

Introduction to the Social Event (Party) Project

The Party Provider Agency is contracted to the Party Funding Agency to provide 100 parties in its district per year as part of a nation-wide campaign to create strong social networks and a better social life amongst the population. The Party Provider Agency has been contracted on the basis of delivering the output of 100 parties of four hour duration in the course of the year. In addition the Party Provider Agency has been asked to show that it is 'Managing for outcomes' and to provide a monitoring and evaluation plan to the Party Funding Agency.

The monitoring and evaluation plan is set out in this DoView file using the Easy Outcomes approach.

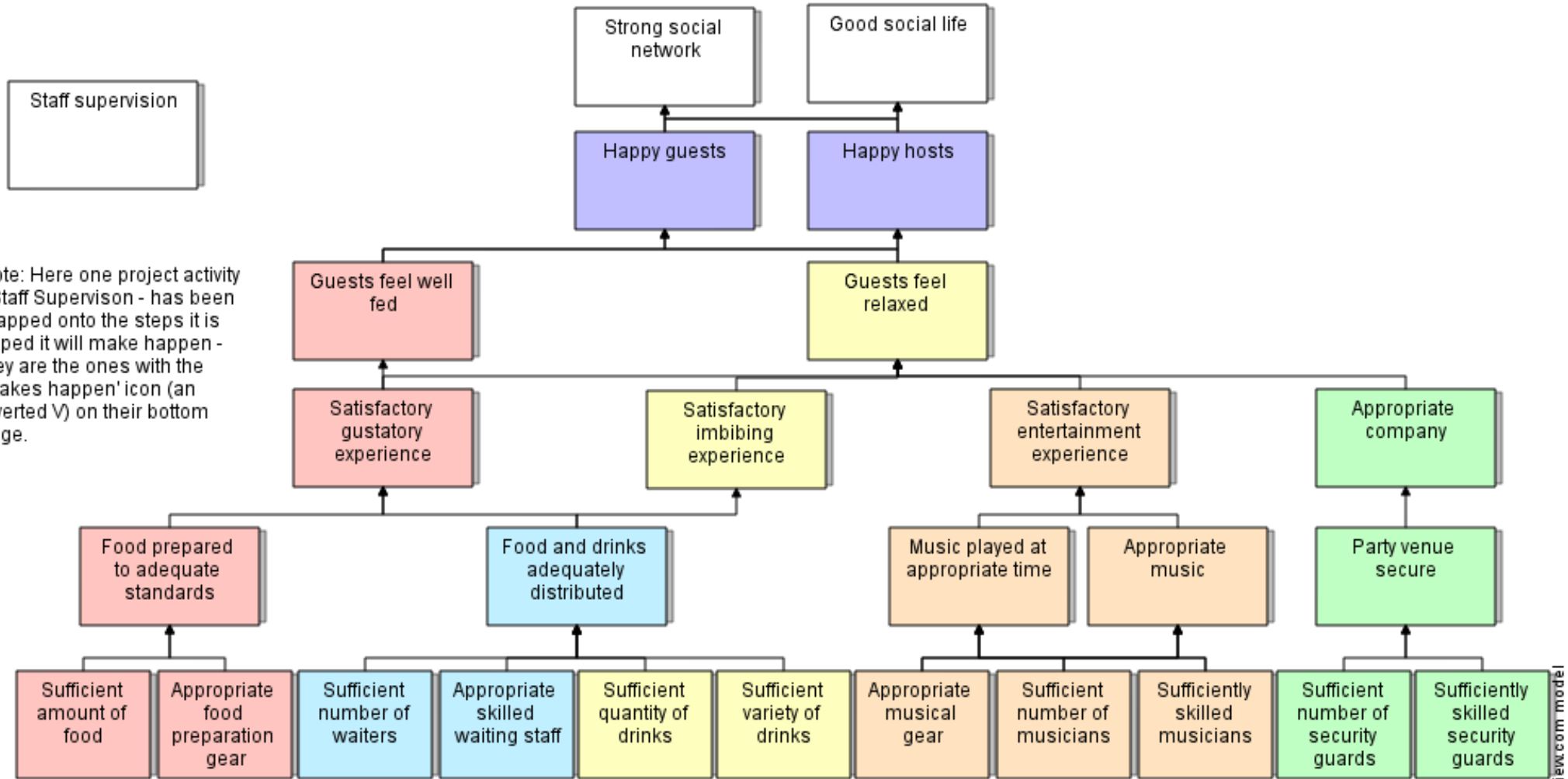
This is an illustrative example of how to use the Easy Outcomes approach, see www.easyoutcomes.org for a discussion of each aspect of this model.

Copyright 2007 WWW.OUTCOMESTHEORY.ORG Duignan P #D118 Creative Commons License free use with acknowledgement

Project introduction [2]

High-level outcomes at top

Outcomes model for a Social Event (Party)



Note: Here one project activity - Staff Supervision - has been mapped onto the steps it is hoped it will make happen - they are the ones with the 'makes happen' icon (an inverted V) on their bottom edge.

Copyright 2007 WWW.OUTCOMESTHEORY.ORG Duignan P #D77-2 Creative Commons License - able to be used with acknowledgement

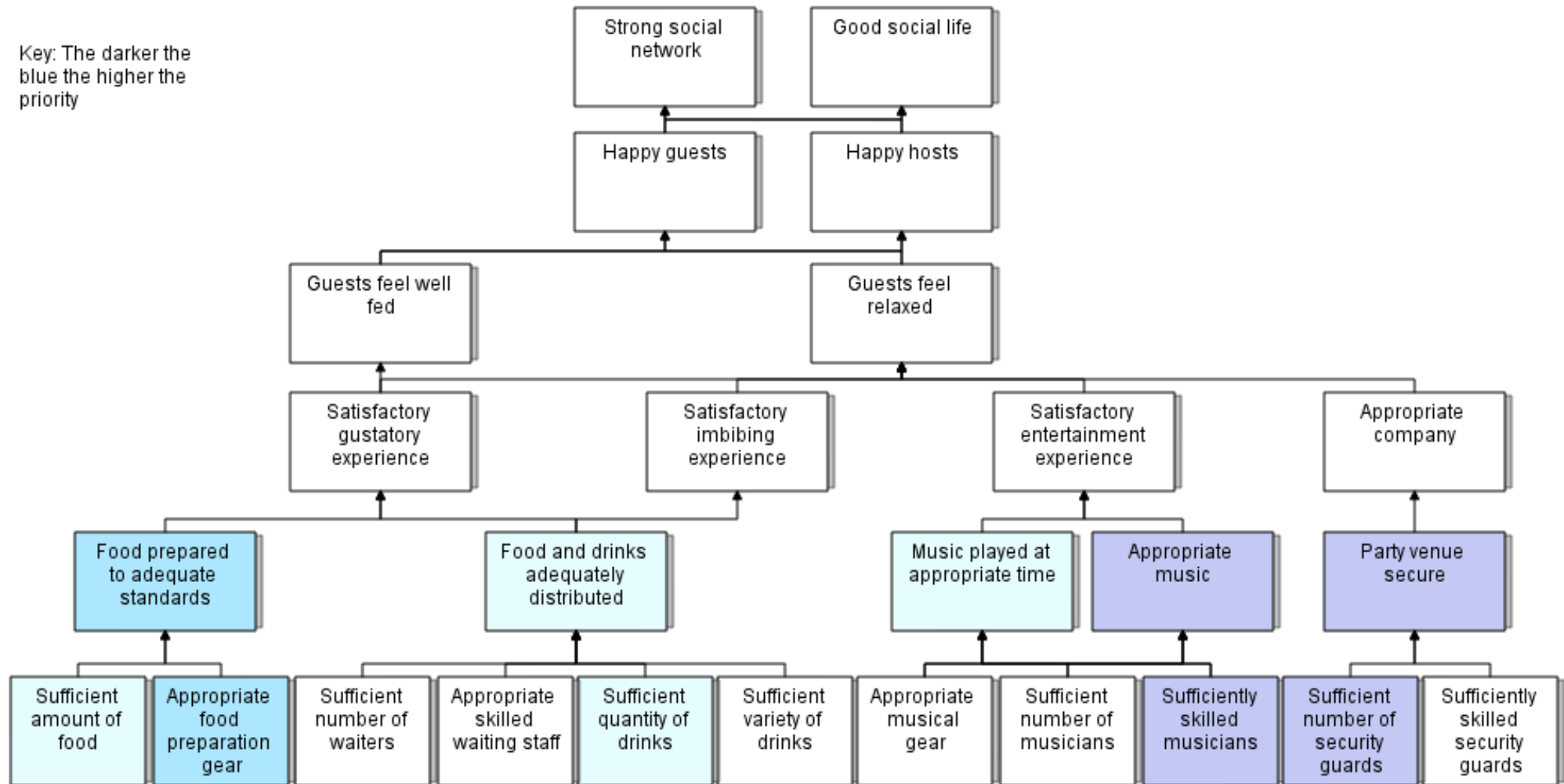
doview.com model

Model [3]

High-level outcomes at top

Key: The darker the blue the higher the priority

Strategic focus for future parties



Copyright 2007 WWW.OUTCOMESTHEORY.ORG Duignan P #D104 Creative Commons License - able to be used with acknowledgement

doview.com model

Strategy [4]

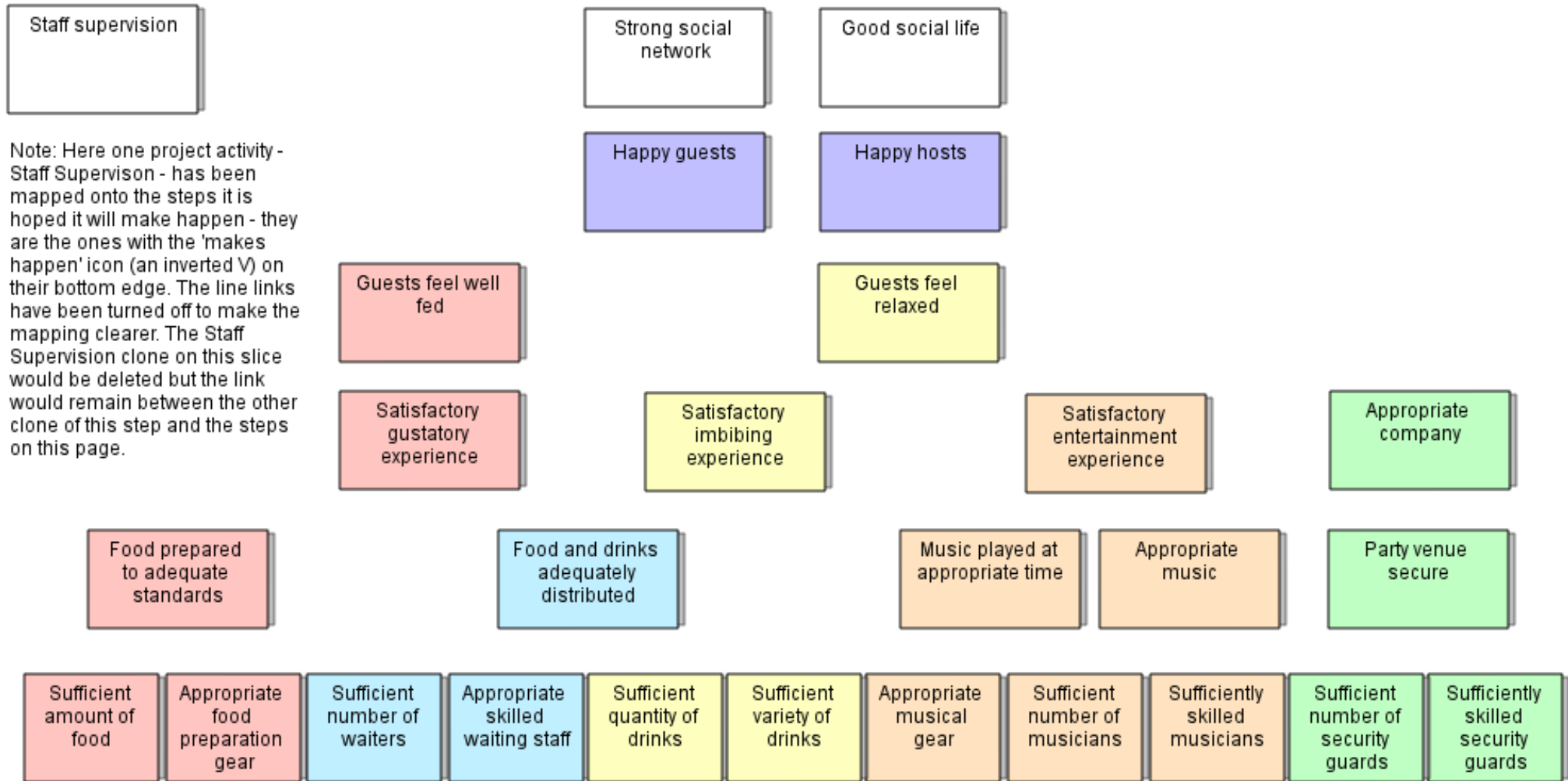
Note: A list of some of the project activities which have been mapped back onto the outcomes on the Strategy Activity Mapping slice.

Project Activities



Project Activity [5]

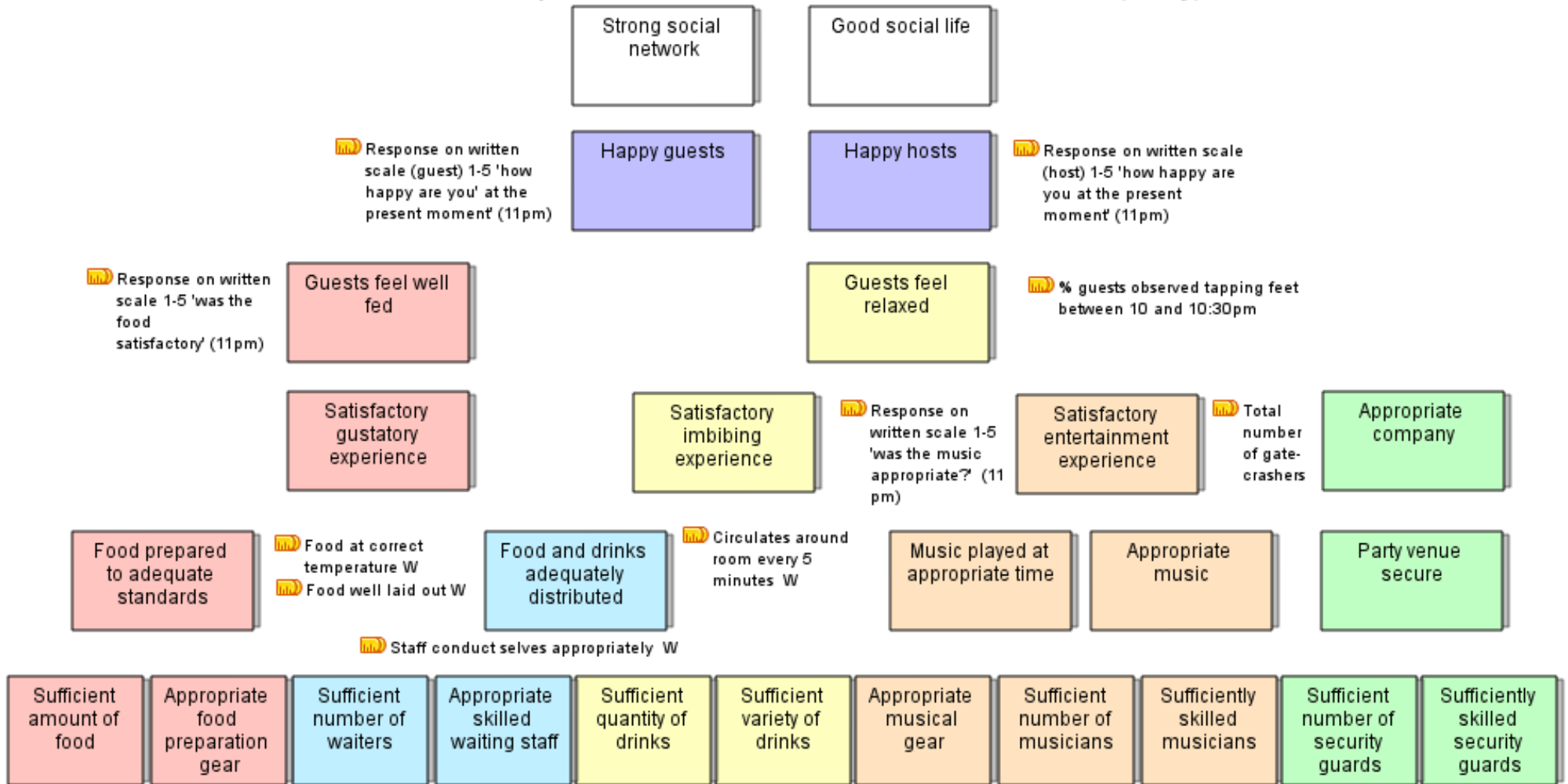
Project activity mapped to steps and outcomes



Copyright 2007 WWW.OUTCOMESTHEORY.ORG Duignan P #D78-2 Creative Commons License able to be used with acknowledgement

doview.com model

Indicators put onto outcomes model for a Social Event (Party)



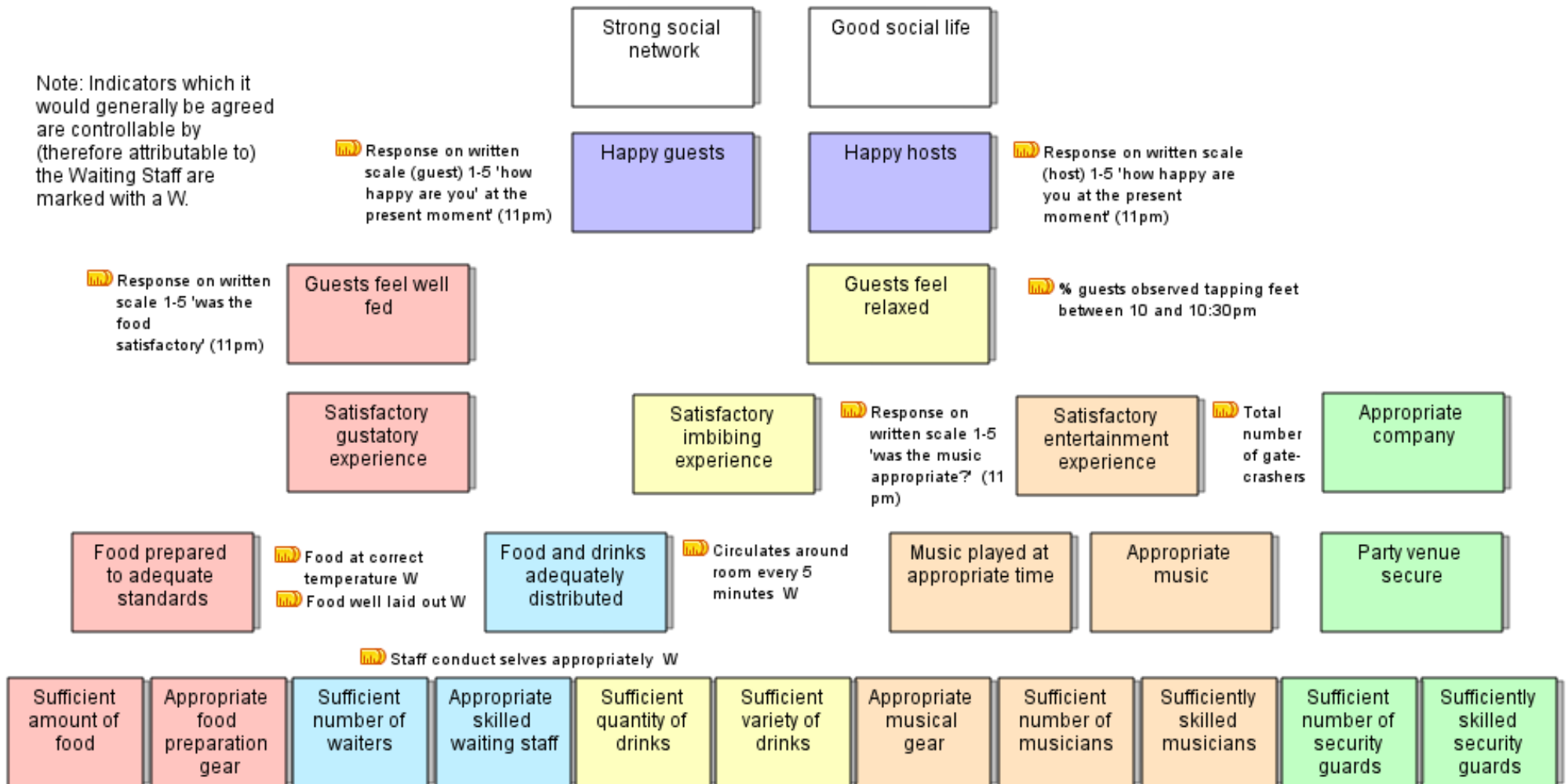
Copyright 2007 WWW.OUTCOMESTHEORY.ORG Duignan P #D78-2 Creative Commons License able to be used with acknowledgement

Indicators [7]

High-level outcomes at top

Indicators attributable to Waiting Staff marked with a W

Note: Indicators which it would generally be agreed are controllable by (therefore attributable to) the Waiting Staff are marked with a W.



Copyright 2007 WWW.OUTCOMESTHEORY.ORG Duignan P #D78-2 Creative Commons License able to be used with acknowledgement

doview.com model

Indicators attributable [8]


Priority Indicator Projects


Indicator Project 1: Feedback sheet indicator project


Notes: It is planned for a feedback sheet to be prepared and made available at all parties. It will be distributed and collected by the paid observer at the party (see below)


Timing: March - onwards

Cost: Development of feedback sheet, distribution to observers and analysis undertaken by internal staff (for cost of observer see below)

 Response on written scale (guest) 1-5 'how happy are you' at the present moment' (11pm)

 Response on written scale (host) 1-5 'how happy are you at the present moment' (11pm)

 Response on written scale 1-5 'was the food satisfactory' (11pm)


 Response on written scale 1-5 'was the music appropriate?' (11pm)


Indicator Project 2: Observation by paid observer

Notes: A paid observer will be at each party and will count the following indicators

Timing: March - onwards

Cost: \$50 per party. 100 parties per year = \$5000 per annum

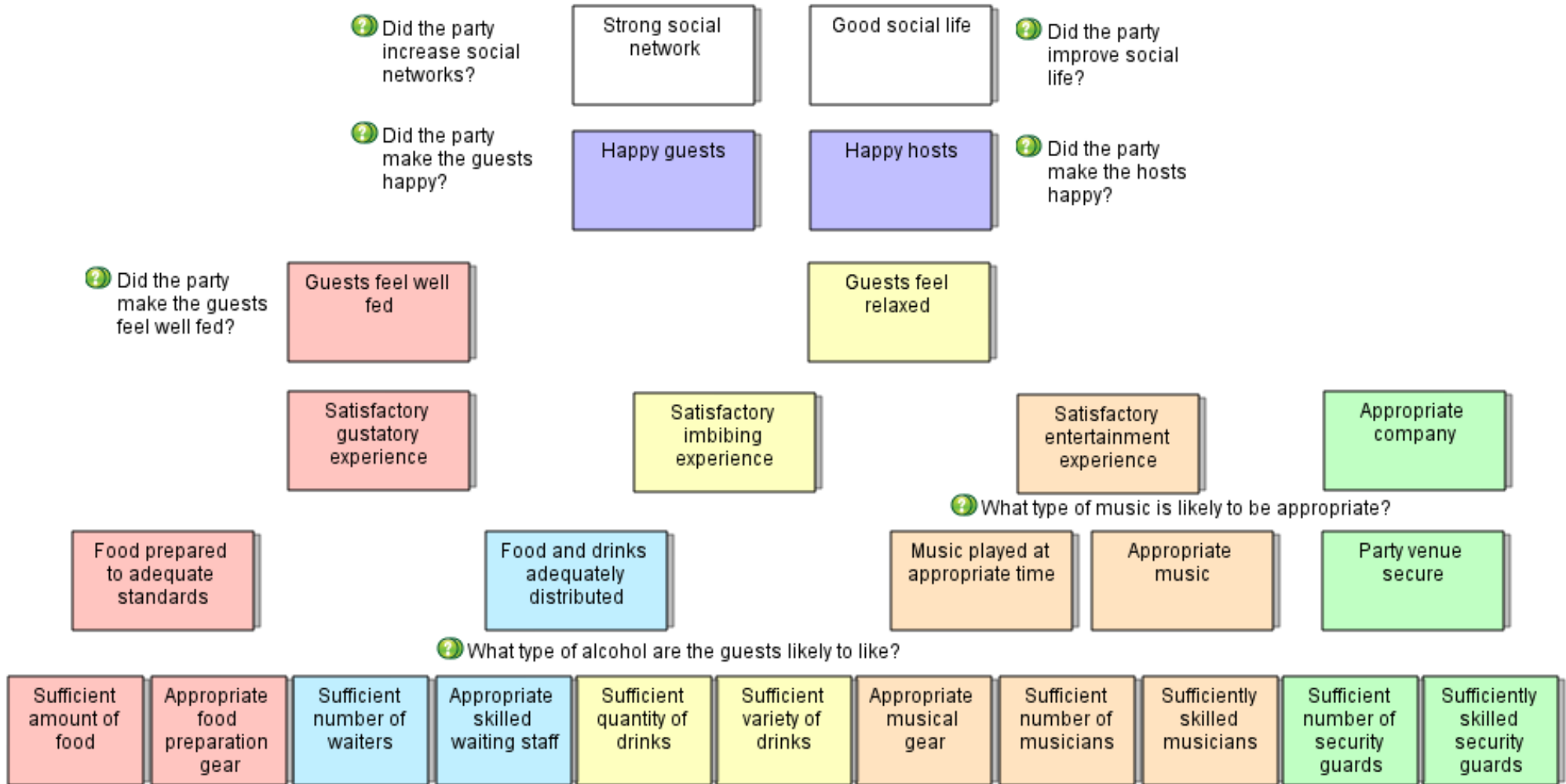
 % guests observed tapping feet between 10 and 10:30pm

 Total number of gate-crashers

Copyright 2007 WWW.OUTCOMESTHEORY.ORG Duignan P #D79-3 Creative Commons License able to be used with acknowledgement

Indicator projects [9]

Evaluation questions put onto outcomes model for a Social Event (Party)



Copyright 2007 WWW.OUTCOMESTHEORY.ORG Duignan P #D80-2 Creative Commons License able to be used with acknowledgement

doview.com model

Eval Q on model [10]

List of evaluation questions and whether attempt will be made to answer them

OUTCOME EVALUATION QUESTIONS

❓ Did the party increase social networks?

Notes: This evaluation question is NOT GOING TO BE ANSWERED in this evaluation as it is at such a high level that it is beyond the scope of an evaluation of the party. As the Party Provider Agency, we have been commissioned to run a number of parties by the Party Funding Agency. It is presumed that the Party Funding Agency which has the responsibility of increasing social networks will have a clear logic as to why it believes that funding parties is a way of increasing social networks. If the Party Funding Agency wishes the Party Provider Agency to undertake an evaluation at this level of outcomes, it can negotiate about providing the resources needed to undertake an evaluation at this level.

❓ Did the party improve social life?

Notes: THIS QUESTION IS NOT GOING TO BE ANSWERED - same reason as the notes for 'Did the party increase social networks?' evaluation question.

❓ Did the party make the guests happy?

Notes: THIS IS THE HIGH LEVEL OUTCOME EVALUATION QUESTION which which we will look at. We have done an analysis of the appropriateness, feasibility and affordability of the seven possible high level outcome designs.

❓ Did the party make the hosts happy?

Notes: NOT A PRIORITY for answering at the moment. The number of hosts is small compared to the number of guests. The hosts are paid to run the parties.

❓ Did the party make the guests feel well fed?

Notes: There will be indicator information on this evaluation question from feedback sheets distributed to the guests. Because the guest being well fed is largely controllable by how much food they are given at the party, the fact that they say they are well fed will be taken as evidence that it is the party which has caused them to be well fed. 🗳️ Response on written scale 1-5 'was the food satisfactory' (11pm)

NON-OUTCOME EVALUATION QUESTIONS (FORMATIVE AND PROCESS EVALUATION)

❓ What type of music is likely to be appropriate?

Notes: Answering this formative evaluation question is feasible and affordable and will be done.

❓ What type of alcohol are the guests likely to like?

Notes: Answering this formative evaluation question is feasible and affordable and will be done.

Copyright 2007 WWW.OUTCOMESTHEORY.ORG Duignan P #D81-2 Creative Commons License able to be used with acknowledgement

Is it possible to answer the high level outcome question - 'Did the party make the guests happy?' [1]

Note: More information on these options for outcome evaluation can be found via www.easyoutcomes.org

? Did the party make the guests happy?

This high level outcome evaluation question will be the focus of the outcome evaluation effort. Below is a discussion of the appropriateness, feasibility and affordability of each of the 7 possible outcome evaluation designs used in Systematic Outcomes Analysis and Easy Outcomes.

TRUE EXPERIMENTAL DESIGN: Currently NOT CONSIDERED FEASIBLE. Method summary: Take a group of people on a Saturday night at 7:30pm. Measure their level of happiness (on 1-10 scale) with a simple questionnaire. Randomly divide them into two groups (the Intervention Group which goes to the party and the Control Group which does not). Measure the level of happiness for both groups at 1am after the party has finished. Comment: firstly, there would be a major problem in giving the Control Group a general placebo intervention which would give them the general effect of receiving an 'intervention' without it being the particular effect of a party. A placebo is needed for the Control Group because otherwise you can not work out whether any increase in happiness in the Intervention Group is just being caused by the fact that they received an intervention and that any intervention could have produced the same effect, rather than the party having a particular effect. Secondly, it would probably be difficult to get a cross-section of the general population to agree to be involved in an experiment like this on a Saturday night. The Intervention Group may be suspicious of exactly where they would be taken, the Control Group might get bored and leave. This is a participant selection problem. Thirdly, the Control Group might spontaneously decide to have a party themselves while they are waiting around as the Control Group group and in this case they would no longer be a non-party Control Group.

REGRESSION DISCONTINUITY DESIGN: Currently NOT CONSIDERED FEASIBLE. Method summary: Take a group of people on a Saturday night. Line up the group at 7:30pm on the basis of their pre-party happiness score (determined as above). Get them to hold up in the air the number of fingers equal to their pre-party happiness score. Starting at the bottom of the line (those with the lowest scores) select an appropriately sized group to go to the party. At 1am get everyone back together again and have them line up again in the order of their pre-party happiness scores. Get them to now show by holding up their fingers what their post-party happiness scores are now. On average, if the party has had an effect, the whole party-going group should have increased their happiness over their pre-party happiness level more than the rest of the group. Comment: this design suffers from the same problems as for the one above.

TIME SERIES DESIGN: Currently NOT CONSIDERED FEASIBLE. Method summary: Give a randomly selected group of people a happiness questionnaire at 11:30pm every night for three months. Take them to a party one night after the three months and make sure they do not go to another party for another three months. All the way through continue with the happiness questionnaire at 11:30pm. If the party worked there should be clear happiness spike occurring on the evening when they attended the party. Comment: would be too difficult to get people to fill in the questionnaire every night for six months and not attend any other parties!

Continued on next slice...

Copyright 2007 WWW.OUTCOMESTHEORY.ORG Duignan P #D79-2 Creative Commons License able to be used with acknowledgement

Eval Q analy [1] [12]

Is it possible to answer the high level outcome question - 'Did the party make the guests happy?' [2]

📍 Did the party make the guests happy?

... Continued from previous page, analysis of last four of 7 possible outcome designs for answering the high level evaluation question:

CONSTRUCTED MATCHED COMPARISON GROUP DESIGN. Currently NOT CONSIDERED FEASIBLE. Method summary: Give the party guests a happiness questionnaire at 7:30pm just before the party and also a barrage of demographic and attitude questionnaire (e.g. age, gender, income, ethnicity, attitude towards parties etc.). Go downtown while the party is on and find the same number of people with the same characteristics as the party goers. Also give this comparison group a before and after happiness questionnaire. If the party worked, the party-goers should, on average, have improved their happiness more than the comparison group. Comment: unlikely to be possible to get group down town to participate.

EXHAUSTIVE CAUSAL IDENTIFICATION AND ELIMINATION DESIGN. Considered NOT CONSIDERED FEASIBLE. Method summary: Measure the party guests happiness before and after the party. Interview each one of them and act like a detective trying to find out the reason for their increase in happiness over the time of the party. Try to not just provide a justification for why the party might have caused an increase in their happiness but why it could not be explained by any other factor (e.g. their national sports team won an international competition during the course of the party and they watched it on TV, a six month drought broke in the course of the party etc.). Comment: unlikely to be able to get party participants to go away from the party long enough for interviews.

EXPERT JUDGEMENT DESIGN: FEASIBLE AND AFFORDABLE and will be used. Method summary: An overseas expert would be contracted to attend three parties, make observations, talk to whoever they want to, draw on their academic knowledge of partyology and make a judgement of whether or not the party made the guest happy. Comment: In the circumstances, this seems like the most feasible and affordable design. Have talked to Party Funding Agency and they have agreed that as long as they have a say in who the overseas expert is, so as to ensure that they are independent, they will accept their findings as establishing that the party process had an effect on the guests' happiness.

KEY INFORMANT JUDGEMENT DESIGN: FEASIBLE AND AFFORDABLE. Not to be done due to Expert Judgement Design being used. Method summary: Interview a group of relevant people: guests, staff, hosts, and ask them to make a judgement as to whether they thought that the party did make guests happy. Comment: more likely to be biased than the Expert Judgement Design.

Copyright 2007 WWW.OUTCOMESTHEORY.ORG Duignan P #D83-2 Creative Commons License able to be used used with acknowledgement

Eval Q analy [2] [13]


Evaluation Projects

Evaluation Project 1: Party expert judgement design

Notes: An overseas expert will be contracted to attend three parties. They will observe what is happening at the parties and draw on their academic knowledge of partyology. They will then make a judgement as to whether or not the parties worked to increase the happiness of guests.

Timing: June

Cost: \$15,000.



-  Did the party make the guests happy?
-

Evaluation Project 2: Focus groups

Notes: Two focus groups will be run with approximately 8 people in each. They will be typical party-goers. They will discuss the type of music and the type of alcohol which is most appropriate to have at a party.

Timing: April-May

Cost: Will be run by the Party Provider Agency staff who are not associated with the current selection of alcohol or music.

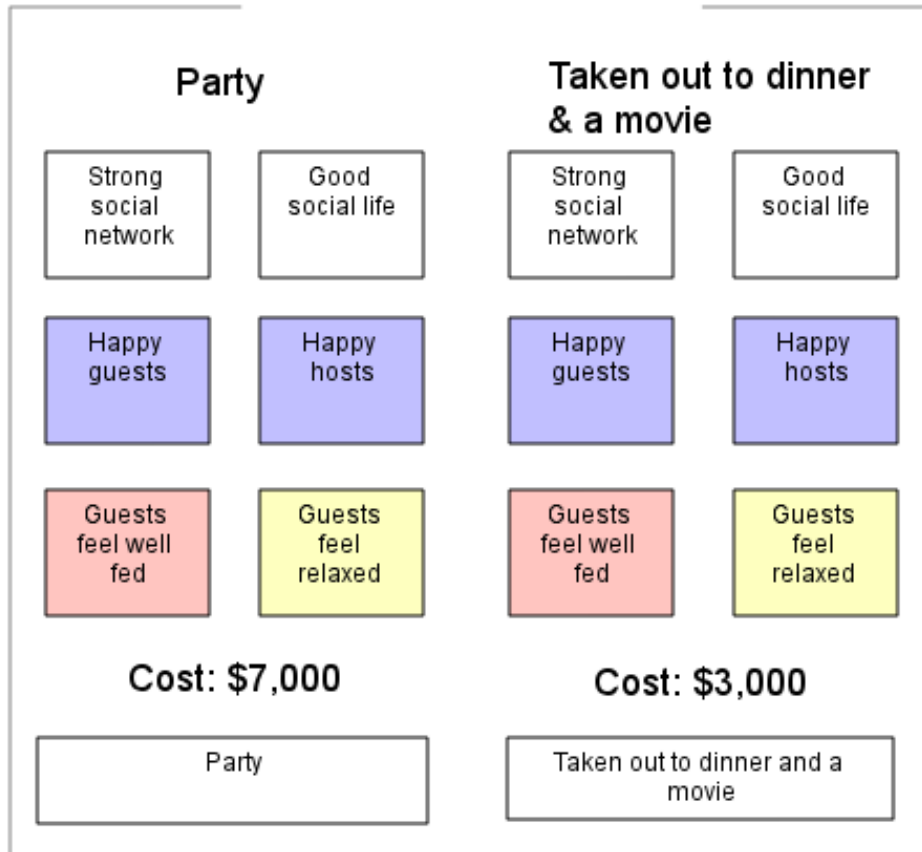
-  What type of music is likely to be appropriate?
 -  What type of alcohol are the guests likely to like?
-

Copyright 2007 WWW.OUTCOMESTHEORY.ORG Duignan P #D84-2 Creative Commons License able to be used used with acknowledgement

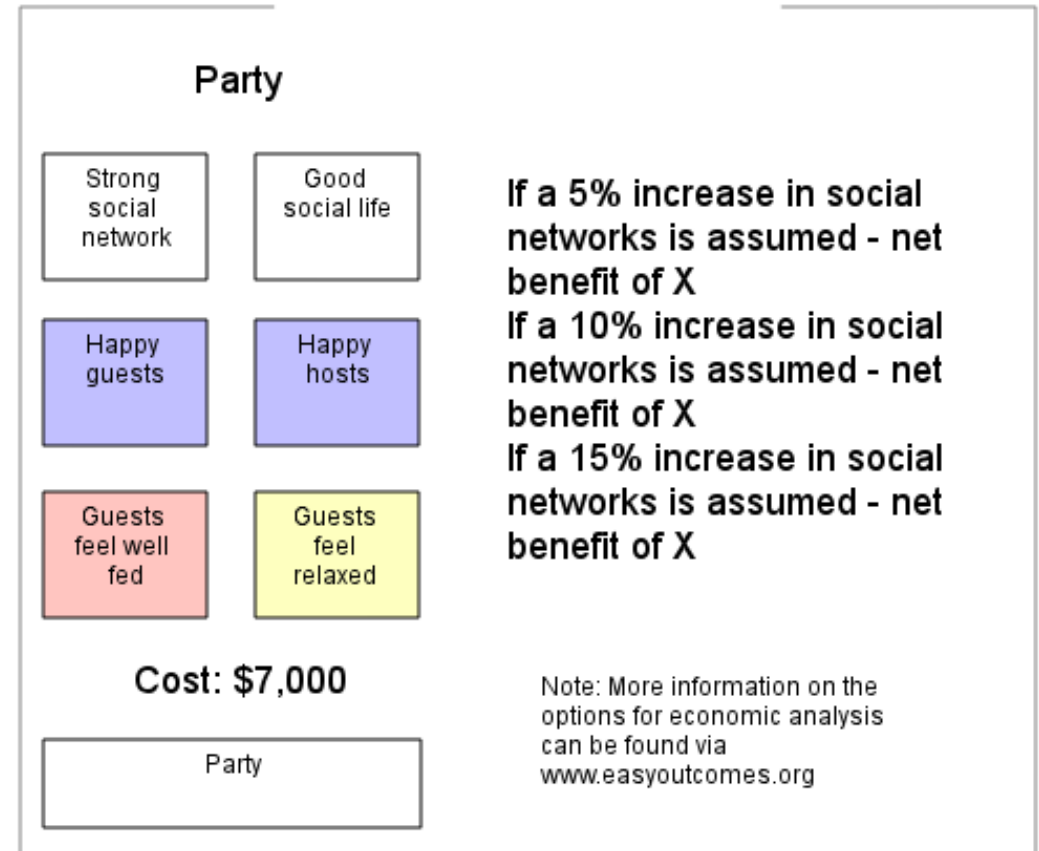
Evaluation projects [14]

Two types of economic analysis which it is planned to attempt to do

Cost analysis - comparative multiple-intervention cost of interventions (without effect size estimation)



Cost benefit analysis - single-intervention set of arbitrary effect size estimates

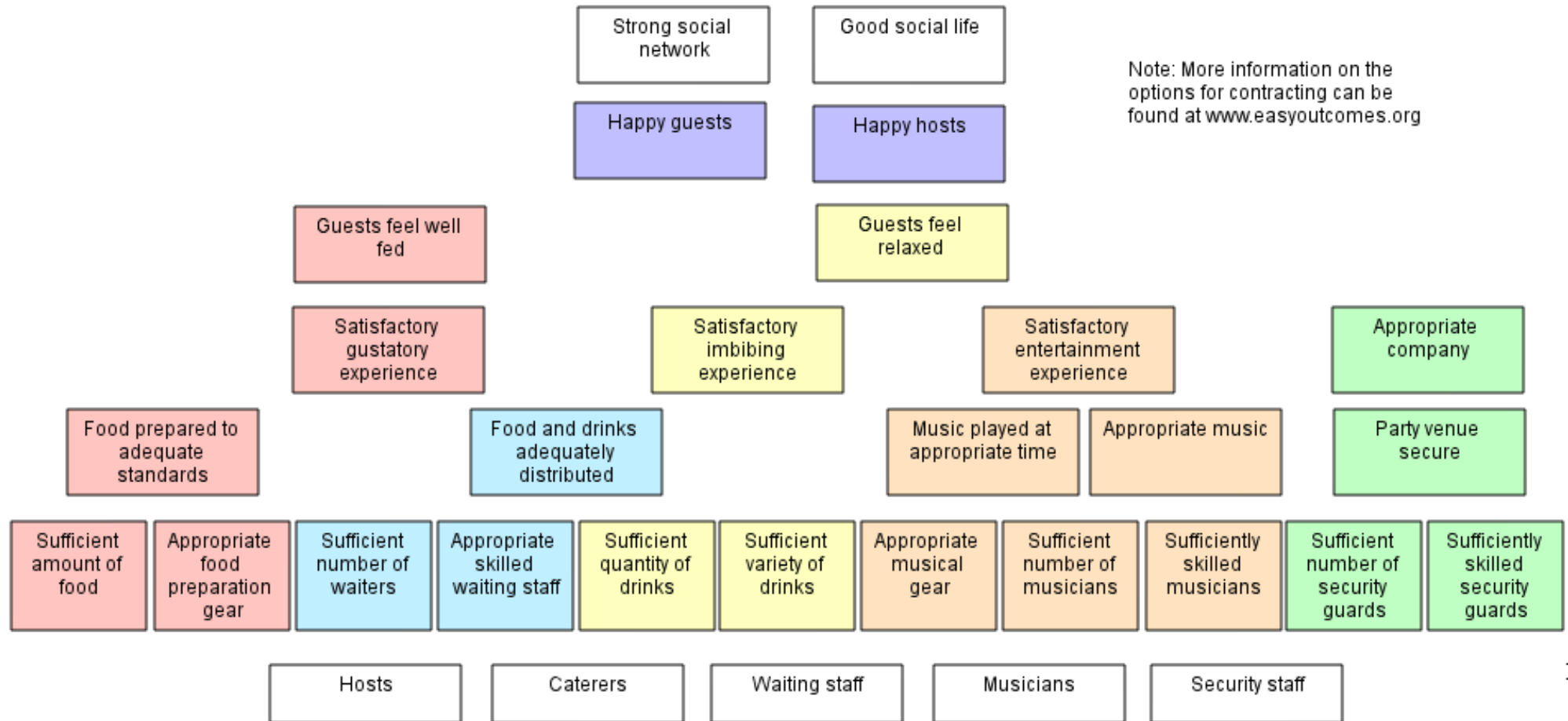


Copyright 2007 WWW.OUTCOMESTHEORY.ORG Duignan P #D100 Creative Commons License can be used with acknowledgement

High-level outcomes at top

Waiting staff focus of outputs contracting

Note: More information on the options for contracting can be found at www.easyoutcomes.org

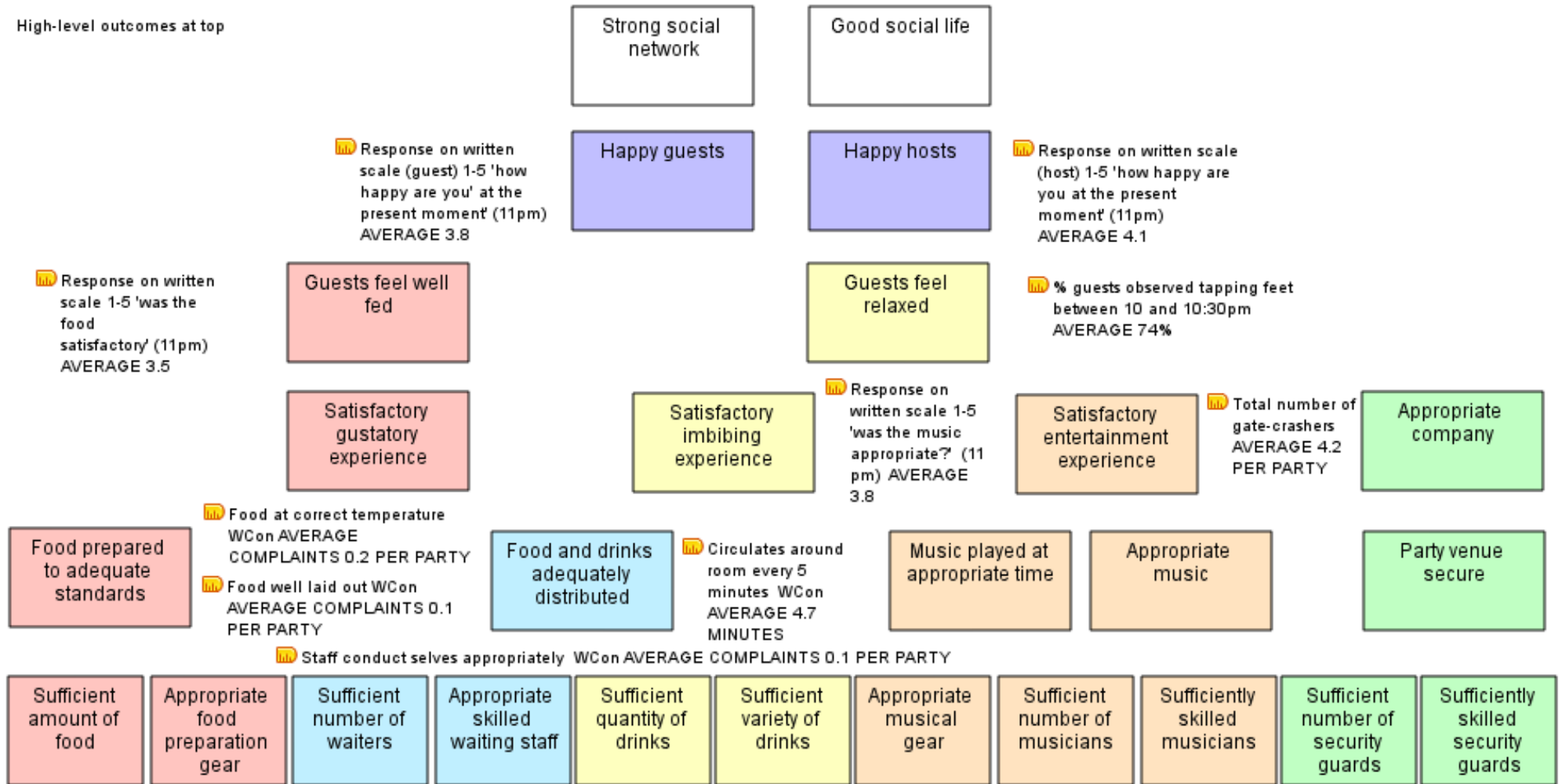


Copyright 2007 WWW.OUTCOMESTHEORY.ORG Duignan P #D101 Creative Commons License - able to be used with acknowledgement

doview.com model

Reporting Back 1: Progress on indicators in last year

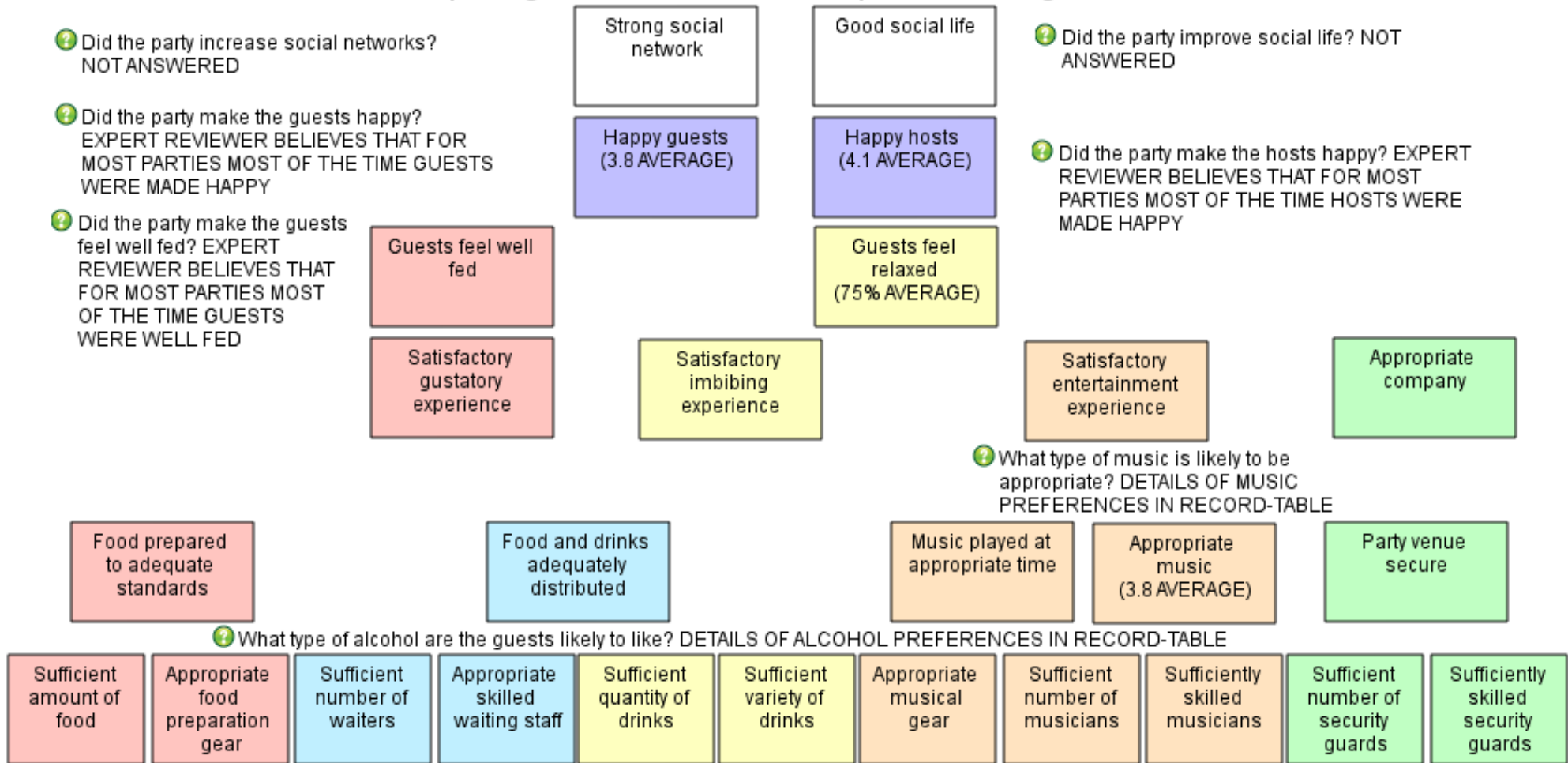
High-level outcomes at top



Copyright 2007 WWW.OUTCOMESTHEORY.ORG Duignan P #D78-2 Creative Commons License able to be used with acknowledgement

doview.com model

Reporting Back 2: On evaluation question findings



Copyright 2007 WWW.OUTCOMESTHEORY.ORG Duignan P #D80-2 Creative Commons License able to be used with acknowledgement

doview.com model

Options regarding outcome evaluation: Outcome evaluation only on pilot or outcome evaluation also on full roll-out. In this case the top option is being selected.

Note: More information on the options for overall evaluation scheme can found via www.easyoutcomes.org

Piloting

Full program roll-out

Outcomes evaluation of pilot with only monitoring that best practice applied in full roll-out

Pilot project on what makes parties good including outcome evaluation to prove that at least some parties can change outcomes

Just monitoring that best practice from the pilots is applied in the full roll-out of the parties

Outcomes evaluation of full roll-out with or without outcomes evaluation of pilot

May or may not be piloting

Outcome evaluation on full roll-out to prove that outcomes changed on full roll-out

Copyright 2007 WWW.OUTCOMESTHEORY.ORG Duignan P #D102 Creative Commons License - able to be used with acknowledgement

Overall schemes [19]

Evaluation management issues

1. Consultation with stakeholders on monitoring and evaluation

A workshop is to be held which will be attended by program staff and the Evaluation Manager from the Party Funding Agency to discuss this draft Easy Outcomes Evaluation Plan for the Party Project. Following this, the Party Funding Agency will be sent updated copies of the plan on a regular basis.

2. Evaluation management structure

Since this is a relatively small evaluation it will be managed by staff within the Party Provider Agency. An evaluation advisory committee will be set up.

3. Internal versus external evaluators

Internal evaluators will run the focus groups. There is little chance of bias here as they will not be program staff who are involved in decision making about what happens at the parties. The Party expert will be external and there will be an external observer.

4. Knowledge management

Since this is a relatively small evaluation project, knowledge management will use normal office software plus the evaluation software DoView to manage and keep up to date the evaluation plan and to communicate it to stakeholders in meetings. Additional more detailed outcomes models may be drawn in DoView as evaluation findings come in. Evaluation findings related to particular outcomes will be recorded in the DoView record table row associated with the outcomes.

5. Risk management

Not asking the right evaluation questions - this has been managed by undertaking an Easy Outcomes analysis visualized in this plan.

Lack of stakeholder confidence in independence of the evaluation - using an external party expert to rate the parties will reduce this risk.

Getting evaluators with the right skills to undertake the evaluation - the external party expert will have skills in this area, internal staff have recently attended an evaluation course, and one staff member is experienced in running focus groups.

Drift in evaluation questions from those being initially asked - this is unlikely in such a small evaluation and the use of Easy Outcomes has meant that the evaluation questions are clearly specified and linked back to program outcomes in this plan.

Party Provider Agency staff turnover - this risk will be minimized due to the outcomes plan being clearly specified using Easy Outcomes and kept up to date in DoView.

Integration of evaluation with monitoring and future strategic planning - this will occur because the Easy Outcomes model integrates monitoring and will be used for strategic planning in the future.

6. Evaluation budget - set out separately.

Copyright 2007 WWW.OUTCOMESTHEORY.ORG Duignan P #D103 Creative Commons License can be used with acknowledgement

Evaluation management issues [20]

Notes about file

These are notes about how DoView features have been used in this file.

All the indicators and evaluation questions have been 'cloned'. This means that they are live copies so no matter how many slices a particular indicator or evaluation question appears on, if you change one instance of that indicator or evaluation question it other other clones will also change. This is helpful because it lets you change the wording of a question in just one place. However, be careful when using this function because it can change all the instances of an indicator or evaluation question right across your model.

The outcomes model itself has been cloned each time it appears in the file. This means that the steps and outcomes with the same name are 'live links' of each other, if they are edited in one place they will change right across the model. Also note that drawn line and arrow links appear in the first two versions of the model in the file but for the slices setting out indicators and evaluation questions, the drawn line and arrow links have been erased. This is so that there is enough room for the indicators and evaluation questions to be put on the slice and be read. Erasing the drawn line and arrow does not effect the underlying DoView link which exists between these steps or outcomes and which is viewed via the link endpoint symbols (an inverted V or two upward lines) which appear whenever you click on a step which has another step linked to it. For more information see the DoView Help (Help?DoView Help) on links or drawn lines or the Quick Video Tours (Help>Quick-Start Video Tours).

On the Eval Q analy [1] and [2] slices (diagrams) the text has been put in as a text element. This text has been copied from the 'working notes' field of the evaluation question 'Did the party make the guests happy?' and pasted into two separate text elements one on each page. These are just copies of the text - it is not a live copy and if you updated it on the slice it would not update in the working notes field of the row associated with 'Did the party make the guests happy?' evaluation question in the record table.

Remember you can find out more about using DoView by looking in the help system. Click on Help at the top of the screen, then DoView Help and look through the topics or search for what you want.

References

Duignan, P. (2003) Approaches and terminology in programme and policy evaluation. In Lunt, N. Davidson, C. and K. McKegg 'Evaluating policy and practice: A New Zealand Reader.' Auckland: Pearson. p. 77-90.

Slice Contents

Steps

Appropriate company 587

This makes happen:

» Guests feel relaxed (75% AVERAGE) 624

This is the result of:

« Party venue secure 610

Appropriate company 510

This makes happen:

» Guests feel relaxed 520

This is the result of:

« Party venue secure 527

Appropriate company 175

This makes happen:

» Guests feel relaxed 154

This is the result of:

« Party venue secure 174

Appropriate company 353

Appropriate food preparation gear 339

Appropriate food preparation gear 161

This makes happen:

» Food prepared to adequate standards 158

Appropriate food preparation gear 637

This makes happen:

» Food prepared to adequate standards 591

Appropriate food preparation gear 506

This makes happen:

» Food prepared to adequate standards 541

Appropriate music 511

This makes happen:

»⁵⁵⁷ Satisfactory entertainment experience 546

This is the result of:

« Appropriate musical gear 515

« Sufficiently skilled musicians 536

« Sufficient number of musicians 505

Appropriate music 351

Appropriate music 173

This makes happen:

»²⁸ Satisfactory entertainment experience 157

This is the result of:

« Song play list preparation 282

« Staff supervision 276

« Sufficient number of musicians 167

« Appropriate musical gear 166

« Sufficiently skilled musicians 168

« Musician briefing 277

Appropriate music (3.8 AVERAGE) 585

This makes happen:

»⁶²⁸ Satisfactory entertainment experience 616

This is the result of:

« Appropriate musical gear 583

« Sufficiently skilled musicians 631

« Sufficient number of musicians 613

Appropriate musical gear 344

Appropriate musical gear 515

This makes happen:

» Appropriate music 511

» Music played at appropriate time 508

» Food and drinks adequately distributed 560

Appropriate musical gear 583

This makes happen:

» Food and drinks adequately distributed 588

» Appropriate music (3.8 AVERAGE) 585

» Music played at appropriate time 594

Appropriate musical gear 166

This makes happen:

- » Food and drinks adequately distributed 171
- » Appropriate music 173
- » Music played at appropriate time 172

This is the result of:

- « Stage and sound system set up 283

Appropriate skilled waiting staff 519

This makes happen:

- » Food and drinks adequately distributed 560

Appropriate skilled waiting staff 163

This makes happen:

- » Food and drinks adequately distributed 171

This is the result of:

- « Waiting staff training 284

Appropriate skilled waiting staff 641

This makes happen:

- » Food and drinks adequately distributed 588

Appropriate skilled waiting staff 341

Caterers 356

Discussion with hosts regarding food, wine & music selection 278

This makes happen:

- » Satisfactory gustatory experience 155
- » Satisfactory imbibing experience 156

Food and drinks adequately distributed 560

This makes happen:

- » Satisfactory imbibing experience 555
- » Satisfactory gustatory experience 523

This is the result of:

- « Appropriate skilled waiting staff 519
- « Sufficient quantity of drinks 530
- « Sufficient variety of drinks 535
- « Sufficient number of waiters 540

« Appropriate musical gear 515

Food and drinks adequately distributed 349

This is the result of:

« Waiting staff 357

Food and drinks adequately distributed 171

This makes happen:

» Satisfactory imbibing experience 156

» Satisfactory gustatory experience 155

This is the result of:

« Sufficient variety of drinks 165

« Sufficient quantity of drinks 164

« Staff supervision 276

« Appropriate musical gear 166

« Sufficient number of waiters 162

« Appropriate skilled waiting staff 163

Food and drinks adequately distributed 588

This makes happen:

» Satisfactory imbibing experience 584

» Satisfactory gustatory experience 600

This is the result of:

« Appropriate musical gear 583

« Sufficient quantity of drinks 622

« Sufficient number of waiters 619

« Sufficient variety of drinks 596

« Appropriate skilled waiting staff 641

Food prepared to adequate standards 337

Food prepared to adequate standards 591

This makes happen:

» Satisfactory gustatory experience 600

This is the result of:

« Sufficient number of waiters 619

« Appropriate food preparation gear 637

« Sufficient amount of food 598

Food prepared to adequate standards 158

This makes happen:

» Satisfactory gustatory experience 155

This is the result of:

« Sufficient number of waiters 162

« Sufficient amount of food 160

« Staff supervision 276

« Appropriate food preparation gear 161

Food prepared to adequate standards 541

This makes happen:

» Satisfactory gustatory experience 523

This is the result of:

« Sufficient amount of food 526

« Appropriate food preparation gear 506

« Sufficient number of waiters 540

Good social life 582

This is the result of:

«⁶⁰³ Happy guests (3.8 AVERAGE) 592

«⁶¹⁸ Happy hosts (4.1 AVERAGE) 607

Good social life 306

Good social life 321

Good social life 150

This is the result of:

«² Happy guests 151

«³ Happy hosts 152

Good social life 557

This is the result of:

«⁵⁶⁹ Happy hosts 531

«⁵⁶⁸ Happy guests 513

Good social life 313

Good social life 329

Guests feel relaxed 325

Guests feel relaxed 520

This makes happen:

- » Happy hosts 531
- » Happy guests 513

This is the result of:

- « Satisfactory imbibing experience 555
- « Satisfactory gustatory experience 523
- « Satisfactory entertainment experience 546
- « Appropriate company 510

Guests feel relaxed 310

Guests feel relaxed 154

This makes happen:

- » Happy hosts 152
- » Happy guests 151

This is the result of:

- « Satisfactory imbibing experience 156
- « Satisfactory entertainment experience 157
- « Satisfactory gustatory experience 155
- « Appropriate company 175

Guests feel relaxed 317

Guests feel relaxed 333

Guests feel relaxed (75% AVERAGE) 624

This makes happen:

- » Happy hosts (4.1 AVERAGE) 607
- » Happy guests (3.8 AVERAGE) 592

This is the result of:

- « Satisfactory gustatory experience 600
- « Satisfactory entertainment experience 616
- « Appropriate company 587
- « Satisfactory imbibing experience 584

Guests feel well fed 324

Guests feel well fed 316

Guests feel well fed 332

Guests feel well fed 309

Guests feel well fed 153

This makes happen:

»⁵ Happy guests 151

» Happy hosts 152

This is the result of:

« Satisfactory gustatory experience 155

Guests feel well fed 504

This makes happen:

» Happy hosts 531

»⁵²⁴ Happy guests 513

This is the result of:

« Satisfactory gustatory experience 523

Guests feel well fed 603

This makes happen:

»⁶¹⁵ Happy guests (3.8 AVERAGE) 592

» Happy hosts (4.1 AVERAGE) 607

This is the result of:

« Satisfactory gustatory experience 600

Happy guests 513

This makes happen:

»⁵⁶³ Strong social network 552

»⁵⁶⁸ Good social life 557

This is the result of:

« Guests feel relaxed 520

«⁵²⁴ Guests feel well fed 504

Happy guests 307

Happy guests 330

Happy guests 322

Happy guests 314

Happy guests 151

This makes happen:

»² Good social life 150

»¹ Strong social network 149

This is the result of:

«⁵ Guests feel well fed 153

« Guests feel relaxed 154

Happy guests (3.8 AVERAGE) 592

This makes happen:

»⁶⁰³ Good social life 582

»⁶⁴⁶ Strong social network 634

This is the result of:

«⁶¹⁵ Guests feel well fed 603

« Guests feel relaxed (75% AVERAGE) 624

Happy hosts 331

Happy hosts 308

Happy hosts 315

Happy hosts 152

This makes happen:

»⁴ Strong social network 149

»³ Good social life 150

This is the result of:

« Guests feel relaxed 154

« Guests feel well fed 153

Happy hosts 531

This makes happen:

»⁵⁶⁴ Strong social network 552

»⁵⁶⁹ Good social life 557

This is the result of:

« Guests feel relaxed 520

« Guests feel well fed 504

Happy hosts 323

Happy hosts (4.1 AVERAGE) 607

This makes happen:

»⁶⁴⁵ Strong social network 634

»⁶¹⁸ Good social life 582

This is the result of:

« Guests feel relaxed (75% AVERAGE) 624

« Guests feel well fed 603

Hosts 354

Just monitoring that best practice from the pilots is applied in the full roll-out of the parties 360

May or may not be piloting 363

Menu preparation 280

This makes happen:

» Sufficient amount of food 160

Music played at appropriate time 594

This makes happen:

» Satisfactory entertainment experience 616

This is the result of:

« Appropriate musical gear 583

« Sufficiently skilled musicians 631

« Sufficient number of musicians 613

Music played at appropriate time 172

This makes happen:

» Satisfactory entertainment experience 157

This is the result of:

« Staff supervision 276

« Musician briefing 277

« Sufficient number of musicians 167

« Appropriate musical gear 166

« Sufficiently skilled musicians 168

Music played at appropriate time 350

Music played at appropriate time 508

This makes happen:

» Satisfactory entertainment experience 546

This is the result of:

« Sufficiently skilled musicians 536

« Sufficient number of musicians 505

« Appropriate musical gear 515

Musician briefing 277

This makes happen:

» Music played at appropriate time 172

» Appropriate music 173

Musicians 358

Outcome evaluation on full roll-out to prove that outcomes changed on full roll-out 362

Party 326

Party 311

Party venue secure 174

This makes happen:

» Appropriate company 175

This is the result of:

« Sufficient number of security guards 169

« Sufficiently skilled security guards 170

« Staff supervision 276

Party venue secure 527

This makes happen:

» Appropriate company 510

This is the result of:

« Sufficiently skilled security guards 507

« Sufficient number of security guards 550

Party venue secure 610

This makes happen:

» Appropriate company 587

This is the result of:

« Sufficient number of security guards 639

« Sufficiently skilled security guards 606

Party venue secure 352

Pilot project on what makes parties good including outcome evaluation to prove that at least some parties can change outcomes 361

Satisfactory entertainment experience 157

This makes happen:

» Guests feel relaxed 154

This is the result of:

«²⁸ Appropriate music 173

« Music played at appropriate time 172

Satisfactory entertainment experience 336

Satisfactory entertainment experience 546

This makes happen:

» Guests feel relaxed 520

This is the result of:

«⁵⁵⁷ Appropriate music 511

« Music played at appropriate time 508

Satisfactory entertainment experience 616

This makes happen:

» Guests feel relaxed (75% AVERAGE) 624

This is the result of:

« Music played at appropriate time 594

«⁶²⁸ Appropriate music (3.8 AVERAGE) 585

Satisfactory gustatory experience 334

Satisfactory gustatory experience 155

This makes happen:

» Guests feel relaxed 154

» Guests feel well fed 153

This is the result of:

« Food prepared to adequate standards 158

« Food and drinks adequately distributed 171

« Discussion with hosts regarding food, wine & music selection 278

Satisfactory gustatory experience 523

This makes happen:

» Guests feel well fed 504

» Guests feel relaxed 520

This is the result of:

« Food prepared to adequate standards 541

« Food and drinks adequately distributed 560

Satisfactory gustatory experience 600

This makes happen:

» Guests feel relaxed (75% AVERAGE) 624

» Guests feel well fed 603

This is the result of:

« Food and drinks adequately distributed 588

« Food prepared to adequate standards 591

Satisfactory imbibing experience 584

This makes happen:

» Guests feel relaxed (75% AVERAGE) 624

This is the result of:

« Food and drinks adequately distributed 588

Satisfactory imbibing experience 156

This makes happen:

» Guests feel relaxed 154

This is the result of:

« Food and drinks adequately distributed 171

« Discussion with hosts regarding food, wine & music selection 278

Satisfactory imbibing experience 335

Satisfactory imbibing experience 555

This makes happen:

» Guests feel relaxed 520

This is the result of:

« Food and drinks adequately distributed 560

Security guard training 279

This makes happen:

» Sufficiently skilled security guards 170

Security staff 359

Song play list preparation 282

This makes happen:

» Appropriate music 173

Staff supervision 276

This makes happen:

» Music played at appropriate time 172

» Food and drinks adequately distributed 171

» Food prepared to adequate standards 158

» Appropriate music 173

» Party venue secure 174

Stage and sound system set up 283

This makes happen:

- » Appropriate musical gear 166

Strong social network 303

Strong social network 328

Strong social network 312

Strong social network 634

This is the result of:

«⁶⁴⁵ Happy hosts (4.1 AVERAGE) 607

«⁶⁴⁶ Happy guests (3.8 AVERAGE) 592

Strong social network 149

This is the result of:

«⁴ Happy hosts 152

«¹ Happy guests 151

Strong social network 552

This is the result of:

«⁵⁶³ Happy guests 513

«⁵⁶⁴ Happy hosts 531

Strong social network 320

Sufficient amount of food 160

This makes happen:

- » Food prepared to adequate standards 158

This is the result of:

« Menu preparation 280

Sufficient amount of food 526

This makes happen:

- » Food prepared to adequate standards 541

Sufficient amount of food 598

This makes happen:

- » Food prepared to adequate standards 591

Sufficient amount of food 338

Sufficient number of musicians 167

This makes happen:

- » Music played at appropriate time 172
- » Appropriate music 173

Sufficient number of musicians 505

This makes happen:

- » Music played at appropriate time 508
- » Appropriate music 511

Sufficient number of musicians 613

This makes happen:

- » Music played at appropriate time 594
- » Appropriate music (3.8 AVERAGE) 585

Sufficient number of musicians 345

Sufficient number of security guards 639

This makes happen:

- » Party venue secure 610

Sufficient number of security guards 347

Sufficient number of security guards 550

This makes happen:

- » Party venue secure 527

Sufficient number of security guards 169

This makes happen:

- » Party venue secure 174

Sufficient number of waiters 340

Sufficient number of waiters 540

This makes happen:

- » Food and drinks adequately distributed 560
- » Food prepared to adequate standards 541

Sufficient number of waiters 162

This makes happen:

- » Food prepared to adequate standards 158
- » Food and drinks adequately distributed 171

Sufficient number of waiters 619

This makes happen:

- » Food prepared to adequate standards 591
- » Food and drinks adequately distributed 588

Sufficient quantity of drinks 530

This makes happen:

- » Food and drinks adequately distributed 560

Sufficient quantity of drinks 622

This makes happen:

- » Food and drinks adequately distributed 588

Sufficient quantity of drinks 342

Sufficient quantity of drinks 164

This makes happen:

- » Food and drinks adequately distributed 171

Sufficient variety of drinks 343

Sufficient variety of drinks 535

This makes happen:

- » Food and drinks adequately distributed 560

Sufficient variety of drinks 596

This makes happen:

- » Food and drinks adequately distributed 588

Sufficient variety of drinks 165

This makes happen:

- » Food and drinks adequately distributed 171

This is the result of:

- « Wine list preparation 281

Sufficiently skilled musicians 536

This makes happen:

- » Music played at appropriate time 508
- » Appropriate music 511

Sufficiently skilled musicians 346

Sufficiently skilled musicians 631

This makes happen:

- » Appropriate music (3.8 AVERAGE) 585
- » Music played at appropriate time 594

Sufficiently skilled musicians 168

This makes happen:

- » Appropriate music 173
- » Music played at appropriate time 172

Sufficiently skilled security guards 507

This makes happen:

- » Party venue secure 527

Sufficiently skilled security guards 606

This makes happen:

- » Party venue secure 610

Sufficiently skilled security guards 170

This makes happen:

- » Party venue secure 174

This is the result of:

- « Security guard training 279

Sufficiently skilled security guards 348

Taken out to dinner and a movie 318

Waiting staff 357

This makes happen:

- » Food and drinks adequately distributed 349

Waiting staff training 284

This makes happen:

- » Appropriate skilled waiting staff 163

Wine list preparation 281

This makes happen:

- » Sufficient variety of drinks 165

Groups

327

319

Indicators

% guests observed tapping feet between 10 and 10:30pm ²⁵⁰

% guests observed tapping feet between 10 and 10:30pm AVERAGE 74% ⁵⁶⁸

Circulates around room every 5 minutes W ²⁷²

Circulates around room every 5 minutes WCon AVERAGE 4.7 MINUTES ⁵⁷¹

Food at correct temperature W ²⁷⁴

Food at correct temperature WCon AVERAGE COMPLAINTS 0.2 PER PARTY ⁵⁷³

Food well laid out W ²⁷⁵

Food well laid out WCon AVERAGE COMPLAINTS 0.1 PER PARTY ⁵⁷⁴

Response on written scale (guest) 1-5 'how happy are you' at the present moment' (11pm) ²⁵¹

Response on written scale (guest) 1-5 'how happy are you' at the present moment' (11pm) AVERAGE 3.8 ⁵¹⁸

Response on written scale (host) 1-5 'how happy are you at the present moment' (11pm) ²⁵²

Response on written scale (host) 1-5 'how happy are you at the present moment' (11pm) AVERAGE 4.1 ⁵³⁹

Response on written scale 1-5 'was the food satisfactory' (11pm) ³⁰²

Response on written scale 1-5 'was the food satisfactory' (11pm) ²⁵⁴

Response on written scale 1-5 'was the food satisfactory' (11pm) AVERAGE 3.5 ⁵³⁴

Response on written scale 1-5 'was the music appropriate?' (11pm) ²⁵⁵

Response on written scale 1-5 'was the music appropriate?' (11pm) AVERAGE 3.8 ⁵⁶⁹

Staff conduct selves appropriately W ²⁷³

Staff conduct selves appropriately WCon AVERAGE COMPLAINTS 0.1 PER PARTY ⁵⁷²

Total number of gate-crashers ²⁵³

Total number of gate-crashers AVERAGE 4.2 PER PARTY ⁵⁷⁰

Questions

Did the party improve social life? ²⁹⁷

Notes: THIS QUESTION IS NOT GOING TO BE ANSWERED - same reason as the notes for 'Did the party increase social networks?' evaluation question.

Did the party improve social life? NOT ANSWERED ⁵⁷⁶

Notes: THIS QUESTION IS NOT GOING TO BE ANSWERED - same reason as the notes for 'Did the party increase social networks?' evaluation question.

Did the party increase social networks? ²⁹⁵

Notes: This evaluation question is NOT GOING TO BE ANSWERED in this evaluation as it is at such a high level that it is beyond the scope of an evaluation of the party. As the Party Provider Agency, we have been commissioned to run a number of parties by the Party Funding Agency. It is presumed that the Party Funding Agency which has the responsibility of increasing social networks will have a clear logic as to why it believes that funding parties is a way of increasing social networks. If the Party Funding Agency wishes the Party Provider Agency to undertake an evaluation at this level of outcomes, it can negotiate about providing the resources needed to undertake an evaluation at this level.

Did the party increase social networks? NOT ANSWERED ⁵⁷⁵

Notes: This evaluation question is NOT GOING TO BE ANSWERED in this evaluation as it is at such a high level that it is beyond the scope of an evaluation of the party. As the Party Provider Agency, we have been commissioned to run a number of parties by the Party Funding Agency. It is presumed that the Party Funding Agency which has the responsibility of increasing social networks will have a clear logic as to why it believes that funding parties is a way of increasing social networks. If the Party Funding Agency wishes the Party Provider Agency to undertake an evaluation at this level of outcomes, it can negotiate about providing the resources needed to undertake an evaluation at this level.

Did the party make the guests feel well fed? ²⁹⁹

Notes: There will be indicator information on this evaluation question from feedback sheets distributed to the guests. Because the guest being well fed is largely controllable by how much food they are given at the party, the fact that they say they are well fed will be taken as evidence that it is the party which has caused them to be well fed.

Did the party make the guests feel well fed? EXPERT REVIEWER BELIEVES THAT FOR MOST PARTIES MOST OF THE TIME GUESTS WERE WELL FED ⁵⁷⁹

Notes: There will be indicator information on this evaluation question from feedback sheets distributed to the guests. Because the guest being well fed is largely controllable by how much food they are given at the party, the fact that they say they are well fed will be taken as evidence that it is the party which has caused them to be well fed.

Did the party make the guests happy? ²⁹⁶

Notes: THIS IS THE HIGH LEVEL OUTCOME EVALUATION QUESTION which which we will look at. We have done an analysis of the appropriateness, feasibility and affordability of the seven possible high level outcome designs.

Working Notes: This high-level outcome evaluation question (a W-Type evaluation question in the Systematic Outcomes Analysis approach) will be the focus of the outcome evaluation effort. An analysis has been undertaken of the feasibility and affordability of the seven possible W-Type designs below:

TRUE EXPERIMENTAL DESIGN: Currently NOT CONSIDERED FEASIBLE. Method summary: Take a group of people on a Saturday night at 7:30pm. Measure their level of happiness (on 1-10 scale) with a simple questionnaire. Randomly divide them into two groups (the intervention group which goes to the party and the control group which does not). Measure the level of happiness for both groups at 1am after the party has finished. Comment: firstly, there would be a major problem in making the control group undergo a general placebo intervention which would subject them to the general effect of receiving an 'intervention' without it being the specific effect of a party. If this not done then it would not be possible to determine whether any increase in happiness in the intervention group is just coming from the fact that they received an intervention and that any intervention could have produced the same effect. Secondly, it would be difficult to get a cross-section of the general population to agree to be involved in the experiment on a Saturday night. The intervention group may be suspicious of exactly where they would be taken, the control group might get bored and

leave. This is a participant selection problem. Thirdly, the control group might spontaneously decide to have a party themselves while they are waiting around as the control group.

REGRESSION DISCONTINUITY DESIGN: Currently NOT CONSIDERED FEASIBLE. Method summary: Take a group of people on a Saturday night. Line up the group at 7:30pm on the basis of their pre-party happiness score (determined as above). Get them to hold up in the air the number of fingers equal to their pre-party happiness score. Starting at the bottom of the line (those with the lowest scores) select an appropriately sized group to go to the party. At 1am get everyone back together again and have them line up again in the order of their pre-party happiness scores. Get them to now show by holding up their fingers what their post-party happiness scores are now. On average, if the party has had an effect, the whole party-going group should have increased their happiness over their pre-party happiness level more than the rest of the group. Comment: this design suffers from the same problems as for the one above.

TIME SERIES DESIGN: Currently NOT CONSIDERED FEASIBLE. Method summary: Give a randomly selected group of people a happiness questionnaire at 11:30pm every night for three months. Use statistical analysis to adjust for any seasonal changes. Take them to a party one night after the three months and make sure they do not go to another party for another three months. All the way through continue with the happiness questionnaire at 11:30pm. If the party worked there should be clear happiness spike occurring on the evening when they attended the party. Comment: would be too difficult to get people to fill in the questionnaire every night for six months.

Constructed matched comparison group design: Method summary: Give your party guests a happiness questionnaire at 8:30pm and also a barrage of demographic and attitude questionnaire (e.g. age, gender, income, ethnicity, attitude towards parties etc.). Go out while your party is on, go downtown and find the same number of people with the same characteristics as your party goes. Also give them a before and after happiness questionnaire. If your party worked the party-goers should, on average, have improved their happiness more than the comparison group.

Exhaustive causal identification and elimination design: Method summary: Measure your party guests happiness before and after the party. Interview each one of them and act like a detective trying to find out the reason for their increase in happiness over the time of the party. Try to not just provide a justification for why the party might have caused an increase in their happiness but why it could not be explained by any other factor (e.g. their national sports team won an international competition during the course of the party and they heard about it; a six month drought broke in the course of the party etc.)

Expert judgement design: Feasible and affordable and will be used. Method summary: An overseas expert would be contracted to attend three parties, make observations, talk to whoever they want to, draw on their academic knowledge of partyology and make a judgement of whether or not the party made the guest happy.

Key informant judgement design: Feasible and affordable. Not to be done due to Expert Judgement Design being used. Method summary: Interview a group of relevant people: guests, staff, hosts, partyology experts and ask them to make a judgement as to whether they thought that the party did make guests happy.

Did the party make the guests happy? EXPERT REVIEWER BELIEVES THAT FOR MOST PARTIES MOST OF THE TIME GUESTS WERE MADE HAPPY ⁵⁷⁷

Notes: THIS IS THE HIGH LEVEL OUTCOME EVALUATION QUESTION which which we will look at. We have done an analysis of the appropriateness, feasibility and affordability of the seven possible high level outcome designs.

Working Notes: This high-level outcome evaluation question (a W-Type evaluation question in the Systematic Outcomes Analysis approach) will be the focus of the outcome evaluation effort. An analysis has been undertaken of the feasibility and affordability of the seven possible W-Type designs below:

TRUE EXPERIMENTAL DESIGN: Currently NOT CONSIDERED FEASIBLE. Method summary: Take a group of people on a Saturday night at 7:30pm. Measure their level of happiness (on 1-10 scale) with a simple questionnaire. Randomly divide them into two groups (the intervention group which goes to the party and the control group which does not). Measure the level of happiness for both groups at 1am after the party has finished. Comment: firstly, there would be a major problem in making the control group undergo a general placebo intervention which would subject them to the general effect of receiving an 'intervention' without it being the specific effect of a party. If this not done then it would not be possible to determine whether any increase in happiness in the intervention group is just coming from the fact that they received an intervention and that any intervention could have produced the same effect. Secondly, it would be difficult to get a cross-section of the general population to agree to be involved in the experiment on a Saturday night. The intervention group may be suspicious of exactly where they would be taken, the control group might get bored and leave. This is a participant selection problem. Thirdly, the control group might spontaneously decide to have a party themselves while they are waiting around as the control group.

REGRESSION DISCONTINUITY DESIGN: Currently NOT CONSIDERED FEASIBLE. Method summary: Take a group of people on a Saturday night. Line up the group at 7:30pm on the basis of their pre-party happiness score (determined as above). Get them to hold up in the air the number of fingers equal to their pre-party happiness score. Starting at the bottom of the line (those with the lowest scores) select an appropriately sized group to go to the party. At 1am get everyone back together again and have them line up again in the order of their pre-party happiness scores. Get them to now show by holding up their fingers what their post-party happiness scores are now. On average, if the party has had an effect, the whole party-going group should have increased their happiness over their pre-party happiness level more than the rest of the group. Comment: this design suffers from the same problems as for the one above.

TIME SERIES DESIGN: Currently NOT CONSIDERED FEASIBLE. Method summary: Give a randomly selected group of people a happiness questionnaire at 11:30pm every night for three months. Use statistical analysis to adjust for any seasonal changes. Take them to a party one night after the three months and make sure they do not go to another party for another three months. All the way through continue with the happiness questionnaire at 11:30pm. If the party worked there should be clear happiness spike occurring on the evening when they attended the party. Comment: would be too difficult to get people to fill in the questionnaire every night for six months.

Constructed matched comparison group design: Method summary: Give your party guests a happiness questionnaire at 8:30pm and also a barrage of demographic and attitude questionnaire (e.g. age, gender, income, ethnicity, attitude towards parties etc.). Go out while your party is on, go downtown and find the same number of people with the same characteristics as your party goers. Also give them a before and after happiness questionnaire. If you party worked the party-goers should, on average, have improved their happiness more than the comparison group.

Exhaustive causal identification and elimination design: Method summary: Measure your party guests happiness before and after the party. Interview each one of them and act like a detective trying to find out the reason for their increase in happiness over the time of the party. Try to not just provide a justification for why the party might have caused an increase in their happiness but why it could not be explained by any other factor (e.g. their national sports team won an international competition during the course of the party and they heard about it; a six month drought broke in the course of the party etc.)

Expert judgement design: Feasible and affordable and will be used. Method summary: An overseas expert would be contracted to attend three parties, make observations, talk to whoever they want to, draw on their academic knowledge of partyology and make a judgement of whether or not the party made the guest happy.

Key informant judgement design: Feasible and affordable. Not to be done due to Expert Judgement Design being used. Method summary: Interview a group of relevant people: guests, staff, hosts, partyology experts and ask them to make a judgement as to whether they thought that the party did make guests happy.

Did the party make the hosts happy? ²⁹⁸

Notes: NOT A PRIORITY for answering at the moment. The number of hosts is small compared to the number of guests. The hosts are paid to run the parties.

Did the party make the hosts happy? EXPERT REVIEWER BELIEVES THAT FOR MOST PARTIES MOST OF THE TIME HOSTS WERE MADE HAPPY

⁵⁷⁸

Notes: NOT A PRIORITY for answering at the moment. The number of hosts is small compared to the number of guests. The hosts are paid to run the parties.

What type of alcohol are the guests likely to like? ³⁰¹

Notes: Answering this formative evaluation question is feasible and affordable and will be done.

What type of alcohol are the guests likely to like? DETAILS OF ALCOHOL PREFERENCES IN RECORD-TABLE ⁵⁸¹

Notes: Answering this formative evaluation question is feasible and affordable and will be done.

What type of music is likely to be appropriate? ³⁰⁰

Notes: Answering this formative evaluation question is feasible and affordable and will be done.

What type of music is likely to be appropriate? DETAILS OF MUSIC PREFERENCES IN RECORD-TABLE ⁵⁸⁰

Notes: Answering this formative evaluation question is feasible and affordable and will be done.

Working Notes: Results from Evaluation Project 2 Focus Groups: Most participants thought that the most important factor was not the type of music but the fact that it had to be able to be danced to. Equally important was for the band leader to have sufficient personality and stage presence to be able to energise and entertain the crowd as the night progressed. The ability to play requests was also thought to be valuable because it increased the guests feeling of identification with the music played.

Items

Evaluation Project 1: Party expert judgement design ²

Notes: An overseas expert will be contracted to attend three parties. They will observe what is happening at the parties and draw on their academic knowledge of partyology. They will then make a judgement as to whether or not the parties worked to increase the happiness of guests.

Timing: June

Cost: \$15,000.

Evaluation Project 2: Focus groups ³

Notes: Two focus groups will be run with approximately 8 people in each. They will be typical party-goers. They will discuss the type of music and the type of alcohol which is most appropriate to have at a party.

Timing: April-May

Cost: Will be run by the Party Provider Agency staff who are not associated with the current selection of alcohol or music.

Indicator Project 1: Feedback sheet indicator project ²⁹²

Notes: It is planned for a feedback sheet to be prepared and made available at all parties. It will be distributed and collected by the paid observer at the party (see below)

Timing: March - onwards

Cost: Development of feedback sheet, distribution to observers and analysis undertaken by internal staff (for cost of observer see below)

Indicator Project 2: Observation by paid observer ²⁹³

Notes: A paid observer will be at each party and will count the following indicators

Timing: March - onwards

Cost: \$50 per party. 100 parties per year = \$5000 per annum

Links

¹ Happy guests » Strong social network

Notes: Shirely (2007) has shown that those who attend an average of 20 parties per year have an average of 20.5 people they call 'good friends' whereas those who attend less than 3 parties per year only have 10 people they call 'good friends'. Correlational study so there could be a third variable causing these findings.

² Happy guests » Good social life

Notes: Edger (2006) has in a meta analysis of 20 studies shown that those who attend successful parties have on average 50% more social event invitations in a year. (Correlational study so a third variable could explain these findings).

³ Happy hosts » Good social life

Notes: Gerard (2008) showed that hosts who run more than 5 parties a year are invited to an average of 15 other social events per year compared to those who do not run any parties and are only invited to an average of 6 social events per year. This research did not ask whether or not the parties were successful and hence the hosts happy at the end of them. (Correlational study so a third variable could be causing these results).

⁴ Happy hosts » Strong social network

Notes: Smith and Brown (2007) showed that hosts who have more than three parties the describe as 'successful' a year have stronger social networks (measured by the self-reported number of close friends they have). Correlational study so a third variable could be causing these findings.

⁵ Guests feel well fed » Happy guests

Notes: Green (2006) has examined the relationship between adequate party food and guests being happy at parties. In their study they found that 30% of the variance in guests happiness could be explained by guests perception of how good the food was in a multiple regression which controlled for music and appropriate company.

²⁸ Appropriate music » Satisfactory entertainment experience

Notes: Harris (2008) has found that the type of music played at a party is important to guests having a satisfactory entertainment experience. In a qualitative study of five case study parties, one of the major themes to emerge from respondents in-depth interviews that the music had to be able to be danced to and that as the evening progressed there had to be alternating intense dance music with some periods of more relaxed music.

⁵²⁴ Guests feel well fed » Happy guests

Notes: Green (2006) has examined the relationship between adequate party food and guests being happy at parties. In their study they found that 30% of the variance in guests happiness could be explained by guests perception of how good the food was in a multiple regression which controlled for music and appropriate company.

⁵⁵⁷ Appropriate music » Satisfactory entertainment experience

Notes: Harris (2008) has found that the type of music played at a party is important to guests having a satisfactory entertainment experience. In a qualitative study of five case study parties, one of the major themes to emerge from respondents in-depth interviews that the music had to be able to be danced to and that as the evening progressed there had to be alternating intense dance music with some periods of more relaxed music.

⁵⁶³ **Happy guests » Strong social network**

Notes: Shirely (2007) has shown that those who attend an average of 20 parties per year have an average of 20.5 people they call 'good friends' whereas those who attend less than 3 parties per year only have 10 people they call 'good friends'. Correlational study so there could be a third variable causing these findings.

⁵⁶⁴ **Happy hosts » Strong social network**

Notes: Smith and Brown (2007) showed that hosts who have more than three parties they describe as 'successful' a year have stronger social networks (measured by the self-reported number of close friends they have). Correlational study so a third variable could be causing these findings.

⁵⁶⁸ **Happy guests » Good social life**

Notes: Edger (2006) has in a meta analysis of 20 studies shown that those who attend successful parties have on average 50% more social event invitations in a year. (Correlational study so a third variable could explain these findings).

⁵⁶⁹ **Happy hosts » Good social life**

Notes: Gerard (2008) showed that hosts who run more than 5 parties a year are invited to an average of 15 other social events per year compared to those who do not run any parties and are only invited to an average of 6 social events per year. This research did not ask whether or not the parties were successful and hence the hosts happy at the end of them. (Correlational study so a third variable could be causing these results).

⁶⁰³ **Happy guests**

(3.8 AVERAGE) » Good social life

Notes: Edger (2006) has in a meta analysis of 20 studies shown that those who attend successful parties have on average 50% more social event invitations in a year. (Correlational study so a third variable could explain these findings).

⁶¹⁵ **Guests feel well fed » Happy guests**

(3.8 AVERAGE)

Notes: Green (2006) has examined the relationship between adequate party food and guests being happy at parties. In their study they found that 30% of the variance in guests happiness could be explained by guests perception of how good the food was in a multiple regression which controlled for music and appropriate company.

⁶¹⁸ **Happy hosts (4.1 AVERAGE) » Good social life**

Notes: Gerard (2008) showed that hosts who run more than 5 parties a year are invited to an average of 15 other social events per year compared to those who do not run any parties and are only invited to an average of 6 social events per year. This research did not ask whether or not the parties were successful and hence the hosts happy at the end of them. (Correlational study so a third variable could be causing these results).

⁶²⁸ **Appropriate music**

(3.8 AVERAGE) » Satisfactory entertainment experience

Notes: Harris (2008) has found that the type of music played at a party is important to guests having a satisfactory entertainment experience. In a qualitative study of five case study parties, one of the major themes to emerge from respondents in-depth interviews that the music had to be able to be danced to and that as the evening progressed there had to be alternating intense dance music with some periods of more relaxed music.

⁶⁴⁵ **Happy hosts (4.1 AVERAGE) » Strong social network**

Notes: Smith and Brown (2007) showed that hosts who have more than three parties they describe as 'successful' a year have stronger social networks (measured by the self-reported number of close friends they have). Correlational study so a third variable could be causing these findings.

⁶⁴⁶ **Happy guests**

(3.8 AVERAGE) » Strong social network

Notes: Shirely (2007) has shown that those who attend an average of 20 parties per year have an average of 20.5 people they call 'good friends' whereas those who attend less than 3 parties per year only have 10 people they call 'good friends'. Correlational study so there could be a third variable causing these findings.