

Animation for Health and Wellbeing in Hospital Waiting Spaces

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Abstract:

This proposal addresses the lack of significant research in the field of animation and its potential to impact on the health and wellbeing of young people in stressful situations in healthcare contexts; particularly in waiting spaces for attending patients and their accompanying family or caregivers. Artists and scholars have identified the “Haptic Eye” in film and animation practices as a key link between the screen/vision and

sensation, contributing to a strong element of immersive audience engagement but it still proves elusive in practice and in evidence-based studies. Therefore, this study addresses the lack of evaluation of moving image installations and innovates in terms of the production of animation as a collaborative and interdisciplinary process considering psychological impact. We combine visual research and innovative animated solutions with psychological testing, to generate new knowledge on evaluating non-verbal art through verbal and nonverbal methods.

The intention is to establish animated moving images potential as a tool in the wellbeing sector and expand the audience in general to elevate animation's role in moving image culture.

Firstly it is important to further understand existing evaluation approaches in the field of Psychology and develop new approaches and techniques adapted to assessing the impact of animated installations for child/youth centred waiting areas. Anticipating 3 potential areas of development: academic establishment of health and wellbeing approaches using animation; broadening cultural expectations of animation practice; commercialisation into the public and private healthcare sector through establishing the benefits of the installations. We will expand knowledge about visual, auditory, and haptic sensation for animation studies and its potential role in visual communication, and thereby contribute to applied research in the fields of animation and Psychology for healthcare environments, Video Games, UX, AR and VR.

Partners:



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SDG's Alignment:

The sustainable development goal with which our project directly aligns is Good health and wellbeing. Our main objectives are to re-humanise the hospital environment, making it a visually and aesthetically comforting space for children, parents and

hospital staff. The proposed animation artwork is created with the purpose to ease hospital anxiety in children and adolescents that use waiting-rooms in paediatric clinics and/or hospitals and to create an alternative environment through a multi-layered experience, where it is possible to discover stories unrelated to illness.

Furthermore, we plan to develop appropriate and effective evaluation procedures to analyse the impact of different animated elements (embracing the topic of nature, known for its calming effect); develop animation work that incorporates the findings of evaluations, resulting in an animated environment that explores the results in different ways. Through publication and presentation of the research, we intend to contribute knowledge to the fields of Psychology and Animation particularly but also moving image creative practices and healthcare environments more broadly.

We are working on establishing a relationship with the hospital and its research communities to strengthen and build on local and global understanding of the benefits of Animation installation and to encourage future research collaborations. We hope to integrate the hospital community, encourage viewing by staff/patients to broaden feedback opportunities, encourage two-way dialogue about the work and environment in general and to explore the satisfaction, usefulness, feasibility and sense of belonging associated with the experience of seeing the animated videos.

We aim to progress the research and pilot animation to evidence the need for further study in a European context establishing a network of installations and testing sites to advance understanding of the potential role of moving images in healthcare settings. Identify potential areas in which this study can increase knowledge on the use of animated images in wider contexts and highlight opportunities for animated arts practice in diverse fields.