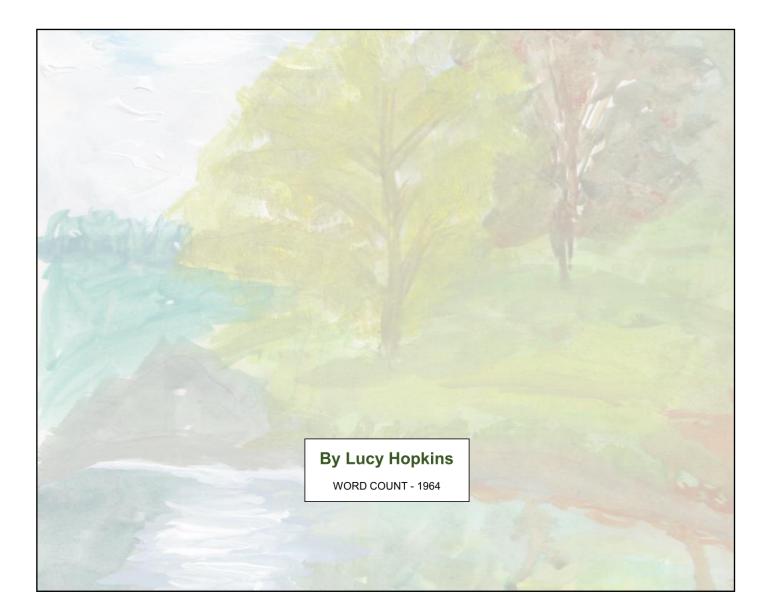


RSA CASE STUDY-'BRIDGING THE DIVIDE'

How can a **creative arts initiative** on **social media** be used as a **collaborative tool** within local **communities** to **reduce** potential **isolation** of the elderly by **bridging** connections between the **generations**?



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INTRODUCTION

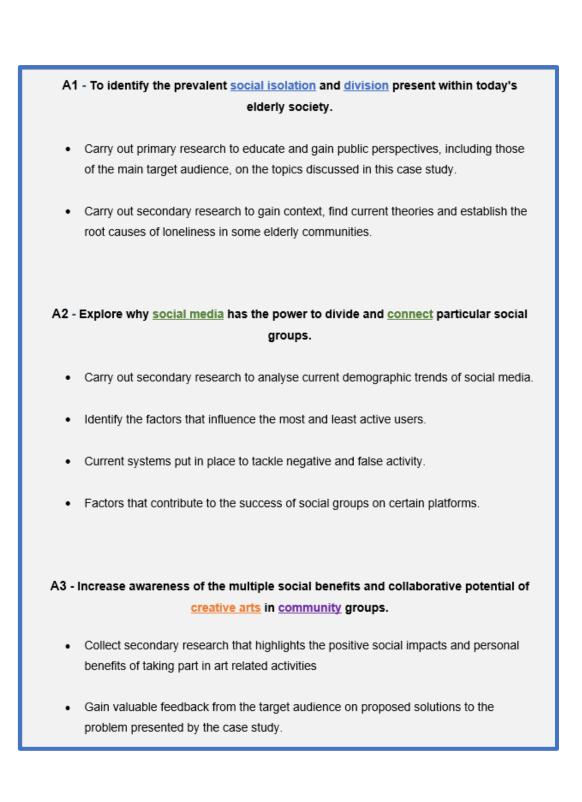
The constant advancements within today's health sector is one of the main contributors to the increasing life expectancy of the elderly population. This is a positive step towards a sustained quality of life for the elderly but can also have negative implications. These are the increased severity and development of health issues, or even contributing to early death.

The projected number of older adults to be impacted by loneliness is set to rise to 50% by 2025 (New Scientist., 2018: 6 [online]), and recently exacerbated by the enforced isolation of COVID-19. Reinforcing the need for better end of life care for old dependents, and creative intervention could be the solution. A community creative arts group, through an online and physical format, would act as a collaborative tool to bring generations together and socialise during art related activities.

This concept was inspired by the evidence of how creative expression can encourage the visual communication of feelings. These activities highly effective and beneficial for the mental health of the elderly, especially in intergenerational groups. This is presented by the comparisons within Erik Erikson's 'Psychological Development Model'. Confirming that older adults who do not participate in creative activities experience minor improvement to their symptoms of depression. (Johannsen., 2019:51 [online]). Regular exposure to these groups can also promote future self-resilience in handling poor health.

Existing events held by charities such as *Age UK* are somewhat effective. Although, issues like the 'Participation Gap' are still marginalizing certain individuals through barriers to digital communications and opinion of the arts (Johnson., 2020:105 [online]). The key to success in arts initiatives is sufficient planning and reaching those who would benefit the most. Therefore, a collaborative arts framework would be a useful idea to some extent. This case study explored the root causes of this social issue within the elderly population on a local scale.

AIMS & OBJECTIVES



METHODOLOGY

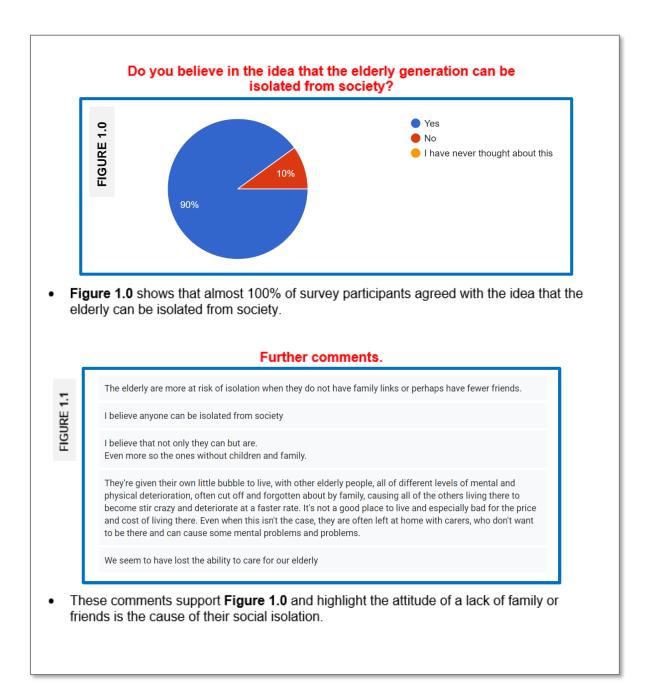
The collection of primary data helped to gain current perspectives and feedback from local people. This information was gathered via a series of online questionnaires, submitted to Facebook and email. Despite being time consuming, the direct format these methods were the best means for the purposes of this report.

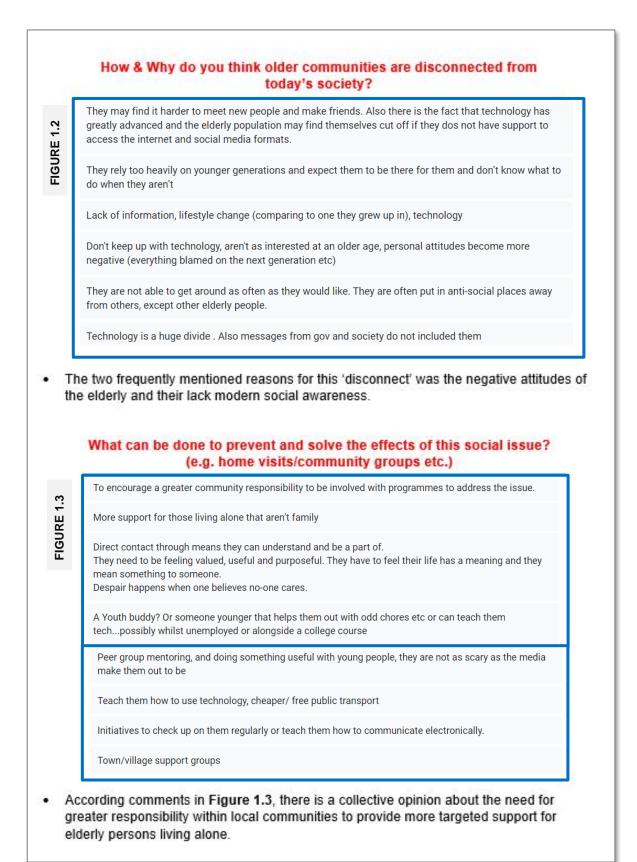
The general survey covered all investigative avenues of the case study (see **appendix A**). The Targeted surveys were emailed to relevant stakeholders, including the elderly cohorts within Winchester. For secondary research, the process was also organised into these avenues and kept the search relevant (see **appendix B**). This information was sourced through an academic data base (EBSCO) and filtered searches on Google. All sources recorded are dated between 2015-2020 for accuracy.

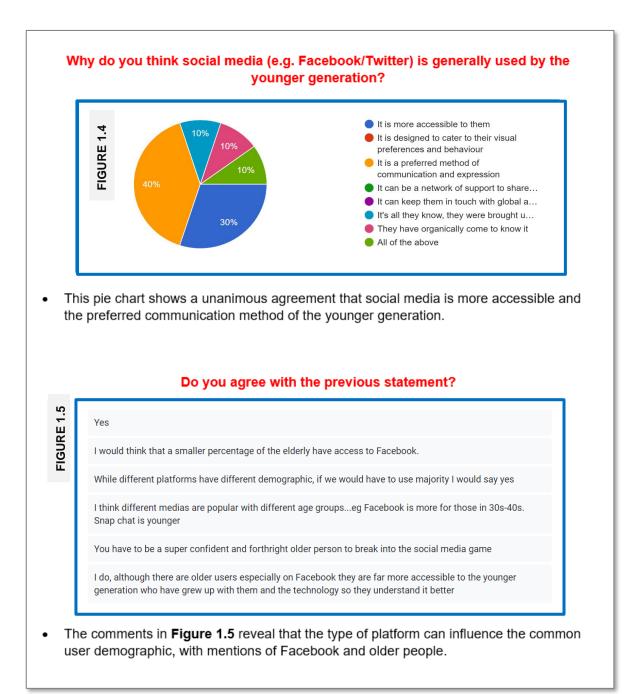
FINDINGS

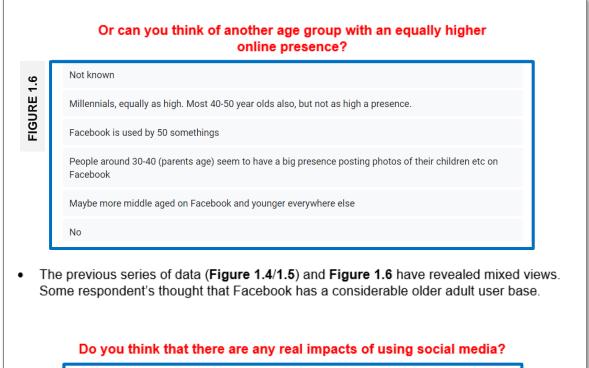
GENERAL SURVEY (10 Responses)

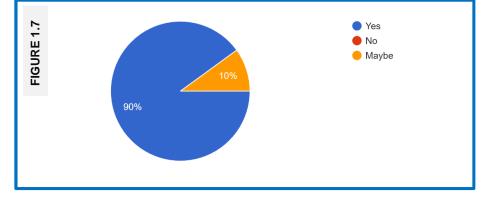
The outcome of the 'General Survey' was wide variety of responses from the local people of Winchester and surrounding areas.



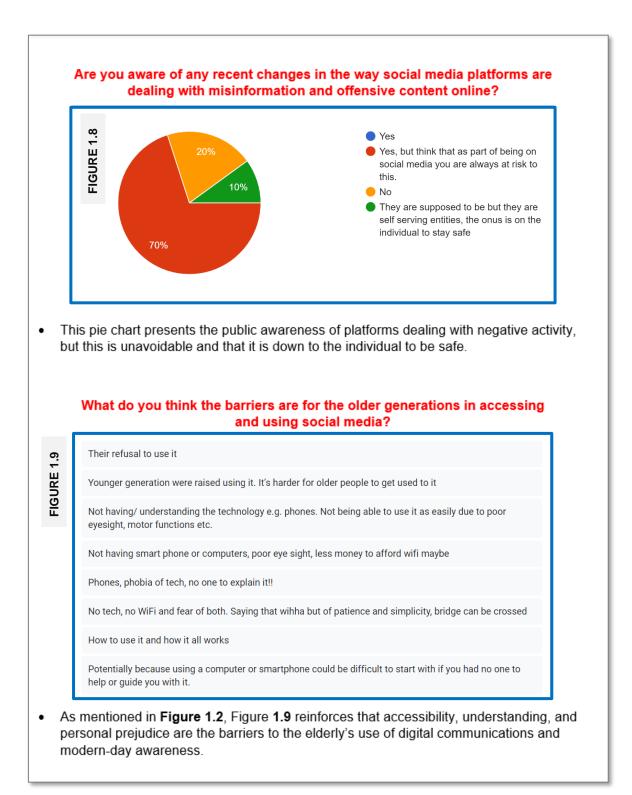








• 90% of respondents believed that there are impacts of using social media.



How have you communicated and stayed in touch with family/friends during COVID?

2.0	Mostly via social media apps, Instagram, Twitter, WhatsApp, Facebook	
FIGURE 2	Social media	
FIGU	Text, phone calls, video calls, messenger etc.	
	Skype, zoom, whats app, text, messenger, house party, Pinterest.	
	WhatsApp call, zoom, ms teams, all social apps	
	FB, Instagram, WhatsApp, Zoom	
	Phone, Facebook and Instagram	
	Zoom, group chats, video calls, social media trends, tagging eachother in posts and memes, etc.	
	In person, phone calls, social media	

 The comments in Figure 2.0 illustrate the ways in which the respondents kept in touch and had communication with others during COVID-19. The most common means of connection was a social media.

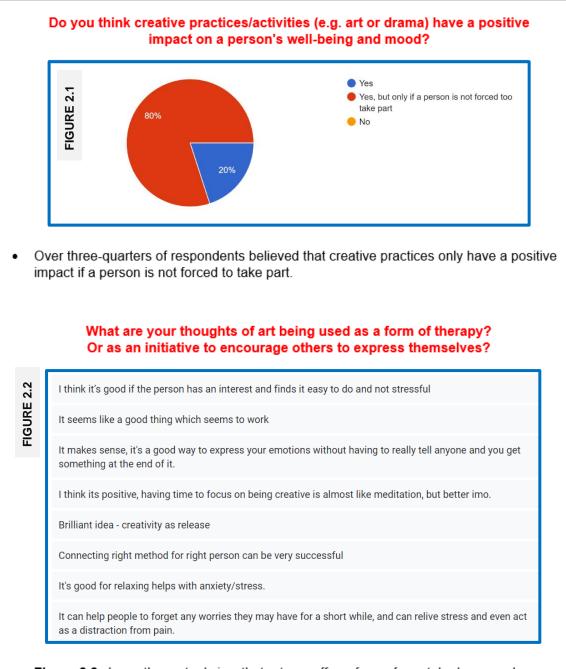
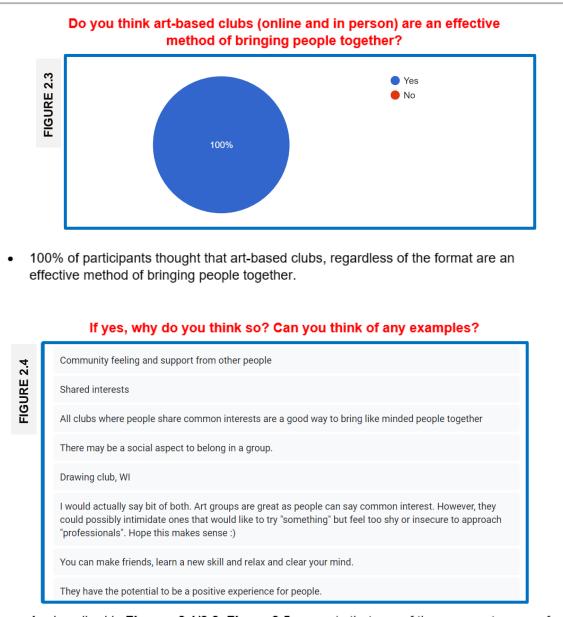


Figure 2.2 shows the mutual view that art can offer a form of mental release and means
of expression, and if enjoyed this creativity can have a positive impact.



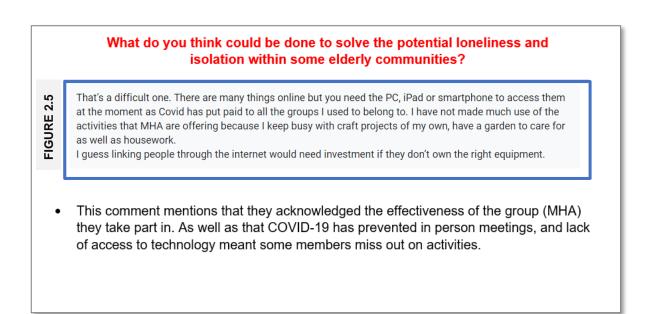
 As described in Figures 2.1/2.2, Figure 2.5 supports that one of the many outcomes of creative arts groups is the potential for creating friendships and connections with other people.

FINDINGS

TARGETED SURVEY (2 Responses)

ELDERLY STAKEHOLDERS

This survey was targeted at local elderly residents and charities. Email correspondence (**appendix C**) with a Hampshire charity member (MHA Hampshire) substantially increased the quality of this data.

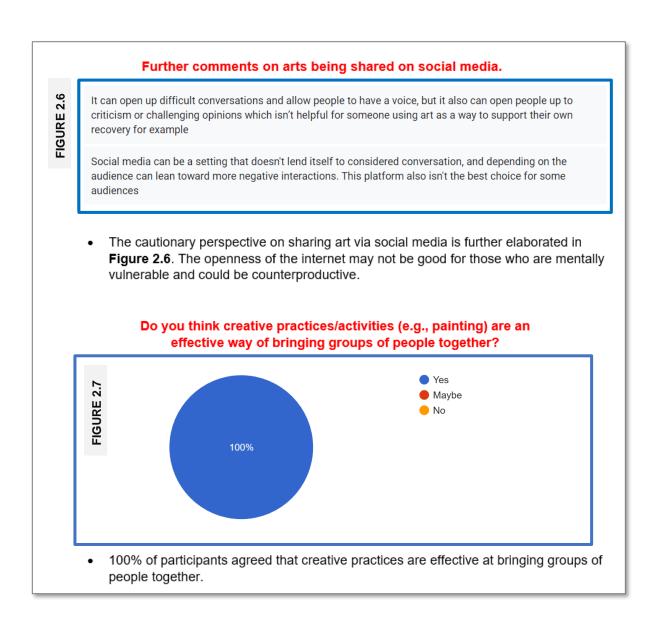


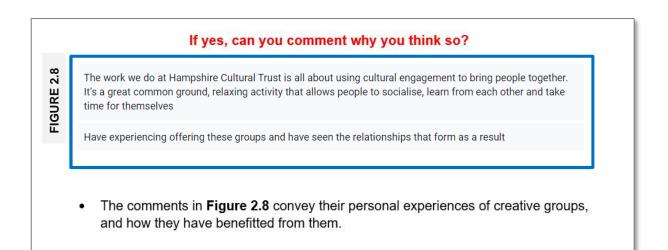
FINDINGS

TARGETED SURVEY (2 Responses)

CREATIVE CLUB STAKEHOLDERS

This survey was targeted at local arts groups and societies. The direct feedback industry executives of the Hampshire Cultural Trust was very helpful.





DISCUSSION & ANALYSIS

The trends within the research have been categorised into reoccurring themes to reference the case study aims and objectives.

PREJUDICE & ASSUMPTIONS	
ACCESSIBILITY & SUPPORT	
SOCIAL ENGAGEMENT	
CREATIVITY & ARTS SOLUTIONS	

PREJUDICE & ASSUMPTIONS

The most apparent opinions throughout the primary data questioned the role of the elderly within society. They were characterised as being cut off and disconnected from today's modern world, and therefore most at risk of experiencing loneliness. This was suggested in **figures 1.0** and **1.2**, that social conditions can influence their wellbeing, such as minimal contact with family and friends.

This is true in some instances, as many older adults are situated in rural areas (**figures 1.1/1.3**) or have limited access to venues that offer social interaction (e.g., libraries/cafes). Although, **figure 1.2** also highlights a stronger point that anyone can experience these conditions. There is little evidence to prove a correlation between age and human risk to this social issue.

However, according to the secondary results, vulnerability to loneliness does increase with age. (Gardiner *et al.*, 2016:164, [online]). This data also confirms that circumstances associated with the elderly, such as limited access to public transport, can severely hinder their way of life. Often contributing to the impacts associated with social isolation, such as low mood and self-esteem (Courtin *et al.*, 2017:812, [online]).

On the other hand, this judgement is dependent on the individual variables mentioned before. Geographic location or family communication are contributing factors but fail consider the strength of personal influence. This is conveyed in Daniel Perlman and Letitia A. Peplau's original quote: 'Loneliness is a subjective... feeling of lack or loss of companionship...' (The Campaign to End Loneliness, 2020, [online]).

The previous quote backs the conclusions of this section. Social isolation and loneliness can affect people regardless of their age. Although, the elderly are more susceptible to experiencing the barriers that cause this issue. Posing the question whether the main contributor to social divisions within this demographic is access to technology?

ACCESSIBILITY & SUPPORT

There is mixed evidence on the relationship between technology and the elderly. The most frequent is that aversion to using technology (**figure 1.9**) is the root cause of the social exclusion in older adults. Yet, there are wider issues preventing the elderly utilising this social tool, including personal knowledge and phobias of technology. This is further illustrated by an elderly stakeholder in **figure 2.5**, who strongly believes that there is a lack of 'end of life' ICT support on a national scale.

Nonetheless, the events of COVID-19 relating to digital engagement of the elderly, can disprove the previous statement. Lockdown caused serge in the use of internet and mobile applications in older adults and kept the isolated in touch will their loved ones (**figure 2.0**). This shift is backed by the recent user statistic at 4.5 billion people worldwide (Kemp, 2020, [online]).

Despite innovation within this field, barriers are still preventing people of this resource. As discussed in the primary data, digital exclusion in smaller communities is caused by inadequate elderly tech support services (e.g., computer loans/workshops). Therefore, this 'Digital Divide' is one of the main contributors to the case study problem (Nieminen, 2016:32, [online]).

However, the previously mentioned circumstances of COVID-19 have arguably narrowed digital marginalization in old dependents. Unfortunately, this has also increased individual anxiety and bias against using technology (Wilson, 2020, [online]). Advertisement of this resource in more of a positive light and greater public awareness of 'The Digital Divide' could be a catalyst in closing this tech gap. (Ebsochost, 2015:6, [online]).

The regulation of local support tools could help prevent the barriers leading to elderly loneliness. The 'new normal' has meant this age group now uses digital communications and social media in their everyday lives. Influencing industry design of devices and social applications to cater to this growing audience. Although, has this focus on digital content for the elderly neglected the progression in traditional media?

SOCIAL ENGAGEMENT

The younger generations are considered to have the highest presence on social media (**figure 1.4**), with platform design and programming being catered to their visual preferences (**figure 1.5**). These features include a minimal aesthetic and targeted advertisement. Although, **figures 1.5** and **1.6** also suggest there is higher engagement in other age groups, particularly regarding older adults on Facebook.

The threat of negative interactions and fake news are arguably greater influences on user engagement (**figure 1.7**), regardless of age or platform censorship (**figure 1.8**). However, this fact is uninfluential considering the current frequency of global social media users, at 4 billion a month (Kemp, 2020, [online]).

Even though the younger generations are hailed as the largest demographic in this statistic (Cox, 2020, [online]), the secondary data also revealed this distribution is more dependent on a platforms unique content. Furthered in 41% of Facebook's (globally favoured platform) user base being aged 65 or more (Yeung, 2019, [online]). This also correlates to the change of Facebook's algorithm, to increase age inclusive content and priority of community related posts (Hutchinson, 2018, [online]). Aimed to encourage positive and beneficial online experiences to decrease negativity (Cox, 2020, [online]).

This digital equality has increased the connectivity of older adults. However, the major variable drawn in the primary data of online conflict, is inclusive to all generations. Adolescents are more susceptible to inappropriate content (Raising Children Network (Australia) Limited, 2020, [online]) and the elderly to fraudulent information. This proves the responsibility of the user, as social media has also been linked to be beneficial for the improvement of elderly brain function (IDX, 2020, [online]).

Both data sets mentioned factors that can influence a person's online experience. Age, safety, and content interaction. The older generations are classed the most vulnerable throughout the case study. However, the combination of cognitive health and communication benefits for this age group proves that social media is a viable resource against loneliness. Is accessibility still the only barrier for the target audience?

CREATIVITY & ARTS SOLUTIONS

The consistent theme was that the creative arts can have positive outcomes for a person's mental health. As a form of creative release to express emotion and reduce feelings of anxiety (figures **2.2** & **2.3**). Art groups are particularly stimulating for older adults and often bring together individuals of similar situations (e.g., lonely/widowed etc.). Although these groups are successful, especially in online communities, the issues of access and knowledge of these initiatives are still excluding the elderly from these benefits (**figure 2.5**). They are also often less resilient against online critique and conflict (**figure 2.6**).

The endless evidence and field of therapy argues that there is a greater influence of positive associations between the arts and mental wellbeing for older adults (Martin, 2020, [online]). These outcomes, including help with symptoms of dementia and increase cognitive health (Zeilig *et al.*, 2019:49, [online]), arguably outweigh these contrasting problems. Existing charities and groups use this as a creative-group mechanism, the most successful include intergenerational and inclusive classes (Poulos *et al.*, 2020, [online]).

This final section included all the trends mentioned throughout this case study. These are that a lack of access and support to digital communications is preventing the elderly of moral boosting activities. Considering a mixed media approach for the proposed solution would minimise exclusion, despite individual preference inevitably outweighing the reach of the solution's potential benefits.

CONCLUSION & FUTURE RECOMMENDATIONS

This case study has explored how a social issue can affect the most valued generation in our society. The primary research provided insights from key stakeholders (**appendix C**), whilst existing theory brought up valid facts and comparisons. The report also questioned the viability of the proposed design solution, and further feedback (**appendix D**, p26) offered fresh perspectives to reveal areas for refinement.

This improvement relates to meeting the specific needs of the target audience in greater depth. The use of both digital and non-digital resources would make the solution more inclusive to those without technology. Traditional media would reach individuals on a local scale, whilst the online sphere would attract a wider audience. Integrating technology related workshops and guidance could also strengthen the personal outcomes of the solution.

Although this idea would not prevent the issue of elderly loneliness and social isolation on a large scale. It would contribute to the current mitigation and community awareness of this social divide. This combination of creative intervention and social media would help to build personal resilience within the aging population and decrease the health impacts in the long term.

The contents of this report could offer inspiration for other academic research in the future. The next steps for the design solution would be practical testing and prototyping. Locally trialling a beta platform or social media page for the arts group would test its traction online. Along with a series of printed brand media, to compare the reach to elderly individuals. These improvements would offer valuable references in future development and gain honest feedback directly from the target users.

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APPENDICES

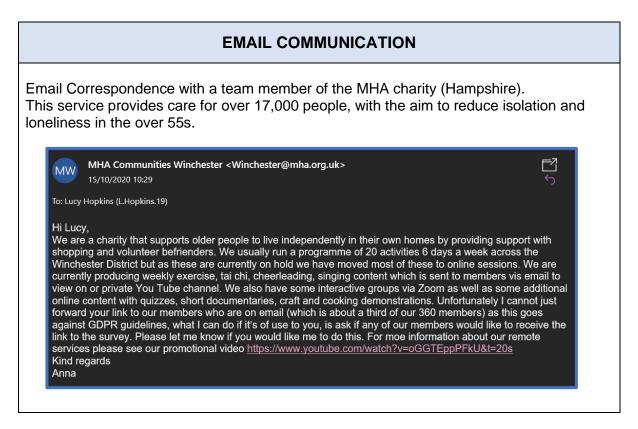
APPENDIX A

SURVEY	SENT TO/POSTED ON
General Survey	Facebook Personal Feed - <u>https://www.facebook.com/profile.php?id=100008501854870</u> DMD Winchester Page - https://www.facebook.com/groups/172293992888085
Targeted Survey – Elderly Stakeholders	Email Contacts MHA Hampshire Charity - (<u>Winchester@mha.org.uk</u>) <u>https://www.mha.org.uk/find_a_service/hampshire/</u> enquiries@ageconcernhampshire.org.uk <u>https://www.ageconcernhampshire.org.uk/</u> enquiries@brendoncare.org.uk <u>https://www.brendoncare.org.uk/care/our-care-homes/meadway</u> headoffice@greensleeves.org.uk <u>https://www.greensleeves.org.uk/care-homes/st-cross-grange-winchester-hampshire/</u>
Targeted Survey – Creative Club Stakeholders	Email Contacts Hampshire Cultural Survey (enquiries@hampshireculturaltrust.org.uk) https://www.hampshireculture.org.uk/ Tate (https://shop.tate.org.uk/contactus.html) https://www.tate.org.uk/about-us/contact-us Art Care Salisbury (sft.artcare@nhs.net) https://artcaresalisbury.uk/ (info@thecolourfactory.org.uk) https://www.thecolourfactory.org.uk/

APPENDIX B

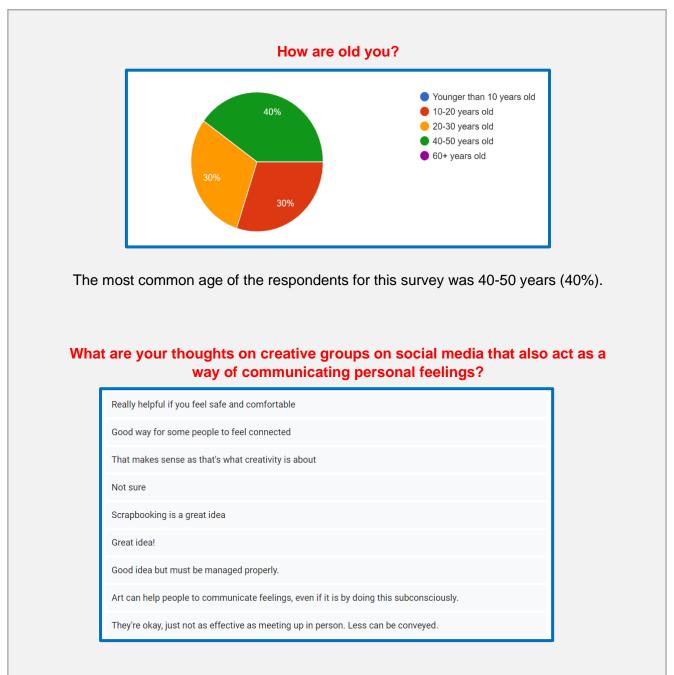
RESEARCH AREA	KEY WORDS (ALL REFERENCED TO TARGET AUDIENCE)
Social Divide	Social connection/social divide/generation gap/digital divide/social connection/social polarisation/disconnect/community.
Social Media	Social media/social platforms/facebook/demographics/statistics/user/activity/reach/engage ment/digital conflict/censorship.
Creative Arts	Art therapy/expression/communication/creative arts/mental health/arts activities/arts initiatives.
Design Solution (Art Club & Desk)	Creative arts groups/social media art clubs/community art clubs/collaborative art clubs/branding/logos/COVID safety/dividers/art desks.

APPENDIX C

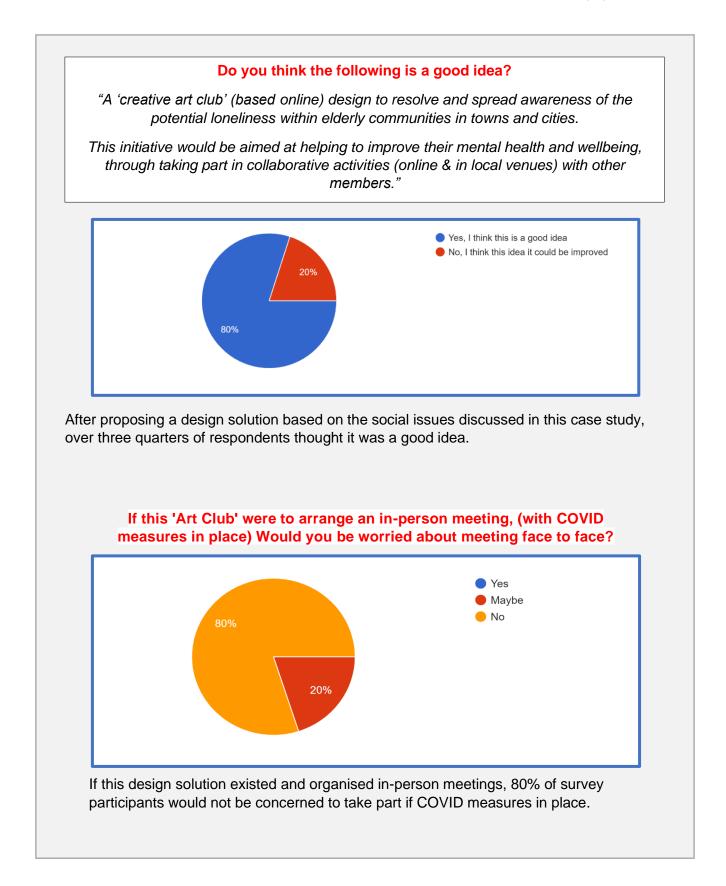


APPENDIX D

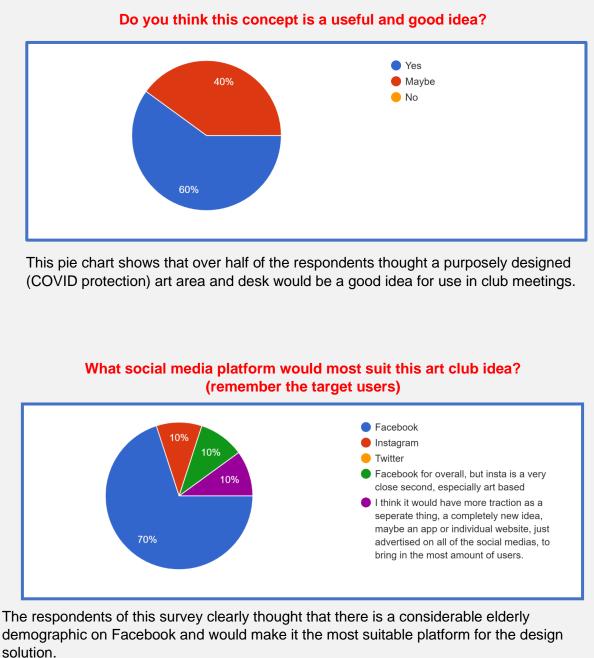
GENERAL SURVEY (data not mentioned in main body)



These comments show a series of mixed viewpoints of whether online creative groups are as effective and sociable as in person meetings.



These COVID measures would include a specially designed art desk with screens, for protection and be a window to the person on the other side.



Do you think this would be a beneficial and effective idea?

Yes

I think so if it's made easily accessible to the older generation and not all marketed via social media

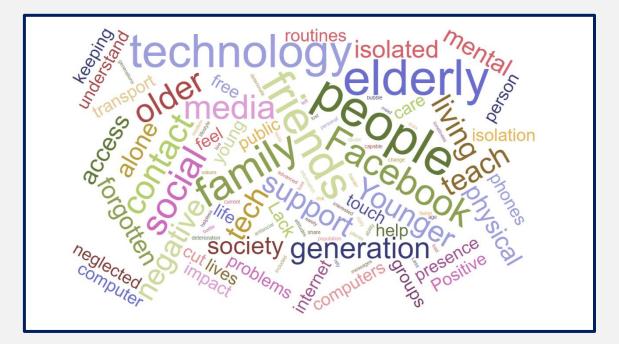
Yes it will bring the community together and they can have shared experiences and express themselves

Yes

The idea isn't new and fresh, particularly not by using social media. It has been done before alot. It's alright, as current groups like this are, they're just quite reserves and you'll encounter the same problems. It just could use some more thinking.

Maybe, to a very specific target audience though

The final question in this survey received constructive and positive responses regarding the overall viability of the design solution. The main feedback was about the level of suitability for such a conservative demographic, and how it can be refined to their abilities or familiarities.

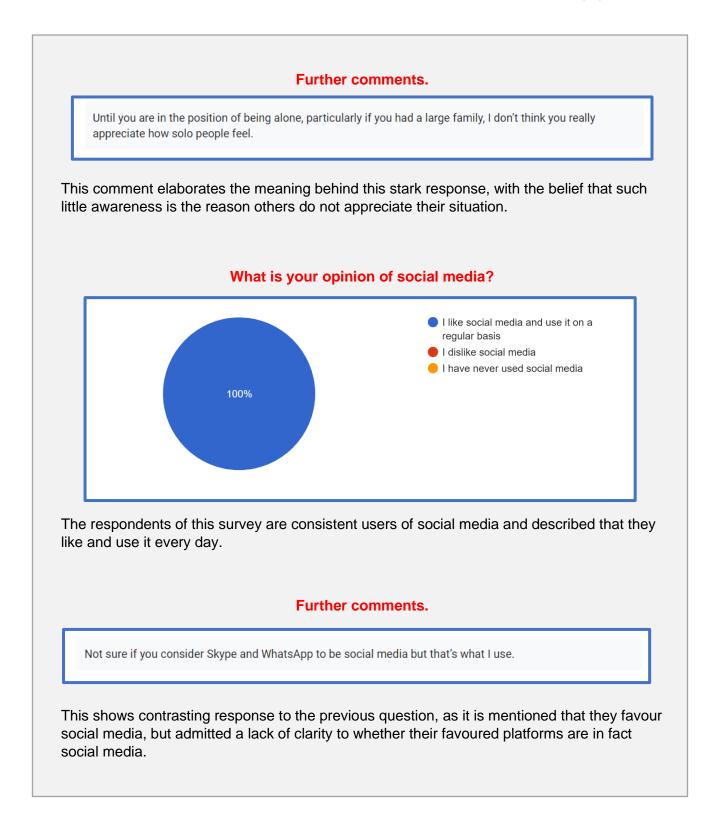


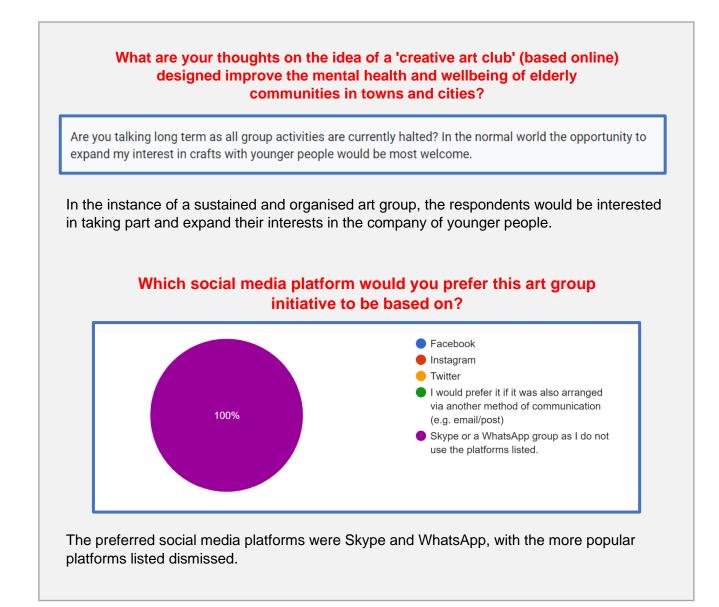
This word cloud is a visual representation of the most repeated words mentioned in the responses to this survey.

APPENDIX E

ELDERLY STAKEHOLDER SURVEY (data not mentioned in main body)

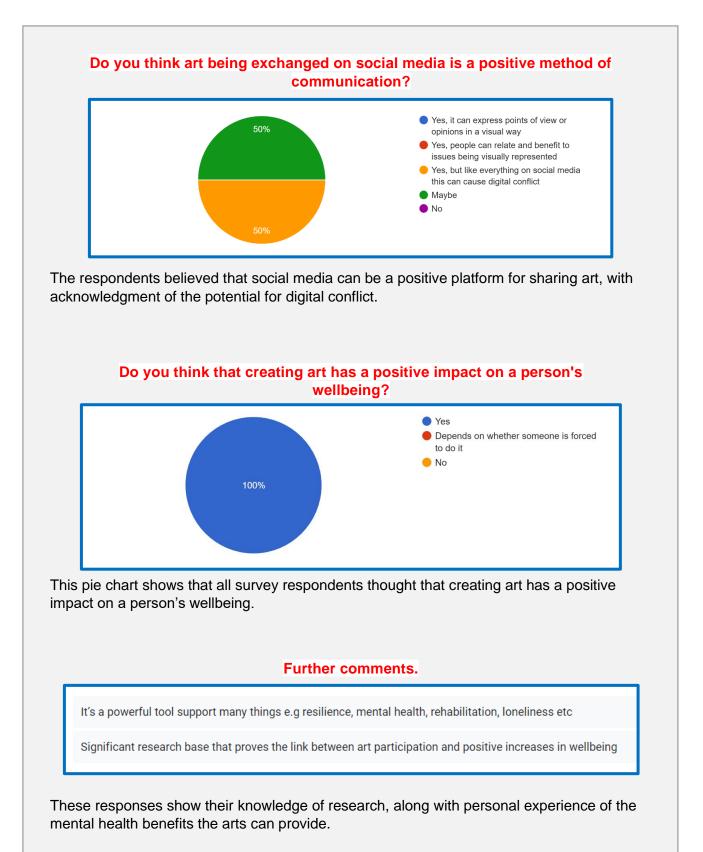






APPENDIX F

CREATIVE CLUB STAKEHOLDERS SURVEY (data not mentioned in main body)



In your opinion, what set groups of people or individuals would benefit the most from taking part in creative activities?

Those who are vulnerable and find it difficult to access mainstream support or activity. Arts engagement can be seen as a first step to a transition into more support, a softer approach to recovery rather than a more clinical route. It also is something that can be done ongoing and not just as part of an organised group

Everyone would benefit, but not everyone is likely to see this as something for them. We see higher levels of attendance from women (men generally want to know that this kind of session is specifically for them, rather than being inclined to sign up for a general group). The activity also needs to be matched to the group - eg. high energy dance classes are probably not appropriate for older people at risk of falls

These comments describe the participants opinions on who would gain the most from an arts group. The common point emphasised is that everybody could to some extent, and that art mainly is the bridge between support and recovery.

What are your thoughts on the idea of a 'creative art club' (based online) designed improve the mental health and wellbeing of elderly communities in towns and cities?

We do this kind of work at Hampshire Cultural Trust and took a lot of stuff online during lockdown. Older people

Is harder due to technology but can work amazingly well

We have had challenges engaging older people in online offerings. In many instances before they are able to engage in the creative opportunity they first need to be supported to set up and understand the technology, which is often difficult if there isn't someone at their location to assist

The last question in this survey proposed a basic idea of the concept design solution to mitigate the issues mentioned in this case study. The responses were positive in that they compared and noted similarities in the idea with their own schemes in Hampshire Cultural Trust.