**ICT4D Working Group – Leveraging ICT4D Partnerships for Impact**

**Group 1 - Academics & Practitioners**

**Lusaka, Zambia**

**May 11, 2018**

Exercise 1 - Clarify problems: Impromptu Networking:

“As a practitioner, what do you need or desperately want that academics might be able to offer? As an academic, what do you need or desperately want that practitioners might be able to offer?”

Note that some people provided more than one need; also, some cards had notes from others (part of the interaction in the exercise). For more than one citation, it is noted in parenthesis.

Things academics want that practitioners could provide?

1. Opportunity to test ideas in a real-world environment using network (Naomi)
2. A partner who is interested in doing policy work (Kentaro) (2)
3. People on the ground with global context and experience (Ed)
4. Research to have real world impact
5. Partnership for external work to do joint proposals -> research skills + access
6. Invention and innovation
7. Summary of research to care about
8. Evaluations
9. Access to communities we work with (matching, safeguarding & ethics committees)
10. Dissemination to enable my research to have real-world impact
11. Access to health workers to test
12. Networks

Things practitioners want that academics could provide?

1. Longitudinal evaluation of project impact (2)
2. Help do more rigorous research and M&E (CKO)
3. Cynicism, but communicated well (Matt)
4. Domain expertise in methods (Rao)
5. Innovation & invention (Rao) (2)
6. Analyze and consult (Rao)
7. Partner in impacting policy
8. Evidence of impact of work
9. Training & professional development for staff
10. Rigorous research to show proof/evidence that what they are doing is effective
11. Support for internal M&E and pre-assessment if projects
12. Data is what I need
13. Local context and experience
14. Access to communities I work in, and local context
15. Help with longer-term, lower-priority work -> free labor

Exercise 2 - Finding the best ideas: 25/10 Crowdsourcing:

“If you were ten times bolder, what big idea would you recommend? What first step would you take to get started?” Exchange cards 5 times, rate each idea on 1-5 scale, and then sum the scores.

Here are the top eight ideas from high to low total score:

1. Big idea: A shared global voice/community to demand better approaches from funders, grants and private investors. First step: bring together the disparate global conferences, communities and meetups in each region. Second step: convince DIAL to fun this. (21 points) [8 checks] {Plenary 10}
2. Big idea: a strategic university-NGO partnership that is not based on what might be a one-off project and is multi-dimensional with research, and evaluatory, experiential learning, training/professional development and other aspects. First step: Parallel pilot efforts in different dimensions together with planning dialogue (21 points) [5 checks] {Plenary 16?}
3. Big idea: Form a global community of practitioners and researchers who work together to affect policy (in governments, multilaterals, foundations). First step: start with a small group of practitioners and researchers who work in one specific domain (e.g. maternal health during pregnancy; small holder agriculture productivity; etc. (19.5 points) [8 checks] {merged into #2? for the plenary}
4. Big idea: Joint action for ICT4D research at national scale or multi-countries; follow-up by policy work at regional or global level. First step: funding provided over more than 5-year period (investment) (18 points) [2 checks] {merged into #2? for the plenary}
5. Big idea: Journal of academic studies themes for practitioners, published and used by all NGOs. First step: publish a sample “meta” paper. (18 points) [8 checks] {Plenary 9}
6. Big idea: Social impact enterprise to “productize” inventions form academia. First step: identify actors and structure (18 points) [5 checks] {Plenary 14}
7. Big idea: Participatory development of research. First step: Onsite visit with community to talk with leaders about issues they face. (16 points)
8. Big idea: Experiment with using virtual reality (or relatively new technology) to teach health workers certain skills. First step: find relevant partners who are willing to give time and money. (15 points)

Note that we had a round of narrowing top six of these with the checkmarks voting on the flipcharts (see below). The checkmark totals are in brackets above. The plenary “dots” voting totals are in braces above. The top two initiatives we “signed up” for are highlighted above.

At the plenary, we discussed three goals for the top two WG’s:

1. Define scope of the WG (keep it focused)
2. Define and assign roles
3. Define success for year 1 (by next ICT4D Conf.)

Flipcharts





