

## 1. Summary

Components of Total Budget	Total
J-WEL research Grant	\$69,780.00
Research Team (Salaries)	\$0.00
Games <sup>\1</sup>	\$21,708.00
Data Collection <sup>\2</sup>	\$5,335.50
Overhead (22%)	\$5,949.57
<b>Total Cost</b>	<b>\$102,773.07</b>
<b>Request to the IADB</b>	<b>\$30,000.00</b>
<b>Additional expenses</b>	<b>\$72,773.07</b>
J-WEL research Grant	\$69,780.00
Research funds of one of the PIs	\$2,993.07

\1. See “2. Games”.

\2. See “3. Surveys”.

## 2. Games Trap Lima

Session Number	Group 1	Group 2	Day	Total Participants	Price PEN	Price PEN	Total USD
1	24	24	1	48	S/.4,800	S/.3,216	\$964.80
2	24	24	1	48	S/.4,800	S/.3,216	\$964.80
3	24	24	1	48	S/.4,800	S/.3,216	\$964.80
4	24	24	1	48	S/.4,800	S/.3,216	\$964.80
5	24	24	2	48	S/.4,800	S/.3,216	\$964.80
6	24	24	2	48	S/.4,800	S/.3,216	\$964.80
7	24	24	2	48	S/.4,800	S/.3,216	\$964.80
8	24	24	2	48	S/.4,800	S/.3,216	\$964.80
9	24	24	3	48	S/.4,800	S/.3,216	\$964.80
10	24	24	3	48	S/.4,800	S/.3,216	\$964.80
11	24	24	3	48	S/.4,800	S/.3,216	\$964.80
12	24	24	3	48	S/.4,800	S/.3,216	\$964.80
13	24	24	4	48	S/.4,800	S/.3,216	\$964.80
14	24	24	4	48	S/.4,800	S/.3,216	\$964.80
15	24	24	4	48	S/.4,800	S/.3,216	\$964.80
16	24	24	4	48	S/.4,800	S/.3,216	\$964.80
17	24	24	5	48	S/.4,800	S/.3,216	\$964.80
18	24	24	5	48	S/.4,800	S/.3,216	\$964.80
19	24	24	5	48	S/.4,800	S/.3,216	\$964.80
20	21	21	5	42	S/.4,200	S/.2,814	\$844.20
21	21	21	6	42	S/.4,200	S/.2,814	\$844.20
22	21	21	6	42	S/.4,200	S/.2,814	\$844.20
23	21	21	6	42	S/.4,200	S/.2,814	\$844.20
<b>Total</b>				<b>1080</b>	<b>S/.108,000</b>	<b>S/.72,360</b>	<b>\$21,708.00</b>

### 3. Surveys

	Quantity	Days	Unitary cost PEN	Unitary cost US dollar		Total PEN	Total USD
<b>Training</b>					S/	<b>595.00</b>	<b>\$178.50</b>
Food	17	1	S/ 15.00	\$4.35	S/	255.00	\$76.50
Materials	17	1	S/ 10.00	\$2.90	S/	170.00	\$51.00
Commuting	17	1	S/ 10.00	\$2.90	S/	170.00	\$51.00
<b>Field work</b>					S/	<b>7,350.00</b>	<b>\$2,205.00</b>
Commuting	17	6	S/ 10.00	\$2.90	S/	1,020.00	\$306.00
Food	17	6	S/ 15.00	\$4.35	S/	1,530.00	\$459.00
Materials (tablets)	16	6	S/ 50.00	\$15.00	S/	4,800.00	\$1,440.00
<b>Project Personnel</b>					S/	<b>9,840.00</b>	<b>\$2,952.00</b>
Enumerators	16	6	S/ 90.00	\$26.10	S/	8,640.00	\$2,592.00
Supervisor	1	1	S/ 1,200.00	\$348.00	S/	1,200.00	\$360.00
<b>Total</b>					S/	<b>17,785.00</b>	<b>\$5,335.50</b>

### 4. Budget Narrative

We are requesting money from the IADB to measure the impact of low-trust members on team productivity, and whether a short training program on social skills can mitigate these adverse effects. J-WEL covers the costs of the social skills training programs with a total amount of 69,780 dollars.

To measure team performance, we would use an escape room activity designed by Trap Lima. The game that participants would play is Isla Tohua, and we can provide further details of its design. Overall, we expect to have 1080 participants organized into 360 teams of 3 members. As 16 teams of 3 members can play the game at the same time, we are planning to conduct 23 sessions of the game (the last four sessions would only have 14 teams). We would complete all the sessions in 6 days by playing four sessions daily. Typically, the price per student in the game is of 100 PEN, which is approximately 30 dollars. However, as we are playing more than 20 sessions, we received a discount of 33%. Then, the total cost of the game is approximately 20.1 dollars per student for a total of 21,708 dollars.

Besides the game, we would hire 16 enumerators and one supervisor to monitor and record the participants throughout the game. Each enumerator would be in charge of a team per session. The enumerators would also a short survey after the game. The survey would include general questions about the team performance, whether the participants trusted their teammates, and their perceptions during the game. The total cost for this data collection is 5,335.5 dollars. These costs include the training and salaries of the project personnel, as well as commuting, food costs, and rental of tablets.

Finally, we also include 22% of the overhead of CIUP--- the administering institution. This overhead is of 5,949.57 dollars bringing the total budget to 32,993.07 dollars. We are requesting 30,000 dollars from the IADB, and the remaining 2,993.07 dollars would come from the research funds of one of the PIs of the project.

## 5. Timeline

Date	Activity
August 2019-October 2019	Design of the workshops.
November 2019	Pilot of the interventions in Bogotá, Colombia.
November 2019-December 2019	Collection of baseline survey and trust measures.
October 2019-December 2019	Promoting the activity and recruitment of participants.
January 2020-February 2020	Implementation of the workshops.
March 2020	Collection of midline surveys and “escape game” activities.
February 2020-November 2020	SMS and emails.
August 2020	First report of results. The report would include the effects of trust on team performance, and whether social skills interventions help to mitigate these adverse effects.
November 2020-December 2020	Collection of endline survey and administrative data on academic performance.
February 2020	Second report of results of the social skills intervention.
January 2021-March 2021	Matching the participants with administrative data on labor market
May 2020	Final report of results