


Learning Inclusion in a Digital Age Belonging and Finding a Voice

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Who are we and why are we here?



Dr Pip Hardy



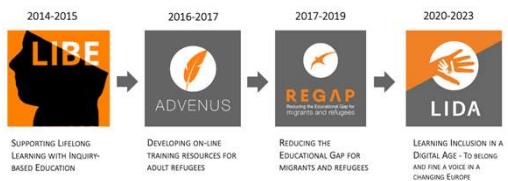
Tony Sumner

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Background to LIDA

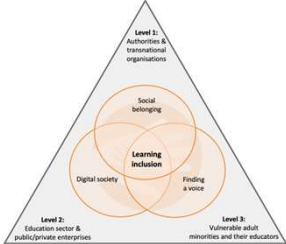
- Erasmus+ project
- Promoting digital and social inclusion, especially for vulnerable adults

- Inland University of Norway
- University of Porto - Portugal
- Lumsa University – Italy
- Pilgrim Projects/Patient Voices - UK



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The LIDA project model



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Our goals and intellectual outputs

- IO1 – Infrastructure; Cultures of learning inclusion for vulnerable adult minorities
 - *Learning Inclusion in a Digital Age: Belonging and Finding a Voice with the Disadvantaged* published by Springer
- IO2 – LIDA Online platform and repository of learning resources LIDAlearn.net
- IO3 – Finding a voice: training vulnerable adult minorities and their trainers
- IO4 – Belonging: validating, measuring and synthesising learning inclusion resources
- IO5 – Learning Inclusion in a Digital Age - Upscaling, Impact and Sustainability

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IO3: Digital storytelling

- Develop a methodology and teaching/learning resources for digital storytelling (DS) and peer-oriented learning circles
- Develop digital storyteller knowledge, skills and culturally appropriate attitudes
- Conduct qualitative data collection
- Develop and disseminate digital stories addressing 'Belonging and Finding a Voice in a Changing Europe'



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Why tell stories?

'Stories promote empathy, which in turn prompts reflection and serves as the motivation for learning and acquiring new knowledge.'

Rita Charon, 2002



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Why tell stories?

'Storytelling is the mode of description best suited to transformation in new situations of action.'

Schön 1988



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Why digital storytelling?

- Democratic, emancipatory and creative
- Provides the evidence of experience
- Promotes humanity and compassion
- Encourages social justice
- Widely used in education, health and social care and the voluntary sector
- Engaging way of teaching and learning digital skills
- Builds community
- Shared digital stories can act independently as "activist memes"



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What are digital stories?

Digital stories are short videos consisting of still images, a voiceover, music (usually) and video (sometimes), created by ordinary people about things that matter to them.

Digital stories are a *distillation* – they move us from the narrative to the *essential* story.



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What is digital storytelling?

Digital storytelling involves...

- Deep reflection
- Creative writing/scripting
- Photography, painting, drawing
- Image and video editing
- Groupwork
- Peer support & review
- Voicework & performance
- Music
- Meaning-making



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Our philosophical approach

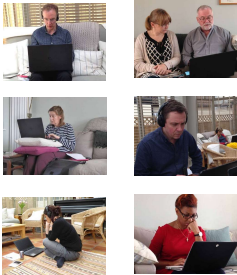
- 'Emotion recollected in tranquillity' (Wordsworth)
- 'Only connect' (Forster)
- Passages past dragons
- Safe space (*Temenos*)
- Hospitality (*Xenia*)
- The shapes of stories
- What is your story *really, really* about?



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Our practical approach


- Small groups
- Careful facilitation
- Reflection
- Mindfulness and attention
- Story circle
- De-mystifying technology



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What people have said over the years....

'Since making my digital story, I feel like I've grown wings.'
'A truly cathartic experience.'
'I felt that it was like 10 years' worth of therapy in 3 days.'
'It moved me on seismically – it released me.'
'It felt like an almost spiritual journey.'
'It was quite transformative in that way of actually viewing myself and my situation through quite a different lens ...'
'I feel like it has been the best reflective practice I have undertaken throughout my career and that it has also provided me with clinical supervision that I have never achieved in the same way within work.'



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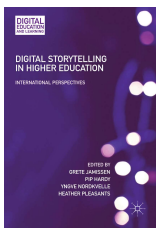
Patient Voices

- Established in 2003
- The first – and only – digital storytelling project focused solely on healthcare
- ~ 1400 stories facilitated/recorded
- ~ 900 stories released
- ~ 200 workshops, plus some home visits!
- ~ 3 million hits on the website annually
- 12 papers and 10 book chapters published
- 1 book written, 1 PhD and 1 MSc completed
- 3 international and 2 national awards won



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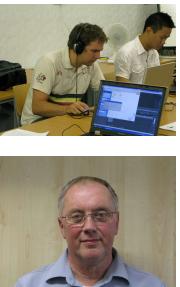
Where we've worked, who we've met and what we've learned along the way

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Using stories

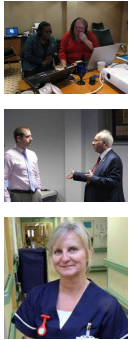
- Healthcare education
- Uber-qualitative data
- Quality improvement
- Reflective practice
- Culture change
- Interprofessional learning
- Informing practice
- Service user involvement and engagement



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IO3 Objective 1

- Develop a methodology and teaching/learning resources for digital storytelling (DS) and peer-oriented learning circles:
 - We adapted our methodology to suit the target audience
 - We consulted with our partner colleagues to ascertain the most appropriate model/s



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It takes an entire village to raise a child



In August 2018, Mahmoud and Fatima arrived

<https://www.lidalearn.net/stories/>

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If you'd like to find out more.....

www.lidalearn.net

<https://link.springer.com/book/10.1007/978-981-99-7196-1>

<https://www.lidalearn.net/lida-handbook/>

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Questions, comments and discussion



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Thank you!



www.patientvoices.org.uk/present.htm

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