Developing and testing our Theory of Change

Fciências M6 – M18

Participatory workshops Athens

Review in September'18

Review December'18

Developing and testing our data collection

Phase 1 – Regional workshop Athens

Phase 2- Regional Workshops Madrid, Edinburgh, Grottaglie

Phase 3 – Learning gathering, Portugal

#### Summarizing results and learnings

From the onlines questionnaires

From the participants interviews

From the trainers

Go Deep partner Fciências-ID lead the Impact Assessment for the Go Deep game based on a three-stage methodological development. Firstly, we've developed and tested our Theory of Change, which was later fine-tuned and served as the basis for 2nd and 3rd stage of data collection and data analysis. We've gathered more than 50 participant interviews and 54 individual online questionnaires.

Within our theory of change we've decided to focus on three key objectives of the Go Deep game, namely: Increased community engagement and participation; increased community belonging; increased empowerment to act in diverse communities. For each of these objectives and for each stakeholder group we've developed specific paths of change, having in mind the unique dynamics of this game. Concretely and importantly

was the conceptual development behind the interplay of the individual, collective and community activities played by each card group. As in the example shown here, the path of change is interweaved but congruent with the game flow and trainers and facilitators personal experience.
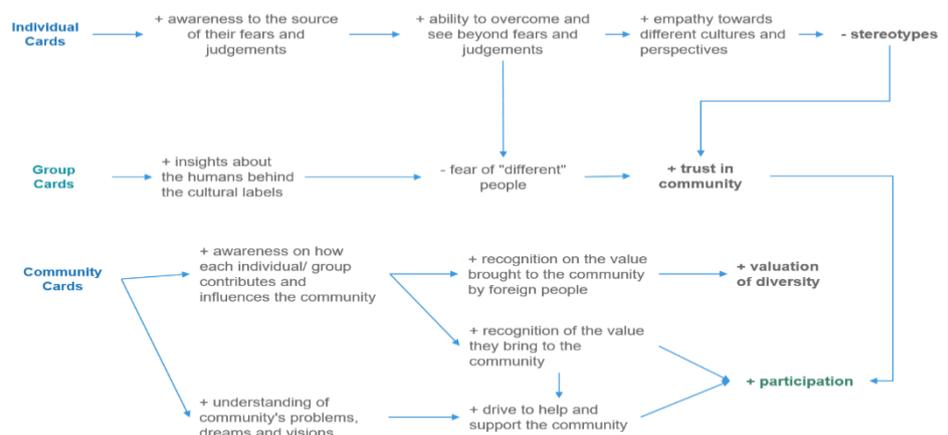
The results presented are from three regional workshops – Madrid, Grottaglie and Edinburgh – that took place in September and October of 2018, respectively.
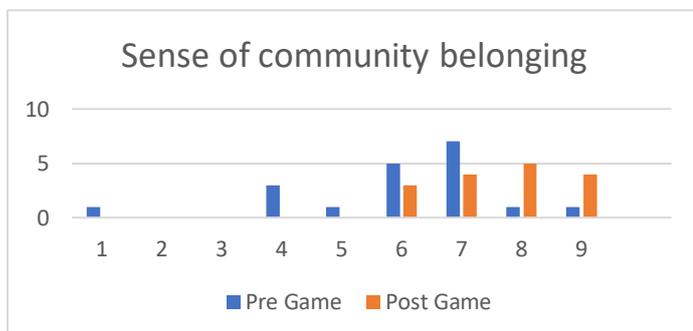
As one can see from the figures above the trendline of change is remarkably clear: there is a movement towards the right, and higher values on each of the charts portraying a higher sense of belonging, a higher feeling of engagement in community activities and a higher feeling of supported to act after the completion of the Go Deep game. The bigger changes took place in the sense of belonging and feeling of engagement, however the later does

not surprise us as the Go Deep game has a significant component of group and community activities in its layout, specifically designed to foster engagement, active participation and conscious listening of all voices. More interesting for our report is the stated change regarding the sense of belonging to the community.

10 → How much do you agree with the sentence: "With diversity we win rather than loose?"

0	1	2	3	4	5

Completely disagree   Completely agree
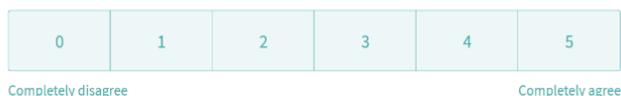
For some other questions in our questionnaire, the change pre and post regional workshop game is not so significant and mostly because the starting level is already very high. In the case of our key question 'How much do you agree with the sentence "With diversity we win rather than loose"' – see figure 9 – the average (and median) answer was 5 out of 5 in both moments. Therefore, the interesting and richer component to analyse were the individual answers before and after to justify the answer given in the scale. As one participant from the UK summarized: "Diversity needs energy and work to bring it together. When it comes together it is a beautiful and magical thing, but this takes energy and effort, sometimes it can be too much which can lead to fracturing and isolation. It must grow at a manageable pace". From our analysis, the results show a deeper understanding of diversity, what it means and how it can be used to foster creativity and collaboration, namely for the participants that played the Diversity line in the regional workshop in Spain. Therefore, we can assume a qualitative increase in awareness and understanding of diversity although the quantitative proxy does not fully reflect that increase.

Finally, and regarding the overall appreciation of the game and if it met the participants expectations, the overall feedback given is extremely positive – 90.5% of all answers between 4 and 5 – as well as the comments and remarks on the specific components of the game that most contributed to their development and what they personally take from the journey. "The joy of seeing so many different people bring in their deepest dreams has strengthened my dreams and hopes" was a comment from a Scottish participant.

How much did the game met your expectations?

	1	2	3	4	5
	1	0	3	14	24

The Go Deep game is undoubtfully an impactful tool for community development, for the promotion of social cohesion, for integration of people in a group or in a community and for an increased civic participation. The data shown in this report as well as the interviews collected during and after the three regional workshops, confirm the claims and aims of the Go Deep game and allow for several insights on how that impact happens and to what degree it can happen. Participants that have played the game show a clear increase in confidence in their own social skills and feel more integrated and motivated for community engagement. Moreover, the data supports and validates the theory and path of change designed for the relevant stakeholders. Furthermore, the results show that the game can be taught and that, when participating in a training for facilitators, participants significantly increase their confidence in facilitating the game in other communities.

This result shows the potential of replication of the positive effects of the game, should the Go Deep game be made available for further use.

Competences assessment (Edinburgh, Scotland)

Ability to lead and facilitate diverse teams
Ability to cooperate and work together with people from…
Ability to connect with others from different cultures/…
Ability to trust in others and build trust among others
Ability to facilitate the Go Deep game in diverse communities
Ability to establish bridges among cultures and find common…
Ability to express myself and my emotions in diverse…
Ability to solve and / or mediate conflicts

Pre-game
Post game