

UNEG Professional Development Seminar
7 May 2018
Meeting Room: IRAQ (A 235)

Real-World Impact Evaluation – Applying IE methods creatively

Trainers: Anna Henttinen and Jo Puri

Description of the training: Impact Evaluation 1-day workshop provides an opportunity to discuss and apply experimental and quasi-experimental IEs methods creatively.

Some of the questions we consider include, how can experimental and particularly quasi-experimental IEs be undertaken in situations where conditions are not perfect, and should they be undertaken or alternative methods used? What does a good impact evaluation design look like - what components does it need to succeed in answering the questions?

The day starts with a discussion of modern impact evaluations, with examples of creative real-world designs using quasi-experimental methods. The afternoon consists of an interactive Impact Evaluation Design workshop, which allows participants to develop their creative IE designs for real-world contexts and decide which methods they would choose and apply.

Workshop Purpose: To consider options for designing creative impact evaluations in difficult (i.e. real-world) contexts where data may not be available or the context may be shifting. The objective of the workshop is to introduce the audience to main impact evaluation techniques, and share how they have been applied creatively.

Workshop style: This workshop will be facilitated, and highly participatory, with presentations and discussion in the morning and an interactive impact evaluation design exercise in the afternoon.

What participants should bring: Participants will require pens and paper. Laptops are not needed.

Draft Agenda:

Time	Session Description	Activities	Intended Outcomes
09:00-09:15	Introduction and welcome to the day.	<ul style="list-style-type: none"> Go through the workshop expectations and agenda, purpose and outline of the day, scope and outcomes. 	<ul style="list-style-type: none"> Clarity over the purpose and scope of the day and objectives.
09:15-10:30	What is Impact Evaluation and what are the common design options	<ul style="list-style-type: none"> Definition of impact evaluation Basic design frames for undertaking impact evaluations: Experimental and Quasi-Experimental Impact Evaluation designs, with a particular focus on quasi-experiments. 	<ul style="list-style-type: none"> Shared understanding of the main methods and definition of impact evaluation.
10:30-11:00 Break			
11:00-12:30	Examples of Being Creative with Impact Evaluation designs	<ul style="list-style-type: none"> Examples from GCF and WFP on how impact evaluation techniques have been applied creatively in the field 	<ul style="list-style-type: none"> Exploration of 'real-world' scenarios and application of quasi-experimental methods.
12:30- 14:00 Lunch			

14:00–14:15	Introduction to the Afternoon and the Impact Evaluation Design Game	<ul style="list-style-type: none"> • Explain the afternoon session and the 'impact evaluation design game'. 	<ul style="list-style-type: none"> • Clarity over the mode and agenda for the afternoon.
14:15–15:30	Planning and designing your impact evaluation	<ul style="list-style-type: none"> • Audience divided into groups to design their impact evaluation on a specific topic, based on a menu of design choices. 	<ul style="list-style-type: none"> • Participants can apply their own knowledge and expertise, with the help of the facilitators to design impact evaluations.
15:30-16.00 Break			
16:00–17:00	Presenting the different Impact Evaluation Designs	<ul style="list-style-type: none"> • Feedback from groups on their design choices 	<ul style="list-style-type: none"> • Participants share their work and designs choices to the groups.