

## DIGITAL COOPERATION: “DIGITAL PUBLIC GOODS” IMPLEMENTATION PLAN (SEP. 2020 – DEC. 2022, TOWARDS 2030)

**“Para. 78. If the benefits of increased Internet connectivity are to be realized, it is important that all actors, including Member States, the United Nations system, the private sector and other stakeholders, promote open-source software, open data, open artificial intelligence models, open standards and open content that adhere to privacy and other applicable international and domestic laws, standards and best practices and do no harm.” Report of the Secretary General (A/74/821) on Roadmap for Digital Cooperation**

Key Actions	Operational Definition	Outputs / Deliverables / Activities	Success criteria	Existing Work to Leverage
<p><b>Key Action 1</b></p> <p>Establish working definition and a general understanding of “digital public goods” as described in the Roadmap: open-source software, open data, open artificial intelligence models, open standards, and open content that adhere to privacy and other applicable international and domestic laws, standards, and best practices and principles of do no harm</p>	<p>Building on the work of the Digital Public Goods Alliance to further establish and advance a Digital Public Goods standard that serves as a working definition on what the scope of digital public goods are</p>	<p>1.1 Holding a series of events to establish a general understanding of the digital public goods definition presented by the UNSG in the Roadmap and the accompanying more operational DPG Standard.</p> <p>1.2 Working with the Digital Public Goods Alliance and other initiatives including New America Foundation, and GitHub, OSI, IEEE, Linux Foundation, Software Freedom Conservancy, BMGF, Creative Commons and PIJIP at American University, Digital Square, and Digital Impact Alliance Open Source Center, to establish broad endorsement of the Standard</p> <p>1.3 Producing a short paper, in collaboration with the Digital Public Goods Alliance, on the standard for digital public goods and open source digital solutions</p>	<ul style="list-style-type: none"> <li>• The definition of digital public goods and the Standard is readily comprehensible by all relevant parties, especially the open-source community, the UN system and relevant governments.</li> <li>• Relevant input for ongoing evolution of the Standard overtime through a trusted and transparent process.</li> </ul>	<ul style="list-style-type: none"> <li>• Digital Public Goods Alliance</li> <li>• New America initiatives on Digital Public Goods</li> <li>• GitHub initiatives on Open Source Software in the Social Sector</li> <li>• Open Source Initiative's open source definition and open standards requirement for software</li> <li>• Creative Commons</li> <li>• Open Knowledge Foundation open data requirements</li> <li>• Salesforce &amp; Google OSPOs (for AI etc.)</li> <li>• Open Source Center's standards and definitions</li> </ul>

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<b>Key Action 2</b> Establishing a go-to digital public goods platform, which share digital public goods, engage talent, and pool data sets:	Supporting the work of the Digital Public Goods Alliance, which responds directly to the High-Level Panel’s recommendations	<b>2.1</b> Development/Expansion of the Alliance’s platform <b>2.2</b> Playing a facilitating role between the Alliance and other initiatives in exploring and establishing potential collaborations <b>2.3</b> Promoting the work being done to advance DPGs, including that of the Alliance to relevant parties, including Member States	<ul style="list-style-type: none"><li>● Synergy and effective collaboration between the digital cooperation agenda and the Tech Envoy’s Office with the Digital Public Goods Alliance</li><li>● Bringing in new partners, stakeholders, and initiatives to the Alliance</li></ul>	<ul style="list-style-type: none"><li>● Digital Public Goods Alliance</li><li>● Catalog of Digital Solutions hosted by DIAL</li><li>● Digital Atlas hosted by WHO</li><li>● New America’s registry</li><li>● EndViolence Global Partners’ work on Safety by Design in context of online child harms</li></ul>
<b>Key Action 3</b> Promote robust human rights and governance frameworks and inclusion for such “goods”	Engaging with the open-source community, human rights groups, and governments to establish sound understanding of human rights implications for open-source goods and related governance frameworks	<b>3.1</b> Holding a series of open consultations and events on identifying human rights implications for digital public goods and potential governance frameworks <b>3.2</b> Working with the Alliance and human rights groups to monitor the development and use of digital public goods (2) promoting good governance and human rights through digital public goods	<ul style="list-style-type: none"><li>● Acceptance of identified human rights implications by the open-source community and existing initiatives on digital public goods</li></ul>	<ul style="list-style-type: none"><li>● Digital Public Goods Alliance</li><li>● New America initiatives</li><li>● Roundtable on Digital Human Rights</li><li>● Software Freedom Conservancy</li><li>● Engine Room (responsible data)</li></ul>
<b>Key Action 4</b> Promote digital public goods, including through greater investment, amplified efforts and strengthen coordination	Identifying and developing financial models for the development and maintenance of digital public goods. Promoting awareness, understanding, and capacity for governments and societies to be able to use digital public goods.	<b>4.1.</b> Identify existing financial models, including government and philanthropic funds and “independent” funds for and from the open-source community through a paper/online resource <b>4.2.</b> Collaborating with the Alliance, country governments and relevant actors in the ecosystem to publish case based learnings and “best practice” guidelines, for how governments and other	<ul style="list-style-type: none"><li>● Creation or expansion of funds available for digital public goods</li><li>● Publication of case based learnings and DPG best practice guidelines for governments and other stakeholders implementing DPGs.</li></ul>	<ul style="list-style-type: none"><li>● Digital Public Goods Alliance</li><li>● Resident-Coordinator offices</li><li>● GitHub initiatives, including proposal by Github for a research project around funding as a barrier to open source development</li></ul>

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		stakeholders can approach and expand their use, and promotion of digital public goods		
		<b>4.3.</b> Promoting the expansion of funds available, both revenue and grant model, for development and deployment of digital public goods to ensure sustainability of such goods		<ul style="list-style-type: none"><li>● More funding mobilized for digital public goods and their implementation, improving long term sustainability, as well as recommendations for funding principles for such activities.</li></ul>
		<b>4.4.</b> Capacity building for regional and local level governments and civil societies to be able to use digital public goods		<ul style="list-style-type: none"><li>● Increased level of capacity for use of digital public goods, including through education for developing and utilizing open-source resources</li></ul>
		<b>4.5.</b> Establish best practice and promote success stories, for instance, examples of successful stewardship of a DPG project which includes governance policies.		
<b>Key Action 5</b> All to deploy digital public goods as part of their immediate responses and in the future, approaches to achieve the SDGs	Engage in immediate capacity building and resource development for the UN system to better understand and utilize open-source goods and digital public goods  Ensure cross-fertilization, coordination and synergy with the other Roundtables undertaking implementation of the Secretary-General’s roadmap, including but not limited to, digital inclusion, global connectivity, capacity-building and digital human rights	<b>5.1.</b> Conduct research to identify general and specific use cases of various open-source, open content and open data within the UN system, leveraging on existing work done on use cases  <b>5.2.</b> Drafting of guidelines for using digital public goods, including the development of licensing recommendations that meet the needs of the use cases referred to above, leveraging on existing work done  <b>5.3.</b> Partnership with the open-source community, civil society and private sector, and existing training programs to create modules for UN staff and personnel, including UNV  <b>5.4.</b> Consider other key areas of engagement and possible initiatives where there can be synergies with the DPG agenda, including in areas such as digital public infrastructure and ICT building blocks.	<ul style="list-style-type: none"><li>● Database of use cases from across the UN system for UN systemwide reference</li><li>● Expansion of awareness, understanding, and capacity to utilize open-source and digital public goods within the UN system</li><li>● More digital public goods created, deployed and used by UN-institutions; with a view to broader support for DPGs in the longer run</li></ul>	<ul style="list-style-type: none"><li>● Digital Public Goods Alliance</li><li>● Linux Foundation</li><li>● Open Source Initiative</li><li>● ITU/DIAL SDG Investment Framework</li><li>● UNTIL/OICT innovation programs</li><li>● IBM Call for Code campaign</li><li>● Private sector</li><li>● Catalog of Digital Solutions has a current running list of use cases</li><li>● Work of other roundtables and Champions;</li></ul>

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ITU/UNICEF –  
connectivity,  
UNDP/ITU –  
connectivity; Estonia  
& Finland on  
cybersecurity, Ai etc.