Research Impact Evaluation Framework: **Building blocks for impact narratives**

Core evaluation questions

- I. Impacts: Who or what changed, in what ways, and how do we know?
- II. Causes of impact: Why/how did changes occur? Which factors or processes caused impact?
- III. Lessons and actions: What lessons can be learned? Which actions should follow to generate impact?

Impacts

la. What changed? (Progress towards goals)

- 1) Instrumental: changes to plans, decisions, behaviours, practices, actions, policies
- 2) Conceptual: changes to knowledge, awareness, attitudes, emotions
- 3) Capacity-building: changes to skills and expertise
- 4) Enduring connectivity: changes to the number and quality of relationships and trust
- 5) Culture/attitudes towards knowledge exchange, and research impact itself

lb. Who changed? (Influencers and influenced)

- 1) Policy-makers (including regulatory bodies; local, national and international)
- 2) Practitioners (public, private, NGO)
- 3) Communities (of place or interest, general public)
- 4) Researchers (within and beyond the project and institution)
- 5) Other

lc. How do we know? (Evidence and feedback)

• Which indicators and methods should be used, and questions asked, to demonstrate impacts, and progress towards generation of impacts?

Causes of impact

II. Why/how did changes occur?

- 1) **Problem-framing:** Level of importance; tractability of the problem; active negotiation of research questions; appropriateness of research design.
- 2) Research management: Research culture; integration between disciplines and teams; promotion of research services; planning; strategy.
- 3) Inputs: Funding; staff capacity and turnover; legacy of previous work; access to equipment and resources.
- 4) Outputs: Quality and usefulness of content; appropriate format.
- 5) Dissemination: Targeted and efficient delivery of outputs to users and other audiences.
- 6) Engagement: Level and quality of interaction with users and other stakeholders; co-production of knowledge; collaboration during design, dissemination and uptake of outputs.
- 7) Users: Influence of knowledge intermediaries, e.g. 'champions' and user groups; incentives and reinforcement to encourage uptake.
- 8) Context and contingencies: Societal, political, economic, biophysical, climate and geographical factors, risks and uncertainties.

Lessons and actions

III. Lessons learned for impact identification and generation?

- 1) What worked? What could (or should) have been done differently?
- 2) What could (or should) be done in the future?

