

Components Rapid City Collective Impact

- **System Dynamics**
Mapping how several, Rapid City specific, work streams affect each other (*shown below*)
- **Work Streams**
Focusing on two specific feedback loops in 2017, B1 and R5 due to their impact on the rest of the system

Work Stream Interactions

November 08, 2016

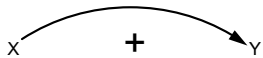
Legend



Loop Identifier:
Reinforcing (+)
feedback loop



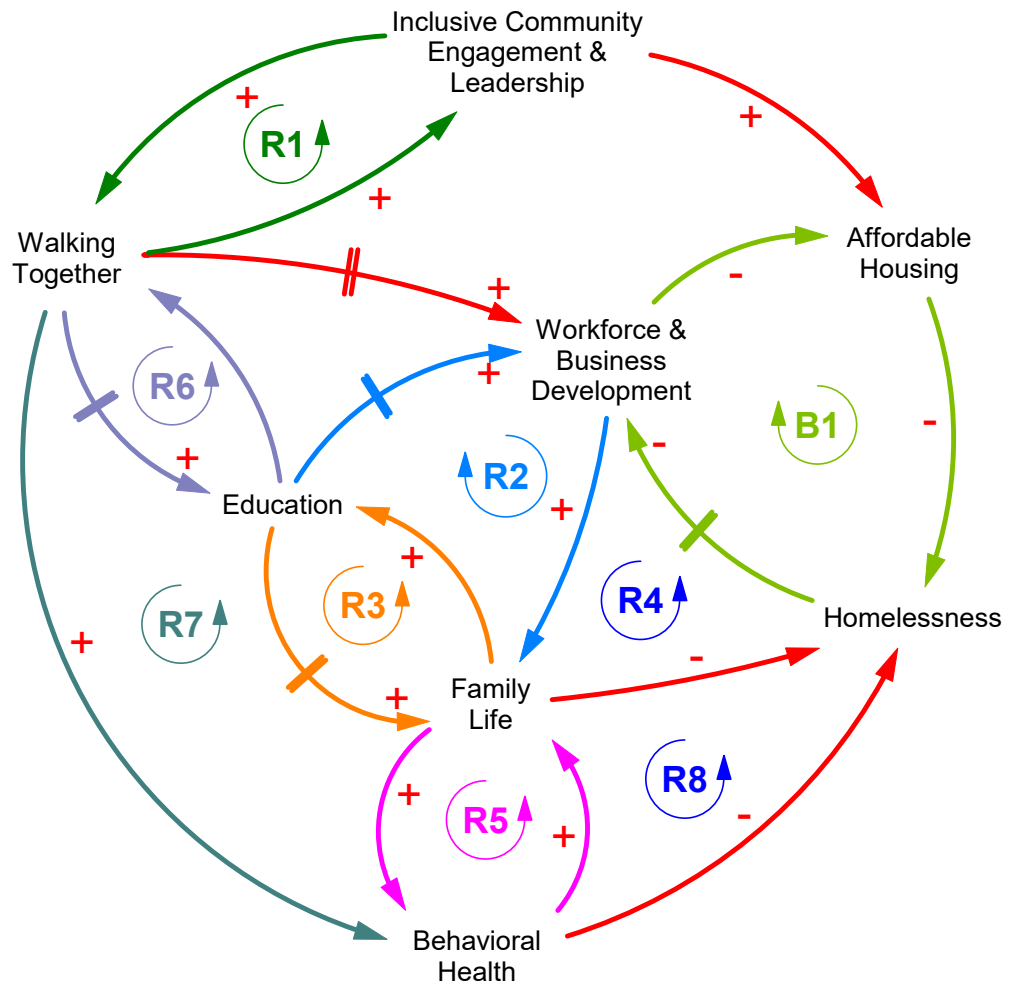
Loop Identifier:
Balancing (-)
feedback loop



All else equal, if X increases (decreases), then Y increases (decreases) above (below) what it would have been.



All else equal, if A increases (decreases), then B decreases (increases) below (above) what it would have been.



Example: If Behavioral Health increases (decreases), then Family Life [quality] increases (decreases) above (below) from what it would have been and if Family Life [quality] increases (decreases), then Behavioral Health increases (decreases) above (below) from what it would have been, thus creating a reinforcing feedback loop.