# Evaluating Crowdsourcing Open Calls 

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## Measures of evaluation

$>$ Feasibility
>Acceptability
$>$ Context
$>$ Effectiveness
$>$ Cost effectiveness

>Social Innovation M\&E

https://apo.who.int/publications/i/item/social-innovation-in-health-monitoring-and-evaluation-framework

## Feasibility



- \# of times the websites were opened
- \#of submissions
- \# of high-quality submissions (mean score $\geq 7$ )
- Diverse of the participants (age, gender, background, country/region)
- Feasibility of the submissions for implementation


## Acceptability



Acceptability of the contest: How people think about the contest; how willing they want to contribute?

Feedback from the group, especially during in-person events

## 2

Acceptability of the top submissions:
Through post crowdsourcing contest survey;

Through crowd judging

## Example: "PrEP Ready Go" in Thai

During the crowd judging period (June 1- June 20, 2018), our single 'Crowd judging post' was able to 'reach' 22,779 people, meaning that 22,779 people have had this post enter their screen. The crowd also 'engaged' with our post via 'Like', 'Click', 'Share’ and 'view' 9085 times. In addition, the audience watched the four crowdsourced PrEP promotion videos for 5600 time during this 20-day period.


## Context analysis (Main themes generated from the submissions)

- Score distribution
- Challenges, goals, and solutions proposed by each of the submissions to the open call.
- Implementation ideas
- Community engagement plans

Table 3. Summary of Themes Emerging From Open Call Submissions in Terms of Challenges to Safety and Well-being During COVID-19, Submission Goals, and Examples of Proposed Solutions

| Challenges identified in <br> submissions | Submission goals | Examples of proposed solutions |
| :--- | :--- | :--- |
| Safety concerns related to the <br> risk of COVID-19 infection | To promote medical or <br> physical health strategies <br> to contain the spread of <br> COVID-19 | Disseminating protective gear and/or sanitation supplies <br> (eg, masks, gloves, and hand sanitizer); contact tracing; <br> daily case updates; temperature checks; enforcing safety <br> rules (eg, face covering requirements and social <br> distancing); and changing factors that lead to behavioral <br> change, such as increasing awareness of heath risks, <br> changing social norms of face covering, and adding <br> reminders (eg, posters or stickers) of healthy practices to <br> the environment. |
| Limited student development <br> in the mode of remote learning | To optimize the remote <br> learning experience for <br> student development | Expanding access to remote learning resources, providing <br> virtual mentorship or career development training, using <br> virtual reality- or game-based techniques in online <br> teaching, and organizing virtual student activities or |
| social events. |  |  |
| A lack of mental health support <br> and escalation of COVID- <br> related distress | To provide mental health <br> support | Virtual social events, online support groups, and allowing <br> family members to visit students in a safe space that <br> follows the CovID-19 protection rules (eg, face covering <br> and plastic shield between visitors and students). |
| The negative impact of racism <br> and inequities on campus <br> and/or in the university system <br> on health and safety during the <br> pandemic | To address health equity <br> across different groups | Programs to ensure equal access to protective gear, <br> offering food stamps or healthy meals to individuals <br> having food insecurity, work safety and pay increase for <br> low-income workers, and raising the awareness of racial// <br> ethnic disparities in health. |
| Reduced operation of public <br> transportation | To ensure equal access to <br> safe transportation | Increasing affordable on-campus parking, expanding bus <br> services to lower passenger load on a single vehicle, <br> setting up a bus seat sign-up system, and operating direct <br> bus routes between student dorms and grocery stores. |



Costeffectiveness analysis

## GO HOPE! ! !

