

RGC's Competitive Research Funding Schemes, 2022-23

“Pathways to Impact”

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Research Impact

Academic Impact

- advancement of academic knowledge, journal articles, books, citations
- Theoretical and empirical contributions, across and within disciplines

Impact in the Real World

- Must be **specific, measurable**, achievable, realistic, and **time-bound**
- Contribution to economy, culture, education, environment, health, politics, social and technology

Different types of Impact (by Mark Reed)

- Understanding and awareness
- Attitudinal change
- Economic
- Environmental
- Health and well-being
- Policy
- Other forms of decision-making and behavioural impacts
- Capacity or preparedness

Professional practices (Psychology, SWK, Business, Accounting, Economics and Finance, Law, Education)

- Shaping professional practices which lead to improvement
- Influencing the methods, ideas or ethics of any profession
- Informing or influencing the development of expert systems in areas such as human resources, accounting, and financial services.

Business and Economics

- Innovative entrepreneurial activity through designing and delivering new products or service
- Attract investment
- Contribute to a company's costs and revenue
- Increase economic return through increased productivity or economic growth
- Change organizational culture and practices
- Predict development

Arts, Humanities, Social Sciences

- **Providing** expert advice to governments, NGOs, charities and the private sector locally and internationally, and thereby **influencing** policy and/or practice
- Generating **new ways** of thinking that **influence** creative cultural practice
- **Creating and supporting new forms** of artistic, literary, linguistic, social, economic, religious expression.
- Contributing to **economic prosperity via the creative sector** including museums, galleries, tourism, television, films, fashion, and computer games.
- Research (ethnic, religious, communities) **used** by government, NGOs, charities or private sector to address needs of communities.
- **Improving** social welfare, social cohesion
- **Enhancing** knowledge and skills of public

- Preserving, conserving, and presenting **cultural heritage**
- Influencing the design and **delivery of curriculum** and syllabi in educational institutions where the impact extends beyond the University
- Facilitate self-learning
- **Developing stimuli to tourism** and contributing to the **quality** of the tourist experience
- Contributing to processes of **commemoration, memorialization and reconciliation**
- Expanding **communication**

In sum: Impact – CHANGES

- products, new practices, policies
- Behavioral change
- Shaping public discourse/opinions
- Enhance awareness and understanding
- Empowering certain group of people

How is impact achieved?

- Reach: the audiences
- Engage: interact with those audiences
- Change: to achieve changes
- Amplify: widespread, lasting, local, national, international,

Identify potential beneficiaries

Who will be benefited?

- Individuals (gender/class/ethnicities)
- Organizations (professional bodies, private sector entities, industry)
- Public sector:

Schools, colleges, lifelong learning institutions

Cultural and leisure service sector

Health and wellbeing agencies

Local authorities, strategic bodies

- Voluntary Organizations, NGOs
- Communities (ethnicities, class, religion, localities, etc.)
- Governments (specific office/bureau
- Locally, regionally or internationally (where)

Reach and Engage the potential beneficiaries

- Set up a Steering committee or lay advisory committee/involvement group to include different stakeholders which are potential beneficiaries.
- Working or co-creating with external partners (which can be individuals, groups, communities, organizations, practitioners)
- Listen to the needs of different stakeholders, invite them to shape the design of the projects, to ensure maximum impact.
- Engage the potential beneficiaries before, during, and after the project in different ways.

Pathways to impact:

Outline potential **beneficiaries** and users of the research

Time-scale: short-term, mid-term, long-term

Scope: geographical, community, sector

Required resources

Detailing the **activities** that will increase the potential economic, social, cultural, technological impacts being achieved.

Impact activities

- Application and exploitation: identify the *mechanism* for potential exploitation, both commercially and non-commercially
- Communications: use different methods, publicity materials, websites, social media
- Engagement: how have beneficiaries been engaged? Outline activities to work with these beneficiaries/organizations/groups
- Collaboration: how collaboration and partnerships within the project will be managed and will form part of the pathway towards economic and societal impacts, roles of all parties
- Capacity and involvement: who is in charge of communication and exploitation activities
- Dissemination plan

Measuring, managing and evaluating impact

- Think of the impact of your project in terms of its reach at different stages of your research

Impact: shortly after the project

Impact: occur some time after the project

- Include milestones and timescales for delivering the impact activities set out within your pathways to impact. For instance, monitoring and evaluating pathways to impact every six months, advisory groups to shape future activities, using questionnaires, stakeholder surveys, collecting website statistics.
- Scale: how well-spread is the impact?
- Significance: How large the benefits are likely to be?
- Costs

Useful resources:

- <https://www.ugc.edu.hk/eng/ugc/activity/research/rae/2020/impactsubmissions.html>

https://www.youtube.com/watch?v=gfB_setJ8lw

https://www.youtube.com/watch?v=EFiM_9hkwj0