

Patient Voices

Reflection and e-flection
A new model for new technologies?

16th International Reflective Practice conference

University of Bedford, 24th June 2010

Tony Sumner and Pip Hardy
Pilgrim Projects/Patient Voices programme



© 2010 Pilgrim Projects



Why tell stories?



'We tell stories to entertain...
...and to teach.'

Pascal



© 2010 Pilgrim Projects



Digital storytelling: beware the bells and whistles

'This instrument can teach, it can illuminate, yes, and even inspire, but it can do so only to the extent that humans are determined to use it to those ends. Otherwise it is merely wires and lights in a box.'



Ed Murrow (1958)



© 2010 Pilgrim Projects



Digital storytelling: e-motion

'The foundation of a story is an emotional foundation.'

Yann Martel



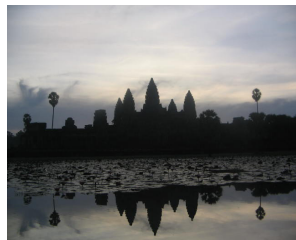
© 2010 Pilgrim Projects



Storytelling as reflection

'Stories are products of reflection, but we do not usually hold onto them long enough to make them objects of reflection in their own right.'

(Schön, 1988)



© 2010 Pilgrim Projects



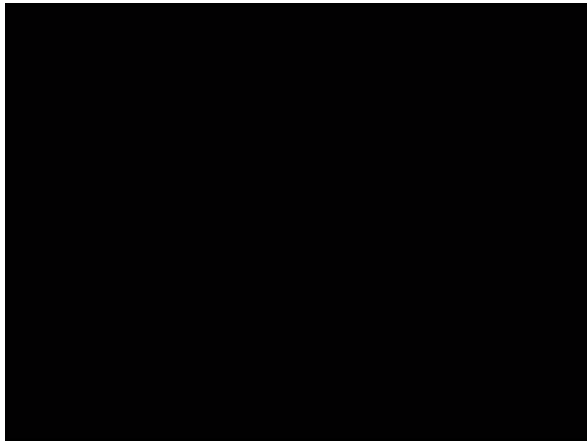
Vicky's story

'Locked door'
www.patientvoices.org.uk/un.htm




© 2010 Pilgrim Projects






Constructing meaning

'Just to take a breath and think about that [incident] intensively for a couple of days meant a lot. I could have just carried on and on and on and not really processed it, whereas I was able to get away from work and talk about it.'





© 2010 Pilgrim Projects



Storytelling: the laboratory of meaning

'The [story] is a laboratory where students construct meaning from their accumulated experience.'
(Paulson and Paulson, 1991)



© 2010 Pilgrim Projects

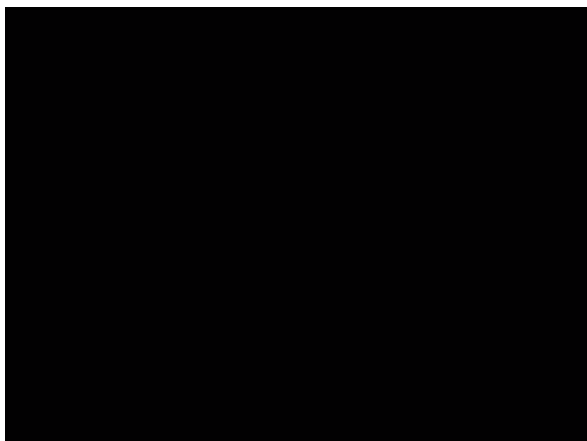


Matthew's story

'Yeah, I'll go'
www.patientvoices.org.uk/lssc.htm



© 2010 Pilgrim Projects



Storytelling as reflection

'We're asked to reflect all the time, and then to reflect on our reflection until we're sick of it. But now, with the digital storytelling, I understand for the first time what it really means, and how powerful reflection can be for me, and as a way of sharing my experiences with others.'
(Matthew Critchfield, 2008)



© 2010 Pilgrim Projects

Digital storytelling: facilitative workshops

Typically, Patient Voices reflective digital stories are produced in small, intensive workshops.





PILGRIM PROJECTS © 2010 Pilgrim Projects

effective
Patient Voices
reflective

A reflective process in practice

- 1 Introductions – who are we and why are we here?
- 2 Seven elements – what makes a good story?
- 3 Story circle – sharing our stories
- 4 Script development – reflecting on our own stories
- 5 Photoshop – working with images
- 6 Voiceover – hearing our own voice
- 7 Storyboarding – bringing words and images together
- 8 Premiere Pro and video editing – the magic of technology
- 9 Premiere of stories – reflecting on the story outside oneself
- 10 Collective reflection/debrief – reflecting on process and learning

PILGRIM PROJECTS © 2010 Pilgrim Projects

effective
Patient Voices
reflective

Digital storytelling: a chance to reflect

‘Reflection is as natural – and as necessary – as breathing ... or telling stories.’



Joe Lambert,
Centre for Digital Storytelling

PILGRIM PROJECTS © 2010 Pilgrim Projects

effective
Patient Voices
reflective

The future begins today



‘We must be the change we want to see.’
Mahatma Gandhi



‘How wonderful it is that nobody need wait a single moment before starting to improve the world.’
Anne Frank (1945)

PILGRIM PROJECTS © 2010 Pilgrim Projects

effective
Patient Voices
reflective

Thank you!

The Patient Voices programme

www.patientvoices.org.uk

Distribution of the Patient Voices digital stories is funded by Pilgrim Projects

Winner
Excellence in Healthcare Education
Finalist
Health Communicator of the Year

The BMJ Group Awards
In association with MDDUS

effective
Patient Voices
reflective