Application Infokit

Are you passionate about creating impactful, innovative and sustainable solutions to better the lives of persons with disabilities?

The Enabling Lives Initiative (ELI) Grant brings together innovative, scalable and impactful solutions to help persons with disabilities.
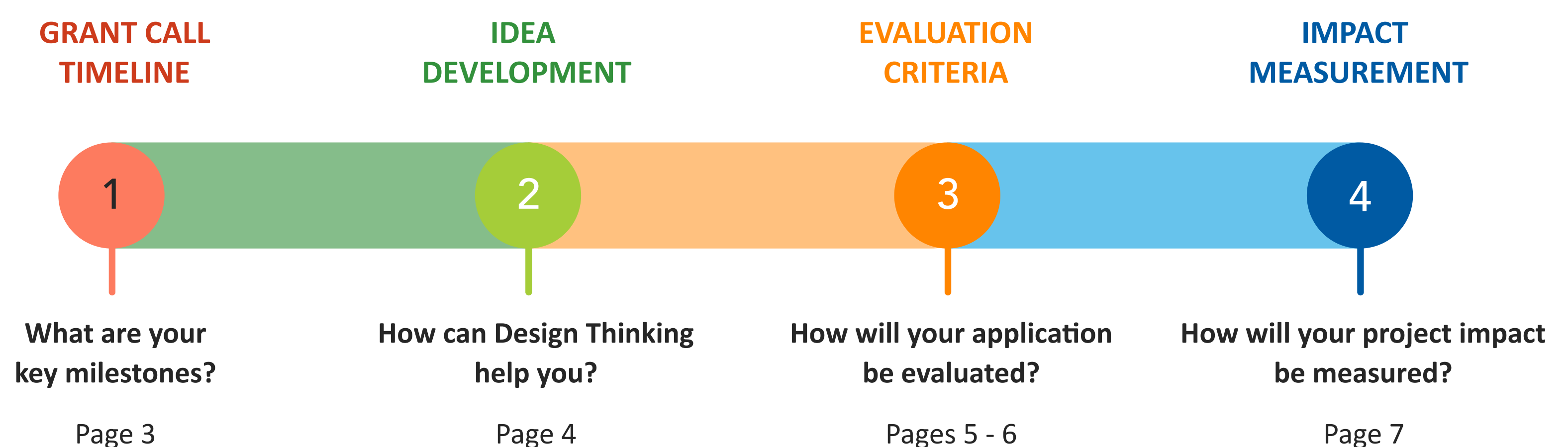
In this Infokit, you will find important information about the Grant, such as,

• Key milestones and timelines,

• Tips on how to develop a strong proposal,

• ELI Grant's evaluation criteria,

• How grantees can ascertain the impact of their solutions.

Grant applications can be complicated sometimes but we hope that with the help of this infokit, your journey will be less of an odyssey.

CONTENT OUTLINE

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What are your key milestones?	How can Design Thinking help you?	How will your application be evaluated?	How will your project impact be measured?
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1 GRANT CALL TIMELINE
What are your key milestones?

GRANT CALL OPENS
Reveal of Grant Call Theme
and Problem Statement

GRANT CALL CLOSES
Deadline for submission
of applications
2 months after Grant Call opens

GRANT CALL ACTIVITIES
Grant Call Sharing Session
and Workshop(s)

EVALUATION
Evaluation commences.
ELI Team may seek clarification
on your proposal

INVITATION TO PITCH
Shortlisted applicants will be
invited to pitch your proposal to the
Evaluation Panel
3 to 6 months after Grant Call closes

AWARD
Signing of Funding Agreement
To be concluded 2 months
after grant award

COMMENCEMENT
Project/Programme
commences

* Make sure you check out the
ELI Grant Website (www.eli-grant.sg)
for the latest updates on the ongoing
Grant Call.

2 | # IDEA DEVELOPMENT | How can Design Thinking help you?

WHY DESIGN THINKING?
The Design Thinking approach enables organisations to design solutions to complex problems, by working directly with stakeholders to understand their motivations and challenges, and co-design solutions that resonate with them. This involves an iterative process for problem solving while being supported by various tools and techniques.

WHAT IS DESIGN THINKING?
Design Thinking is a process for creative problem solving using tools and techniques that allow you to define the sweet spot between what is:
• Technologically feasible
• Economically viable, and
• Desirable to our stakeholders

Desirability

Viability

Feasibility

The Sweet Spot
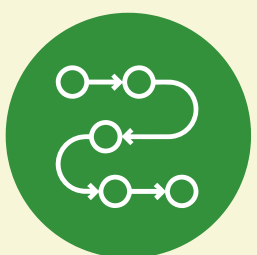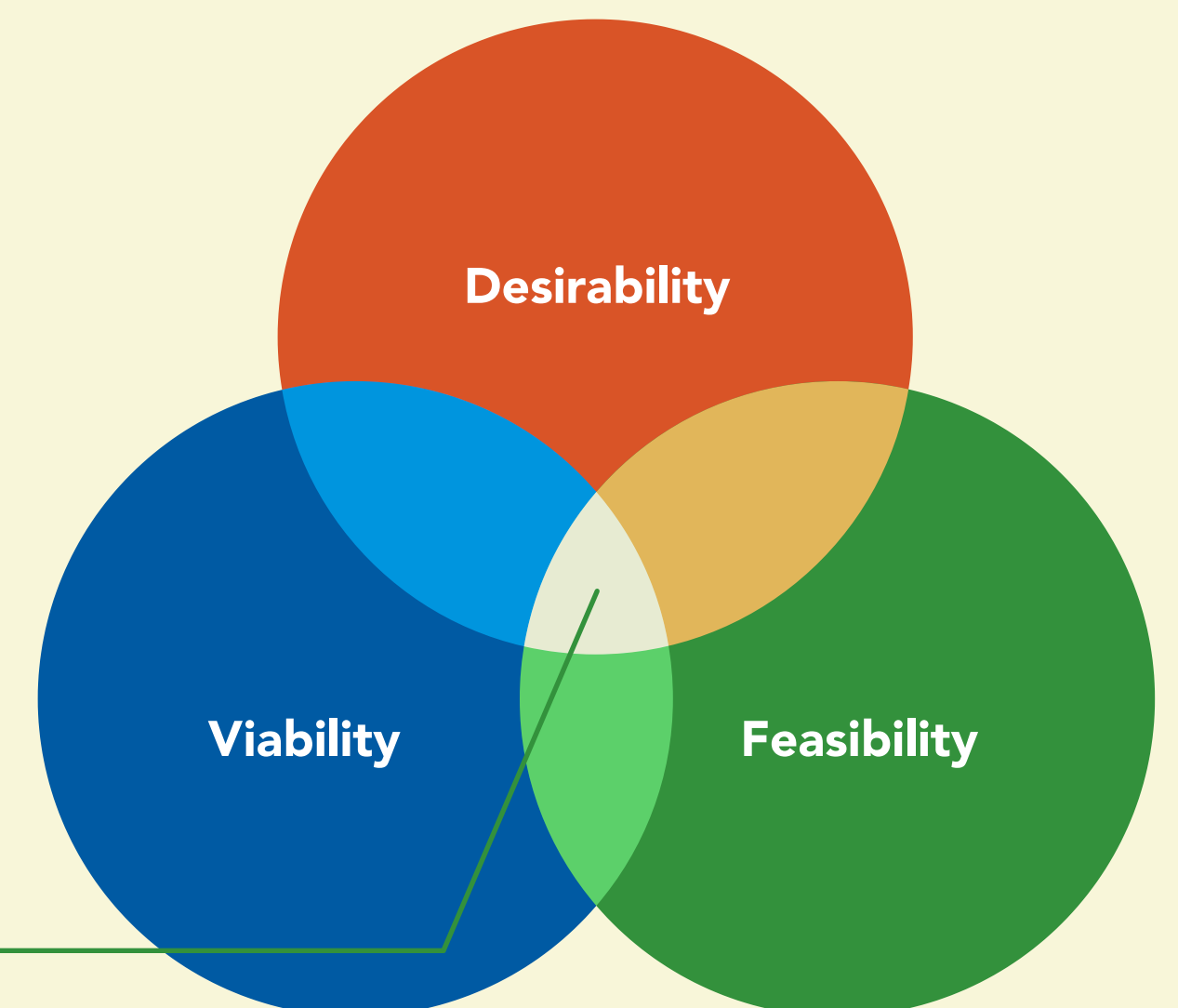
THE PROCESS

Step 1: Understand Your Challenge
• What is the problem that needs to be addressed?
• Who are the key people you are designing the solution for?
• What are your desired outcomes? What would success look like?

Step 2: Conduct User Research
• Empathise and understand people from their perspectives.
• Ask about users' and service providers' experiences, friction points and what pleases or frustrates them.

Step 3: Uncover Insights
• Notice similar feedback, related observations, and similar trends.
• From the information, ask why the challenge is happening, why people feel the way they do, and what their motivations are.

Step 4: Generate Ideas
• Brainstorm new ideas, or reinterpret solutions from others and ignore constraints without aiming for perfection.

Step 5: Prototyping
• Build very basic prototypes as a quick, cheap and simple way to understand how the idea could work in practice.
• It also better explains the idea to potential users to see if it meets their needs.

Step 6: User Testing
• Conduct user testing to learn about the user's perspectives, and unlock insights.
• The trends, observations and information can be used to improve your design for further testing.

3 EVALUATION CRITERIA How will your application be evaluated?

ELI Grant applications are assessed against four criteria.

1. INNOVATION

Purpose
To evaluate the creativity and originality of the proposed solution, with substantive evidence, that addresses the needs/gaps faced by the disability sector.

Tips
As new ideas and enhanced solutions are given greater consideration, you should clearly articulate the unique value proposition of the project/programme - especially if it is the first solution of its kind in the world (e.g. new application of existing technology, new technology, etc.).

2. COLLABORATION

Purpose
To build collective impact by fostering community efforts and encouraging more cross-sector collaborations, especially between traditional social service agencies (SSA) and non-social service players.

Tips
You should tap on partners' strengths and experience - working together for a common goal.

Work towards a collaborative partnership for the medium to long term by aligning your motivations and goals with potential organisational partners prior to entering into a partnership.

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3. FEASIBILITY

Purpose

To evaluate the potential to deliver and scale up to benefit more persons with disabilities.

This criterion includes project's impact via expected reach, supported by adequate ground demand and outreach strategies.

The project needs to be scalable and adaptable beyond the pilot phase to bring a positive impact on persons with disabilities.

Tips

Ensure your proposal inspires confidence in:

- Your team's ability to deliver the project successfully,
- The project concept's viability, as supported by reliable market research data, and
- The execution of the project, through a well thought-through delivery plan.

4. SUSTAINABILITY

Purpose

To bring about long term impact to the disability sector. Proposals will be evaluated on their potential to scale up beyond the funding period.

Tips

You should illustrate your strategy for keeping your proposed solution operationally and financially sustainable in the long term, by addressing:

- How you will sustain the project after funding ceases
- Your exit strategy for if/when you pass the project to another entity
- The resources required to continue running or owning the project's product
- Your marketing strategy for commercialising the product(s)
- Potential key partners who can continue sustaining the project

Evaluation Criteria

4 | IMPACT MEASUREMENT | How will your project impact be measured?

1. WHY IMPACT MEASUREMENT?
It determines the extent of your proposal's delivery on the Grant's Desired Outcomes.

2. HOW TO MEASURE THE IMPACT OF YOUR PROJECT?
• A toolkit containing a prescribed set of questions based on the Desired Outcome(s) will be shared with you. You will then administer this questionnaire to the target beneficiaries.

• You are recommended to administer this questionnaire in 3 stages (where applicable):
  - Before beneficiaries start to benefit from the project/programme
  - During the period of time when beneficiaries are participating in the project/programme
  - After beneficiaries have gone through or completed the project/programme

AREAS	DESIRED OUTCOMES
Well-being	Persons with disabilities experience increased psychological and emotional well-being.
Empowerment/ Support	Persons with disabilities improve in their life skills (such as independent living skills, functional skills etc.) as much as their potential allows.
	Persons with disabilities are able to make informed decision and planning via better support and access to information, programme and product navigation.
Integration with Society	Persons with disabilities have more opportunities to participate in social, family, economic and community life.

Connect with us and grow your idea

It all starts with an idea. We hope this Infokit will be useful to guide you in growing your idea and with putting up your application to the Enabling Lives Initiative (ELI) Grant.

For more information and updates on the Grant, do visit us at www.eli-grant.sg. We look forward to partnering you in a shared journey of creating positive impact for persons with disabilities!

🌐 **www.eli-grant.sg**   ✉️ **eli-grant@sgenable.sg**   in **SG Enable**

Connect With Us