

GOSH Arts

Great Ormond Street Hospital for
Children NHS Foundation Trust

Annual Report 2016/17





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“GOSH Arts is a brilliant way of distracting and entertaining patients. Listening to the musicians sing and play is very calming and for patients to get involved too is a great bonus.” - Nurse, Walrus Ward

GOSH Arts

Hello from GOSH Arts!

GOSH Arts is the new name for the award-winning arts programme at Great Ormond Street Hospital. Our new name aims to clearly reflect the range and quality of what we do across the hospital for patients, families and staff.

In 2016/17 we updated our Mission and Vision for the programme, and set out a strategy that will guide our work over the next three years.

Mission

To deliver the highest quality arts programme for all at GOSH.

Vision

To become leaders in the field of paediatric arts and health research and practice. To deliver a world-class arts programme for GOSH patients, families and staff by 2020.

You can find more information on our three year strategy and programme as a whole on our website www.gosh.nhs.uk/parents-and-visitors/gosh-arts



“ *I think it was an amazing experience. It makes me like the hospital. I would come more often. It opens up my imagination.*

- GOSH patient

Highlights

This year we have run over **450 sessions** for patients, parents, families and staff. We have worked with **58 different artists and cultural organisations** and supported NHS events such as National Hand Washing Day and Sustainability Day and worked alongside Patient Experience to champion and share the Trusts' Our Always Values.

Our programme was **'Highly Commended' in the Family Arts Awards**, recognising the quality of our family work. We were the only healthcare setting to be recognised.

We were asked to contribute to the **All Party Parliamentary Group on Arts, Health and Wellbeing**, whose report was published in July 2017.

We worked with an exciting range of artists to commission **new permanent artworks** for the Premier Inn Clinical Building, and engaged patients, families and staff in the design and decision-making process.

**This report shows the current impact of the GOSH Arts programme, but further growth would allow us to reach even more patients, and a higher percentage of all admissions.*



“ I have been fortunate to work creatively with young people at GOSH...we test ideas and processes together, informing and inspiring one another in equal measure. - Resident Artist, Matthew Larkinson

Thank you to all our collaborators!

Alexa Galea

Ansuman Biswas

Arun Blair-Mangat

Beat Box Collective

Blossom Carrasco

Box Tale Soup

Candoco Dance Company

Charlotte Stowell

Chris Wood

Davina Drummond

Emma McGarry

Factory Settings

Fieri Consort

Frankie Gallagher

Freya Pocklington

Gaby Garcia

Gibson/Martelli

Hannah Quigley

Health Creatives

In the Bellows

Jake Spicer

James Hope-Falkner

Jamie Linwood

Jason Bruges Studio

Jefford Horrigan

Joanna Brinton

Joanna Clayton

Joceline Howe

Judith Brocklehurst

Komola Collective

London International

Gospel Choir

Mark Levin

Matthew Larkinson

Moxie Brawl

Naomi Hammerton

Olivia Hemingway

Pindrop Quartet

Provoc

Pulse Arts

Rebecca Snow

Robin Grey

Samantha Whates

Sarah Dennis

Sion Ap Tomos

Sister Arrow

Studio Weave

Supermundane

The Drawing Circus

The Foundling Museum

The GOSH Staff and

Parent Choir

The House of Illustration

The Jungle Boogie 4Tet

The Poundshop

The Swingle Singers

Theatre Peut-Être

Theatre Rites

Victoria and Albert Museum

Yael Lowenstein



“The time the musician spent with us was **AMAZING. INVALUABLE.** My son was smiling ear to ear. He really enjoyed the experience. Makes our stay an easier and happier experience. - GOSH Parent

Impact Measurement

2016/17 was the first fully funded year with our increased programme. We now run activity almost daily across the Trust. At the beginning of the year we set 4 targets to measure our impact:

1. Increase numbers taking part in measurable workshop sessions to 12,000

We have exceeded this target, with a total of 12,654 participants taking part directly in creative activities, and many more benefiting from art commissioning and innovative environments, or through experiencing music and performance.

2. Increase number of completed feedback forms to 450 per year

We collected 452 feedback cards:

95% of participants rated GOSH Arts activities as 'Excellent'.

99% of participants said it 'Improved' their experience of the hospital.

3. Introduce the use of the Arts Observation Scale for evaluation of GOSH Arts activity in outpatient areas

Using the Arts Observation Scale we found a 77% increase in children's mood scores and 69% increase in parents' mood scores when GOSH Arts activities were taking place in waiting areas.

4. Arts Award Delivery

We delivered Arts Award with 34 GOSH patients. Arts Award is a nationally recognised accredited qualification led by Trinity College London and supported by Arts Council England that recognises and celebrates participation in the arts.



“When I grow up I want to be an artist. I know about Frida Kahlo and she had one eyebrow.

- GOSH Patient

Commissions

This year we have been working with an exciting range of artists to commission a series of ambitious, innovative and inspiring site-specific artworks for the new Premier Inn Clinical Building and Zayed Centre for Research into Rare Disease in Children. The artworks will support the design and function of the buildings, and inspire the imagination of our visitors, making clinical spaces feel positive and welcoming.

These projects provide opportunities for GOSH Arts to build on our success of bringing the transformative power of art into the hospital and to support the development of new public artworks. Many of the artists we work with have involved GOSH patients, families or staff as part of their creative process.

Premier Inn Clinical Building

The Premier Inn Clinical Building, due to open late 2017, will feature a series of exciting site-specific artworks that will enhance the hospital experience by helping to create welcoming and family friendly spaces.

Adolescent Social Rooms by Supermundane

Graphic artist Rob Lowe, also known as Supermundane, has developed a series of distinctive, bold designs to transform the adolescent rooms into fun and engaging spaces. Rob spent time working with young people and play staff to explore repeat pattern, and the resulting designs have been used by Rob to inform his final artworks.



“ *Our daughter loves it. She always looks forward to coming to hospital because of the activities!*

- GOSH Parent

Harmony Garden by Studio Weave

Architects Studio Weave have revisited the Lullaby Factory creating a playful xylophone bench for the Lagoon Restaurant courtyard. The Harmony Garden, along with other interactive features, provides opportunities for more people to engage with the Lullaby Factory. New lullabies have also been created by Pulse Arts in collaboration with patients and staff.

The Wandering Meadow by Sister Arrow

Illustrator Sister Arrow has created a digital artwork that explores the relationship between the weather and all living things, bringing the outside world into the hospital. Each illustrated flower, animal and plant appears in response to live weather data, the season and time of day. This artwork also recognises the generosity of Premier Inn and Restaurants who have supported the construction of the building.

As part of the commissions for the Premier Inn Clinical Building we have also worked with artists Joceline Howe, Chris Wood, James Hope-Falkner and Jason Bruges Studio.





“Stops me from being bored and is fun. The project made me feel less lonely.

- GOSH patient

Exhibitions

This year our temporary exhibition programme included work by patients, the Young Peoples Forum, Resident Artist Sion Ap Tomos, and photographer Vaughan Grylls.

Takeover Challenge Exhibition

During Takeover Challenge 2016 GOSH Arts invited the Young Peoples Forum (YPF) to create and curate an exhibition for the Main Entrance of the Hospital which showcased the construction of the Premier Inn Clinical Building. Ethan, Charlie and Ezara from the YPF went on a site visit to the Premier Inn Clinical Building and alongside photographer Olivia Hemingway captured the construction of the new clinical facility. Their work was then curated, framed and installed in the Main Entrance exhibition space in just one day by Faiza, Faye, Francesca, Jamie and Sara!

“We have picked these photos to represent the curiosity of young people in learning new skills and experiencing new things. We have tried to capture the energy, construction and attention to detail needed to make a new hospital building great!

- Takeover Day Curating Team





“ A wonderful breath of fresh air on a lousy morning of treatment and rain. Thank you for the wonderful music.

- GOSH parent

Resident Artist Programme

This year the GOSH Arts resident artists working across inpatients, outpatients and public areas of the Hospital were visual artists Judith Brocklehurst, Rebecca Snow and Matthew Larkinson, illustrator Sion Ap Tomos, storyteller Joanna Clayton, harpist Mark Levin and multi-instrumentalists Pulse Arts.

Early Morning Music and Bedtime Lullabies

During their residency Pulse Arts ran a series of early morning sessions on the pre-surgical wards, the musicians greeted families arriving for day admission surgical procedures, offering a calming and welcoming environment and the opportunity for patients and families to take part in participatory sessions before their surgery. The sessions helped to reduce anxiety and distracted patients and families during their pre-surgery period.

Harpist Mark Levin complemented the early morning sessions with calming lullaby sessions in inpatient wards at bedtime. Mark created soothing environments across bays and in bedrooms for sleepy patients, which supported parents and staff to make bedtime that little bit easier.





“ *Never seen a more appropriate activity. Incredible resource.*
- GOSH Parent

Family Arts Week

The third GOSH Family Arts week took place over October half term, programmed by GOSH Arts and the Activity Centre and open to all patients, siblings and families. Family Arts Week was Highly Commended in the Family Arts Festival Awards this year, recognising the quality of our programming. We were the only healthcare setting included.

Our theme ‘Energy and Movement’ inspired dance workshops from Candoco Dance Company and Peut-Être Theatre; performances from In The Bellows and Moxie Brawl and workshops led by The Drawing Circus, the National Portrait Gallery, The Pound Shop, and lots of other exciting artists and creative organisations!

We recognise the hospital environment can be stressful for families as a whole; amongst other pressures siblings often have to attend appointments alongside patients especially during holiday periods. Family Arts Week is an important part of our commitment to support the GOSH Children’s Charities goal of ‘enhancing the experience for families’.

We also increased our offer to parents this year with monthly evening workshops specifically for those staying late or overnight. These drop-in creative workshops provide an opportunity to do something different and meet and relax with other parents.





“ I couldn't get my daughter to leave - as [she] was having such a lovely time! Better than going to a museum!

- GOSH Parent

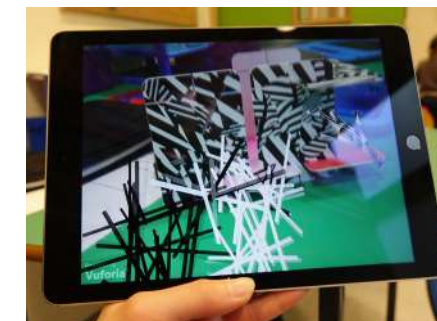
Gibson/Martelli and Augmented Reality

GOSH Arts invited Gibson/Martelli to undertake a creative research project to explore the potential and benefits of augmented reality and performance in the hospital setting, specifically working on Woodpecker, the pre-anaesthetics ward.

Gibson/Martelli worked alongside Play and Nursing staff on the ward to explore their interactive sculpture 'Huff and Puff' with patients and their families. Patients were invited to experiment with a full size 'Huff and Puff' in the ward play room, and were also given their own miniature 'Huff and Puff' to use in their rooms.

Patients could use 'Huff and Puff' to build their own interlocking sculpture which could then be activated using a free app to reveal hidden augmented reality performances. Interaction with the sculpture prompted conversations and exchange between families and staff and supported patients and families to become more playful and relaxed during their wait.

In 2017/18 Gibson/Martelli, alongside clinical staff and GOSH Arts, will continue to explore how both augmented and virtual reality can be used to support the Patient Journey to surgery and ease pre-anaesthetic anxiety.





Clockwise from top left: Take a Joke, Davina Drummond and The Foundling Museum; Performance of Recycled Rubbish, Theatre Rites; Take a Joke Davina Drummond and The Foundling Museum; Performance of Shh... Bang, Peut-Être Theatre

Clockwise from top left: Fantasy Fortunes, Davina Drummond and The Foundling Museum; Staff Culture Club Life Drawing workshop, Jake Spicer; Alice in Wonderland, Box Tale Soup; Family Arts Week, Candoco Dance Company



“ The new GOSH project is proving to be another hit with visitors ...I’m delighted our collaboration with you just keeps going from strength to strength. - Caro Howell, Director The Foundling Museum

Foundling Museum Partnership

Each year GOSH Arts and the Foundling Museum co-lead two creative projects at GOSH, culminating in displays in the Foundling Museum’s Introductory Gallery. This year patients worked with artist Davina Drummond to experiment with ideas around humour, communication and the future.

Take a Joke

Families on Fox and Robin wards worked with Davina to playfully discover the role of laughter and humour in the hospital environment and its potential for improving wellbeing. Through the process of developing their own medical jokes and writing them onto their isolation windows and hospital-like bedding, children and families explored and shared with each other and the staff on the ward their experience of bone marrow transplant treatment and being in isolation.

Fantasy Fortunes

Families on Bear ward worked with Davina to explore their hopes and dreams for the future, using fun and historical ways to create fantasy fortunes including making paper fortune tellers, fortune teller fish and spinning fortune wheels. In response to the ideas shared by patients and families during the project Davina has created a giant interactive ‘Fantasy Fortune Telling Wheel’ that will be installed outside Bear ward for everyone to try and enjoy.





“ I look forward to Wednesday evenings; they are a really positive, uplifting experience.

- GOSH Choir member

Art Form Focus – Singing

There is now a large body of research that supports the benefits of singing and listening to singing for health. This year we focused on singing as an art form with two strands of work.

Parent and Staff Choir

In October we launched a community choir open to staff, volunteers and parents. The benefits of group singing are well documented, and feedback from participants indicates they found the choir uplifting, calming and stress relieving.

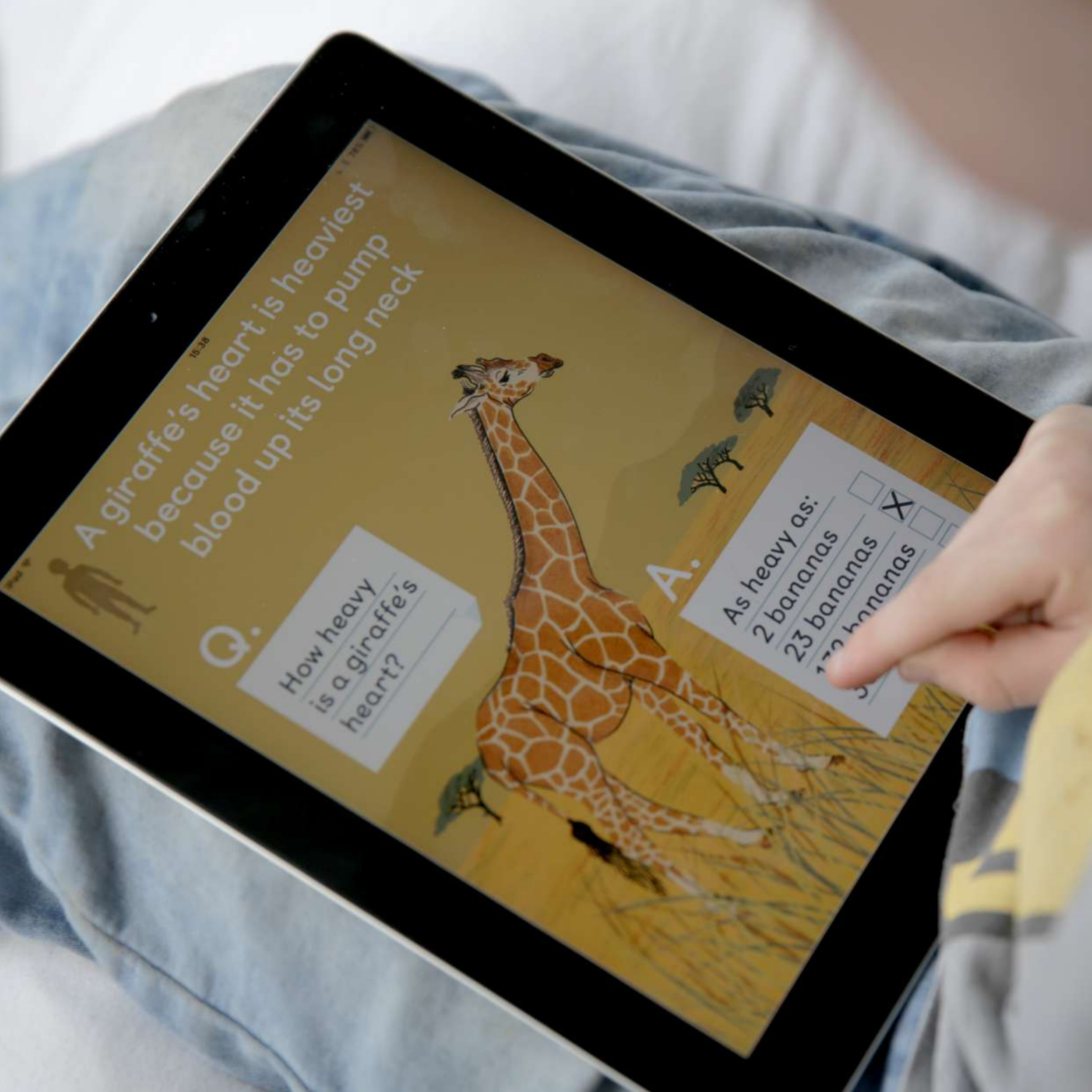
The choir, which will continue into 2017/18 is free to join and no commitment or experience is necessary. The Choir sing a fun and relaxed repertoire including gospel, pop and traditional songs and have already performed for families in the hospital and in the local community.

Singing Season

Every Friday in January, February and March GOSH Arts invited a different singer, group or choir to perform in the main entrance to Great Ormond Street Hospital for 'Singing Season'.

Patients, families and staff enjoyed the weekly pop up concerts which included performances from the world famous Swingle Singers, Beat Box Collective and the London International Gospel Choir and closed with a performance from the GOSH Staff and Parent Choir.

The season brought a diverse and exciting range of high quality cultural experiences into the hospital for families to enjoy and highlighted the benefits of singing for both physical and mental health.



“ *Calming and entertaining. Excellent.*
- GOSH Parent

Blood Quest

GOSH Arts and ORCHID (Centre for Outcomes and Experience Research in Children's Health, Illness and Disability) have worked with patients, artists and Health Creatives to develop Blood Quest, an app that helps inform, entertain and distract patients before and during their blood tests.

Research has shown distraction and preparation can reduce children's anxiety before and during procedures such as venepuncture. The app was developed from creative workshops and feedback with GOSH patients, and features artwork by illustrator Sister Arrow, which is designed to appeal to a broad age range.

Blood Quest can be downloaded for free from the Apple app store and on Trust iPads from the GOSH app store.

Blood Quest was short listed for the prestigious Tech4Good Award in the Digital Health and People's Choice categories, and is available for free to the general public as well as other healthcare settings.





Get Involved!

Look Out for artworks around the hospital.

Take Part in our weekly music and art workshops with our Resident Artists who tour wards and public spaces.

Download resources from our website inspired by our art collection.

Find Out about special projects in wards and departments across the Hospital
There may be a specific project you can take part in during your stay.

Do Your Arts Award We can support you in gaining an accredited award while you are in hospital!

For more information please see:
www.gosh.nhs.uk/parents-and-visitors/gosh-arts

Follow us on Twitter and Instagram at @GOSH_Arts

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