

DRG Mission Use of Evidence (MUSE)

Findings and Guidance for DRG Activity Planners

There are different kinds of evidence and we use evidence at different points in the design process. The different types include:



Research evidence, or systematic research that tests hypotheses, includes impact evaluations, systematic reviews, and many academic studies.



Contextual evidence, or research centered on a particular time and place, includes most USAID assessments, political economy analysis, and local data sources.



Experiential evidence, including past and personal experience, may entail input from technical experts, lessons learned exercises, and some performance evaluations.

The design process has five major decision points that can be informed by the various types of evidence. By completing a template like the one below, planners can plan strategically to find and apply appropriate evidence throughout the process.

Decision point		Type of Evidence (research, contextual, experiential)	How will evidence be collected, and by whom?	When and how will findings be incorporated?
Ë	Strategize the problem to address			
	Diagnose the problem and its causes			
	Prescribe the best programmatic approach			
	Inform refinement of the approach			
E	Target who should receive the approach			

Activity planners tend to do a good job of incorporating contextual and experiential evidence but could do more to incorporate research evidence.

8

Reported using

contextual

evidence

But a smaller

reported using

research evidence



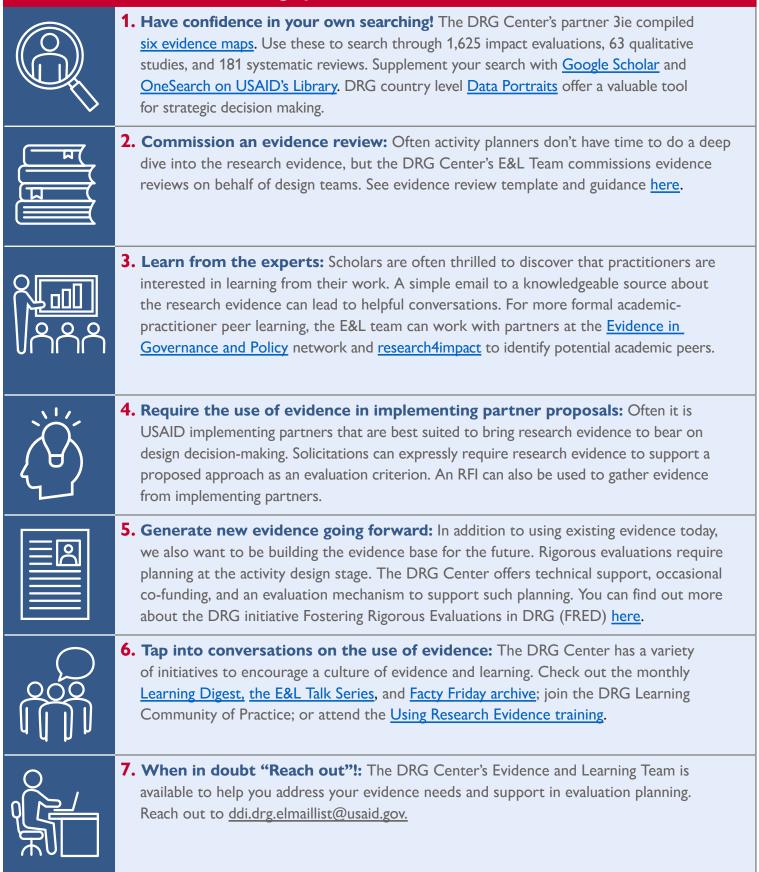
10% Reported using experiential evidence

41%

Percentage of Respondents Listing Each Source as a Significant Influence on the Activity Design (n=88)



There are a number of measures activity design planners can take to increase the use of research evidence in the design process.



The MUSE study: The findings and guidance in this document are derived from the <u>DRG Mission Use of Evidence (MUSE): Lessons from Evidence</u>. <u>Utilization in USAID DRG Activity Design study</u>. This study included a survey of DRG activity designers, follow-up with select respondents, key informant interviews, a document review, and coding and analysis of recent requests for proposals.