

Issue Assessment Chart

CRITERIA:	Broadly felt?	Deeply felt?
<p>Questions:</p>	<ul style="list-style-type: none"> • How many people are potentially affected? • How many people know they are affected? • Would more people be affected if they knew more? • What percentage of the community or workplace is affected? • Are other communities or workers potentially affected? • Does the issue split people from each other, or unite them? 	<ul style="list-style-type: none"> • Who cares about the problem? • Why is the problem important to them? • How serious is the problem? • How long has it been a problem? • Have there been other attempts to solve the problem? • Do people still care about the problem, even if earlier attempts to solve it have failed?
Can it be understood?	Has a target?	Solvable?
<ul style="list-style-type: none"> • Can the problem be described simply and quickly? • Can only people who are directly affected by the problem understand it? • Is it necessary to have “expert” knowledge to understand the problem? • Can the problem be described effectively by many people, or only a few? • Is there enough background information that challenging questions can be handled effectively? 	<p>Can people be identified who have caused the problem?</p> <p>Can a person or set of people be identified who has the power to solve the problem? (the “target”)</p> <p>Are these people accessible to the people affected by the problem?</p> <p>Who influences the potential target’s decisions?</p> <p>What are the reasons the target would / would not be willing to solve the problem?</p>	<p>Is there a clear, concrete solution to the problem?</p> <p>Can the solution be achieved by the decision of a target, or targets?</p> <p>Are there smaller solutions that can lead to bigger solutions? (different levels of “winning”)</p> <p>What is needed to win, in terms of people power, money, expertise?</p> <p>Do the resources of the workers or community members match what is needed to solve the problem?</p> <p>Can the problem be broken down, or reframed, to make it more winnable?</p>