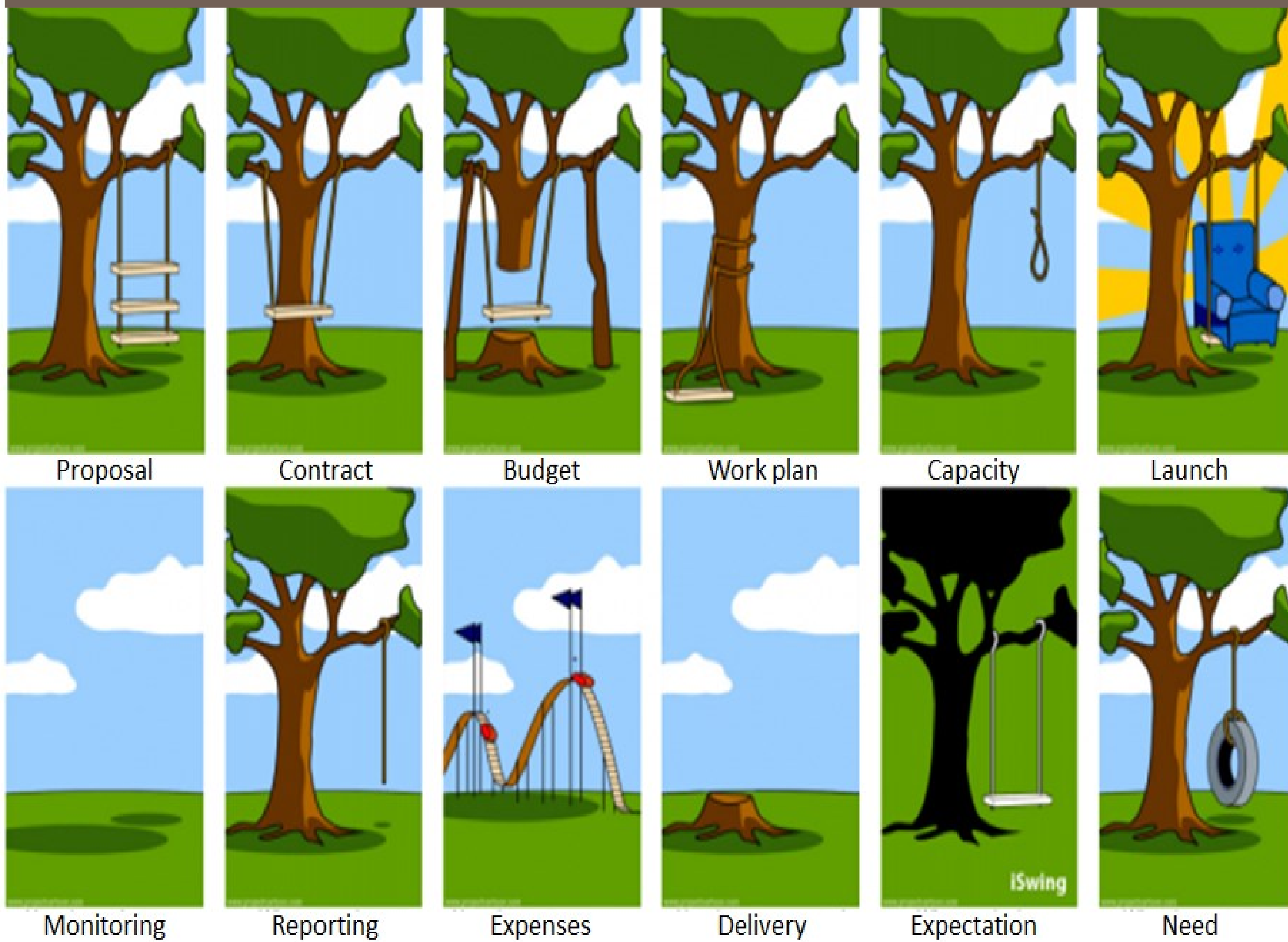


CAUSES: 4 PATHOLOGIES

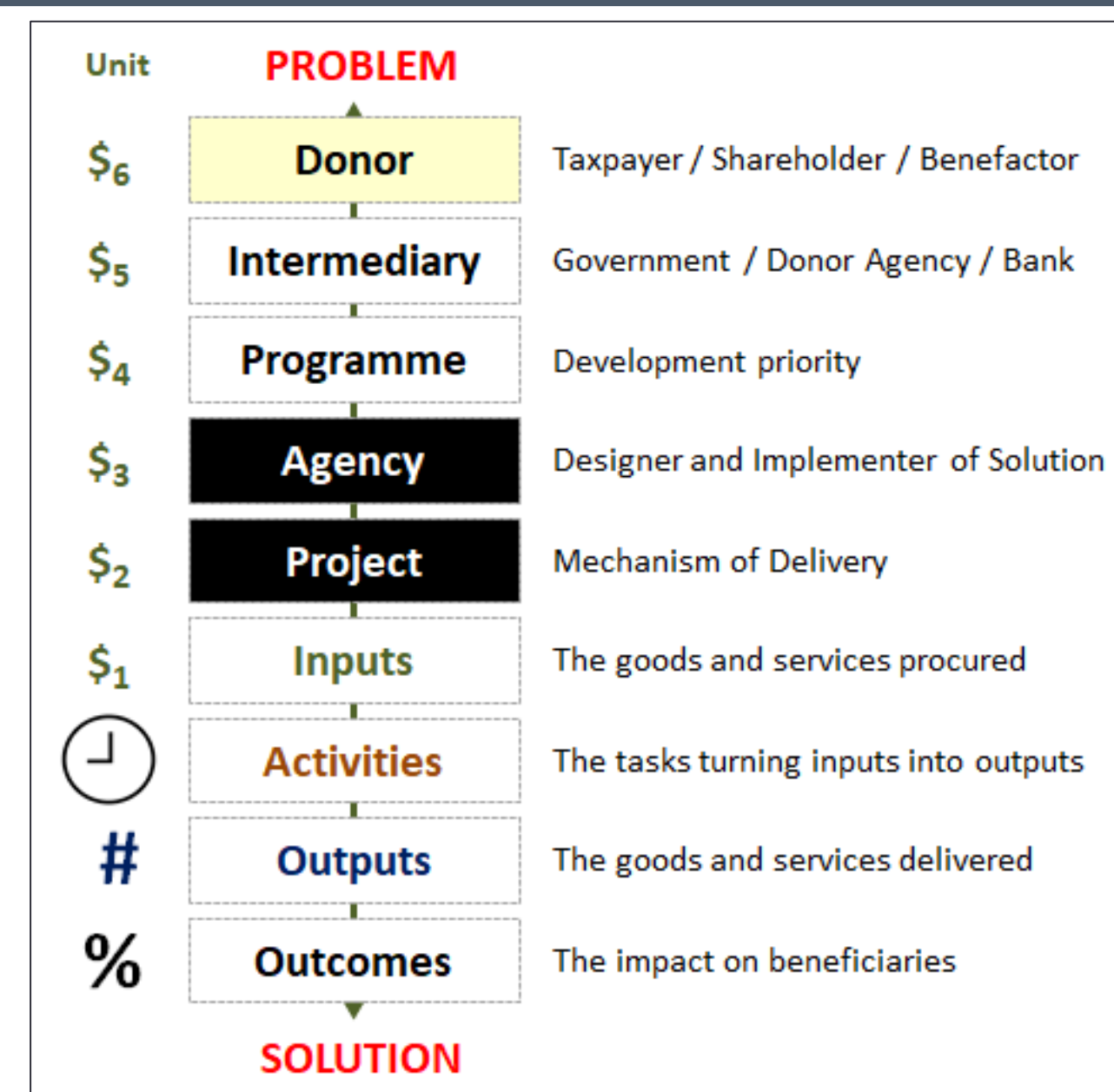
- 1. Decision pathology**
Projects are promoted to make money flow, not work
- 2. Design pathology**
Unclosed gaps between promises, targets and needs
- 3. Delivery pathology**
Projects are gamed to comply with futile indicators
- 4. Disclosure pathology**
Avoid discovering elite capture, corruption and failure

SIGNS ... ADMIT 75% PROJECTS FAIL

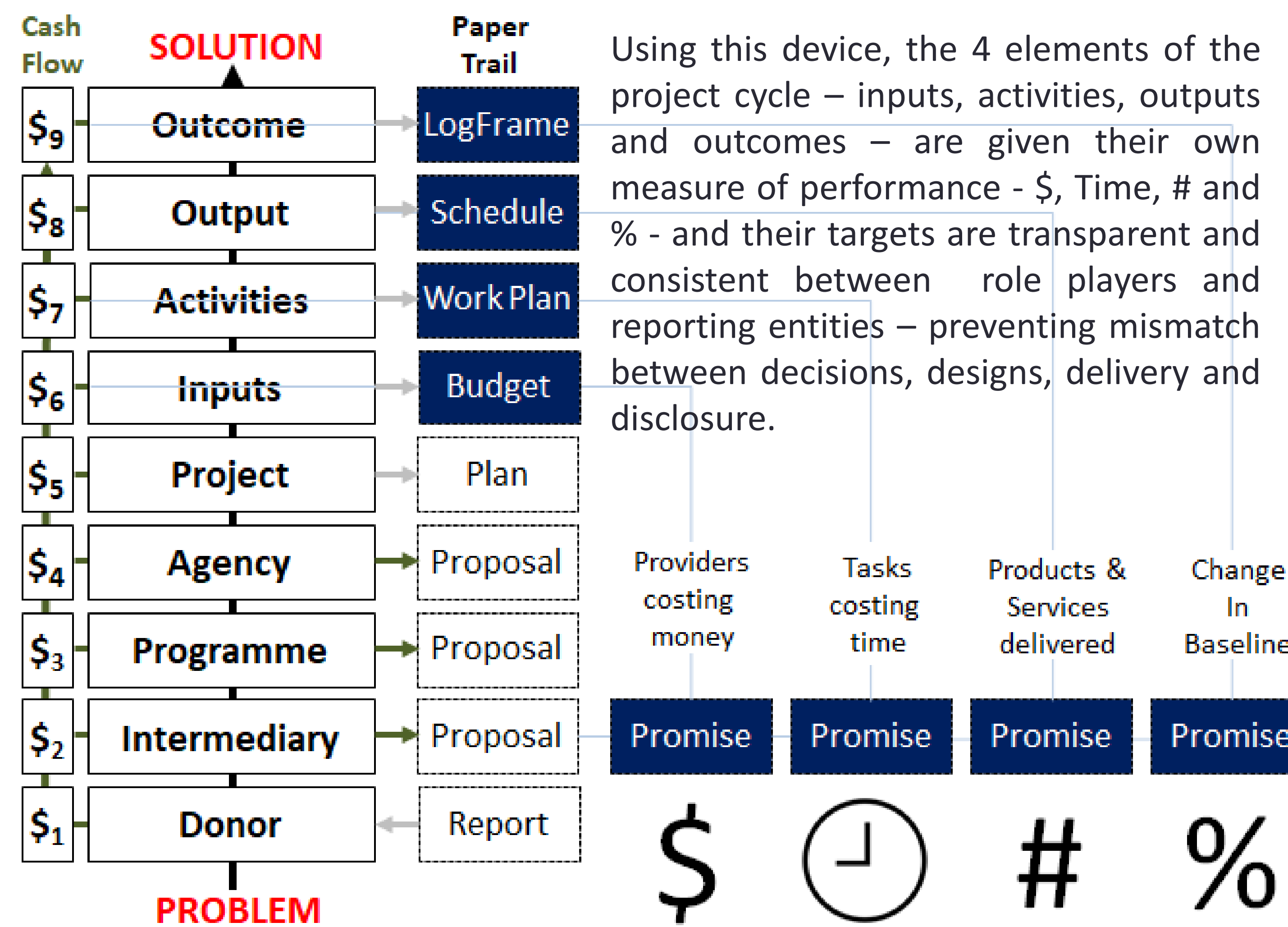


CURE: SYMMETRY OF EXPECTATIONS

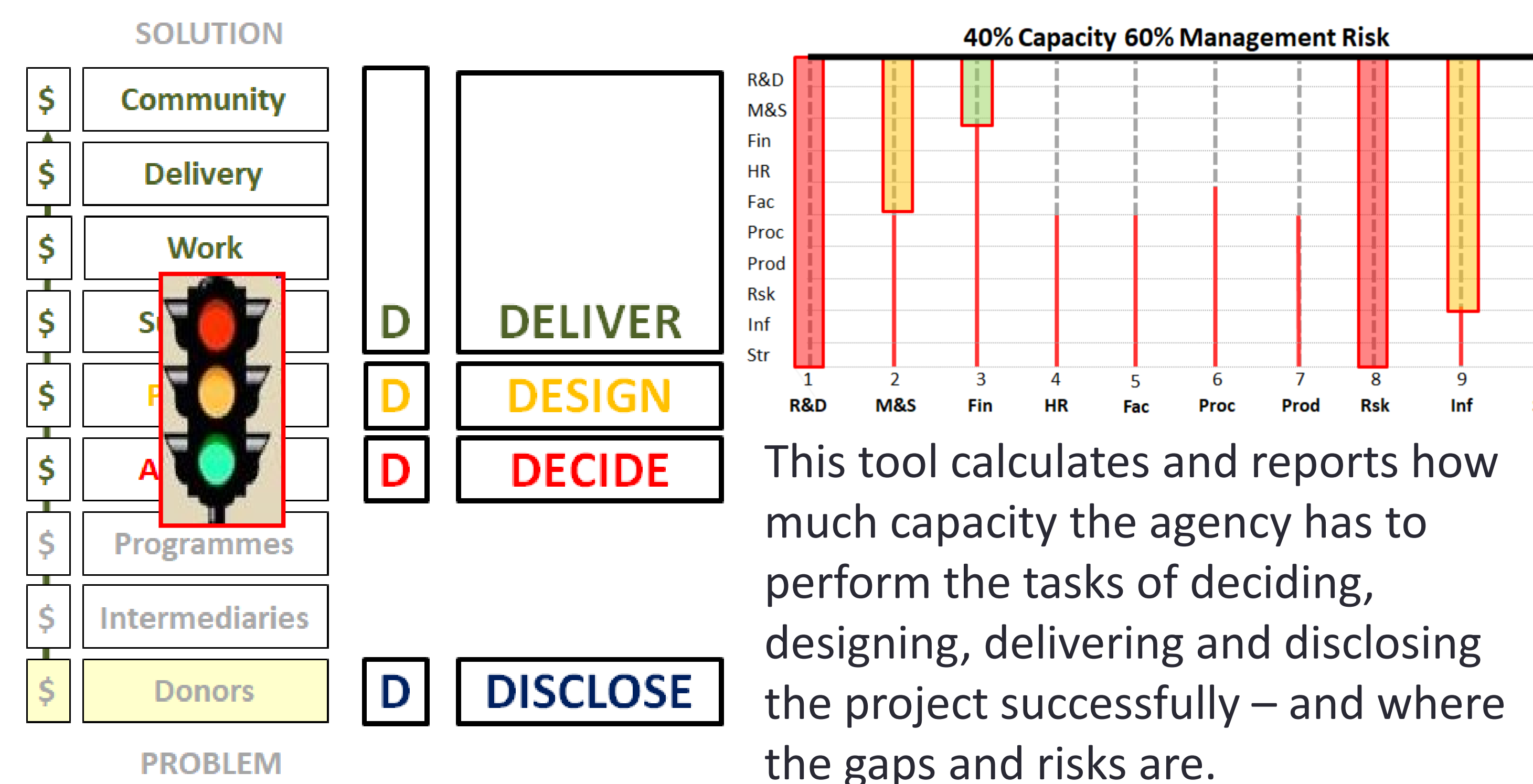
Using this device, the Theory of Change extends to the whole value chain, making the expectations transparent, so the promises in the proposals, the targets in the project plans and the project plans answer to the same expectations – preventing mismatch between decisions, designs, delivery and disclosure.



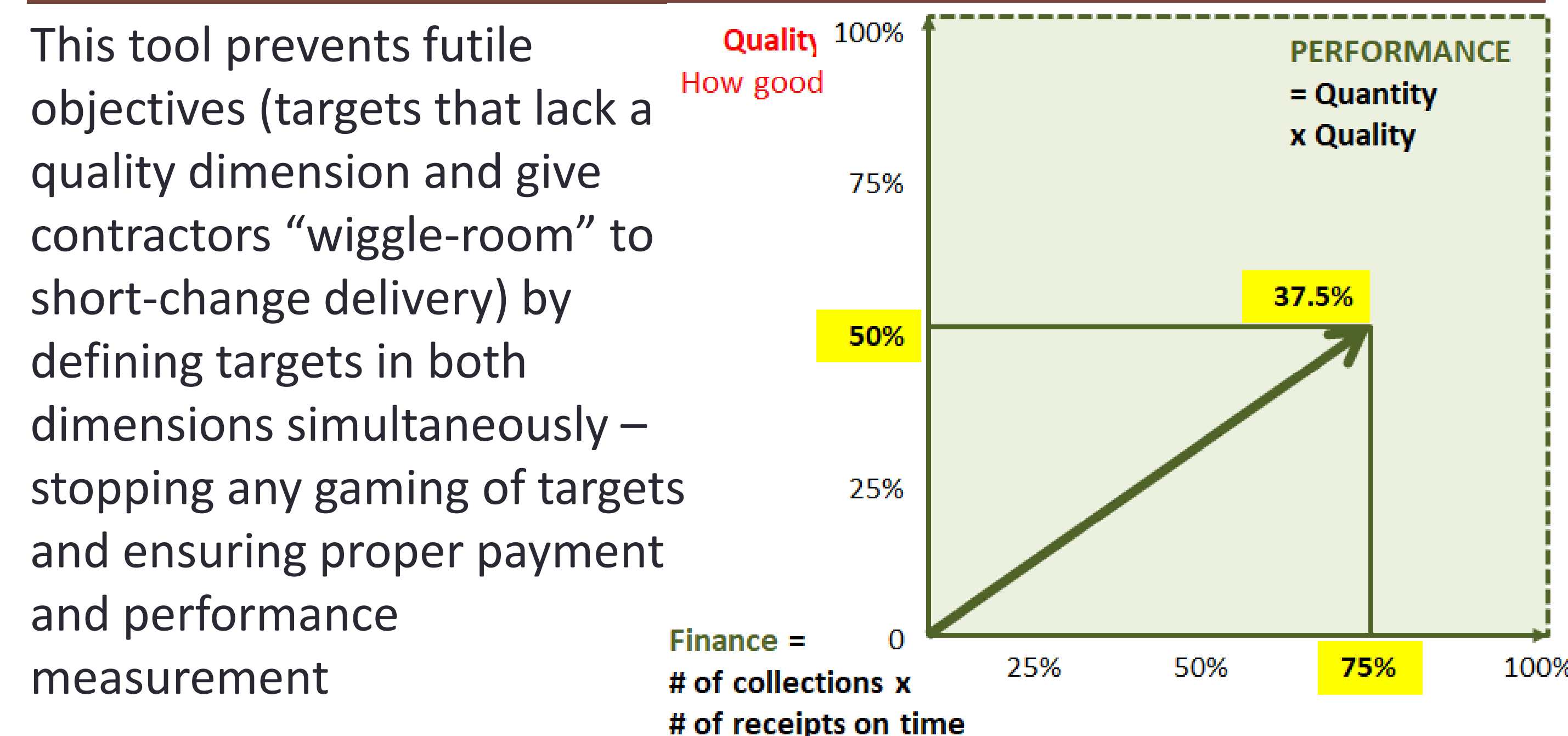
CURE: CONSISTENT TARGET CLARITY



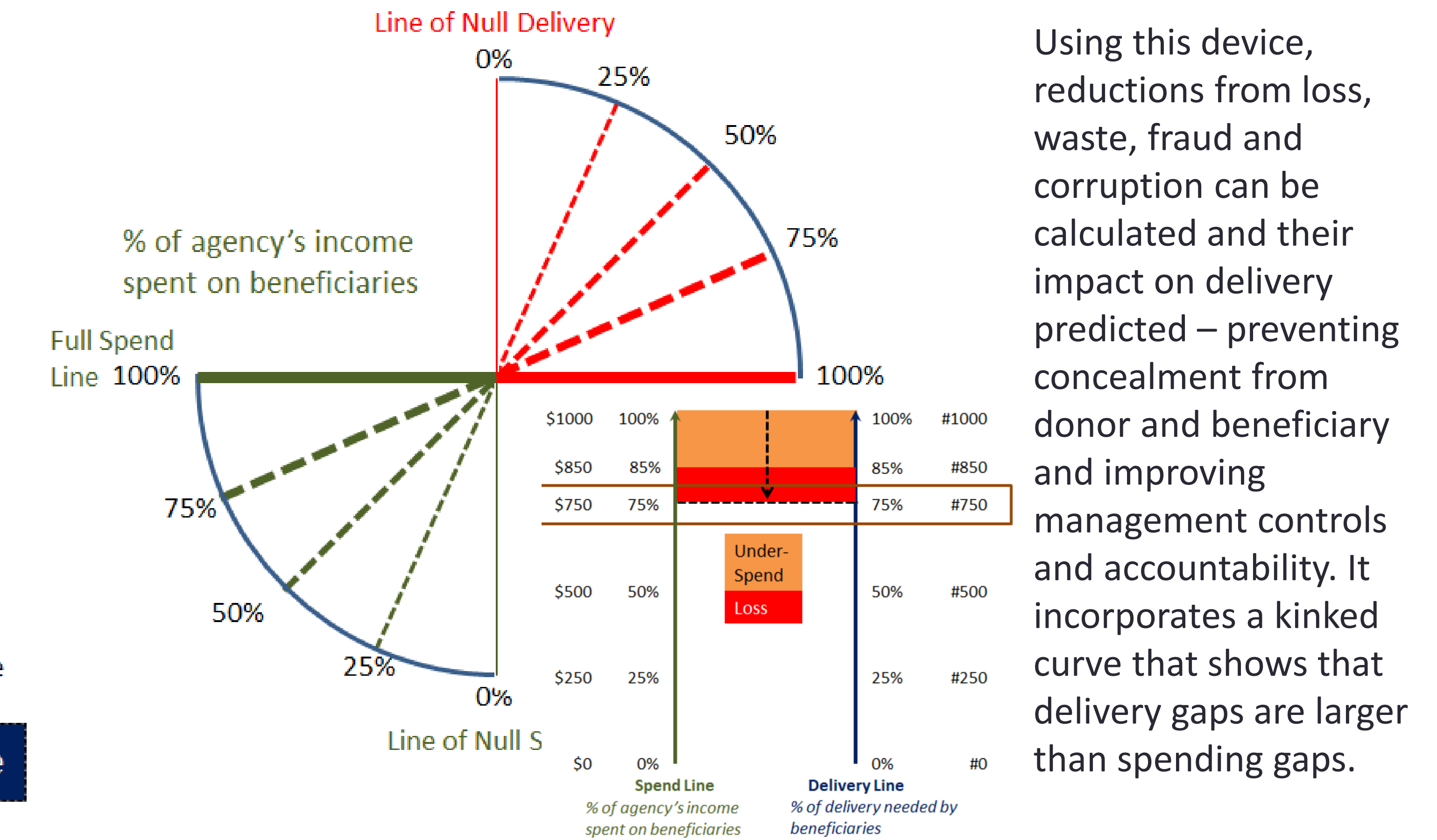
CURE: 4D CAPACITY



CURE: 2D (NON-FUTILE) OBJECTIVES



CURE: DELIVERY LEVEL PREDICTOR



CURE: DELIVERY FAILURE PREDICTOR

Key Performance Area	Activity	Yes
Research & Development	How – finding the solution	This device identifies the areas of delivery and non-delivery (failure risk) based on a survey of job descriptions and performance contracts.
Finance	What with – making the payments	
Human Resources	Who with – getting performance	
Facilities	Where – making places work	
Marketing & Sales	What for – getting payers	
Procurement	What from – getting inputs	
Production	When – getting outputs	
Risk & Quality	What if – overcoming obstacles	
Information	What – getting proof	
Strategy	Who for – satisfying stakeholders	

CURE: SOCIAL IMPACT CALCULATOR

