

CREATIVE ENTERTAINMENT AT HOSPITALS

Identify Current mood of hospitalised patients

Current moods such as feelings of anxiety, hopelessness, fear, isolation or loneliness.

Such may vary depending on geography and culture, define where this will be focused

Validation through discussion

Introduce proposals of interventions based on research and understanding of distinct models and patient's need and mood.

Begin Development

define project approach, creational programme, partnerships and gain permission to try out at a serious level through fundings or direct application

Optimize New Approach

Based on data, partnerships, stakeholders, patients, and overall experience - analyse the process of these experiences

Understand response from healthcare professionals

what is currently being done? What is working and what isn't? what are some of the impediments for development in these areas of care

Apply intervention, fail, remodel and continue

Apply different mini interventions to whatever extent such are allowed. For example, cinema screening, concert or live theatre (so on). Collect data.

Gather Feedback & Apply Changes

After event, gather feedback and understand the process of the project; understand to what level can this be applied to hospitals depending of COVID/and or safeguarding restrictions

Launch

Launch programme of activities, confirm programme, create a team of people willing to be part of this. Understand the concept and business model of this project