Crisis Action | Evaluation

GOOD Project ID: #46

Part A   GOOD Scorecard

#	Questions	Points	Rationale
1	**PEOPLE** Does the proejct solve pressing societal challenges?	**Score**	
1-1	**Improving Livelihoods** Does the project improve people's well-being, health or living conditions? Does it improve access to basic goods and services?	**9**	Crisis Action does everything in its power to protect the civilian population in crisis or war zones from attack
1-2	**Reaching those in need** Does the project address people at risk, i.e. vulnerable or marginalized groups or people who live in precarious circumstances or in extreme poverty?	**9,5**	Focus on communities that are directly threatened by military action
1-3	**Social cohesion and prosperity** Does the project promote tolerance, inclusion, social participation, gender equality or peaceful coexistence? Does it significantly generate new, fairly paid jobs and thus contribute to prosperity?	**10**	Peacebuilding and conflict alleviation is the overarching goal of Criss Action
		9,5	
2	**PLANET** Does the project protect our environment and conserve natural resources?	**Score**	
2-1	**Saving our planet** Does the project help to conserve or to restore terrestrial or marine ecosystems? Does it protect biodiversity? Does it help to counteract climate change?	**4**	The effect is only indirect: Crisis Action helps to stop the senseless destruction of nature in the context of armed conflicts.
2-2	**Sustainable use of natural resources** Does the project boost a mindful use of scarce natural resources? Does it contribute to a circular economy? Does it bring about behavioural change or a change of mind-set to engage for the environment or animal welfare?	**7**	Warlike conflicts consume vast amounts of resources and set back efforts for sustainable development by far: be it through the military operations themselves, be it through the shifting of political priorities,
2-3	**Leading by example** Does the implementing organisation keep its own ecological footprint low? Are there self-commitments or certifications for environmental protection or climate neutrality in place?	**7**	Crisis Action works through time-limited, highly effective campaign formats, has itself a very small environmental footprint
		6,0	
3	**GAMECHANGER** Is the solution innovative, inspiring and has the power to drive real change?	**Score**	
3-1	**Social Innovation** Is it a new, inspiring concept, which tackles a social or environmental challenge in a different, possibly disruptive manner? Is the solution convincing and can inspire people in different places?	**9**	Crisis Action is developing new, high-impact formats to trigger peace- and democracy-building processes beyond the well-trodden political paths - in many crisis locations around the world.
3-2	**Entrepreneurial Spirit** Does the team demonstrate initiative, agility and entrepreneurial spirit? Does it have the ambition to unleash the full potential of the idea? Does the team count on cooperation and knowledge sharing to scale its positive impact? Is the underlying business model convincing?	**8,5**	Crisis Action is an agil organization with a lot of entrepreneuriual spirit. It contrast to the slower, more rigid processes in politics, diplomacy and administration.
3-3	**Implementing power** Does the team have the necessary resources or growth strategy to move forward? Does the project have a governance structure that balances purpose and profit?	**9**	Crisis Action works in a highly professional manner and has been awarded, among others, the renowned Skoll Award.
		8,8	

4	**WIN-WIN** Can we support the project effectively with our means?	**Score**	
4-1	**Leverage** Can we make a difference with our financial support, media work or mentoring? Is the project still young or is it at a critical stage of development? Does the project benefit from the additional visibility?	7	Crisis Action is well established. The core benefit is in further raising the organizations visibility, hence raising awareness for their type of work.
4-2	**Good Timing** Is there a specific occasion, such as an ongoing crowdfunding or media campaign, that we can support? Is the subject particularly topical? Is the type of solution a gap in our portfolio?	9	The issue is highly topical. The security situation in the world has deteriorated drastically. There is no de-escalation in sight in the Ukraine conflict. In several other countries, totalitarian structures or military conflicts are putting civilians increasingly at risk.
4-3	**Community Engagement** Is the project connected to a region where the GOOD community is strongly represented? Was it recommended or honoured by the impact community? Was it selected through a community vote?	8	The question of what can be done at the civil society level to create peace or - where not possible - at least to protect the civilian population is on the minds of most of us. With Crisis Action, we are addressing an issue that affects us all.
	Score	**8,0**	

Part B	Contribution to the 17 Global Goals		
Severity	**Reason**		
✱✱✱	**SDG #16 – Peace, Justice, and Strong Institutions** Crisis Action supports peacebuilding processes through campaigns and targeted collective action		
✱✱✱	**SDG #17 – Partnerships for the Global Goals** Building innovative alliance across sectors and regions to give civil society a voice in armed conflicts		
✱✱	**SDG #3 – Good Health and Well-Being** Protect civilians in armed conflicts as the ultimate goal		
✱✱	**SDG #10 – Reduced Inequalities** Crisis Action exposes war profiteers and hence campaigns for a world with less inequalities		

Part C	Explanation		
	Scorecard		**17 Goals**
Method	The scorecard consists of 4 sections of three questions each, all equally weighted. It reflects the aspects which we consider to be most important. The choice of criteria is explicitly intended to encourage reflection. For example, a project is not necessarily less valuable if it scores lower in the "Planet" category, as not every project aims to protect our planet. Nevertheless, the distinction between People and Planet helps to better understand the core objectives of a project, which cannot be described by the SDGsa lone. In the context of sustainability, it is often referred to people, planet and profit, or progress, or prosperity. For us, the third "P" clearly is integral part of the People dimension and if furthermore reflected in the section "Gamechanger" where we analyze the power of a project to drive social change.		We link all the projects we support to the 17 SDGs. The scorecard is designed in such a way that solutions that contribute to a large number of SDGs tend to score significantly higher than those narrowly focused on only one or very few SDGs (like e.g. a wind park in the Western hemisphere). We weight the SDGs by awarding 1 to 3 stars for each of the SDGs to which the project makes the most relevant contribution, for a maximum total of 10.
Legend	The evaluation takes place on a scale of 0 to 10 points and is converted into percentages in the chart on the GOOD website. To what extent does the respective scorecard question apply:		
0	**not at all ("Kick-out criteria")**		
1	almost not (10%)		
2	not really (20%)		
3	only to a very limited extent (30%)		
4	to a certain extent (40%)		
5	**to a good extent (50%)**		
6	to the majority (60%)		
7	to the great majority (70%)		
8	almost entirely (80%)		
9	entirely (90%)		
10	**exceptionally (gamechanger) (100%)**		
Current evaluation			
Date	28. Februar 2023		
Expert	Dr. Andreas Renner		
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