(re)solve IN BURKINA FASO
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INTRODUCTION TO (re)solve

1

+ What is (re)solve?
+ Why is (re)solve unique?
+ Why work in Burkina Faso?
+ What is the (re)solve approach?
WHAT IS (re)solve?

Launched in 2016, (re)solve is a four-year project funded by the Bill & Melinda Gates Foundation. It is led by Pathfinder International in partnership with Camber Collective, The International Center for Women, and ideas42, and is active in Bangladesh, Burkina Faso, and Ethiopia.

(re)solve combines expertise from consumer insights, behavioral design, and public health to discover what stops women from using contraception when they express a desire to avoid pregnancy, and yet do not use a modern contraceptive method.

(re)solve challenges current assumptions about contraceptive decision-making; tests new approaches based on local, contextualized behavioral insights; and generates adaptable, scalable, user-responsive solutions that address unmet need for family planning.

PATHFINDER INTERNATIONAL uses large-scale evidence-based family planning programming approaches through existing country projects. These projects provide the platform from which (re)solve implements its solutions.

CAMBER COLLECTIVE uses a market segmentation approach to identify population segments marked by behavioral and/or attitudinal differences which inform solutions catered to each segment’s needs. Camber typically identifies segments through large-scale, quantitative surveys.

IDEAS42 uses behavioral design to develop and test innovative solutions that reshape people’s environment to positively influence their behavior. ideas42 designs for behavioral bottlenecks identified through qualitative interviews and observations.

INTERNATIONAL CENTER FOR RESEARCH ON WOMEN (ICRW) uses a gender-focused research and evaluation approach to determine the efficacy and impact of programs. ICRW is conducting process and impact evaluations of (re)solve solutions.
WHY IS (re)solve UNIQUE?

Although much progress has been made in addressing non-use of contraception through traditional behavior change programming, these programs are limited by assumptions about what prevents women from using contraception.

At (re)solve’s heart is the conviction that one size does not fit all. (re)solve designs and customizes data-informed family planning solutions to the needs, motivations, and lived experiences of the women and girls we serve. We believe that women and girls deserve products and services designed for them.

Innovative approaches

- Segmentation & Consumer Insights
- Behavioral Design
- Learning Loops & Adaptation
- Testing Solutions

DEFINITIONS

BEHAVIORAL BOTTLENECK: barrier that prevents an individual from making a decision or taking action that would otherwise meet their needs (i.e. using a contraceptive method to avoid unintended pregnancy).

BEHAVIORAL DESIGN: an approach that leverages insights from behavioral economics, social psychology, human-centered design, and other disciplines to develop and test innovative solutions that reshape people’s environment to positively influence their behavior.

CONSUMER INSIGHTS: a field that focuses on interpreting trends in human attitudes, beliefs, and behaviors, which aims to increase the effectiveness of a product or service. Its main purpose is to understand why the consumer cares for the product or service, as well as their underlying mindsets, moods, motivations, desires, and aspirations that motivate and trigger consumer behaviors.

CROSS-DISCIPLINARY APPROACH: mixing of various disciplines—public health/demography approaches, market segmentation, and behavioral science/behavioral design—that address the age-old question of why women at risk of pregnancy are not using modern contraception.

INSIGHT: data-driven understanding about behaviors or the drivers of behaviors related to contraception.

SEGMENTATION: the activity of dividing a larger population into subgroups of people (known as segments) based on some type of shared characteristics, such as shared needs, common interests, similar lifestyles or even similar demographic profiles.
WHY WORK IN BURKINA FASO?

Unmet demand

Burkina Faso’s modern contraceptive prevalence rate has increased more than threefold since 1993 to 26.4%\(^1\) in 2018, but total fertility rate remains almost constant.

Women are having about the number of children they want (5.5 desired, 6.0 actual). But pockets of unmet demand\(^2\) exist, especially among young women. The adolescent fertility rate is high at 104 per 1,000\(^3\) women aged 15-19. 57%\(^4\) of pregnancies among this age group are unintended.

(re)solve seeks to better understand the needs of our target population, what the key behavioral dynamics are that define them and their family planning decisions, and what solutions may be effective in reducing their unmet demand for contraception.

Pathfinder has an established presence in Burkina Faso, and, at project start, was already implementing Project Yam Yankré (PYY). (re)solve was able to work in PYY regions, eventually focusing on unmarried girls who are students in Ouagadougou and Bobo-Dioulasso. These girls are an important focus for Pathfinder. (re)solve sought to learn more about the behavioral dynamics that affect them and what drives their intention to use or not to use contraception.

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2. Unmet demand is the gap between want and use of modern FP among those women and girls for whom pregnancy would pose a problem.
WHAT IS THE (re)solve APPROACH?

The (re)solve Framework

BEHAVIORAL LANDSCAPE ANALYSIS
- Intervention Analysis
- Segmentation Analysis

BEHAVIORAL DIAGNOSIS
- Mapping
- Refinement/Prioritization
- Field Research

DESIGN AND USER TESTING
- Ideation and rapid prototyping
- User Testing
- Solution Development

INTERVENTION TESTING
- Implementation
- Evaluation

Defined Problem
Analysis of Barriers and Bottlenecks
Proposed Solutions
Scalable Solutions
Strategy & Scale Up Framework

Research and Knowledge Management
QUANTITATIVE ANALYSIS AND SEGMENTATION IN BURKINA FASO

2

- General insights from quantitative analysis
- Goal of segmentation
- Approach to segmentation
- Segments identified
GENERAL INSIGHTS FROM QUANTITATIVE ANALYSIS

YOUTH IN BURKINA FASO ADHERE TO RELIGIOUS BELIEFS THAT CAN BE IN CONFLICT WITH THEIR BEHAVIORS AND ATTITUDES, LEADING TO UNMET DEMAND FOR CONTRACEPTION.

VALUES

81% of youth identify as very religious or somewhat religious

<table>
<thead>
<tr>
<th>Somewhat religious</th>
<th>Very religious</th>
</tr>
</thead>
<tbody>
<tr>
<td>41%</td>
<td>40%</td>
</tr>
</tbody>
</table>

DESIRES

47% of unmarried youth are sexually active

46% of youth believe it’s normal for unmarried couples to have sex

UNMET DEMAND

“of those that think pregnancy would be a big problem, 61% are not using any modern contraceptive

<table>
<thead>
<tr>
<th>Pregnancy would not pose a problem</th>
<th>Pregnancy would be a big problem</th>
<th>Pregnancy would be somewhat of a problem</th>
</tr>
</thead>
<tbody>
<tr>
<td>51%</td>
<td>34%</td>
<td>15%</td>
</tr>
</tbody>
</table>

WHY AREN’T YOUTH USING CONTRACEPTION?

+ Not exposed to family planning
+ Strong perception of provider bias
+ Perceive western oppression related to family planning
+ Embarrassed to discuss family planning
+ Limited autonomy
+ Concerns about stigma
GENERAL INSIGHTS FROM QUANTITATIVE ANALYSIS
Creating a family and social approval are the centerpieces of relationships

<table>
<thead>
<tr>
<th>KEY VALUES FOR A RELATIONSHIP</th>
<th>...AND THESE SEEM TO BE HIGHLY AGREED UPON</th>
<th>TOTAL YOUTH IDENTIFYING THE VALUE AS IMPORTANT</th>
</tr>
</thead>
<tbody>
<tr>
<td>HAVING CHILDREN</td>
<td>20% somewhat important</td>
<td>99%</td>
</tr>
<tr>
<td></td>
<td>78% very important</td>
<td></td>
</tr>
<tr>
<td>BEING A GOOD PARENT</td>
<td>16% somewhat important</td>
<td>99%</td>
</tr>
<tr>
<td></td>
<td>83% very important</td>
<td></td>
</tr>
<tr>
<td>FIDELITY</td>
<td>30% somewhat important</td>
<td>96%</td>
</tr>
<tr>
<td></td>
<td>66% very important</td>
<td></td>
</tr>
<tr>
<td>APPROVAL OF OTHERS</td>
<td>35% somewhat important</td>
<td>90%</td>
</tr>
<tr>
<td></td>
<td>55% very important</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>KEY VALUES FOR A RELATIONSHIP</th>
<th>HOWEVER...</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>97% of women say that motherhood is the most important accomplishment of a woman’s life</td>
</tr>
<tr>
<td></td>
<td>89% of youth believe that they if they have a smaller family, they can give their children a better life</td>
</tr>
</tbody>
</table>
(re)solve seeks to reach Burkinabe girls with an unmet demand\(^1\) for family planning.

Through segmentation, (re)solve sought to better understand who the target populations are and what drives them to use or not use family planning—that is, where the unmet demand exists in Burkina Faso—and what key dynamics define them.

Segmentation focused on the needs, behaviors, and attitudes of different subgroups within a population with the assumption that these determinants have the most impact on behavior and addressing unmet demand.

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\(^1\) Unmet demand constitutes those women who are sexually active, who say that pregnancy would be a problem, and are not using a modern contraceptive method.
**APPROACH TO SEGMENTATION**

(re)solve identified six segments or archetypes based on demographics, personal agency, and attitudes and norms.

**754 OBSERVATIONS SEGMENTED BY KEY VARIABLES**

**YIELDING 6 DISTINCT SEGMENTS**

- **TRAPPED CONSERVATIVE**
- **TRADITIONAL CONSERVATIVE**
- **CONFIDENT FAMILY WOMAN**
- **SKEPTIC YOUTH**
- **NOVICE YOUTH**
- **AMBITIOUS RISK-TAKER**

**KEY SEGMENTATION VARIABLES**

- Demographics
  - Residence (urban/rural)
  - Education
- Personal Agency
  - Perceived control/voice in health decisions
  - Autonomy in FP decision-making
- Attitudes + Norms
  - Perceived provider bias
  - Perception of western influence with FP
  - Marital status
  - Degree of religiosity
  - Ability to decide when to have sex with partner
  - Will use FP without partner permission
  - Willingness to try something new
  - Embarrassment around discussing FP
  - Outlook on pre-marital sex

**LATENT CLUSTER ANALYSIS**

Determines each segment’s level of health optimism, unmet demand, and agency.
Women in each segment experienced these drivers of intention to different degrees. (re)solve used three multi-driver axes to compare segments:

**HEALTH OPTIMISM**: degree of openness in her outlook on health and family planning (FP) (health proactivity, perceived provider bias, and perception of western influence on FP)

**UNMET DEMAND**: gap between want and use of modern FP (for whom pregnancy would pose a problem)

**AGENCY**: ability and desire to make own decisions about FP (perceived control/voice in health decisions, autonomy in FP decision-making, ability to decide when to have sex with partner, will use FP without partner permission, willingness to try something new)

Our solutions address many of the drivers of intention and their variable influence across segments.
BEHAVIORAL DIAGNOSIS
IN BURKINA FASO

3

+ Goal of behavioral diagnosis
+ Approach to behavioral diagnosis
+ Multiple bottlenecks
+ Mapping the bottlenecks by segment
GOAL OF BEHAVIORAL DIAGNOSIS

Generate hypotheses and test them empirically

Through the structured process of behavioral mapping we generate hypotheses on the behavioral drivers (bottlenecks) of nonuse which stretch our thinking. Qualitative research and observation enables us to test and refine these behavioral bottlenecks and their underlying drivers.

Enrich insights from segmentation

A mixed methods approach allows us to more fully understand the lives of girls and how they make decisions, not only about contraceptive use, but how these decisions fit into her life. Using a profiling tool to link respondents to segments helps us understand which bottlenecks affect which segments and where they may share challenges.

Establish direction for design

The ultimate objective of diagnosis is to set the direction for design. The underlying drivers that we identify as triggering bottlenecks are what we will be looking to change or affect through our designs. This allows us to move into design with evidence-based design challenges.

UNDERLYING DRIVERS are elements in the environment that trigger or contribute to the behavioral bottleneck.
**APPROACH TO BEHAVIORAL DIAGNOSIS**

<table>
<thead>
<tr>
<th>TYPE OF INTERVIEW</th>
<th>NUMBER*</th>
</tr>
</thead>
<tbody>
<tr>
<td>Young unmarried girls</td>
<td>21</td>
</tr>
<tr>
<td>Young married girls</td>
<td>19</td>
</tr>
<tr>
<td>Young unmarried boys</td>
<td>15</td>
</tr>
<tr>
<td>Partners of youth, older than 25</td>
<td>11</td>
</tr>
<tr>
<td>Parents</td>
<td>11</td>
</tr>
<tr>
<td>Health providers</td>
<td>8</td>
</tr>
<tr>
<td>Key informants in the community</td>
<td>4</td>
</tr>
<tr>
<td><strong>TOTAL</strong></td>
<td><strong>89</strong></td>
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</tbody>
</table>

*Segments represented: trapped conservative – 7; skeptic youth – 3; confident family woman – 5; ambitious risk taker – 11; novice youth – 4; traditional conservative – 5

**Behavioral Mapping**
Generate hypotheses around the behavioral bottlenecks that may be contributing to the problem of nonuse of FP and underlying drivers that trigger those bottlenecks.

**Instrument Development**
Develop interview, focus group, and observation guides based on the hypotheses generated during behavioral mapping.

**Fieldwork**
Conduct site visit in districts with high concentrations of priority segments and strong PYY presence.

**Analysis and Prioritization of Bottlenecks**
Code interview transcripts and notes, assess evidence, and refine and prioritize the bottlenecks and underlying drivers to target during design.
MULTIPLE BOTTLENECKS
prevent girls from making and acting on pregnancy and contraceptive uptake decisions*

I can’t predict when I’m going to have sex next. It just happens.
I’ve heard the side effects of contraceptives are terrible

If I get pregnant maybe my boyfriend will marry me?

What will my parents do if I get pregnant?

Injectables made my aunt’s sister-in-law infertile.

What if my neighbor sees me at the health facility?

Smart girls know their cycle and I’m smart so I won’t get pregnant.

I am not sick. Why would I go to the health facility?

I avoid sex on risky days so why would I use contraceptives?

What if implants get lost in my body?

I have several partners and I fear they’ll think I’m “loose” if I use a method

My boyfriend sometimes uses a condom. I’m safe.

The health provider is going to judge me.

I don’t have sex very often. I’ll be OK without a contraceptive.

I’m not planning a family.

Rhythm Method works well for me. Why switch?

Note: Examples of barriers reported by women
Illustrations by Jamie Hogan
### MAPPING THE BOTTLENECKS BY SEGMENT

indicated that we should pivot to and focus on unmarried girls

<table>
<thead>
<tr>
<th>BOTTLENECK</th>
<th>Skeptic Youth</th>
<th>Ambitious Risk Taker</th>
<th>Novice Youth</th>
<th>Confident Family Woman</th>
<th>Trapped Conservative</th>
<th>Traditional Conservative</th>
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<tbody>
<tr>
<td><strong>BOTTLENECK 1:</strong> Girls do not explicitly think about all of the consequences of sex.</td>
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<td><strong>BOTTLENECK 2:</strong> Girls may be unsure if they want to avoid pregnancy because they are unclear what their own situation would be should they become pregnant.</td>
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<td><strong>BOTTLENECK 3:</strong> Girls do not think they need to consider using contraceptives because they perceive that there is a low risk of getting pregnant.</td>
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<td><strong>BOTTLENECK 4:</strong> Girls do not think that contraceptives are intended for girls like them.</td>
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<tr>
<td><strong>BOTTLENECK 5:</strong> Girls decide not to use contraceptives because they fear the reaction of partners and others should they find out that they are using.</td>
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<tr>
<td><strong>BOTTLENECK 6:</strong> Girls decide not to use contraceptives because there are more appealing options available in the choice set to avoid pregnancy.</td>
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<tr>
<td><strong>BOTTLENECK 7:</strong> Girls decide not to use contraceptives because the risk of infertility, no matter how small, is too great.</td>
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<td><strong>BOTTLENECK 8:</strong> Girls do not go to the health facility because there are no cues to do so.</td>
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<tr>
<td><strong>BOTTLENECK 9:</strong> Girls do not go to the health facility because they fear partners or others will find out they are using contraceptives.</td>
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Unmarried girls - Red
Married girls - Blue
DESIGN & USER TESTING IN BURKINA FASO

+ Design process
+ (re)solve Solutions
  EVOLUTION OF PROTOTYPES
  FAILED PROTOTYPES
  SOLUTION: PART 1
  SOLUTION: PART 2
  SOLUTION: PART 3
+ (re)solve in Burkina Faso & plans for future
DESIGN PROCESS

The prioritized behavioral bottlenecks and underlying drivers served as the primary input to designing solutions that would address intention to use modern contraceptives among unmarried girls and encourage her to go to a health facility.

Ideation
In the first phase, ideation, we generated myriad potential solution ideas to address the findings from behavioral diagnosis. ideas42 staff generated design ideas individually. Afterward, we participated in group ideation exercises to generate additional ideas and strengthen existing ones.

Synthesis
During the next phase, synthesis, we first consolidated ideas and design concepts. The project then rated each overarching design concept across several criteria. As a set, the top selected ideas were prototyped for user testing.

Prototyping
Prototyping the designs involved elaborating on each idea at a greater level of detail. We then built rough prototypes of each idea using word processing or presentation software.

User Testing
User testing consisted of two site visits. During the first site visit, we conducted workshops with the Project Yam Yankré team, in Ouagadougou and Bobo-Dioulasso, and other local and national stakeholders. We also played the board game in Bobo with a group of young girls and separately with a group of teachers. This site visits allowed us to understand the feasibility and acceptability of the prototypes and to refine these based on feedback.

The objective of the second site visit was to gather direct feedback from more girls and health workers in response to the refined prototypes, and to observe simulated use of the prototypes where possible. To that end, we trained local community health workers (CHWs) to facilitate game play with girls. We solicited feedback from Project Yam Yankré, CHWs, and girls on the general concepts, content, format, acceptability, and perceived effectiveness of the prototypes.
(re)solve SOLUTIONS
eliminate multiple barriers for girls in Burkina Faso

THE BOARD GAME
Corrects myths and misconceptions about specific methods through trivia-based learning and group dialogue

Elevates her pregnancy risk by providing opportunities for her to experience this risk through real-life scenarios

Helps her understand the personal, relational, and social trade-offs associated with an unintended pregnancy by simulating decision-making in the game

Addresses her concerns of being seen at the health facility by highlighting strategies on how to seek care discreetly

THE POSTER AND NAMETAG
Addresses her concerns of being seen at the health facility by giving her a visible “excuse” for why she is there and allowing her to find providers with the name tag quickly

THE PASSPORT
Addresses stigma by encouraging girls to visit the facility with friends by giving her multiple passports

Addresses stigma by providing her with an on-hand “excuse” to show others as to why she is at the facility
EVOLUTION: GAME BOARD

1. FEEDBACK
   An internal testing of a poker-style game showed that complicated game rules could prevent end-user engagement.
   Multiple game parts could be lost during transportation between schools.
   We pivoted the game format to make it easier to understand, and more engaging and portable.

2. FEEDBACK
   The girls preferred spinning a top over rolling a die (tested in previous versions), because the time it takes to wait for the top to fall is crucial for generating a sense of anticipation.

3. FEEDBACK
   Girls preferred to learn the rules by playing.
   Girls found the scenarios realistic. Cards reminded them of a real story they had heard or experienced.
   Girls quickly gained comfort with embarrassing words.
   Trivia cards were typically not very difficult for girls, and throughout user testing we increased the complexity of the questions.

4. SOLUTION
   Final design includes original art inspired by Burkinabe fabrics and photographs of girls.
   The color palette was approved by girls.
   The name of the game was suggested by girls.
**EVOLUTION: PASSPORT**

**1. FEEDBACK**
Girls wanted the image on the front to clearly reference a consultation between a girl and a health worker.

The back of the card contains plan-making prompts and empty date fields to encourage girls to finalize their plan to visit the facility. These components were not understood by the girls and were removed.

**2. FEEDBACK**
Girls asked, “Where can we go for health services?”
We were concerned about parents’ reactions if they found these cards with girls’ names written on it. Would they assume that their daughter was sexually active? We removed this field.

Girls and health workers wanted a card that could be used more than once, like a passport, to allow multiple facility visits.

**3. FEEDBACK**
Girls and providers liked the list of location-specific health facilities that will honor the “passport.”
Most girls did not want a pink passport. Nor did they want differently colored passports to distinguish those that played the game and those they gave to friends.

Girls asked that we not put the girl on the passport in uniform so they could give the passport to friends not in school.

**4. SOLUTION**
The final version mirrors the colors and images in the board game.

The passports in Bobo-Dioulasso and Ouagadougou have the names of facilities where PYy has been working.
This is an early prototype of poster advertising counseling for menstruation and other issues. We tested different images, but girls understood these to be in reference to a new disease or another unrelated health issue.

Girls asked, “What about girls who are out of school?”
Girls asked us to show a girl talking to a health provider.
A picture of a pad in her hand was not understood.
Most relevant health issues for the girls included “Des boutons” (acne or pimples), cramps, and excessive bleeding.

Girls did not want the girl to look like she was in school. They felt it excluded other girls.
Providers asked that we remove the headscarf for the health provider.
Girls asked us to add names of health facilities so they would know where to go.
Girls asked us to place posters in schools.

The final version mirrors the colors and images in the board game.
The posters placed in schools show the list of health facilities that honor the passport.
UPDATES BASED ON FEEDBACK

FAILED PROTOTYPES

Appointment Card
FEATURES INCLUDED:
+ A spot to indicate if you have a buddy, and if they will accompany you to the facility
+ Name and phone number of the health worker
+ Info to register for an SMS program
+ Number to call for questions and information about sexual and reproductive health
+ ID # for tracking purposes

Memory Aid for Wellness Check-Up
FEATURES INCLUDED:
+ Welcome
+ General examination
+ Guide for conversation on physical activity, nutrition, and avoiding unintended pregnancies and sexually transmitted infections

The wellness check-up and appointment card were dropped from the solution set because health workers in Burkina Faso do not have the time or resources to offer services beyond those that they already offer.

These two solutions were replaced with two new ones: the passport and a poster advertising menstruation counseling in the maternity ward.
BOARD GAME

The board game, *La Chance*, is played with three teams of two school girls each from 3ème and 4ème (9th and 10th grades). The game is played in a classroom and facilitated by a trained community health worker. After the game ends, the facilitator leads a brief discussion on what the girls learned and answers any questions they may have.

OBJECTIVES

+ Adjust girls’ misperceptions of their own pregnancy risk through “experiencing” real-life scenarios.
+ Adjust girls’ misperceptions around fertility and contraceptives.
+ Increase girls’ comfort speaking and asking questions about sensitive topics.
+ Prompt girls to visit the health facility and provide them with strategies to feel more comfortable doing so.
SOLUTION: PART 2

GAME COMPONENTS

+ Girls must reach the end of the board to win. Along the way they pick different cards and choose their path.

+ Girls are faced with a choice in the game, to take the "long path" to get contraceptives or the short path where they stay at risk of pregnancy for the duration.

+ Once girls get pregnant in the game, they can always choose to use contraceptives when they return to the path to learn from the experience.

+ Girls learn through trivia cards and confront and discuss myths and beliefs while taking on the role of advice-giver with Convince cards.

+ Girls read sex scenarios and spin a top to see if they end up pregnant or not, if they get pregnant they are sent backwards to Auntie’s house to make the consequences real.

BOARD GAME

TRIVIA, CONTRACEPTION, AND CONVINCE CARDS

SPINNING TOP WITH PREGNANT GIRLS ON TWO OF THE FOUR SIDES

DECODER GLASS FOR TRIVIA CARDS REVEAL CORRECT ANSWERS

WOODEN ‘AVATARS’ OF GIRLS
HEALTH FACILITY PASSPORT

Girls receive three copies of the health facility passport after playing the game: one for themselves and two to give to friends or family members. The passport serves as a simple reminder to go to the facility and can make a health facility visit feel special since they were one of few girls who received a passport.

OBJECTIVES

+ Prompt girls to visit a health facility with a specific plan.
+ Add value and novelty to health facility visit, from the perspective of girls.
+ Address anticipated stigma by helping girls to feel more comfortable at the health facility.
+ Reduce the amount of time girls might be seen by acquaintances at the health facility, thereby reducing girls’ potential feelings of shame or embarrassment.
+ Reduce ambiguity about what girls can expect when visiting a health facility.
+ Encourage joint action by having girls invite other friends to go with them to the facility.

POSTERS

Game facilitators instruct girls to look for the posters at the health facility if they are unsure of where to go. The posters also advertise services other than contraceptives that young girls might seek in the maternity ward.

OBJECTIVES

+ Provide girls with a guidepost for where to go to decrease fear and ambiguity once at the health facility.
+ Create a sense of ambient belonging by depicting young, unmarried girls, and increase participation.
+ Reduce perceived stigma by including the text “The Ministries of Health and Education encourage youth to take control of their health.”

NAME TAGS

Game facilitators tell girls that health workers will be wearing identifying nametags with the recognizable logo.

OBJECTIVES

+ Increase girls’ feelings of self-efficacy and agency upon recognition of a familiar image.
+ Engender the perception that the health worker has personally committed to providing youth services.
We are conducting a randomized controlled trial to test if the solutions will change girls’ perceptions, attitudes, intentions, follow-up behaviors and use of family planning (impact evaluation). We also aim to understand how the intervention was implemented and the effect of that process on the overall evaluation (process evaluation).

+ **16 secondary schools** — 8 in each of the regions in Bobo-Dioulasso and Ouagadougou were randomly selected to implement the (re)solve intervention.

+ **Principals and parent teacher associations** were introduced to the game.

+ **Meetings for parents** were held in every school to answer questions or concerns the parents may have.

+ **32 community-based facilitators** were trained in Bobo-Dioulasso and Ouagadougou.

+ **3,000+ girls in grades 3ème and 4ème** (9th and 10th grade) played the game between December 2019 and March 2020.

+ **11,000+ passports distributed** to girls between December 2019 and March 2020.

+ **Health providers and administrative staff** from 18 health facilities were oriented to (re)solve solutions and providers were given name tags.

+ **Regional health directorates and secondary education departments** of the Centre and Hauts Bassins regions facilitated introducing the game in health facilities and schools, respectively.

**RESULTS FORTHCOMING.**
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Cover photo by Madeline Kau

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