

ArtHelpsHeal

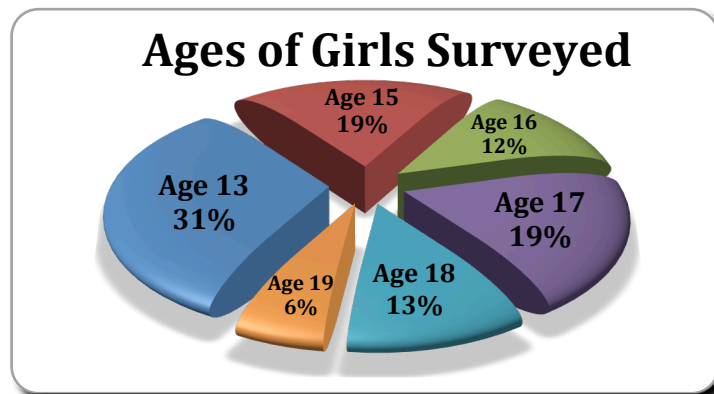
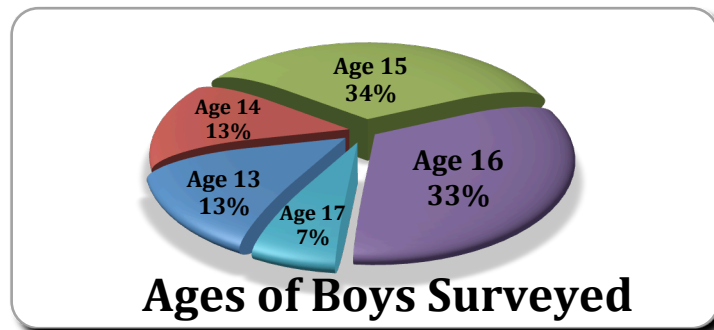
MISSION SURVEY

Between June 7 and June 16, 2016, the newly formed ART HELPS HEALING NFP conducted a two-part in-patient survey with the cooperation of Lurie Children's Hospital to test the validity of the organization's core mission and provide the hospital with some insights pertaining to their in-patient non-medical activities they offer.

The assembly and distribution of art materials in specially designed back packs to teen-aged youths confined to a hospital or institutional setting as well as the development and production of art projects that utilize those materials (and are age-appropriate to their target service population) is the sole purpose of AHH. However, its founders, all experienced art educators, determined that its first step would be a survey to determine if that population would respond to such an idea and just what types of art materials and projects these youths would want to receive. Additionally, the Lurie staff wanted to know how that same population was responding to their Teen Lounge initiative, one of the non-medical services provided on the hospital's 12th floor.

The survey consisted of the random interviewing of 31 out of the 40 in-patients at Lurie who were between the ages of 13 through 19 during the aforementioned dates. These patients were interviewed by Art Helps Heal President and CEO Anne Hollenbeck, a trained volunteer for Lurie's Family Life Center, who discussed the project and its mission with them. They were then first asked a set of 8 questions designed to determine the patient's level of history with and interest in art as well as to obtain their input in the art activities and materials they might want to see included in such a project.

The breakdown between genders was almost even with the following distribution of ages:





SUMMARY OF RESULTS

Part 1. Mission Validity

This sampling demonstrates there is overwhelming support for the mission, with all but one of those surveyed stating that they might or would want to participate when the project becomes available. The need for such a mission is clearly indicated in how participants currently spend time in the hospital setting with 26 out of the 31 spending the majority of their free time watching television and movies or playing video games.

Even though most report that they attend a school where art is offered, 25% indicate it is offered as option, a “club” activity or an elective that they haven’t taken. Two patients indicated their schools offered an “either or” choice between art & music while one said his schedule left no room to take art. More than 75% of those who had taken art courses liked it.

11 participants did not consider art as one of their hobbies. Those who did mentioned a wide variety of interests including drawing, crafts, origami, coloring, clay, painting, making paper animals, animation, and photography.

10 respondents had no suggestions for materials while the rest thought sculpting materials (such as clay), water colors, carving tools, acrylics, pencils, markers, drawing tools along with painting, coloring and craft materials as well as "how to" books and even a set of legos should be included in the distributed backpacks.

Part 2. Teen Lounge Survey

The interviewer concluded the survey with questions pertaining to Lurie’s Teen Lounges. Of the 31 patients interviewed in the time period, 12 are restricted to their rooms or floors for various reasons, one had just checked in and the oldest girl had never heard about them. Of the five who had visited, four described the lounge as “nice” or “cool” with one saying that it was a nice place for teens to “be away from the little kids”. Even if they hadn’t visited the lounges, all but four offered their suggestions for improvements (see Table 2).

Part 3. Conclusions

The mission survey indicates the Art Helps Heal mission is on track for success as far as need and interest is concerned. More research needs to be done to uncover specific art projects in which such a population can successfully participate.

Lurie’s Teen Lounge survey indicates the hospital needs to better advertise its existence and promote activities that will motivate teens to gather there rather than make individual visits.

Gender	Age	Spends Time	Attends School	School Offers Art	Likes Art at School	Likes Art as Hobby	Likes drawing	Likes Design	Likes 3D/Sculpture	Likes Painting	Other Activities	Materials/Projects Suggestions	Participate in AHH	Notes
Boy	13	Listens to music, on phone	yes	yes	yes	no	yes	yes	a little	no	Sports	no response	no	in pain
Boy	13	Video games	just graduated (8th)	yes	yes	no	yes	yes	yes	yes	Video Games	legos, sculpting, water colors	yes	
Boy	14	TV, movies, visits, phone, tablet	yes	yes	very much	likes crafts	not good at it	yes	very much	yes	paints w/acrylics	carving tools, acrylics	yes	likes making useful things
Boy	14	TV, plays games	yes	yes	yes	draws & colors	yes	yes	never tried it	yes	no response	no response	yes	can't leave room
Boy	15	TV	yes	yes	doesn't take it	no	yes	yes	no	hates it	no response	no response	yes	can't leave room
Boy	15	watches sports	yes	yes	missed due to illness	no	no	no	yes	yes	no response	pencils, markers, art supplies	yes	
Boy	15	TV, phone	yes	only as club	no	drawing faces	yes	yes	yes	no	no response	no response	yes	
Boy	15	TV	yes	elective	in band	likes crafts	kind of	no	no	no	like going to FLC	no response	maybe	
Boy	15	TV, plays games	yes	yes	yes	drawing	yes	no	no	no	draws characters	drawing tools	yes	
Boy	16	TV, listens to music	yes	yes	yes	no	yes	yes	yes	yes	likes to draw	drawing tools	yes	
Boy	16	Phone, sits around	yes	yes	yes	yes	yes	yes	not good at it	yes	no response	learn to draw faces	yes	can't leave room
Boy	16	Sleeping, TV	yes	yes	in band	yes	no	no	no	no	no response	painting & coloring materials	yes	immobilized
Boy	16	TV	yes	only 3D design	no room in schedule	coloring	no	would like to try	no	no	color by numbers	craft materials & "how to" books	yes	can't walk
Boy	16	Watches movies, draws	yes	elective	doesn't take it	drawing	yes	no	yes	yes	no response	no response	yes	
Boy	17	Watches movies, DVDs	yes	yes	yes	no	no	no	likes ceramics	no	likes music	no response	maybe	can't leave floor
Girl	13	Coloring patterns, TV	yes	yes	yes	drawing	yes	yes	yes	yes	reading	small games	yes	can't leave room
Girl	13	Reading	yes	yes	yes	clay & painting	yes	yes	yes	yes	reading	paper mache, bottletop projects	yes	overnight patient
Girl	13	TV	just graduated (8th)	optional	n/a	paper animals, paint, coloring	yes	yes	yes	yes	no response	coloring pages, painting	yes	
Girl	13	TV	yes	yes	no	no	no	just ok	no	no	no response	no response	maybe	just arrived
Girl	13	Word search puzzles	yes	yes	yes	painting & coloring	no	yes	no	yes	no response	no response	yes	can't walk, nausea
Girl	15	Sleep	no (home schooled)	n/a	n/a	wants to learn	yes	yes	no	yes	fashion design	design/décor projects	yes	doesn't like to leave room
Girl	15	TV, phone	yes	yes	no	paints	yes	no	yes	yes	no response	clay, jax game	yes	can't leave floor
Girl	15	is bored, TV (was very sick)	yes	yes	yes	photography, mixed media	yes	yes	hasn't tried it	yes	fashion design	paints, brushes pencils, paper	yes	
Girl	16	TV, phone	yes	yes	takes animation	likes animating figures	yes	yes	yes	yes	no	animation	paper	yes
Girl	16	Netflix	yes	yes	yes	no	no	yes	yes	yes	no response	drawing books & calming activities	yes	
Girl	17	TV	Going for GED	n/a	n/a	no	yes	yes	yes	no	no response	adult coloring books	yes	
Girl	17	TV, reading	yes	yes	yes	no	yes	yes	yes	yes	clay	thread braiding	yes	just arrived
Girl	17	TV, phone	yes	elective	no	no	like to learn	yes	yes	yes	no response	no response	yes	can't leave floor
Girl	18	TV	yes	no	n/a	origami	no	yes	yes	yes	no response	craft items	yes	can't walk
Girl	18	TV	yes	yes	yes	self-portraits	yes	no	yes	no	no response	paint, markers, white paper	yes	
Girl	19	TV, phone	in college	yes	yes	drawing & painting	yes	no	no	yes	no response	clay, adult coloring books	yes	being discharged

Gender	Age	Teen Lounge Visit	Like	Dislike	Suggestions
Boy	13	no	n/a	n/a	in pain
Boy	13	yes	yes	no response	better games, "Call of Duty"
Boy	14	yes	yes	no response	wants to watch live sports
Boy	14	no	n/a	n/a	can't leave room
Boy	15	no	n/a	n/a	can't leave room but sounds ok
Boy	15	yes	nice for teens, away from little kids	no response	air hockey, foose ball tables
Boy	15	no	n/a	n/a	game consoles like x-box
Boy	15	yes	it's cool	no response	more choices, didn't see instruments
Boy	15	no	n/a	n/a	video games, nintendo/makefriends with other kids
Boy	16	can't leave room	n/a	n/a	hoop & ball, air hockey table
Boy	16	can't leave room	n/a	n/a	everything sounds good
Boy	16	immobilized	n/a	n/a	board games, arcade games
Boy	16	can't walk	n/a	n/a	juke box , easy arcade games
Boy	16	yes	it's nice	no response	wants to go back
Boy	17	can't go off floor	n/a	n/a	would like to go check it out
Girl	13	can't leave room	n/a	n/a	different things to do
Girl	13	no	n/a	n/a	art materials, uno cards, likes lounge atRehab Institute
Girl	13	no	n/a	n/a	movie night, theme night, make-your-own-costume party
Girl	13	no	n/a	n/a	just checked in
Girl	15	can't walk	n/a	n/a	musical instruments
Girl	15	no	n/a	n/a	doesn't like to leave room
Girl	15	can't go off floor	n/a	n/a	thinks what they have is fine
Girl	16	no	n/a	n/a	board games
Girl	16	no	n/a	n/a	food & snacks
Girl	17	didn't know about it	n/a	n/a	would like to watch Netflix in lounge
Girl	17	yes	it's cool	no response	no response
Girl	17	only been here 2 days	n/a	n/a	teens like social media, pool tables
Girl	18	can't go off floor	n/a	n/a	video games, arts & crafts
Girl	18	can't walk	n/a	n/a	board games, model airplanes and girl's construction projects
Girl	19	never heard of it	n/a	n/a	what they have sounds good