Using evidence-informed codesign to build community-driven violence prevention programs: A structured approach to academic-practice partnership

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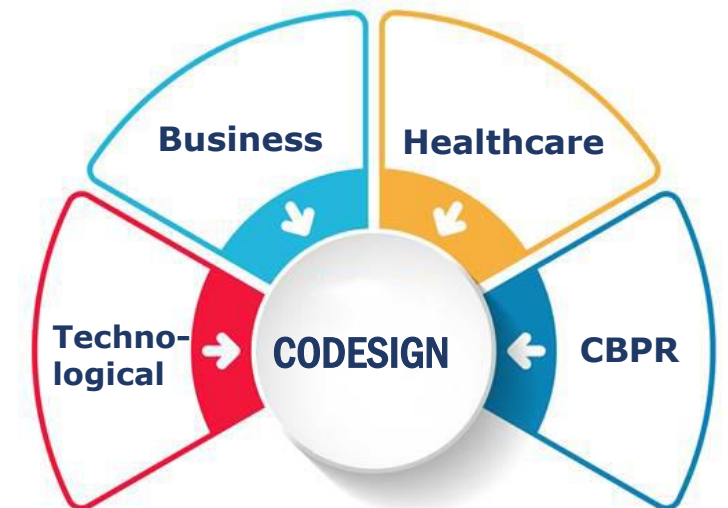Larry F. Norman, Director, Hilltop Center4Excellence

Background

- "Evidence use" research is the study of how knowledge from systematically collected knowledge is used in real world decision making. Weiss, 1979;

- In this framework, evidence can be applied inappropriately or inconsistently.

- This challenges frameworks that views the uptake of evidence-based practices as unquestionably valuable.

- But also leaves the question open regarding better methods of evidence translation.

Theory & Rationale

- A fallacy of recent applications of evidence in practice and policy, e.g., evidence-based practice mandates, is that they fail the test of translating insights from systematically collected knowledge in a "reasonable manner" (John Stuart Mill, on Liberty).

- People may believe the truth but without understanding, which Mill equates to a "prejudice." Without the presence of conflicting opinions, people cannot understand their own beliefs.

- A separate but related critique from an equity perspective is that we need to methods to draw "what is useful" from the academic knowledge base, but in a way that does not shift exclusive expertise to academics and other purveyors of this type of knowledge.

Theory & Rationale

Conceptual synthesis of four different models of co-creation: Technological, Business, Healthcare, and CBPR (Greenhalgh et al., 2017)

❖ Systems Perspective: Organizations are emergent

❖ Research as a creative endeavor

❖ Process is as important as products

Theory & Rationale

Name	Description
Co-production	1970's: Citizens participating in service design and delivery produces public benefits (Ostrom)
Co-creation	Operational co-creation: Business (Ramaswamy). "Model 2" relationship (Gibbons) "Bricolage" (Van D Ven, Johnson). Three principles: Systems perspective, research as creative enterprise, quality of partnership (Greenlaugh)
Participatory design	Consumers and user involvement (Davies). 1960's in Scandinavia; computer software (Verbiest).
Experience-based Co-design	Identify key "touch points" (emotionally sig. points) (Donetto)
Co-Knowledge Transfer	Drive a shared understanding of a problem and its solutions (Powell)
Co-design	Facilitated design using research syntheses (Szebeko & Tan; Greenlaugh)

Claimed Outcomes

- ❖ Products are more valued and enduring

- ❖ Shared power between academic and nonacademic partners.

- ❖ Participants' involvement leads to buy in and sustainability of developed innovations

But what is the role of research?

- Action research and CBPR are explicitly research endeavors
  - Goal = create knowledge for local use (similar to program evaluation)

- Participatory Design does not require research
  - Goal = create innovation

- Codesign views "Evidence" or "Research" as a valuable information source that should be balanced against other knowledge sources in program, product, or policy development.
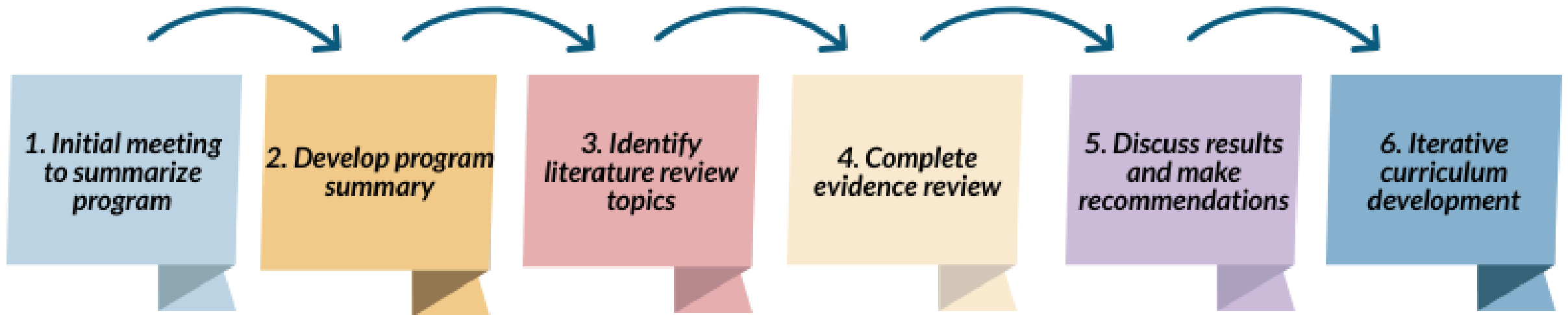
Case Study

Program Target Population and Eligibility

The Hilltop Awareness Center 4 Excellence (Hilltop) is a community program founded in 2015 by Larry Norman. Hilltop aims to serve African American youth and families in the Hilltop area of Tacoma who were and continue to be impacted by the War on Drugs (1985-2000). The Center entered into a partnership with the Pierce County Juvenile Court (PCJC) in 2019 to begin offering a court diversion program. The program is intended for youth on a 2nd or higher Diversion. Youth are offered the opportunity to participate with Hilltop in lieu of formal court processing. The diversion program serves youth who are directly or indirectly (family history) impacted by one or more of the following: (1) generational trauma, (2) incarceration, (3) alcohol and substance use, or (4) single family parents.

Codesign Phases

Curriculum Road Map

Community Partner Perspective

Larry Norman
Awareness Center 4 Excellence

Larry F. Norman, Director, Hilltop Center 4 Excellence

"It would be so great to work with professional people that have an earthy interest in grassroots or ground level development. It's either usually been you are sitting in with the group that's the planners and the developers or you are at the grass roots level sitting up there looking up there trying to go like "man, we have all these great ideas and we'd like to get them off the ground." It's usually never where you have that combination. This has been one of those first times for me."
(call from 7/28)

Concluding Thoughts

❖ **Capacity:** Codesign may place a number of capacity demands on the researcher because researchers tend to become involved in program development or redesign as a result of their own interests and professional motivations.

❖ **Roles:** To the degree that the researcher's stakes are tied into a finished product, they are likely to take on multiple roles (facilitator, gatherer/information, evaluator).

❖ **Research Influence**: The research informed elements of a design process can be identified. A structure for mini peer review or use of established common elements (e.g., Michie's BCT) could increase the credibility of the researcher's recommendations for external audiences.