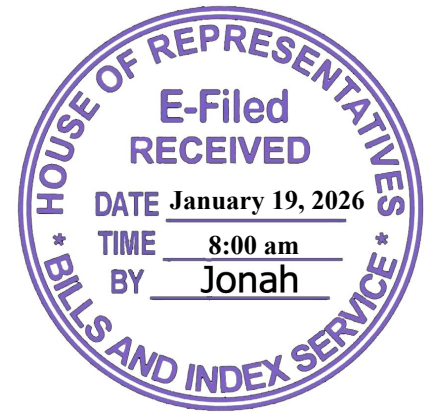




Republic of the Philippines
HOUSE OF REPRESENTATIVES
Quezon City

TWENTIETH CONGRESS
First Regular Session



House Bill No. 7147

Introduced by CIBAC Party-List Representative
EDUARDO “BRO. EDDIE” C. VILLANUEVA

EXPLANATORY NOTE

The proposed Crowdsourcing Act seeks to institutionalize a mechanism that allows citizens to directly participate in the legislative and rule-making processes through the use of information and communications technology (ICT).

The Constitution declares that the Philippines is a democratic and republican State, where sovereignty resides in the people and all government authority emanates from them. In the digital age, this democratic mandate must evolve beyond physical assemblies and formal consultations. With the proliferation of the internet, mobile platforms, and Web 2.0 technologies, citizens now have unprecedented access to information and the ability to engage in discourse regardless of their location.

This measure aims to harness that potential by providing an online platform where Filipinos—both at home and abroad—can contribute their ideas, opinions, and expertise to the formulation, review, and improvement of proposed laws and policies. Through crowdsourcing, governance becomes not only participatory but also more transparent, inclusive, and responsive to the needs and sentiments of the people.

Under this Act, both Houses of Congress shall open their legislative processes for public input through their respective online portals. From the filing of a bill to its final deliberation, citizens will be able to submit comments and recommendations that may be considered by committees and duly acknowledged through feedback reports. Similarly, the Presidential Legislative Liaison Office (PLLO) shall serve as a digital gateway for citizens to initiate petitions or campaigns to review, amend, or propose legislation.

The bill further ensures accountability and data protection by requiring user registration consistent with the Data Privacy Act of 2012. It also establishes monitoring and evaluation systems to analyze public participation data and identify emerging social and policy concerns.

In line with technological progress, a sunset review provision mandates Congress to revisit the law six years after its enactment, ensuring its continued relevance in the post–Web 2.0 era and adaptability for local implementation.

By bridging the gap between the people and their government, the Crowdsourcing Act modernizes yet concretizes meaningful citizen participation and democracy in the digital age. It affirms that public service and legislative innovation must move in step with technological advancement—ensuring that the voice of every Filipino, wherever they may be, is heard in the halls of legislation.

In view of the foregoing, the immediate passage of this bill is earnestly sought.


EDUARDO "BRO. EDDIE" C. VILLANUEVA



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HOUSE BILL NO. 7147

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AN ACT
ESTABLISHING A FRAMEWORK FOR CITIZENS PARTICIPATION IN
LEGISLATION AND RULE-MAKING 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 "*Crowdsourcing Act*."

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

10
11 **SEC. 3. Definition of Terms** – As used in this Act:

- 12 a. *Congressional Portal* refers to the homepage of the Philippine Congress as
13 maintained by their respective secretariat for purposes of this Act;
14
15 b. *Crowdsourcing* refers to the practice of engaging the individuals or a group for
16 a common goal, often innovation, problem solving or efficiency in the delivery
17 of services. Powered by new technologies, social media and the development
18 of the worldwide web 2.0, the individuals or groups are able to contribute to the
19 formulation, improvement, and creation of laws that are beneficial to the nation;
20
21 c. *Information and Communications Technology* refers to the totality of electronic
22 means to access, create, collect, store, process receive, transmit, present and
23 disseminate information;
24

- 1 d. *Online* refers to a location accessed through a connection to a central computer
2 network or mobile by citizens anywhere in the world as opposed to a physical
3 location like Congress and the executive departments and agencies. This
4 include electronic mails, websites, internet for social media sites, and other
5 such similar media; and
6
7 e. *Web 2.0 or the Participative and Social Web* refers to the second generation of
8 the worldwide websites (www) that emphasize user-generated content, ease of
9 use, participatory culture and inter-operability for end users.

10
11 **SEC. 4. Crowdsourcing in Legislation Through the Senate and the House**
12 **of Representatives.** – This Act allows the citizens and the public at large to participate
13 in the legislative process wherever they are through the internet or mobile platforms.
14 The crowdsourcing process shall be as follows:

- 15
16 a. On First Reading – Upon the filing of a national measure, the secretariat of
17 Congress shall post a copy of the measure and shall give the public fifteen (15)
18 working days, except for bills certified as urgent by the President, to submit their
19 comments upon referral of the measure on First Reading. The comments from
20 the public shall be part of the inputs to committee deliberations. The standing
21 or special committee may incorporate the comments and issue a crowdsourcing
22 feedback report online to inform the proponent of the action taken by the
23 standing or special committee.
24
25 b. With Committee Report – Upon the submission of a committee report by the
26 concerned standing or special committee to the Committee on Rules, the public
27 is given three (3) working days to submit its comments on the measure, except
28 for bills certified as urgent by the President, before the Committee on Rules
29 includes the report in the Calendar of Business.
30
31 c. With Third Reading Copy – Once the measure is approved on Third Reading
32 and before the Bicameral Conference Committee is convened, the public is
33 given three (3) working days to submit its comments and the concerned
34 committee shall review the same for consideration at the conference committee
35 level. Only comments germane to the measure, as amended, shall be accepted
36 and considered.

37
38 **SEC. 5. Crowdsourcing in Rulemaking Through the Presidential Legislative**
39 **Liaison Office.** – This Act allows all citizens and the public at-large to participate in
40 the legislative process through the legislative liaison system via the internet or mobile
41 platforms.

42
43 The homepage of the Presidential Legislative Liaison Office (PLLO) shall serve
44 as the portal for the department legislative liaison system for crowdsourcing purposes.

45
46 The PLLO website shall provide a platform through the internet where people
47 can start a campaign or petition to review, amend and repeal a law or create a bill, the
48 result of which may be transmitted Members of both Houses of Congress for

1 appropriate action. The PLLO shall also provide for a crowdsourcing feedback report
2 online to inform the proponent of the action taken thereto.
3

4 **SEC. 6. Procedure of Registration.** – A citizen who would like to start a
5 campaign or petition to review, amend and repeal a law or create a bill, shall register
6 online by providing his/her name, address, e-mail, mobile number and a government-
7 issued ID, consistent with the provisions of the "Data Privacy Act of 2012."
8

9 **SEC. 7. Monitoring and Evaluation** – There shall be a feedback mechanism
10 that will guide the post-facto crowdsourcing exercise. This will enable legislators to
11 understand public sentiments for improved grounding of their legislative duties and to
12 ensure that concerns raised by the public are acted upon by appropriate entities. The
13 concerned committees shall provide the result of feedback consultations to a central
14 secretariat of the Management Information Service of both Houses of Congress and
15 the Office of the President, that will analyze the data for emergent issues and concerns.
16

17 **SEC. 8. Sunset Review** – Six years from its enactment, Congress shall review
18 and recommend amendments to this Act to be attuned with development post web 2.0
19 era and determine if the same can be implemented in provinces and highly urbanized
20 cities that have adopted open convergence.
21

22 **SEC. 9. Implementing Rules and Regulations** – Within sixty (60) days from
23 the effectivity of this Act, the secretariat of both Houses of Congress and the PLLO
24 shall, in coordination with the Department of Information and Communications
25 Technology (DICT) and National Economic and Development Authority (NEDA)
26 promulgate the necessary rules and regulations for the effective implementation of this
27 Act.
28

29 **SEC. 10. Separability Clause.** – If any portion or provision of this Act is declared
30 unconstitutional, the remainder hereof or any provisions not affected thereby shall
31 remain in force and effect.
32

33 **SEC. 11. Repealing Clause.** – Any law, presidential decree or issuance,
34 executive order, letter of instruction, rule, or regulation inconsistent with the provisions
35 of this Act is hereby repealed or modified accordingly.

36 **SEC. 12. Effectivity.** – This Act shall take effect fifteen (15) days after its
37 complete publication in the Official Gazette or in a newspaper of general circulation.
38

39 *Approved,*