

Using SenseMaker® – A quick guide

We're using SenseMaker® because it captures stories, and creates statistical data through people's responses to questions about their story. It's very straightforward to use and you can use it to share your own story, or to help someone else share theirs.

Our survey has three pages – depending on how much you tell us, it takes about 30 minutes to share one story and respond to the questions. Your progress isn't saved until you submit the story on page 3 so you will need to make sure you have time for the whole thing.

This quick guide will be most useful when you are looking at our SenseMaker® survey:

<https://merlion.sensemaker-suite.com/Collector/collector.gsp?projectID=MtM&language=en#Collector>

Page 1

Page 1 tells you about the project and checks that you are happy to be involved. All stories and data are anonymous and we will hold all information we capture securely.

As part of the project reporting, we will share some of the stories we capture alongside the data that they generate. People can choose to:

- allow the project to share their story and the data it generates (top box)

Or:

- they can just share the data (bottom box).

For those that only want to share the data, the process is exactly the same, but the project will know not to share the story any further.

If you are supporting someone else to share their story, please make sure they understand what they're consenting to.

Page 2

Page 2 is the survey and has 23 questions on it – a number of these only require ticking a box.

First a story is typed in, or written down if you're using the paper version. The story is given a title and then there are questions about the story.

We take privacy very seriously so please don't use real names in the story.

Questions 5 – 9

These questions are triads – triangles with a statement or question above them, and words at each corner that are responses to that question. They have a ball in the middle of them.

To respond to a triad, you click or press and hold the ball, then move it closest to the response you want to give. The more strongly you feel something, the closer the ball should be to those words. If all three things apply equally, then the ball will be in the middle. If two apply more than the other one, the ball will be closer to those two. If one applies more than the other two, the ball will be closest to that one.

If you're helping someone else, they may be able to move the ball themselves, or you can move it to where they say is best. If you're using a paper copy, you put a dot or a cross in the right place on the triangle.

All triads have a box under them to tick if 'none of these' apply.

Questions 10 - 12

These questions are sliders and you move the marker to give your response. Our sliders have less good situations at both ends, meaning the middle is where things were about right. There is no right or wrong answer to any of the questions on this survey, we just want to know what people's experiences were like.

All sliders have a box under them to tick if it's 'too hard to say' for any of the questions.

When responding to triads and sliders, the balls and markers will turn blue when you have pressed, moved and released them. You can continue to move them after they've turned blue.

Questions 13 – 21

These questions provide extra information about the story and the person who has shared it. They help the project to analyse and understand the information we've collected.

Question 22

This asks if someone is sharing their own story or if a Listener has collected it. If a Listener has collected the story, they are asked to provide their unique identification number.

The unique identification number is the last six digits of the Listener's mobile phone number (or landline if they don't have a mobile). This information helps the project understand more about how stories are collected and, for those Listeners that are earning Time Credits, this will enable Measuring the Mountain to let Spice know how many stories each unique number has collected.

Page 3

On this page the story is submitted. You won't be able to move to this page unless you've written in the story box, given it a title and responded to the triads and sliders. The story and the responses to the questions cannot be changed once they've been submitted.



For more information about Measuring the Mountain, registering for Time Credits and other aspects of the project including the Citizens' Jury, please visit our website www.mtm.wales / www.mym.cymru