative liaison system via the internet or telecommunication
3 platforms. The homepage of the PLLO shall serve as the portal for
4 the department legislative liaison system for crowdsourcing
5 purposes.

6 The PLLO website shall provide a platform through the
7 internet where people can start a campaign or petition to review,
8 amend and repeal a law or create a bill, the result of which may be
9 transmitted to any member of both Houses for appropriate action.
10 The PLLO shall also provide for a crowdsourcing feedback report
11 online to inform the proponent of the action taken thereto.

12 **SEC. 6. *Procedure of Registration.*** – A citizen who would like
13 to start a campaign or petition to review, amend and repeal a law or
14 create a bill, shall register online, consistent with the provisions of
15 Republic Act No. 10173, otherwise known as the “Data Privacy Act
16 of 2012” and other applicable laws.

17 **SEC. 7. *Monitoring and Evaluation.*** – There shall be a
18 feedback mechanism that will guide the post-facto crowdsourcing
19 exercise. This will enable legislators to understand public
20 sentiments for improved grounding of their legislative duties and to
21 ensure that concerns raised by the public are acted upon by
22 appropriate entities. The concerned committees shall provide the
23 result of feedback consultations to a central secretariat of the
24 Planning and Management Information Service of both Houses of
25 Congress and the Office of the President, that will analyze the data
26 for emergent issues and concerns.