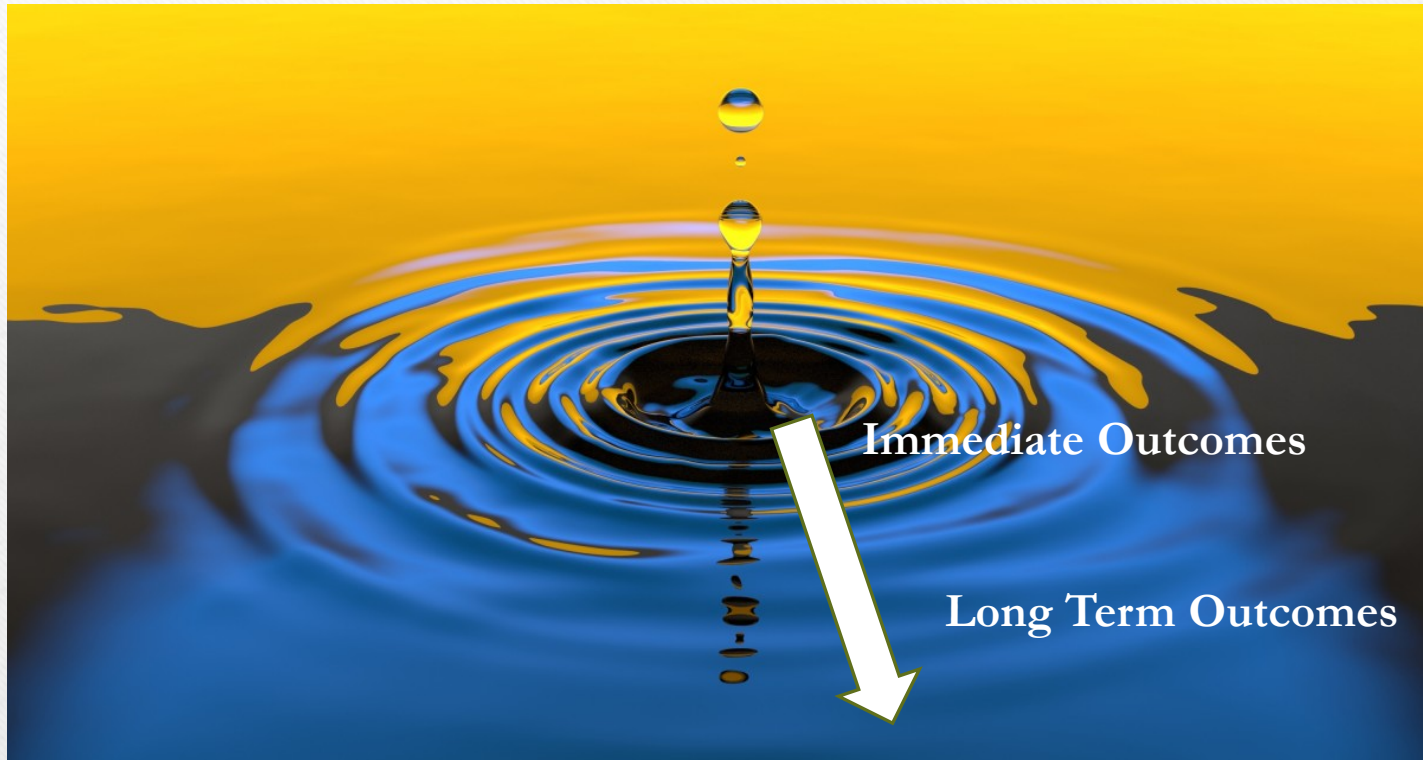


Mapping Program Theory
& Evaluation

The Big Question

- How do we know we know if we are creating meaningful teaching and learning experiences?

Splash and Ripple



Coyne, K., & Cox, P. (2008). *Splash & ripple: Using outcomes to design & manage community activities* (4th ed.). Calgary, AB: Plan:Net Limited and Strathcona Research Group.

Program Theory

the program plan,
blueprint, or
design

the program's "...plan of
operation, the logic that
connects its activities to
the intended outcomes,
and the rationale for why
it does what it does"

the program
conceptualization

Rossi, P. H., Freeman, H. E., & Lipsey, M. W. (2004). *Evaluation: A systematic approach* (7th Ed). Thousand Oaks, CA: SAGE Publications.

Program Theory

1. Program Impact Theory
2. Program Utilization Plan
3. Program Organizational Plan (Logic Model)

1. Program Impact Theory

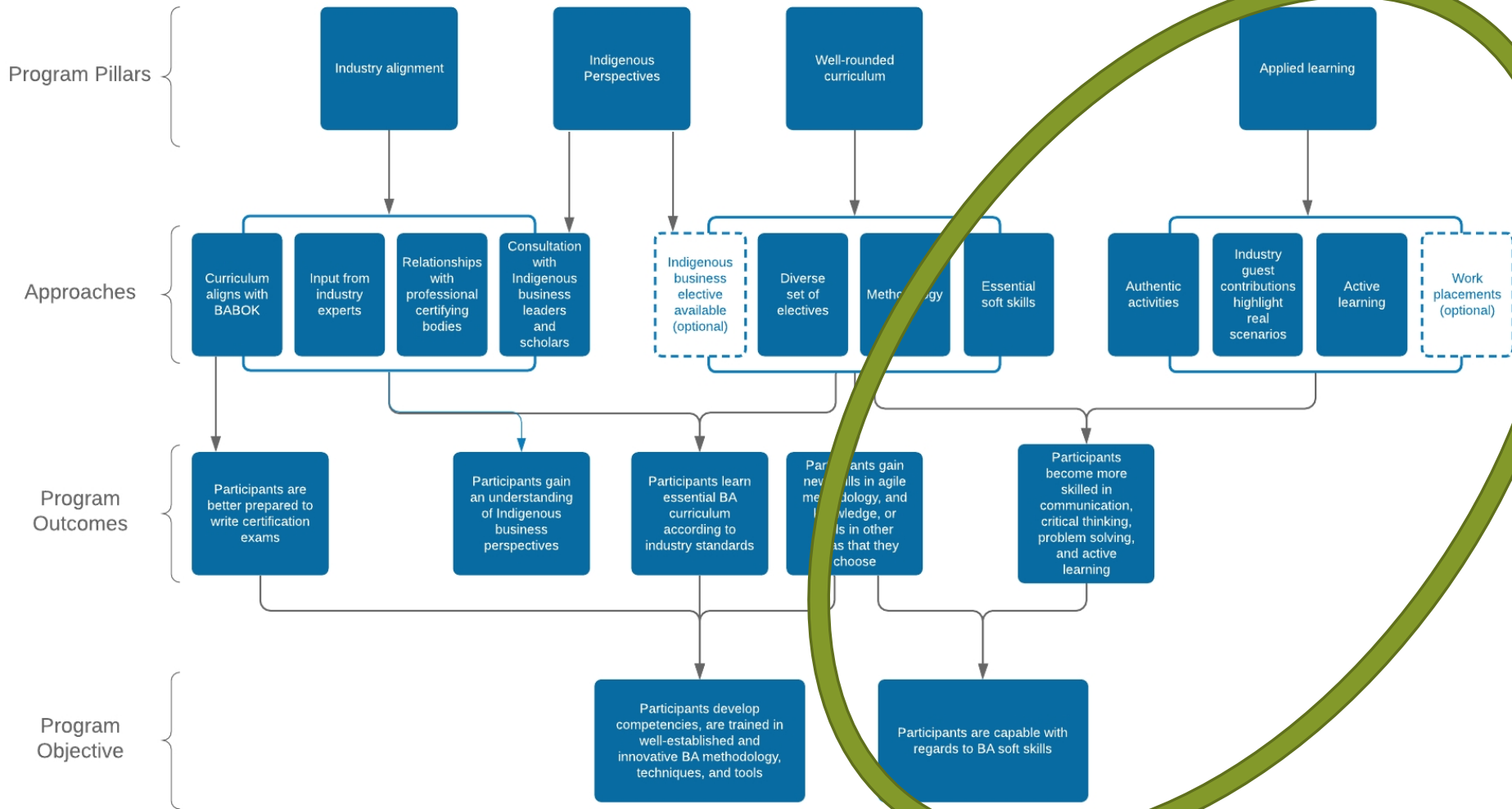
- The Program Impact Theory illustrates the anticipated impact of the program's features on participants. It links the program's pillars to the overall objectives, identifying participant outcomes within this linkage.
- The Program Impact Theory is presented as a flowchart

1. Program Impact Theory

4-tiered flowchart:



Day, R. Kumar, K., Chan, S. (2019) Increasing Program Impact Through Theory-Based Evaluation. STLHE 2019 Presentation. Unpublished.



Program Pillars

Industry alignment

Indigenous Perspectives

Well-rounded curriculum

Applied learning

Approaches

Curriculum aligns with BABOK

Input from industry experts

Relationships with professional certifying bodies

Consultation with Indigenous business leaders and scholars

Indigenous business elective available (optional)

Diverse set of electives

Methodology

Essential soft skills

Authentic activities

Industry guest contributions highlight real scenarios

Active learning

Work placements (optional)

Program Outcomes

Participants are better prepared to write certification exams

Participants gain an understanding of Indigenous business perspectives

Participants learn essential BA curriculum according to industry standards

Participants gain new skills in agile methodology, and knowledge, or tools in other areas that they choose

Participants become more skilled in communication, critical thinking, problem solving, and active learning

Program Objective

Participants develop competencies, are trained in well-established and innovative BA methodology, techniques, and tools

Participants are capable with regards to BA soft skills

Program Pillars

Applied learning

Approaches

Authentic activities

Industry guest contributions highlight real scenarios

Active learning

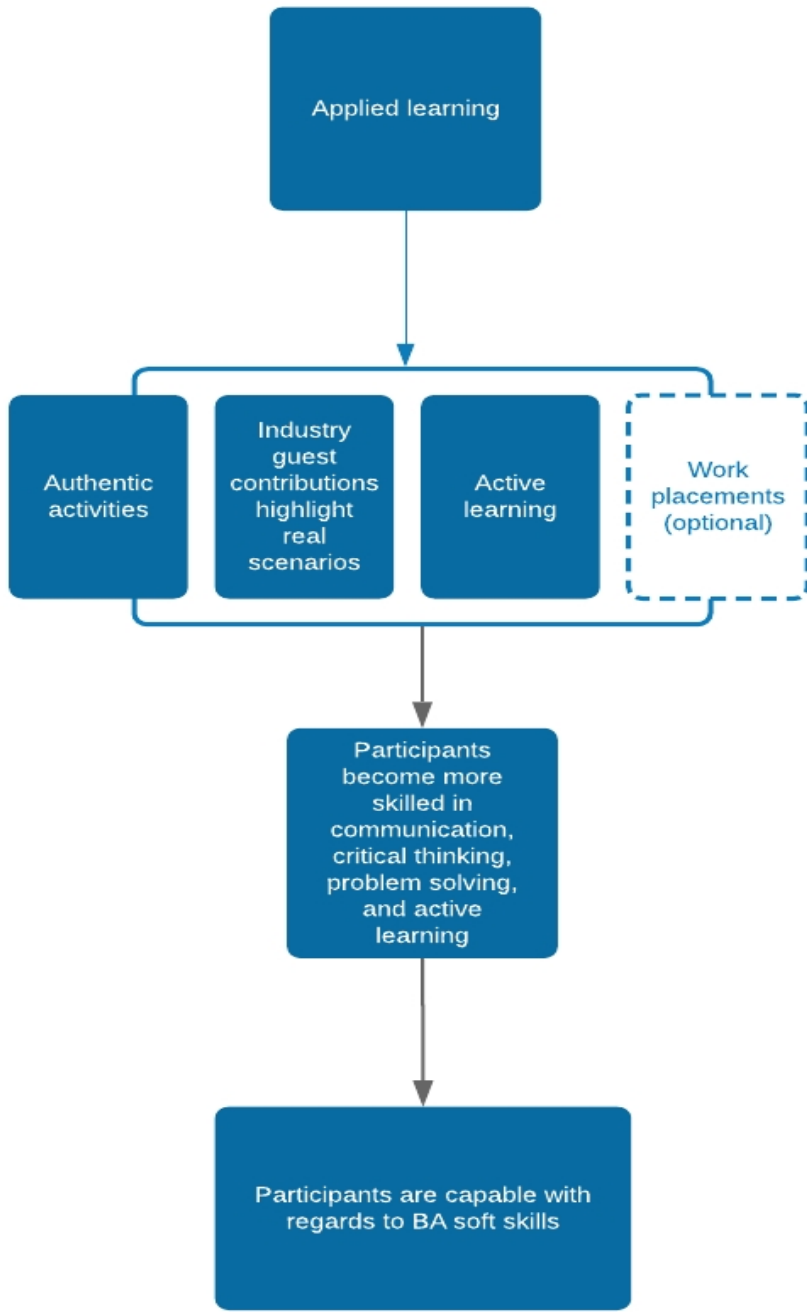
Work placements (optional)

Program Outcomes

Participants become more skilled in communication, critical thinking, problem solving, and active learning

Program Objective

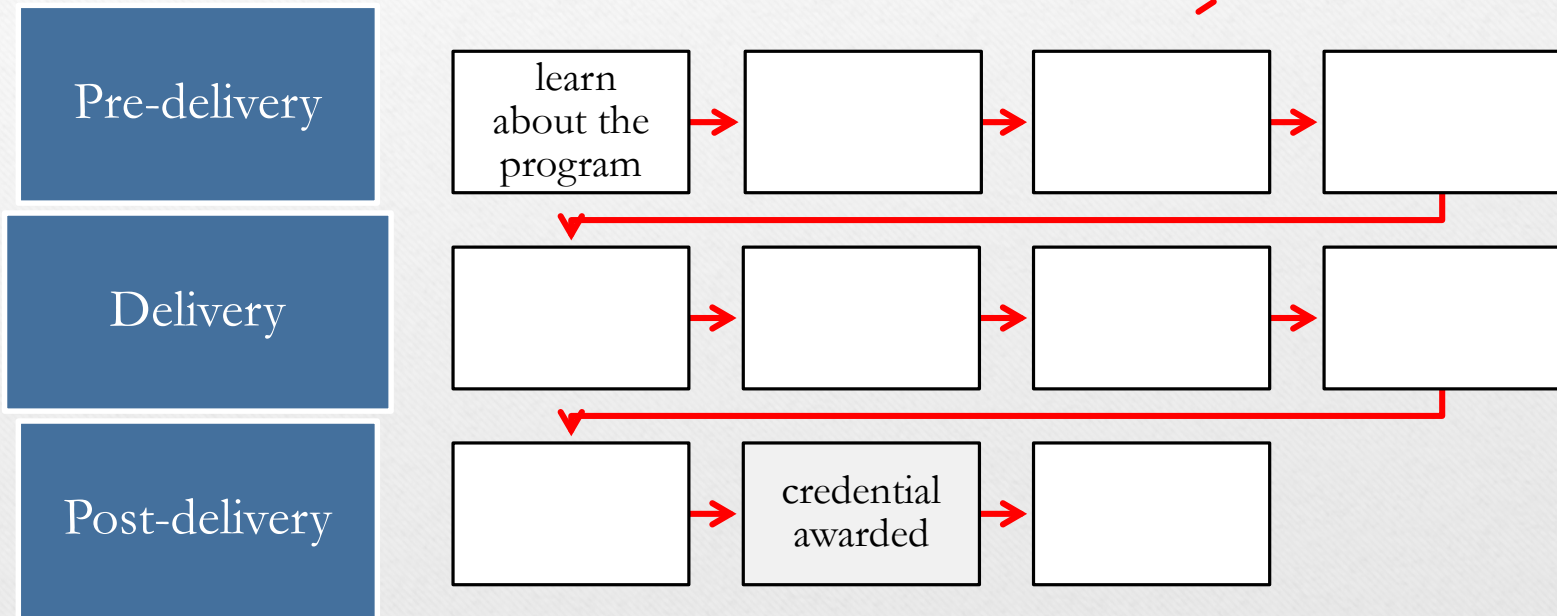
Participants are capable with regards to BA soft skills



2. Program Utilization Plan

- Illustrates pathways of participant engagement with the program, including the desired pathways of engagement that are expected to lead to intended program outcomes and exit points where the program may lose students.

2. Program Utilization Plan



Examples of Exit Points

- Learner does not finish registration
- Learner does not meet the requirements of the program and is not accepted
- Learner fails the course and does not retake it
- Learner withdraws from a course
- Learner does not register for another course in the program

3. Program Organizational Plan (Logic Model)

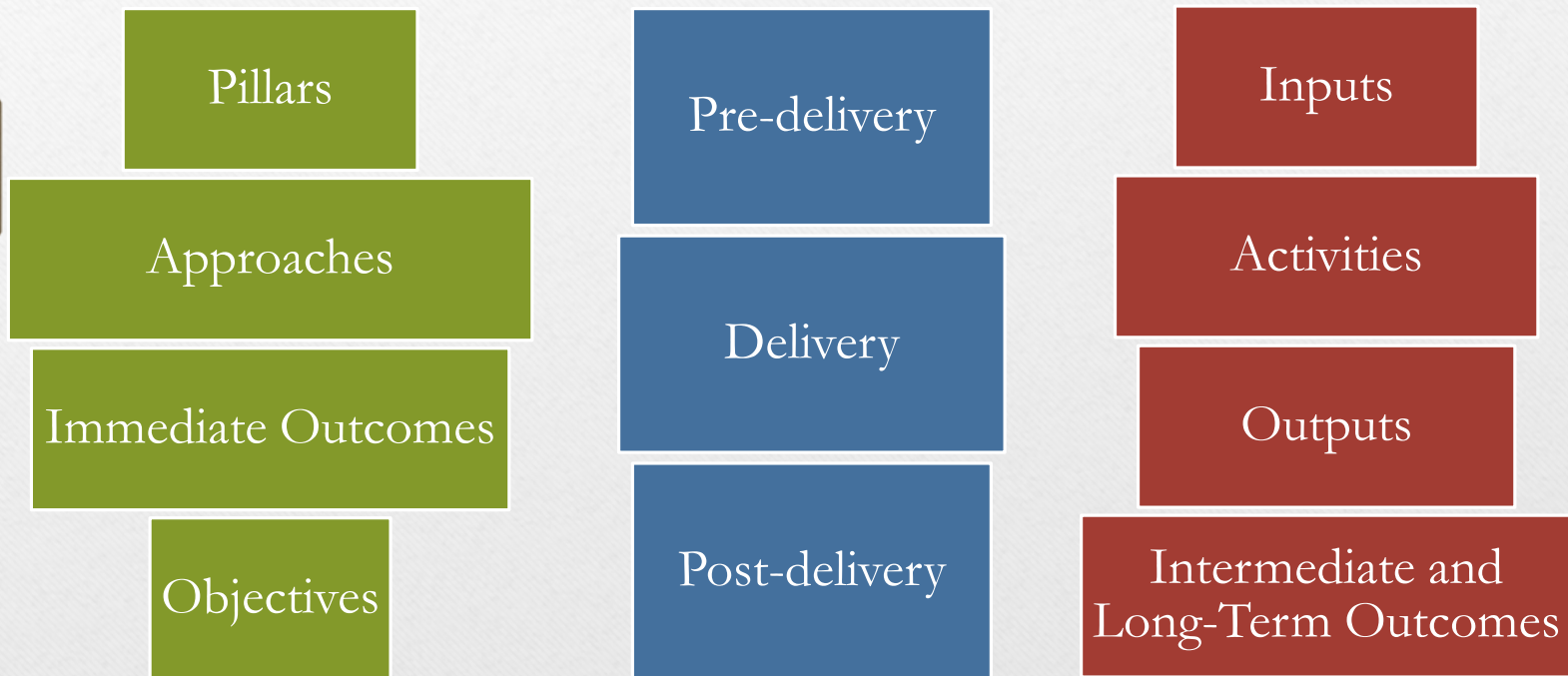
- The Organizational Plan is a high level overview of the functions and activities of the program, and accompanying resource requirements.
- The organizational plan is illustrated via a logic model, with inputs (human and physical resources; often with budgetary implications), activities (essential work that takes place via the inputs), outputs (direct and immediate results of the activities), and outcomes (benefits and ultimately impact of the program).

3. Program Organizational Plan (Logic Model)

Inputs	Activities	Outputs	Immediate Outcomes	Intermediate Outcomes	Long-term Outcomes
Resources	Essential work that takes place via the inputs	Direct and immediate results of the activities	Immediate benefits experienced by learners	Benefits several steps removed from the activities	Broad and visionary program benefits

Adapted from Coyne, K., & Cox, P. (2008). *Splash & Ripple: Using Outcomes to Design & Manage Community Activities*. Calgary, AB: Plan:Net Limited and Strathcona Research Group.

Program Theory: Summary



Applications to Program Evaluation

- Visualizing how programs are intended to function identifies the underpinnings which will be starting points for assessment
- Assessment questions derived from Program Theory

References

- Chen, H. (2005). *Practical program evaluation: Assessing and improving planning, implementation, and effectiveness*. Thousands Oaks, CA: Sage Publications.
- Coyne, K., & Cox, P. (2008). *Splash & ripple: Using outcomes to design & manage community activities* (4th ed.). Calgary, AB: Plan:Net Limited and Strathcona Research Group.
- Day, R. Kumar, K., Chan, S. (2019) *Increasing Program Impact Through Theory-Based Evaluation*. STLHE 2019 Presentation. Unpublished.
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