# direct (message)

Digital Access to Artistic Engagement for Older Adults

What We've Done and Where We'll Go



## **Project Overview**

- Collaborative community arts project
- Engaging older adults in Guelph, Hamilton, and London

#### Goal

 Make arts more interactive and accessible for older adults.

#### Method

A co-designed prototype platform that uses software, digital networks, hardware, and place to explore how digital technology can increase access to artistic engagement for older adults.

# THEORY OF CHANGE:

STRATEGY 1:

COMMUNITY-BASED RESEARCH

Focus Groups Arts-Based Workshops Surveys/Interviews

STRATEGY 2:

PROTOTYPE DEVELOPMENT

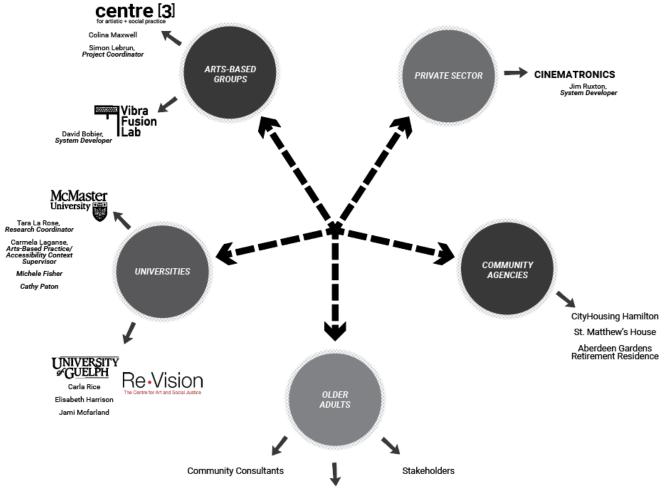
By 2022,
direct[message]
will have researched,
designed and tested a digital
prototype that will help
increase access to the arts
for the aging communities in
Guelph, Hamilton, and
London.

STRATEGY 3:

TESTING & EVALUATION

Alpha Testing Beta Testing

## **Project Team**



Participants

### **Phases and Timeline**

Phase I	- July 2019 to May 2020 (10 months)
Phase II	<ul> <li>June 2020 to May 2021 (11 months)</li> </ul>
Phase III	- September to March 2022 (7 months)
Phase IV	- April 2022 to July 2022 (4 months)
Phase V	- August to November 2022 (4 months)

## Research Approach

- 1. What are older adults' needs, desires, and barriers to creating and experiencing the arts?
- 2. How can digital technology, including live video streaming, be used to facilitate older adults' access to and engagement with the arts?

#### **Community Consultants**

- Recruit participants
- Administer survey
- Coding and analysis
- Platform co -design



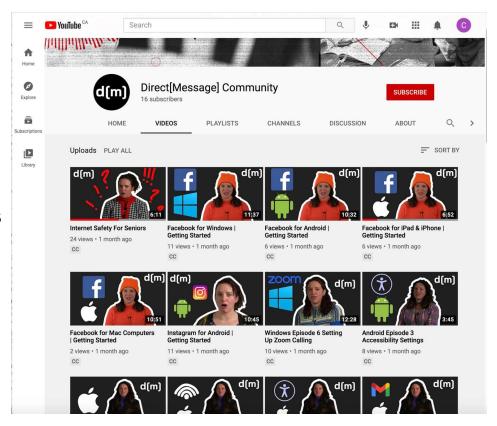
Screenshots from physically distanced Zoom meetings with Direct[Message] Community Consultants

## **Digital Literacy**

To respond to the barrier of digital literacy, we developed direct[message] Tutorial Videos:

- a series of videos produced in consultation with older adults
- funded by New Horizons for Seniors Program
- supports older adults to develop skills at thier own pace and foster intergenerational engagement.

direct-message.ca/tv



## Phase II - Development Team

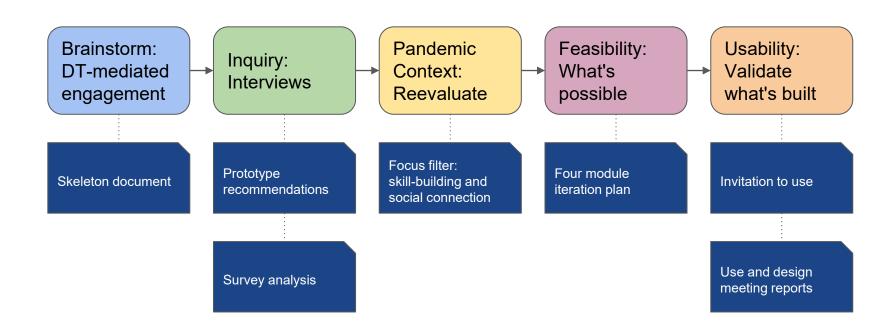
- 1. Jim Ruxton put together the skeleton document to outline a possible route for a web based platform for virtual arts access
- 2. Recruited Simon Lebrun as our Web Developer/IT Specialist to bring this approach to fruition
- 3. After making the tutorial videos, Carmela and her team discovered a big barrier is the number of windows one has to click through to get to a particular site or program
- 4. Started to rapid prototype some simple hardware pieces (keyboards) to make it easier for folks to navigate/access the web platform

# Platform Development Process

- Scoping review
  - Interdisciplinary review of literature
  - Existing hardware/software systems, platforms and processes similar to the project's prototype goals
  - What different arts organizations were using to offer their programming digitally
- Initial challenges and opportunities developed from analysis of interviews with older adults and service providers

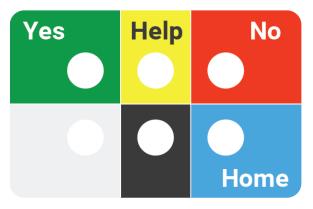


## Platform Development Process



## **Prototype Development**





#### **Platform Evaluation**

- Re-vision/BIT has made a Mitacs grant possible so that a new research stream coordinated by Jami McFarland can formalize the platform evaluation process
- The findings from evaluation activities can be published, and so can be widely distributed

Ethics approval through Guelph REB



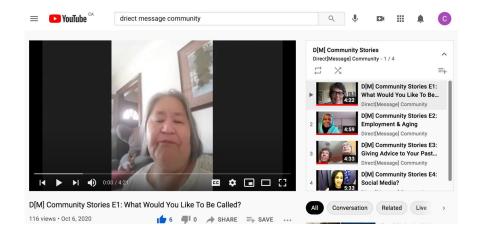
#### **Platorm Content**

- Centre[3] and project team members are inviting older adult artists and artists interested in making their practice best suited to older adults to blue-sky, develop, and record content to deliver through the platform.
- Jami McFarland is leading a review of the Bodies in Translation archive for pieces that can be highlighted through the platform
- We are piloting cross-pollination programs in addition to publish-and-host



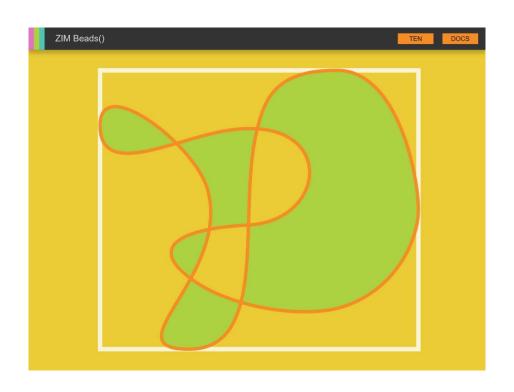
## Platform Audience (Phases 4 and 5)

- Audience development in phases four and five
- General outreach
  - to the channels identified by survey respondents (e.g., Instagram, Facebook, Twitter, YouTube, podcasts, newsletters)
  - o in accessible language
  - to highlight the artistic engagements identified by survey respondents as appealing
- Building audience over time with social media best practices
- Sharing tools with similarly motivated groups

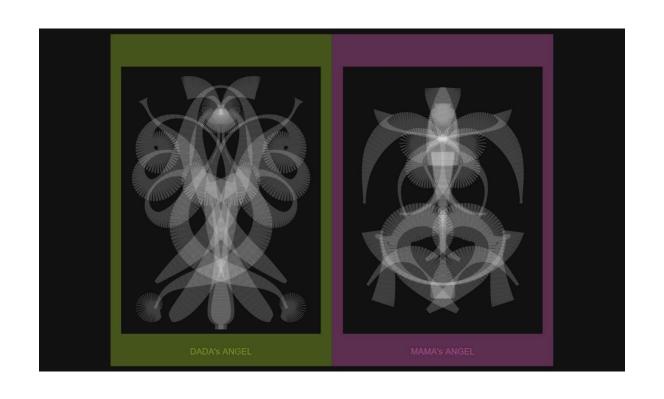


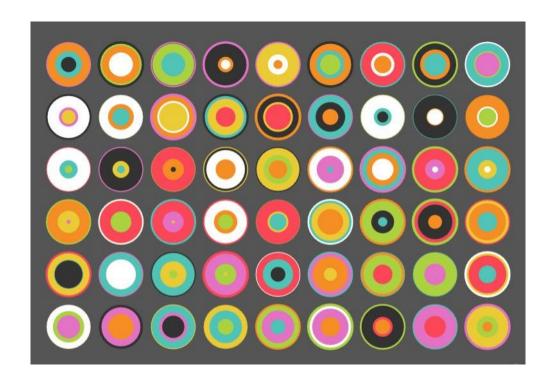
## A Prototype: Re-Use

- The administered survey
  - The survey, instructions to deploy open-source tool in inexpensive hosting environment with appropriate data safeguards, survey process training and tools training for facilitators
- The web platform
  - Code and instructions for deploying, modifying, and extending the direct[message] platform
- The hardware and alternative interfaces
  - Design, production files, reasoning, and experienced challenges for interfaces to the web platform (e.g., specialized simple keyboard; sound-and-vibration handhelds, walls, and chairs; self-contained computer for television use; integration with telephone, IM, and SMS)
- The data
- Published articles
- Digital assets supporting artistic engagement

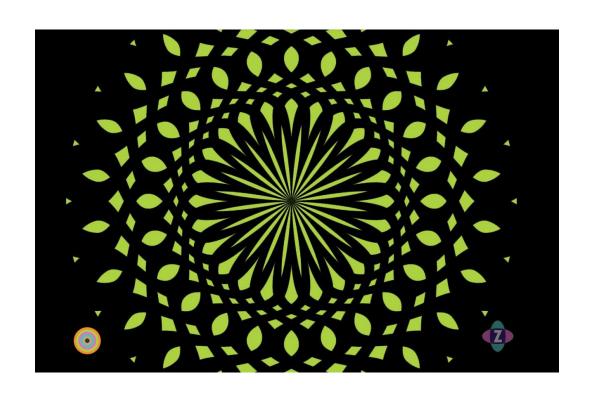




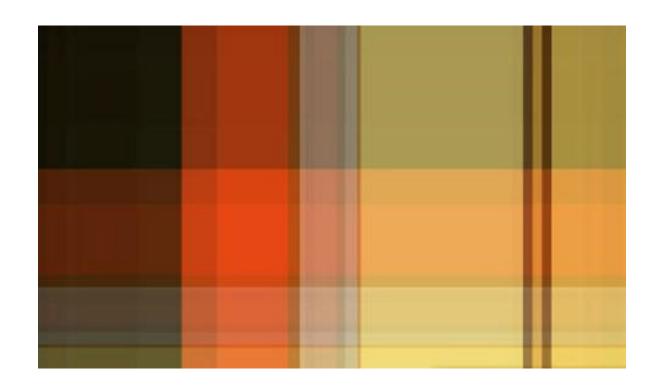


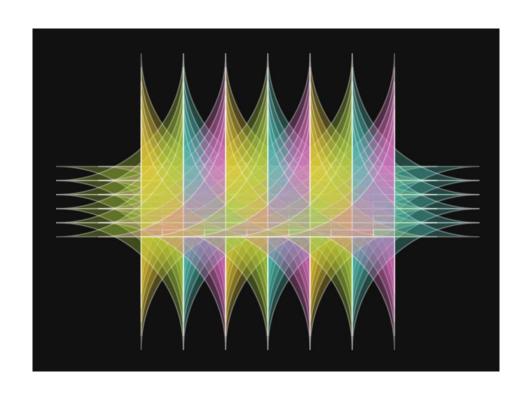












- Tartans
- Flowers
- Quilts
- Coat of Arms
- 5