

GOSH Arts

Great Ormond Street Hospital for Children

NHS Foundation Trust

Annual Report 2017/18



GOSH Arts is funded by Great Ormond Street Hospital Children's Charity with support from The Mead Family Foundation.

Cover image: *The Temporary Tattoo Project*, Davina Drummond. See page 7

The Lullaby Factory, Studio Weave >



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Great Ormond Street Hospital for Children
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Annual Review 2017/18

GOSH Arts	5
Highlights	7
Impact Measurement	9
New Commissions	13
Premier Inn Clinical Building	13
Zayed Centre for Research	19
Good Hope Works	23
Temporary Exhibitions	25
Programme	27
Art Form Focus	27
Resident Artists	31
Cultural Partnerships	33
GOSH Staff and Parent Choir	37
Family Arts Week	39



“ *The time has come to recognise the powerful impact arts can have on our health and wellbeing.*

- Lord Howarth, Chair, All Party Parliamentary Group on Arts, Health and Wellbeing

GOSH Arts

This has been a really exciting year for arts in hospitals and arts in health generally. The publication of the inquiry report ‘Creative Health: The Arts for Health and Wellbeing’ by the All-Party Parliamentary Group on Arts, Health and Wellbeing (APPGAHW) in July 2017 shone a spotlight on the multitude of positive benefits, impacts and effects of creativity in healthcare settings. GOSH Arts contributed to the report and continues to work with the APPGAHW on the next steps for paediatric hospital arts.

A hospital is obviously a clinical place. But it can also be a cultural space; a community of potential audiences and artists. GOSH Arts offers opportunities for patients, families and staff to engage with art in all its forms.

We hope the following pages give you an insight into the range and quality of the programme.

Thank you to all the patients, families and staff who have taken part and supported us this year.



“Absolutely amazing time. The staff really interact with kids and family, my child absolutely loved it. Was really thrilled.

- GOSH parent

Highlights

- The Premier Inn Clinical Building opened seeing the completion of five innovative new site-specific artworks located throughout the building, as well as the addition of 52 framed artworks selected by staff.
- 12,888 participants took part directly in creative activities, with many more benefiting from art commissioning and innovative environments, and through experiencing music and performance. (see p9 for further detail)
- We were shortlisted for a Children and Young People Now Award, and won first prize for our project poster presentations at both the GOSH Inaugural Conference for *Blood Quest* and The Association for Young People's Health: 10th anniversary conference for *The Temporary Tattoo Project*.
- Our work was featured in
 - two *Lancet Child and Adolescent Health* articles
 - an Engage best practice case study looking at *The Temporary Tattoo Project*
 - a podcast for the Early Career Research Network
 - the first London Arts Health Forum blog post
 - several positive theatre reviews for our co-produced family show *Tidy Up*
- We Hosted HRH The Duchess of Cambridge as part of the opening of the Mittal Children's Medical Centre and were delighted she took part in a GOSH Arts workshop with patients celebrating the new building.



“ *Helped [my child] relax after a very bad day. Good end to the day.*
- GOSH Parent

Impact Measurement

Previously we have only been able to report on the number of participants directly involved in our workshops and events, although we believed there was a much larger percentage of the Hospital population engaging with the programme through our art collection and commissions. Although it is difficult to measure observations and interactions with visual art, this year we commissioned a small scale study, which indicated there are indeed high levels of engagement.

The survey results show that visitors and staff notice artworks at GOSH to a large extent: 81% of the respondents appear to have a high level of engagement with the visual arts displayed at GOSH (GOSH Arts, Evaluation of the visual arts in public spaces, BOP Consulting, March 2018), with 45% of respondents saying they notice the art on the walls every time they visit the hospital and 36% saying that they notice it often.

Based on estimated visitor numbers passing through the main entrance each year, we believe there are over 150,000 observations of artworks and 16,000 in depth interactions per year.

There was also a clear consensus that artworks commissioned by GOSH Arts have a positive impact on the Hospital environment and people's experience of visiting or working here.

Overall, 99% of the respondents to the survey strongly agree (57%) or agree (42%) that having art in a hospital setting is important.

Families of patients, staff members and visitors agreed or strongly agreed that the artworks are: welcoming (100%), interesting (98%) and playful (98%).

Although more research is needed to draw concrete conclusions, taken together these findings make a strong case for the positive impact that investment in the arts has at GOSH.



“When I’m older I want to be an artist who works in a hospital.”
- GOSH patient

Thank you to all our collaborators this year!

Accademia
Ania Bas
Anne Harild
Assemble
Blossom Carrasco
Boy Blue Entertainment
Camden Council
Candoco Dance Company
Chris Wood
Charlotte Stowell
Ciara Brennan
Coral Dance Company
Dana Al Mazrouei
Davina Drummond
Designmap
Drake Music
Factory Settings
Foundling Museum
Francisco Zhan
Frankie Gallagher
Gary Day
Giles Abbot

Heather McClelland
Hollie McNish
Hoodwink Theatre
Institute of Imagination
Jason Bruges Studio
Jayne Wilton
Jefford Horrigan
Joanna Bennet
Joanna Brinton
Joceline Howe
Judith Brocklehurst
Kimberly Harvey
Lubna Chowdhary
Mark Levin
Mark Titchner
Marysa Dowling
Matt Shaw
Matthew Larkinson
Mouth and Foot Painting Artists
Museum in a Box
Naomi Hammerton

Oily Cart
Oliver Beer
Pavilion Books
Peut-Être Theatre
Pulse Arts (Joe Danks and David McKenny)
Random International
Rebecca Snow
Root Experience
Sarah Blanc
Sarah Dennis
Serious Live
Sister Arrow
Stella Howard
Studio Weave
Supermundane
The Foundling Museum
The GOSH Staff and Parent Choir
Theatre Rites
V&A Museum
Wigmore Hall



“Hospitals should invest more in this. It is good for children, but also for parents and all the people [who] work here. I am happy when I visit a place whose setting allows me to see art. - GOSH Parent

New Commissions

Premier Inn Clinical Building

Earlier this year we unveiled a series of extraordinary artworks in the newly opened Premier Inn Clinical Building.

Inside the new building patients, families and staff will find a number of exciting artworks that inspire the imagination and make clinical spaces feel more welcoming and family friendly. We worked with a range of artists who engaged children, young people, parents and staff to help them develop their ideas.

Windows

Two innovative virtual windows by filmmakers, Accademia, bring views of the outside world to the bedside. The remarkably realistic windows offer patients and families views of a living landscape which changes periodically to reveal a series of new outdoor scenes.

Throwing Shapes

The playroom walls and windows have been transformed with fun colourful shapes by artist Joceline Howe. Joceline's work encourages open-ended play and she has also made a series of large plastic shapes that children can use as props to explore colour, shape and light.





“ Our son finds theatre very distressing. We thought the corridor leading to theatre was brilliant...very calming. Also the book is super. - GOSH Parent

Case Study:

Nature Trail

The journey to the operating theatre can be a difficult and anxious time. Our newly extended *Nature Trail* and accompanying resources aim to improve this experience for patients and families.

Designed by Jason Bruges Studio and originally commissioned in 2012 for the Morgan Stanley Clinical Building, we have now extended the *Nature Trail* into the Premier Inn Clinical Building to provide continuity and familiarity for families on their journey to surgery.

In the *Nature Trail's* woodland, creatures such as hedgehogs, frogs and birds appear between the trees, creating an enchanting and calming distraction for patients on their way to theatre. The animals are created by more than 100 LED panels hidden beneath the bespoke woodland wallpaper, with motion sensors that detect individuals as they move along the corridor, triggering the animals to accompany them along their journey.

Follow the Fishes

To accompany the *Nature Trail* we also commissioned illustrator Sarah Dennis to develop a resource for the pre-operative play team to use to prepare families for surgery. Sarah created an illustrated story book called *Follow the Fishes* and an activity sheet that includes a search and find, colouring activity and stickers. The story gently and playfully takes patients through their journey to surgery, helping to familiarise them with the themes of the *Nature Trail* as well as describing some of the things they might see and experiences they will have when they come to hospital.



“ The overall feeling is the image of a colourful place, I like it and it puts me in a good mood when I walk through the reception area.

- GOSH Parent

Parent and staff rooms

GOSH staff chose over 50 original artworks to be displayed in parent and staff rooms throughout the new building, helping to make spaces feel more comfortable and homely. The selection includes paintings, drawings, photographs and original prints by well-known artists such as Albert Irvin, Anita Klein, and Ian Davenport.

Super GOSH

Graphic artist Rob Lowe, also known as Supermundane, worked with young people and Play staff to develop designs for two adolescent social rooms. The patterns created by young people during the sessions were used by Rob to inform and develop the final artwork and can be spotted in the final design.

The Wandering Meadow

This digital animation brings the outside world into the hospital. Each flower, animal and plant you see responds to the current time of day, season and weather outside. The artwork was created by Sister Arrow and developed with the help of patients, GOSH Charity and supporters at Premier Inn & Restaurants.

Binary

Chris Wood's commission for the façade of the Morgan Stanley Clinical Building uses light and colour to bring dynamism and interest to both the interior and exterior of the building. The design on the staircase windows, using her signature dichroic material, is based on the binary code for the word Future with the fourth floor windows spelling out the words Care and Hope. Her forthcoming installation for the lower ground floor window will provide staff with privacy during their rest breaks and visual interest for passers-by, using LED lights, dichroic filters and repeating binary code to connect to the wider scheme.



“ The concept for *The Orb* is unique and inspirational. It embodies curiosity, dynamism, learning, all of which are important attributes of the Zayed Centre. - GOSH Staff member

Zayed Centre for Research into Rare Disease in Children

The new Zayed Centre for Research into Rare Disease in Children, due to open summer 2019, will be a state of the art research and medical building. The centre will tackle some of the most challenging scientific questions and create an outstanding environment for patient care.

The art and engagement strategy for the building will be a celebration of the collaborative and visionary nature of this project and will promote wider understanding of the importance of research into rare diseases. It will provide an inspiring, welcoming environment for our patients, visitors and staff.

The Same and Different

Dana Al Mazrouei has developed a scheme informed by workshops with patients during residency. She is creating a series of unique tactile, colourful, circular artworks, each representing a circular genome visualisation, for the ground floor outpatient courtyard.

The Orb

Random International has been commissioned to create a sculptural installation that references the human genome and brings to life the wonder and biological complexity of the individual. They are developing an innovative robotic sculpture that will live in the main atrium and respond to visitors.



“ *The building is like the future.*
- GOSH Patient

Together We Can Do So Much

A new work by Mark Titchner will be located above the main laboratory and visible from the entrance. The featured text is derived from a quote by Helen Keller – the text together with the artwork design represents the collaborative vision for the building.

Interactive installations for waiting areas

Designmap, working with the artist Judith Brocklehurst, is developing a series of interactive installations for waiting areas. The project will be multi-platform and involve imaginative resources, engaging patients and families with research taking place in the building.





“GOSH is a special place, one that I feel privileged to get to know through its staff. In the words of one of the porters, ‘People make this place’, I hope my work will bring their voices to the fore. - Joanna Brinton, Artist

Good Hope Works

Two new artworks celebrate staff from across the Trust.

In response to her 6 month residency at GOSH, Joanna Brinton has created two new artworks, A Flag for Everyone, installed on the flag pole of the Paul O’Gormon building and Good Hope Works, a vinyl artwork that spans the height of each window of the south Morgan Stanley Clinical Building staff stairwell.

The residency also titled Good Hope Works engaged staff from across GOSH, including members of the portering, play, clinical, admin and catering teams as well as many others, and encouraged them to consider their shared values and personal experiences of working at the Hospital.

Good Hope Works included periods of research and artist-led workshops with staff and volunteers during which Joanna invited staff to take her on a journey as part of their workday, to talk as they walked and focus their attention on the subject of work and care. The conversations and ideas from these sessions were then used to develop the two artworks both of which include direct quotes from staff members.

“Good Hope Works was a fantastic way to engage staff in the work GOSH Arts do and offered them opportunities to be creative at work, which can positively impact on their wellbeing. The residency and resulting artwork shows that every member of staff is integral to the hospitals success and celebrates the diverse skills that staff from across the Trust bring to GOSH. - Stephanie Williamson, Deputy Director Redevelopment



“ *These sorts of events have made a significant impact in deciding to stay at GOSH rather than accepting a job offer from another Trust.*

- GOSH Staff member

Temporary Exhibitions

We continue to programme a range of temporary exhibitions in spaces around the hospital. This year we held our first GOSH Open, inviting staff and volunteers from across the Trust and Charity to submit work for a group exhibition. The response was impressive, with over 50 submissions showcasing the talent of our staff.

We also exhibited beautiful original illustrations from the much loved Lullaby Factory, by Studio Weave, works created during Family Arts Week in collaboration with Ania Bas and a retrospective of projects from our partnership with the Foundling Museum.





“ It [the music] really cheered my son up loads after a hard week, it’s the first thing that made him smile. Thank you.

- GOSH Parent

Programme

Artform Focus – Theatre

This year we focused on developing our theatre offering; programming a range of performances and supporting several theatre companies to develop new work specifically for the hospital setting.

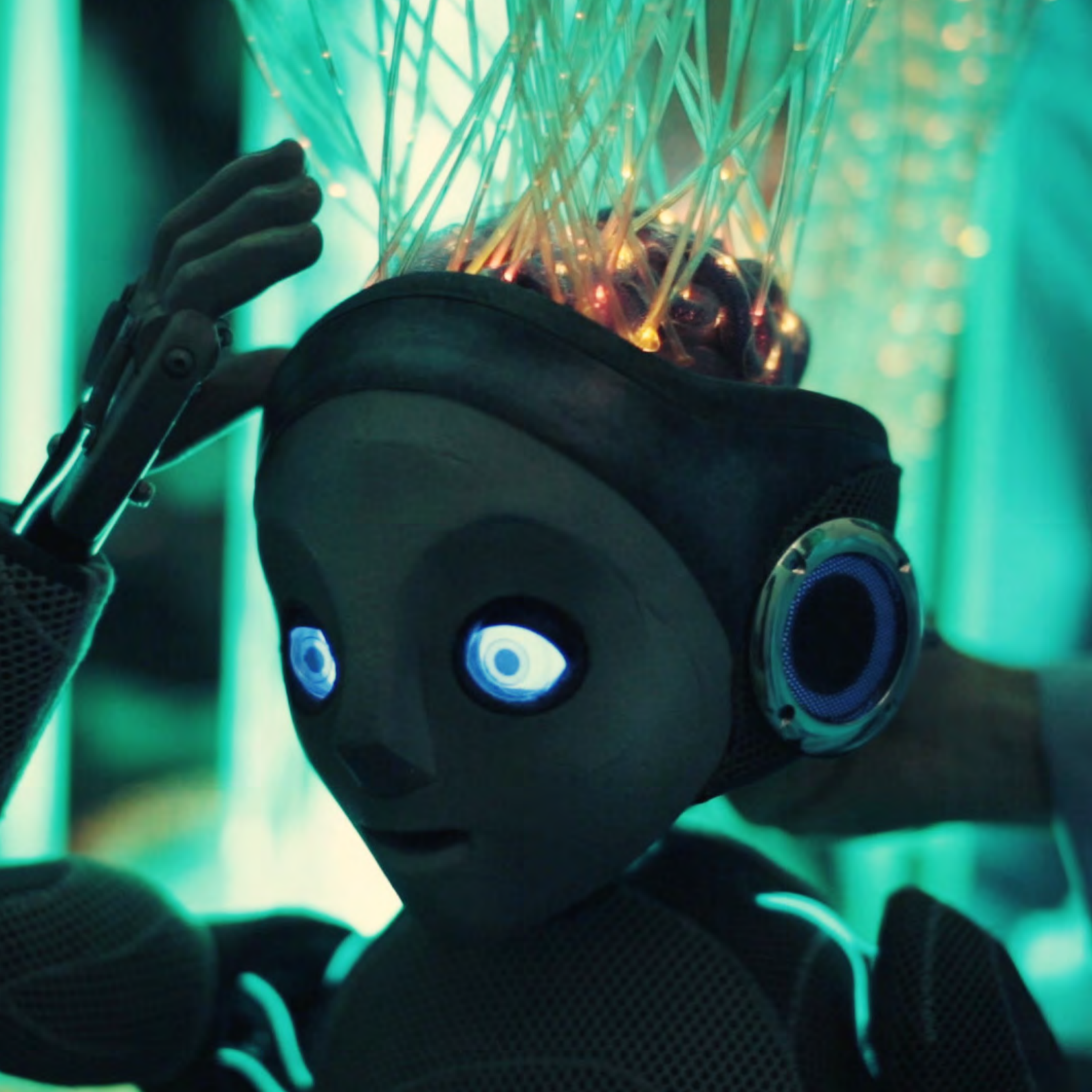
Performances from companies included Root Experience with a specially adapted promenade performance, Hoodwink with a show developed for the bedside, and award winning Oily Cart with their multisensory show *Kubla Khan* aimed at children with a range of learning or sensory disabilities.

We also hosted two longer residencies, with Peut-Être Theatre and Theatre Rites.

Tidy Up

Peut-Être Theatre, a dance theatre company for young children, undertook a three week creative residency at GOSH to develop their new show *Tidy Up* in collaboration with families and staff. The team used the hospital as a rehearsal and workshop space, and ran daily movement sessions with children and families across outpatient clinics, wards and the Activity Centre. They also met with staff from the Psychological Services Department who shared their expertise on early years development and the importance of risk-taking in play. The movements, conversations and experiences that came out of these sessions informed the content of the show and directly fed into the choreography.

At the end of each week patients and staff were invited to review the material developed by the team in a family-led critique, allowing them to shape a professional piece of performance.



“ [Tidy Up is an] inventive children’s show that nimbly navigates a path between order and chaos, 4 stars.

- The Stage

Tidy Up premiered at GOSH during Family Arts Week to an audience of patients and families and is now touring nationally, thereby reaching a wide audience across the country and sharing the ideas and creativity of GOSH patients and staff, as well as important messages about the value of play in childhood. The show has already received several positive reviews from publications such as The Stage.

Animating the Brain

GOSH Arts collaborated with renowned children’s theatre company Theatre Rites to support the development of their project *Animating the Brain*, an ongoing piece of research and development which aims to ignite children’s fascination with their brain and creatively engage both children and adults with neuroscience and neurology.

During their two week project Theatre Rites ran workshops on the neuroscience ward with families and introduced them to their robot puppet, LabBoy, who was a great hit with everyone he met!

In 1:1 sessions, children made their own symbolic brain which allowed them to celebrate the things that were important to them and in some cases playfully and physically represent the regions of their brain that cause their illness. The workshops were recorded for a film which celebrates the contributions that children and families at GOSH made to the ongoing development of *Animating the Brain*.

The creative team also met with neurologists and psychiatrists to help them understand the ethical and social issues tackled and expertise used when trying to repair acquired brain injuries or manage non-typical brain developments in children. These conversations and the ideas gathered during workshops, will inform the development of *Animating the Brain* over the next year as the company enters the next stage of its development.



“Coming back to the hospital as an outpatient is quite daunting and emotional. So to have Judith [GOSH Artist] help the children create unique pieces of art was a delight. 5 stars. - GOSH Parent

Resident Artists

This year the GOSH Arts resident artists working across inpatient, outpatient and public areas of the Hospital were visual artists Judith Brocklehurst, Matthew Larkinson and Matt Shaw, photographer Marysa Dowling, dancers Sarah Blanc and Kimberley Harvey, guitarist and music technologist Gary Day, multi-instrumentalists Pulse Arts and story teller Giles Abbot.

Case Study:

The Blue Bag Exchange Project

Working with resident artist Marysa Dowling, patients, families and staff used recycled blue bags, a medium often used in Marysa's work, to make and exchange gifts. Each item that was created from a blue bag was photographed, allowing participants to receive a print of the item they made, and to choose a photograph, or 'photo gift' of the work created by another participant in the hospital. Marysa used a Polaroid Camera to record the gestures participants made as they created, allowing her to capture the physical experience and exchange between those participating. The project created links and simple forms of communication between those visiting, working, engaging with, living in and being treated at GOSH.

“At GOSH every day is full of small gestures of kindness and communication. This project aimed to explore those moments!
– Marysa Dowling



“

*Really enjoyed playing with the guitars, singing, dancing.
Thank you very much! - GOSH Patient*

Cultural Partnerships

Every year we work with a number of cultural organisations and partners to deliver bespoke projects for the hospital. Project partners this year have included;

Victoria & Albert Museum

GOSH Arts collaborated with the V&A Museum to deliver a 3D printing project aimed at teenagers in bone marrow transplant wards, bringing the V&A's incredible sculptural collection into the hospital and experimenting with new 3D printing technologies.

Drake Music

Inclusive music organisation Drake Music delivered music technology sessions on Sky Ward for patients whose treatment or disability may preclude them from accessing traditional instruments. Inspired by the city landscape they created music with a view from Sky!

Wigmore Hall

Wigmore Hall musicians delivered two sessions in Outpatient waiting areas aimed at under 5's and their families. They recorded and created music together, using heart beats, percussion instruments and a musical plant! GOSH families were then invited to attend a workshop at Wigmore Hall to help to compose a specific piece of music for Early Years audiences.

Foot and Mouth Painting Artists

Foot and Mouth Painting Artists showcased their work and techniques for families in Outpatients waiting areas and Sky ward. Patients were invited to see how these incredible artists create work without the use of their hands, and to have a go themselves.



“

It was very fun and I loved doing the drawing and I loved doing my spirals. - GOSH Patient

Above the Clouds

GOSH patients were invited to attend this inspiring exhibition of photographs taken by internationally renowned photographer and GOSH Arts supporter Scott Mead. They discussed the exhibition, took part in a creative workshop, and were given a copy of the exhibition book to take home. Accompanying workshops will take place in the hospital, looking at photographic and framing techniques, narrative building and exhibition curation.

Foundling Museum

Families on Elephant, Giraffe and Lion wards worked with artist Davina Drummond to discuss their experiences of kindness and experiment with ways to capture and share this kindness with others. The project included creating stickers to reward kind hospital staff, creating a kindness scale, making a kindness first aid poster and recording their personal experiences of kindness. The project culminated in a display at the Foundling Museum.

Camden Council and Museum in a Box

Working in collaboration with artist Ciara Brennan, Museum in a Box brought 3D items from the Camden Council Art Collection into the Hospital for families to explore. Prompted by sound recordings connected to each object, families worked with Ciara to create their own responses to the collection which were then displayed alongside the original artwork in Swiss Cottage Library Gallery.



“

[The GOSH Choir] is the best mid-week outlet that I have found in helping me switch-off from the intensity of the clinical work I do.

- Staff member

GOSH Staff and Parent Choir

Our Staff and Parent Choir, led by Naomi Hammerton goes from strength to strength, with over 180 members now having taken part. As always, we perform every term in the hospital main entrance and in venues around Camden. Feedback from participants is hugely positive, citing the benefits of singing for stress relief and relationship building.

The choir is open to all staff and parents in the hospital and no commitment or experience is necessary!





“

The music was fantastic, lovely to see such a talent and both my sons really enjoyed it - A - GOSH Parent*

Family Arts Week

Now in its fourth year, Family Arts Week takes place during October half term, as we know that lots of families have to bring siblings along when attending appointments during school holidays. During the festival families enjoyed pop-up performances and workshops in unexpected places across the Hospital, including in reception, lift lobbies, the Activity Centre and on the wards.

Inspired by the new Premier Inn Clinical Building, this year's Family Art Week theme was architecture. Visual artists, dancers, architects, and musicians activated spaces throughout the hospital and encouraged families to think about how we move into and through architectural space.

Lots of exciting things happened each day, but highlights included;

- Artist Anne Harild worked with families to create an animation inspired by the floorplan of the new building.
- Corali Dance Company brought their site specific performance Find Your Way to the corridors of the Hospital. The dancers found all sorts of ways of exploring the spaces and even surprised a few visitors and staff members by dancing in the lifts!
- Artist Ania Bas worked with families to create an imaginary guide to the new building to creatively explore what it might be like and how families might get there when they move. Copies of the guide and accompanying artwork were then exhibited in the main entrance.



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 at GOSH. We can support you in gaining an accredited award while you are in hospital!

For more information please see:

www.gosh.nhs.uk/wards-and-departments/departments/gosh-arts

Follow us on twitter and Instagram at @GOSH_Arts

Email us at gosharts@gosh.nhs.uk

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