

DIGITAL SOCIAL IMPACT



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Engaged Research: Planning for Impact Framework

Description

PLANNING FOR IMPACT FRAMEWORK

The following Framework aims to inspire and support researchers and innovators to maximise their impact.

[Course Configurator](#) > [Step 1: Design](#)

Best used for

Planning Impact, particularly with regard to engaged research

In the context of Digital Social Impact courses and learning activities

It aims to inspire and support researchers and innovators to maximise their impact.

Main Target Group

Researchers but also students/others at HEI involved in outreach work/projects

Potential tools for digitising this activity

Resource can be accessed online

Additional Resources

[Access and Download the Engaged Research Planning for Impact Framework](#)

About this Resource

Engaged research describes a wide range of research approaches and methodologies that share a common interest in collaboration with societal partners. Engaged research aims to improve, understand, or investigate an issue of public interest or concern, including societal challenges and sustainable development goals. It is advanced with societal partners rather than for them.



Miro

Description

Miro

Tool Details

[Course Configurator](#) > [Step 1: Design](#)

Tool Name

Miro

URL

www.miro.com

Tool Description

Miro is a tool that blends aspects of several different categories of software into one. It's part diagramming and flowchart software and part presentation app. It's also part mind mapping and video conferencing too! It's benefit as a Digital Social Impact course planning tool is that everything about it is collaborative, making it a great tool for co-creating your Digital Social Impact Course. You can use it to draw an idea or create a slideshow, either by yourself or with others editing simultaneously.

Like the sounds of this tool? Click to add it to your personal Digital Social Impact Course Configurator.



Classic Brainstorm

Description

Brainstorming

Brainstorming is a classic idea generation technique and remains one of the most rapid and rewarding methods of generating lots of ideas within groups.

[Course Configurator](#) > [Step 2: Deliver](#)

Best used for

Ideation. Root Cause Analysis. Idea/solution validation.

Time to introduce this activity in lecture / Time to run this activity

15 min / 30 min

In the context of Digital Social Impact courses and learning activities

Brainstorming can be used throughout the entire development of digital social impact course development/implementation, but is particularly relevant at the beginning of a project, when students are researching their project challenge.

Main Target Group

Students with partner / users

Potential tools for digitising this activity

Could be done via Mural, Padlet or Jamboard

Additional Resources

[Classic Brainstorm approach as profiled by the University of Copenhagen](#)

[Collaborative Brainstorming with Padlet](#)

Step by Step

1 In groups, have the students formulate their problem or project goal as a phrase starting with “**How might we ...**”, e.g.: “How might we improve the fundraising opportunities for this charity?”

2

Then present the brainstorming rules (Source: [D.school](#), Stanford University):

- Defer Judgement – Don’t judge your own ideas or those of others
- Go for volume – 100 better than 10
- One conversation at a time – focus
- Encourage wild ideas – the crazier the better
- Build on the ideas of others – leverage perspectives
- Stay on topic – stick to the “how” problem
- Be visual – communicate your ideas for teammates by sketching

3 Students should now begin by jotting ideas down on Post-its either in person or digitally via a tool like Padlet for example. Provide a time limit (5 minutes, for example), so they don’t over sensor themselves.

4 Repeat the brainstorming round a few times, but with a maximum of 45 minutes in total.



Idea Selection Based on Weighted Criteria

Description

Idea Selection based on Weighted Criteria

This activity is used to select ideas or concepts based on weighted criteria. This way a dialogue is created within the group work about the development and prioritization of criteria.

[Course Configurator](#) > [Step 2: Deliver](#)

Best used for

Ideation.

Time to introduce this activity in lecture / Time to run this activity

15-30 min / 30 min

In the context of Digital Social Impact courses and learning activities

To achieve social impact, discussing and agreeing on the value of different ideas is crucial. Weighting of criteria for idea selection can help with this.

Main Target Group

Students

Potential tools for digitising this activity

Best done with an excel sheet or similar.

Additional Resources

[Weighted Idea Selection approach as profiled by the University of Copenhagen](#)

Step by Step

- 1 The students decide on a minimum of five criteria that the solution needs to live up to. Here, criteria should be understood as properties/qualities that the solution can fulfill to a greater or lesser degree, and not as requirements that either can be fulfilled or not.
- 2 Thereafter each of the criteria are weighed on a scale from 1 (least important) to 5 (most important).
- 3 The students then create a chart or excel where they fill in their weighted criteria with each idea being given between 1-10 points on each of the criteria.
- 4 When all of the ideas have received points, the points are then multiplied with their allocated weighting. Finally, the total, weighted score per idea is calculated.
- 5 At this point it is important to reflect whether the idea that has received the most points, is in fact the best idea. This can be a good basis for a discussion about rating criteria and their weighting
- 6 After having selected 1-3 ideas the students continue with the development and detailing of these ideas.



Slack

Description

Slack

Tool Details

[Course Configurator](#) > [Step 2: Deliver](#)

Tool Name

Slack

URL

www.slack.com

Tool Description

Slack is a useful tool which can be used to make an engaging, effective tool to support distance learning environment. Setting up a virtual classroom is as easy. Educators simply create a channel and label it with their lecture or project name and invite the relevant students and also social partners. Students can use channels to post clarifying questions and comments throughout the social impact lesson, project or course.



Zoom

Description

Zoom

Tool Details

[Course Configurator](#) > [Step 2: Deliver](#)

Tool Name

Zoom

URL

www.zoom.com

Tool Description

Zoom is now a well known video conferencing/meeting system which offers the possibility to create small groups during a video conference/meeting (breakout rooms). Zoom and other video conferencing tools like ([Microsoft Teams](#) and [Google Meet](#)) can meet a wide range of communication needs when it comes to Digital Social Impact projects. Educators can use it to deliver training sessions to students, students can use it for internal communication in their digital social impact project teams, educators and students can use it to communicate with and virtually visit their social engagement partners.



Outcomes Harvesting

Description

OUTCOMES HARVESTING

Outcome Harvesting collects (“harvests”) evidence of what has changed (“outcomes”) and, then, working backwards, determines whether and how an intervention has contributed to these changes.

[Course Configurator](#) > [Step 3: Reflect](#)

Best used for

Reflecting on Impact and project implementation

In the context of Digital Social Impact courses and learning activities

Outcome Harvesting has proven to be especially useful in complex situations when it is not possible to define concretely most of what an intervention aims to achieve. This makes it especially relevant in the context of Digital Social Impact courses, projects and initiatives where it can be hard to anticipate the full extent of the social impact until the reflection phase.

Outcome Harvesting does not measure progress towards predetermined objectives or outcomes, but rather, collects evidence of what has changed and, then, working backwards, determines whether and how an intervention contributed to these changes. The outcome(s) can be positive or negative, intended or unintended, direct or indirect, but the connection between the intervention and the outcomes should be plausible.

Main Target Group

Students with facilitator/outcomes harvester

Potential tools for digitising this activity

Additional Resources

[Outcomes Harvesting as profiled by the Better Evaluations](#)

Step by Step

1 Design the Outcome Harvest: The first step is to agree what information is to be collected and from whom. At a minimum, this involves obtaining information about the changes in social actors and how the intervention influenced them.

2 Review documentation and draft outcome descriptions. Review reports and project work documents etc. to identify potential outcomes (i.e., changes in individuals, groups, communities, organisations or institutions) and what the intervention did to contribute to them.

3 Formulate outcome descriptions. Engage directly with all stakeholders involved to review the outcome descriptions based on the document review, and to identify and formulate additional outcomes.

4 Substantiate: Review the final outcomes and select those to be verified in order to increase the accuracy and credibility of the findings. Obtain the views of one or more individuals who are independent of the intervention (third party) but knowledgeable about one or more of the outcomes and the student's contribution.

5 Analyse and interpret: Classify all outcomes, often in consultation with the stakeholders. The classifications may be related to the objectives and strategies of either the implementer of the intervention (i.e. students) or other stakeholders, such as the social partners.

6 Support use of findings: Propose issues for discussion grounded in the evidence-based answers to the harvesting questions. Facilitate further discussions with social partners, which may include how they can make use of the findings.



SEROI+

Description

SEROI+

Tool Details

[Course Configurator](#) > [Step 3: Reflect](#)

Tool Name

SEROI+

URL

www.seroi.plus

Tool Description

SEROI assessment allows for evaluation and monitoring of existing or planned products and services delivering socio-economic returns. SEROI+ methodology helps ensure that new products and services that respond to the needs of communities.