DecisionMaker™

A decision-making framework for education decision-makers based on cost-utility analysis

THE CHALLENGE

- 1. Which of our many programs shall we continue to fund this budget cycle?
- 2. What reading strategies should we pursue for our struggling readers?
- 3. Should we use our PD resources for more workshops or more one-on-one coaching?

Education decision-makers must make important decisions on a daily basis with incomplete information, immovable deadlines, and limited resources. Policymakers expect education decision-makers to use evidence to inform their decisions, but relevant information often comes late, and competing stakeholder needs make it difficult to reconcile various goals and preferences.

RESEARCHER-**PRACTITIONER** COLLABORATION

DecisionMaker has been developed by the Center for Benefit-Cost Studies of Education (CBCSE) at Teachers College, Columbia University in collaboration with aspiring principals, several schools, several school districts and an SEA. Funding has been provided by the William T. Grant Foundation.

At HISD we have been working with Venita Holmes and Felicia Adams, with additional insights from Supt. Lathan, Glenn Reed, Lance Menster, Angela Borzon, Isabel Hovey and Lauren Price.

DecisionMaker™ CAN HELP

DecisionMaker™ is a free, online tool designed to facilitate decision processes that take a variety of objective and subjective factors into consideration and involve multiple stakeholders. It provides the scaffolding to help decision-makers evaluate and rank alternative solutions to their decision problem.

SIGN UP HERE

or something accessible at HISD] to

let us know when you can come by. We look forward to working with you.

THE CBCSE TEAM

SAVE THE DATE

Thursday May 16th (9-5pm) and Friday May 17th (9-2pm), CBCSE will visit HISD to introduce *DecisionMaker*™ to district office personnel. Stop by our conference room to learn about *DecisionMaker™*, and how it might be helpful in your own decision-making or research. Participate in a 30-min demo or come for 45-60 mins to try it hands-on. We'd love your feedback!