# THE STORYBOX STORY EXAMINING THE ROLE OF A THEATRE AND ARTS-BASED INTERVENTION FOR PEOPLE WITH DEMENTIA

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#### **THE PROCESS OF EVALUATION**

#### • Why do an evaluation?

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What can we learn from Storybox about how creative activity can best be delivered for people with dementia and their carers?

• What do we want to find out?

What are the benefits of projects like Storybox for what is often loosely termed 'quality of life'?
How do we go about answering these questions?

# **BACKGROUND TO CREATIVE ARTS AND DEMENTIA**

Limitations of many studies to date:

• Emphasis on *clinical* outcomes

- Observation methods to 'score' participants
- Use of clinical scales to measure 'improvement'
- Do not include the voices of people with dementia
- Do not account for flexibility in approaches to dementia care.
- Do little to improve our understanding of *how* creative activity can have affects on people's lives.

(Renée Beard, 2012 and Brown Wilson et al. 2013)

# **EVALUATING STORYBOX**

• Multi-method approach including:

- Artists observations during workshops;
- Artists diaries/reflections on their experience of running group sessions;
- Short interviews/conversations with carers and participants conducted by artists at the end of each session;
- Preliminary, midpoint and endpoint feedback forms from participants and carers;
- Creative outputs of participants;
- Photographs of sessions by professional photographer.

# **THE STORYBOX METHOD**

• Multi-faceted: drama; role-playing; story-telling; singing; poetry; crafts...

• Caters to different interests and abilities.

• Participatory and participant-led.

• Challenges 'carer' and 'cared for' roles.

# **"EVERYONE DESERVES TO DO FUN ACTIVITIES"**



# STORYBOX...

#### • Breaks up the routine

"I was so depressed this morning, but this I've enjoyed" – Participant.

<u>Creates an enjoyable living and working environment</u>
 "I love it so much! I look forward to coming into work because of the Storybox and it's really fun!! XOXO" – Carer.

"I laughed till I cried on some occasions" – Carer.

• <u>Ignites the imagination, humour and creativity</u> "This focuses more on imagination than memory" – Carer.

"Storybox is for cheeky swines!" - Participant.

# "WE'RE ALL IN IT TOGETHER"



#### STORYBOX...

<u>Challenges the 'carer' and 'cared for' roles</u>
 "We all did it didn't we?" – Participant
 "I liked the fact that I joined in...I was nervous before" - Carer

#### • Creates a social space and togetherness

"By talking to us you get more people talking to each other" – Participant

"I felt close to others who I wouldn't normally" -Participant

"There is a sense of togetherness amongst the staff during sessions" - Carer

# "I'VE GOT MEMORY PROBLEMS, BUT I'M STILL HERE"



## STORYBOX...

- <u>Creates memories: living now and looking</u> <u>forward</u>
  - "I can sleep when I'm at home" Participant
  - "If you're dull or dismal, there's no future" Participant

<u>Gives participants empowering roles</u>
 "It makes you feel your mind is endless"

A: We can make the next chapter. B: What's the next chapter? C: We'll decide what the next chapter will be. B: We're going to do it together, all three of us.

"Sometimes it seems that activities are an afterthought and dementia clients can be left out" - Carer.

# "OH NO! HAS IT FINISHED?" LEGACY AND FUTURE DIRECTIONS

Increased confidence
New collaborations
Embedded in routine care



# Challenges Training needs Management issues