



Parables of Care

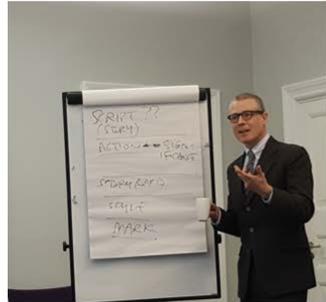
Instrumentality, Aesthetics and Utility in
Devising a Comic for Dementia Caregivers

Dr Peter Wilkins, Douglas College

Dr Ernesto Priego, City, University of London

Dr Simon Grennan, University of Chester

Two Connected Projects



Cases from City's Care N Share App.

 CITY UNIVERSITY LONDON

 The Suffolk Brokerage

 skillsforcare

Care N Share
sharing best practice across the older adult care sector

In which work setting might this situation be found?
(Choose as many as needed)

<input type="checkbox"/> Residential/nursing home	<input type="checkbox"/> Acute care
<input type="checkbox"/> Live-in care	<input type="checkbox"/> Day services
<input type="checkbox"/> Domiciliary/hourly care/sheltered housing	<input type="checkbox"/> Other

What is your role?

<input type="checkbox"/> Carex/senior carex	<input type="checkbox"/> Housekeeping/Domestic staff
<input type="checkbox"/> Manager	<input type="checkbox"/> GP
<input type="checkbox"/> Activities staff	<input type="checkbox"/> Specialist (eg OP/PT/SALT/SW)
<input type="checkbox"/> Catering/kitchen	<input type="checkbox"/> Other

Enter a suitable name/title for this case

Please describe the situation

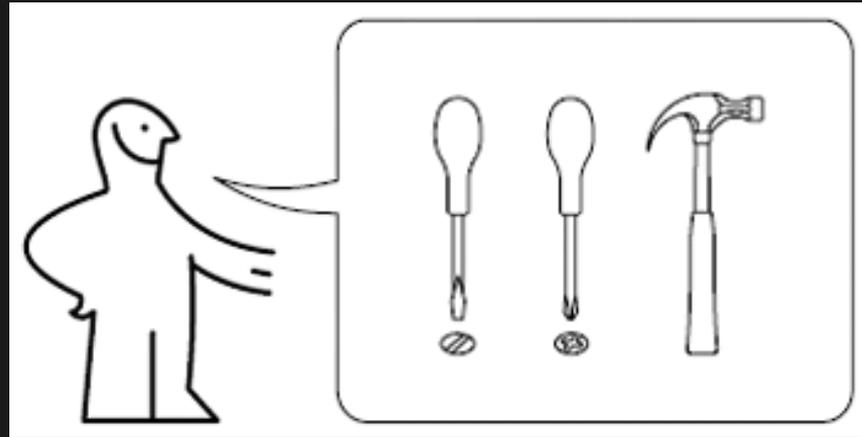
How did this situation make you feel?

<http://carenshare.city.ac.uk/>

Zachos, Maiden et al
2013

The Problem of Instrumentality

Ikea



Finding the Appropriate Form: Parable

By Josep Renalias -
Own work, CC BY-SA
2.5,
<https://commons.wikimedia.org/w/index.php?curid=1751538>



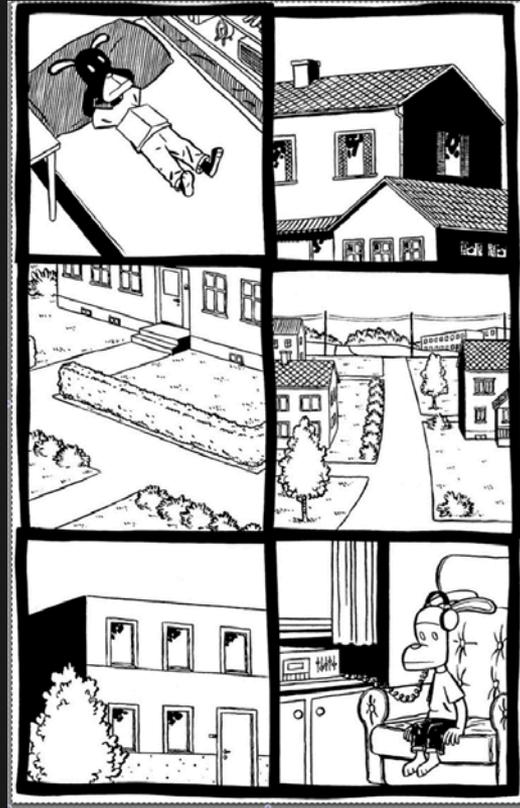
Finding the Appropriate Form: Classic American Strip

Charles Schulz



Recursive, Multidirectional Reading

Jason, *Hey, Wait...*





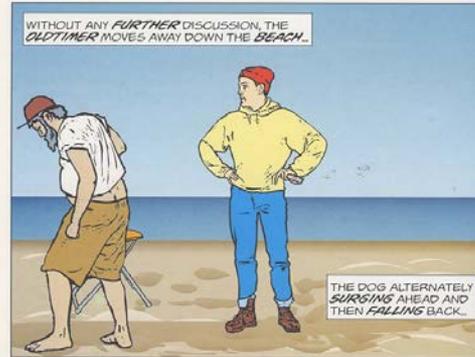
Thumbnail/ Storyboard Story #72

Simon Grennan



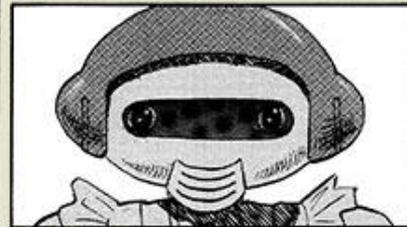
Affect, Opacity, The Differend

Two pages of
“Dog with
Crates” from
Grennan and
Sperandio’s
Cartoon Hits



END
AS TOLD BY GEOFF GUNBY

Seeing In



Naoki Urasawa,
Pluto

What will the Douglas project show?



Some References

Zachos, K., Maiden, N., Pitts, K., Jones, S., Turner, I., Rose, M., Pudney, K. & MacManus, J. (2013). A software app to support creativity in dementia care. Paper presented at the 9th ACM Conference on Creativity & Cognition, 17-06-2013 - 20-06-2013, Sydney, Australia. <http://openaccess.city.ac.uk/3837/>

Maiden, N., Schubmann, M., McHugh, M., Lai, A.Y. & Sulley, R. (2016). Evaluating the Impact of a New Interactive Digital Solution for Collecting Care Quality Information for Residential Homes. Paper presented at the 30th British Human Computer Interaction Conference, 11-15 Jul 2016, Bournemouth, UK. <http://openaccess.city.ac.uk/15127/>.

Priego, E. & Farthing, A. (2016). 'Graphic Medicine' as a Mental Health Information Resource: Insights from Comics Producers. The Comics Grid: Journal of Comics Scholarship, 6, doi: 10.16995/cg.74 <http://openaccess.city.ac.uk/13441/>. This research was presented at the Graphic Medicine Conference 2016, 7-9 July 2016, University of Dundee, UK.

Farthing, A. & Priego, E. (2016). Data from 'Graphic Medicine' as a Mental Health Information Resource: Insights from Comics Producers. Journal of Open Health Data, 4(1), e3. doi: 10.5334/ohd.25. <http://openaccess.city.ac.uk/15251/>.

