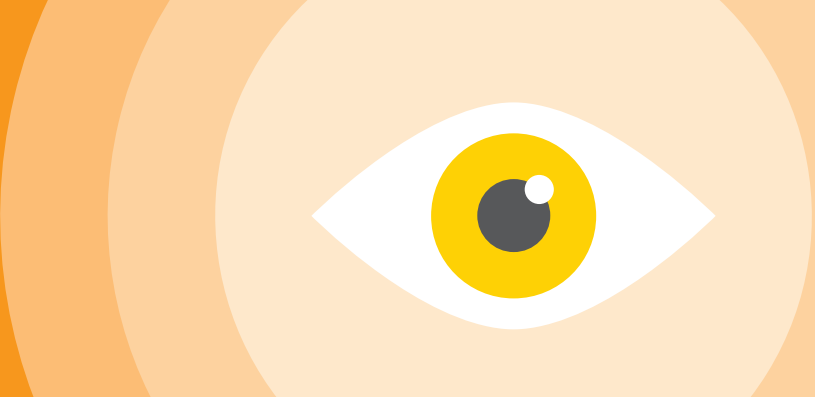


# CONFIDENCE TRIANGLE



## THE CONFIDENCE TRIANGLE HELPS YOU SEPARATE FACT FROM FICTION

### How to use the tool:

- 1 Draw a large triangle. Inside it, draw a second triangle the other way up. The corners of the inside triangle should touch the middle of each side of the outer triangle, creating four separate spaces.
- 2 Ask yourself: Is the writer an expert? Does the piece reference authoritative source material? Then, in the lower left triangle, score the piece's credibility from 0–10, with 0 being not credible and 10 being very credible.
- 3 In the top triangle, give a score from 0–10 based on how the piece matches up with other credible sources. Ask yourself: Is the piece supported by data from other sources? Are there many authorities expressing similar views?
- 4 Write your score in the bottom right triangle; give 10 for sources with no agenda and 0 for those that are definitely trying to persuade you to think a particular way.
- 5 Jot down some of the considerations you made when answering these questions.
- 6 Finally, add the scores together. This gives you your overall 'confidence score' for this piece of information.
- 7 If your confidence score is high, you know your information is useful, unbiased and reliable. If your confidence score is low, you should keep searching for more credible information to inform your decisions.

“ Using untrustworthy and unreliable information to inform your decisions can cause many problems. Using the Confidence Triangle is a smarter way to assess information. ”

### NXTHINKING

**This tool can help you to think about the issues at a deeper level**

It helps you think about who has a vested interest in presenting the information you are seeking so that you are aware of bias, interpretation and the motivation of others. Through investigating the evidence you think more about how things are related and how multiple agents are at play in the issue at hand.

-  Thinking about Perspectives
-  Thinking about The Big Picture

Based Adapted from Gray, D., Brown, S. and Macanufo, J. (2010). *Gamestorming: a playbook for innovators, rulebreakers, and changemakers*. Sebastopol, CA: O'Reilly.

