

Webinar: The Logic of logic models

A logic model can be helpful in evaluating but also planning, implementation stages of change. A logic model can be as simple or as complex as you want. If you google logic models you will get hundreds of examples, so today's webinar is a short basic logic model overview to get you started.

In the past we have found it helpful to liaise with a project team or support person when developing a logic model – it can lead to interesting discussions and sometimes even boost engagement with an idea or change process

We like to think of a logic model as a description of what is required to achieve the project outcomes or fix the problem. By working in this way, it can help you think how you might evaluate each of these steps

There are common components of logic models that you should be familiar with

Inputs/resources	refers to the raw materials of interventions it can include time, space or things
Activities	the actions and processes through which inputs and resources are utilised, in some models they can be referred to mechanisms or drivers
Outputs	what was produced – the link between the activities and outcomes for example patient behaviour or knowledge
Outcomes	sometimes this is split into short term and long-term outcomes and refer to what has changed
Impacts	usually a longer-term result of the change and can be difficult to measure

Each of these components can be linked to a related evaluation question

Inputs/resources	Activities	Outputs	Outcomes	Impacts
Did you have enough resources? What is the value of these resources?	Were strategies delivered as planned?	Did practice change?	Did you fix the problem?	What is the impact of solving that problem?

We recommend you start with your outcomes – what is the problem that we want to fix and work backwards when completing a logic model –let's work through a simple example together

Problem:

I'm tired – I know that a coffee will help me feel more alert

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What is the outcome I'm trying to achieve? To feel less tired

- What activity should I complete to achieve this outcome, and what are the outputs and inputs?

Inputs/resources	Activities	Outputs	Outcomes	Impacts
Money Time	Going to the café to get a coffee Getting a cup of caffeinated coffee	Drinking the coffee	Less tired	Achievements
Did you have enough time? Did you have enough money? What was the value of these resources?	Were these activities completed as intended? How were these activities completed, if not why not?	Was the cup of coffee consumed?	Did alertness increase?	Did feeling less tired have an impact on the day's outputs? What was the value of this achievement?

When evaluating the 'value' of an intervention it's important to consider both the input and outcomes for example if the coffee cost \$25 OR I had to drive 40mins to the café that may change the 'value' of the outcome. This may be something to consider in your TRIP project or change process.

Another concept to consider (depending on your time and resources) if there is good evidence about the effectiveness of a change ie: we know that coffee increases alertness and will assist in achieving more that day, a TRIP project is applying this evidence into practice - we may not need to evaluate the outcome ie: how alert I am or the impact

Instead, evaluating the activities and outputs ie: 'did I receive the intervention as intended ie: get a coffee and drink it' may be an adequate evaluation measure depending on the purpose and the audience of evaluation.

In a TRIP project you are translating evidence into practice therefore you may not need to measure all outcome and impact measures instead measuring the 'implementation of the evidence' ie: activities and outputs could be adequate and we explore this concept further in "implementation vs. intervention outcome" webinar.

Remember, a logic model is one tool to support your practice change and it can be a useful to structure your thinking and approach to evaluation and assist in the planning and implementation stages of change.

Pour

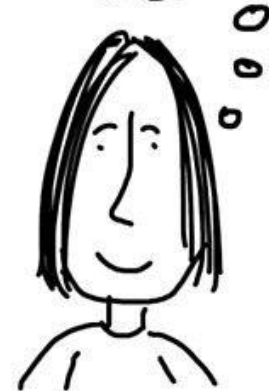


Input

Sip



Output



Outcome

Cartoon by Chris Lysy