



Co-production in eating disorders

Maria Guala (Mental Health Services, Region of Southern Denmark, Denmark), Helene Nielsen (Mental Health Services, Region of Southern Denmark, Denmark), Martina Scarpelli (The Animation Workshop, VIA University College)

Abstract

OBJECTIVES: 1) invite the participants to reflect on the importance of co-production and playfulness in the field of eating disorders and inspire them to use it in their praxis and, 2) give participants the possibility to try the power of co-production by themselves using animation as a catalyst for conversation that connects the mind with the craft, while in a playful environment. Based on the analysis of the co-production process in the project "Maze Out: a serious game for eating disorders", the participants will be introduced to the concept of co-production and how it can be used in a clinical and research context. Two clinicians and an art director with lived experience of ED, all three researchers in "Maze Out" will make a brief presentation of the theme by a power point presentation. Afterwards, participants will be invited to get a glimpse of how co-production works by experimenting with it themselves. Participants will be divided into small groups and co-produce a short animated clip to portray emotions trying to show and/or provoke that specific feeling to a viewer. They will play different roles: "producer" and "receiver/evaluator", a challenge that, through creativity, will show how co-production can enrich the approach to a topic by including different perspectives. We will set up a table with many different materials that participants can use and set up simple stop-motion workstations. We will use an open-source app for phones and a simple workstation, so everything can be replicated at home.

Topics: Prevention, Treatment

For workshops only

The purpose of the workshop is to provide a creative environment, to stimulate curiosity and explore co-production processes and potentials. In this workshop participants

will be divided in small groups and co-produce an animated clip to portray emotions. We will prepare a table with a lot of different materials participants can use and set up simple stop-motion workstations. We plan to bring: clay, crayons, salt etc. so we can play with different texture/feelings as a catalyst for conversations about how things feels. For the animated clip we will use an open-source app for phones, and an easy workstation, so everything can be replicated at home.

Submission Format: Workshop

Is It a Student Paper? No