



Bridge: A MindSport For All

Doing research

Community research training #1







- Research is the purposeful collection of data that is useful to describing or explaining different aspects of the world
- We start with a research goal: "I want to know more about... (e.g. why do people like coffee so much?)
- We then choose a research method (e.g. a survey or some interviews) and go about finding out more









After we analyse our data, we now have our findings, and we end up with something like this...

- Coffee is a stimulant: it makes people more energetic and productive
- 2. There is a coffee-drinking culture in many countries around the world: coffee barely needs any marketing!
- 3. Cafes are **important communal spaces** and people want to be part of the coffee-drinking community

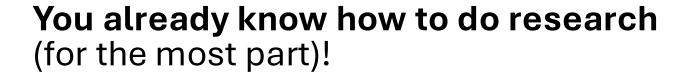
We have successfully answered our question and understood what is so special about coffee!





Research is not just for people in white lab coats...

- You have probably used your research skills to:
- Choose your next holiday destination
- Compare prices and services online
- Find the best way to learn a new language
- Find a good movie to watch









The scientific method



- 1. Observe the natural (and social) world
- 2. Question why things are the way they are
- 3. Gather data and answer your research question
- 4. Be willing to consider **new evidence** (things do not stay the same)
- 5. Minimise **assumptions**
- 6. Change what you thought you knew to be true





Types of research



Quantitative

- 20% of people bought ice cream today
- Numbers, percentages



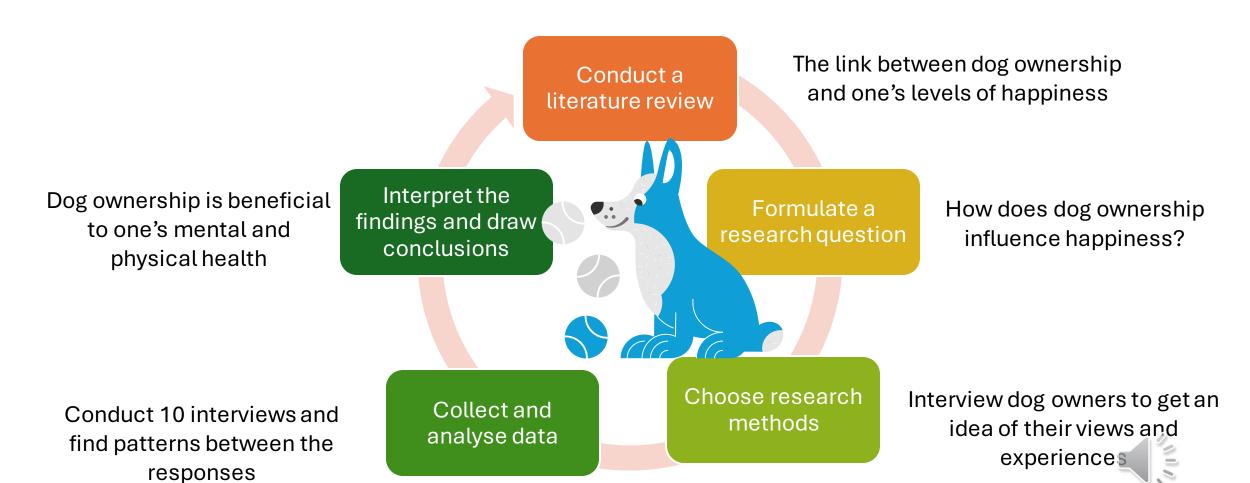
Qualitative

- "I bought the ice cream because it was a hot day"
- What, where, how, why?



The research process





Key concepts





Research participants

The **people** who take part in our research



Research data

The **information** we gather from our participants



Research findings

The **patterns** we identify across the information we have collected

Doing research well



Good research follows a systematic approach.

• Similar questions are posed to the participants to allow for comparison.

Researchers need to practice ethics and follow a code of conduct.

• Participants are asked to **consent** to take part in the research, and the purposes of the research are explained to them.

Accuracy is one of the most critical aspects of research.

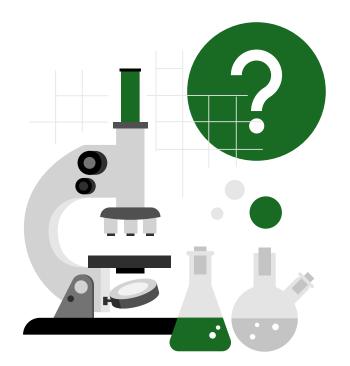
Real-time data and knowledge is derived from real-world settings.



Why do we do research?



- To expand our understanding of our area of interest
- To get an up-to-date snapshot of how things are
- To generate positive impact and bring about change

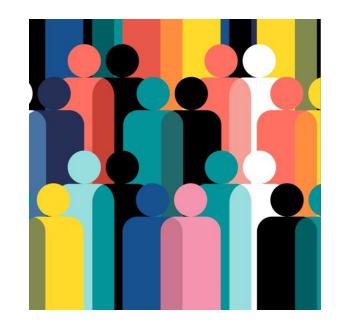








- By carrying out their own research, community researchers **create positive change in their own community.**
- Community researchers have **first-hand experience** of the research setting that researchers may lack.
- Community researchers have **insider knowledge and relationships** that help them bring unique perspectives to the research.





Some examples...



- The Bumblebee Conservation Trust (BBCT)
 was launched at the University of Stirling in
 2006.
- It was aimed at **bridging the gap** between research findings and conservation practice.
- The research showed that bumblebees thrive on **islands**.
- BBCT has involved >12,000 people in bumblebee recording and conservation.
- Members of the public helped the research by becoming **BeeWalkers**.



Help us to **count** the UK's bumblebees by becoming a **BeeWalker**

Bumblebees are declining across the UK and to better understand the reasons why, and what we can do to help, we need data – lots of data – on where we can find the remaining bumblebees, how many there are, and what they're doing.



Active BeeWalkers

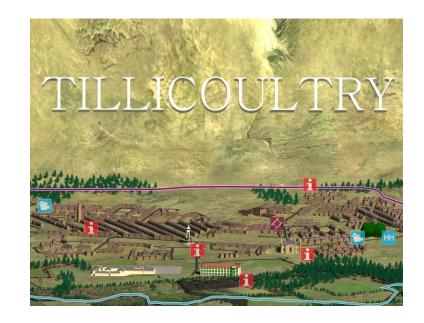








- Through the History Tomorrow initiative, researchers at the University of Stirling designed a research project to restore property of the past to communities.
- Community volunteers were trained and empowered to undertake their own research into public history.
- The research enhanced local awareness about areas of historic and cultural significance and informed community participation in local planning debates.
- 22 different community projects were funded through a £2M grant from the Heritage Lottery Fund





New community research project: Bridging schools



- The "Bridging schools" research projects aims to encourage more young people to learn and play bridge.
- According to an <u>international survey of over</u> 14000 bridge players, only **1.5**% of all bridge players are between the ages of 13 and 24.
- The goal of the project is to develop bottom-up solutions to **promoting bridge in schools**.
- It is anticipated that the research and outreach activities will lead to a significant increase in the number of young bridge players globally.









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