

EVALUATION RUBRICS

Making Decisions for our Prototypes

As our prototype teams are completing their testing in the field, the next step is to start considering the future of each of these prototypes. Based on the feedback that we have received to date and our experience co-designing these potential solutions, we have to decide do we:

Double down – develop a full fledged pilot project and/or simply move to adopt the prototype.

Pivot/Persevere – adapt and improve the prototype, based on feedback and/or keep testing.

Stop – celebrate the learning from the experiment, move on to new ideas.

Spin-Off – allow and support someone else to take on the idea

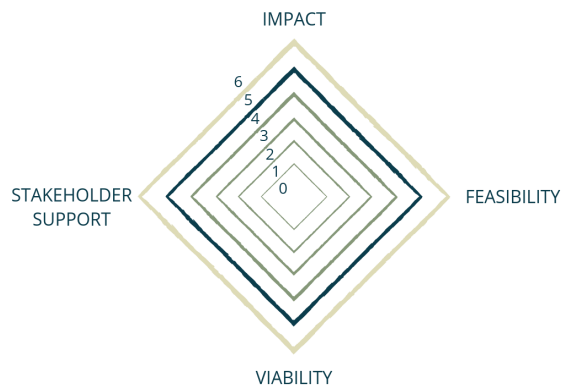
Evaluation rubrics are a tool that can help groups make a more informed and collective decision on the best way to go. They provide prototype teams a way to assess their prototypes along four different dimensions:

Impact – the prototype’s ability to contribute to urban wellness in the six targeted neighborhoods

Feasibility – the ability of local organizations and residents to implement the prototype.

Viability – the extent to which the culture, policies and overall environment req

Stakeholder Support – the degree to which key stakeholders support the prototype.



INSTRUCTIONS

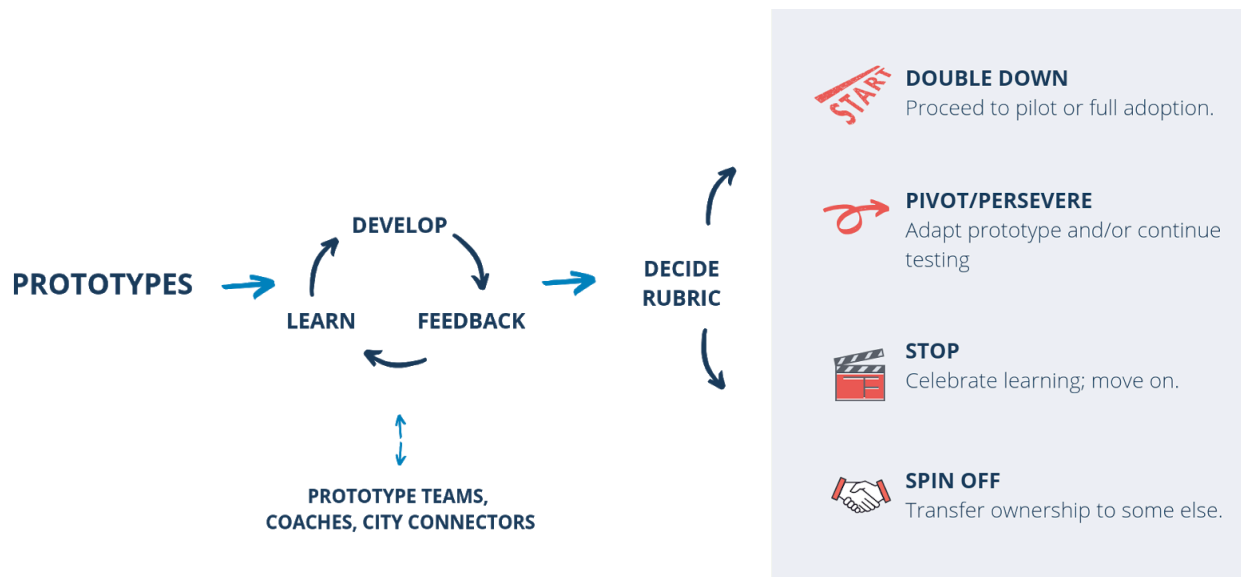
The process for using rubrics is simple.

First, each member of the prototype will 'rate' the rubrics on their own.

Second, working with your teams, you'll answer three questions together:

1. *What were your prototype ratings? Why did you rate them that way?*
2. *So what are the implications for next steps (e.g. double-down, pivot/preserve, stop, spin-off)?*
3. *Now what are your next steps?*

Once your group has completed the process, your City Connector will compile your team's evaluation which will be shared as part of the showcase event of these prototypes. These evaluations will help frame some of the decision-making around the future of these prototypes.



Remember, review **each** of the **four** attributes of your prototype: *impact, feasibility, viability* and *stakeholder support*. Your answers should be based on **(a)** feedback you've received as well as **(b)** your own opinion.

If your prototype is 'very good' on some attributes but 'poor' on others, provide an overall rating for that dimension (e.g. *I give feasibility a 3.5*) and explain why.

IMPACT refers to the extent to which an innovation can contribute to the urban wellness of individuals and organizations in the six targeted neighborhoods.

This includes **(a)** contributing to one or more domains of urban wellness, **(b)** the number of people and/or organizations that will benefit, **(c)** the depth of impact, **(d)** the durability of the impact and **(e)** the extent to which it will benefit the six “Recover” neighborhoods.

1	Very Poor	It touches on only one domain of urban wellness. It affects a few individuals or organizations. It will result in very modest improvement in people’s/organization’s lives/situations. The benefits will be “one-off”. The impacts will not be felt in the six “Recover” neighborhoods
2	Poor	It touches on two domains of urban wellness. It affects a small number of individuals or organizations. It will have very modest improvement in people’s/organization’s lives/situations. The benefits will be short lived. The impacts will be felt in only one “Recover” neighborhoods.
3	Good	It touches three domains of urban wellness It affects only a small number of individuals or organizations. The impact will have very modest improvement in people’s/organization’s lives/situations. The benefits will likely linger on for some after the original implementation. The impacts will be felt in two to five “Recover” neighborhoods.
4	Very Good	It touches on four domains of urban wellness. It affects a large number of individuals or organizations. It will lead to substantive improvement in people’s/organization’s their lives/situations. The benefits are likely to last over the medium term. The impacts will be felt in all six “Recover” neighborhoods.
5	Excellent	It touches on all fives domains of urban wellness It affects only a very large number of individuals or organizations. The impact will lead to significant improvement in people’s/organization’s lives/situations. The impact is likely to be long term or recurring. The impacts will be felt in all six “Recover” neighborhoods and beyond.



IMPACT | Score:

Why did you rate it this way?

Feasibility refers to the extent to which the team, organization or network meant to be the 'lead innovators' have the operational capabilities to effectively and efficiently manage and sustain the innovation.

This includes **(a)** people with skills, knowledge and attitudes, **(b)** organizational structures/processes, **(c)** legitimacy and profile with key beneficiaries, neighborhoods and partners.

1	Very Poor	<p>It exceeds the skills, knowledge and attitudes of lead innovators. The group does not have the technology required. The structures/processes are inadequate. There is insufficient legitimacy and profile amongst key beneficiaries , neighborhoods and partners.</p>
2	Poor	<p>The lead innovators have some of the skills, knowledge and attitudes of lead innovators, but require a significant boost in capacity in order to take it on. The group has some of the technology required, but upgrades required. The structures/processes are somewhat helpful, but require substantive changes. The group has some legitimacy and profile amongst key beneficiaries, neighborhoods and partners.</p>
3	Good	<p>The lead innovators have many of the skills, knowledge and attitudes of lead innovators: some critical areas need attention. The group has much of the technology required, but there is still work to do. The structures/processes are adequate, but could be better. The group has sufficient legitimacy and profile amongst key beneficiaries , neighborhoods and partners to proceed, but it would be good to strengthen them.</p>
4	Very Good	<p>The lead innovators have most of the skills, knowledge and attitudes of lead innovators: little adjustments required. The group has most of the technology required: minor additions would be good. The structures/processes are strong enough to proceed with confidence. The group has a strong legitimacy and profile amongst key beneficiaries, neighborhoods and partners.</p>
5	Excellent	<p>The lead innovators have all the skills, knowledge and attitudes of lead innovators. The group has all the technology required. The structures/processes are more than adequate. The group has a great deal of legitimacy and profile amongst key beneficiaries, neighborhoods and partners.</p>



FEASIBILITY | Score:

Why did you rate it this way?

Viability refers to the extent to which the innovation can thrive in the systems in which it is embedded. It refers to **(a)** the policy and regulations that influence the innovations, **(b)** the day to day practices and processes of administration and decision-making, **(c)** the availability of sufficient financial resources required to carry out the work, and **(d)** the formal structures and authority of who gets to make the 'decisions about the design, implementation and ongoing adaptation of the idea.

1	Very Poor	<p>There are critical policy and regulatory barriers to developing and implementing the innovation.</p> <p>There are critical administrative barriers to developing and implementing the innovation.</p> <p>The resources required to develop and sustain the innovation are very scarce and very difficult to obtain.</p> <p>The authority to make decisions on the design and implementation of the innovation are well outside of the control of the people eager to manage the innovation.</p>
2	Poor	<p>There are significant policy and regulatory barriers to developing and implementing the innovation.</p> <p>There are significant administrative barriers to developing and implementing the innovation.</p> <p>The resources required to develop and sustain the innovation are scarce and difficult to obtain.</p> <p>The authority to make decisions on the design and implementation of the innovation are outside of the control of the people eager to manage the innovation.</p>
3	Good	<p>There are few, yet notable, policy and regulatory barriers to developing and implementing the innovation.</p> <p>The larger administrative practices for developing and implementing the innovation are somewhat supportive.</p> <p>The resources required to develop and sustain the innovation exist and can be obtained with some effort.</p> <p>The authority to make decisions on the design and implementation of the innovation are somewhat within the control of the innovator group.</p>
4	Very Good	<p>The policy and regulatory framework to developing and implementing the innovation are supportive.</p> <p>The larger administrative practices for developing and implementing the innovation are supportive.</p> <p>There are easily obtainable resources to invest in this innovation.</p> <p>The innovator group has the authority to make decisions on the design and implementation of the innovation.</p>
5	Excellent	<p>The policy and regulatory framework to developing and implementing the innovation are very supportive.</p> <p>The larger administrative practices for developing and implementing the innovation are very supportive.</p> <p>There are easily obtainable and plentiful resources to invest in this innovation.</p> <p>The innovator group has the authority to make decisions on the design and implementation of the innovation.</p>



Viability | Score:

Why did you rate it this way?

Stakeholder Support refers to the extent to which key stakeholders support the idea, including **(a)** the people and organization whom the idea is meant to benefit, **(b)** the 'prototype' teams meant to develop and test it, and **(c)** the community stakeholders whose support is required to develop and test it.

1	Very Poor	<p>The people and organizations whom the idea is meant to benefit are against the idea and will actively resist it.</p> <p>The 'prototype teams' needed to lead the development and testing of the initiative will actively resist it.</p> <p>The community stakeholders whose support is required to develop and test the idea dislike it and will actively resist it.</p>
2	Poor	<p>The people and organizations whom the idea is meant to benefit are not in favour of the idea, and do not want to be involved.</p> <p>The 'prototype teams' needed to lead the development and testing of the initiative are disinterested.</p> <p>The community stakeholders whose support is required to develop and test the idea are disinterested.</p>
3	Good	<p>The people and organizations whom the idea is meant to benefit have some reservations, but are somewhat/cautiously supportive of the idea.</p> <p>The 'prototype teams' needed to lead the development and testing of the initiative have reservations, but are somewhat/cautiously supportive and willing to proceed.</p> <p>The community stakeholders whose support is required to develop and test the idea have reservations, but somewhat/cautiously supportive.</p>
4	Very Good	<p>The people and organizations whom the idea is meant to benefit really like the idea and will actively support it.</p> <p>The 'prototype teams' needed to lead the development and testing of the initiative really like the idea and eager to proceed.</p> <p>The community stakeholders whose support is required to develop and test the idea really like it and will actively support it.</p>
5	Excellent	<p>The people and organizations whom the idea is meant to benefit love the idea and are strong advocates for it.</p> <p>The 'prototype teams' needed to lead the development and testing of the initiative are love the idea and can't wait to get started.</p> <p>The community stakeholders whose support is required to develop and test the idea love it and are strong advocates for it.</p>



STAKEHOLDER SUPPORT | Score:

Why did you rate it this way?

1. mental and physical health
2. built and natural environment
3. safety and security
4. social capacity
5. economic vitality