Enabling behavioural changes with a gender and diversity perspective- WP 6

University of Reading

5 October 2022

INHABIT **4**th **General Assembly Meeting**

Outline

- Exit of ISIMPACT and entry of UNITO issues
- Progress on Behavioural games (WP6)
- Progress on Gender landscapes (WP6)

ISIMPACT exit

- As University of Turin is entering as a new partner, Mar proposes to fulfil ISIMPACT outstanding tasks and deliverables within the UNITO introduction

- We plan to involve the Impact Evaluation Unit at Collegio Carlo Alberto https://www.carloalberto.org/research/impact-evaluation-unit/

- They are experts in labour, education, family and public economics

- They have evaluated projects for the municipality of Turin, Compagnia di San Paolo, and Fondazione Mondo Digitale among others.

- Those projects have mostly focused on GDEI and women at risk of vulnerability

- The evaluation techniques are described by them here: https://youtu.be/FtHTUV71mc8

05/10/2022

Impact evaluation- arranging handover from ISIMPACT to UNITO-CCAEvaluation Unit

STATE OF THE ART- BAD NEWS

- Some of the evaluation needs to be integrated and some cannot be redone at all (cities fatigue)

STATE OF THE ART- GOOD NEWS

- Given the Covid delays, in many cases it is still possible to evaluate other hard and soft solutions not yet implemented adopting a common structured approach

- It is entirely possible evaluate the replication activities too

- Suggestion to identify directly those VIS with each city and propose a new co-designed plan of action for evaluation

- Discussion of use of resources very important (supplement cities capacities and not overburden)

1. IHW Evauation establish new low-cost baseline:
   a. Possible wellbeing online survey to be used to recruit for behavioural games (targeting for RELEVANT representation)
   b. Use of first round of behavioural games to create longitudinal dimension (targeting for RELEVANT representation)

2. Evaluation of specific city's activities:
   a. Identification of relevant activities not yet implemented with cities (e.g. animal-lines in Lucca, community kitchen in Riga, picnic area in Nitra…..);
   b. Identification of relevant VIS with cross-cutting WPs
   c. Establishment baselines for all identified activities.

Behavioural games update

- About to run them in Nitra (date TBC) and Riga (2nd November)
  - Design is closed in Nitra, some adjustment in Riga
  - Ethics about to be sent for review
  - Materials about to be sent for translation and printing
  - Training session about to be delivered
  - One UREAD member will travel to the cities for the first session to support implementation
  - Fund transfers for the monetary pay-offs are still pending

- Design meeting will happen in the coming months for Cordoba and Lucca
  - In Lucca, we proposed to join forces with IMT Lucca (experts in behavioural games) for the implementation, UNIPI not in favour.

Gender landscapes UPDATE

Pillar 1 – Institutions
Pillar 2 – Lived experiences
Pillar 3 – Health and well-being inequality

- Pillar 1 follow-up (*this can happen with WP5 tasks integration*)

- Pillar 2 is the next big GL step
  - Data collection via the behavioural games
  - Paired with additional geographical mapping

- Pillar 3 preparation
  - Paired with the new baseline required from WP5 and the development of the IN-HABIT app

GENDER LANDSCAPE

Institutions

1

2

3

Health and well-being inequality

Lived experiences

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IN-HABIT

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Thank you!

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