Multimedia Advocacy for inclusive research

Doing research with people with disabilities using new media – the application of Multimedia Advocacy for collaborative research with people with high support needs
The Rix Centre

- Using computers and cameras
- Working with people in the community
- Finding new ways to work together
- Making it happen everywhere
- Teaching and Learning for everyone
MULTIMEDIA ADVOCACY
Ajay Advice 2
View video sample of Ajay’s wiki: http://vimeo.com/80886514
Multimedia Advocacy

• Organising our thoughts
• Reinforcing memory
• Assisting communication
• Focus for learning, planning, support, self advocacy
• With peers, advocates, artists, technologists
  …and heritage professionals and volunteers

• **Process** as well as products are valuable
Multimedia Advocacy
- from personal communication
...to community participation
Interactive sensory objects developed for and by people with learning disabilities
Workshop 5 on the Sensory Objects Project

- Who we are
- What we are doing
- Sounds
- At Speke Hall

- Feeling and touching
- Interacting
- Box making

Multimedia for the learning disability community
• Choosing the tools
• Capturing, recording and selecting
• Reviewing, remembering and sharing
• Sampling, reflecting and creating
• Presentation and publication
Multimedia Advocacy for inclusive research
Choosing the tools
Multimedia Advocacy for inclusive research

Capturing, recording, selecting
Multimedia Advocacy for inclusive research

Shooting, selecting
Multimedia Advocacy for inclusive research

Shooting, selecting
Multimedia Advocacy for inclusive research

Reviewing, remembering and sharing
Patrick Workshop 2

Speke Hall photo shoot

Outside

Dining Room

Hallway

Workshop

Billiards Room

Safe Room

Parlour, Hall etc.
Touching
Multimedia Advocacy for inclusive research

Sampling, reflecting and creating
Multimedia Advocacy for inclusive research

Sampling, reflecting and creating
Multimedia Advocacy for inclusive research

Presentation and Publication
Elle's work at Speke Hall

- Learning to use a camera
- Billiards Room
- Dining Room
- Servants Room
- Hallway
- My Speke Hall and my Box
- Blue Parlour etc.
Patrick's work at Speke Hall

- Topics
- Electronics
- Senses
- Places
- Media
- Experience

Patrick's Speke Hall Box
Paul's work at Speke Hall

Topics

Senses

Media

Paul's Speke Hall Box

Electronics

Places

Experience
Stephen's work at Speke Hall

Topics

Senses

Media

Electronics

Places

Experience

Stephen's Speke Hall Box
My Speke Hall

Chris's work at Speke Hall

Topics
Senses
Media
Chris's Speke Hall Box
Electronics
Places
Experience
Angela's work at Speke Hall

Topics

Electronics

Senses

Places

Media

Experience
Derek's work at Speke Hall

Topics

Electronics

Senses

Places

Media

Experience

Derek's Speke Hall Box
MULTISENSORY Advocacy for inclusive research

• Choosing the tools
• Making, recording and selecting
• Reviewing, remembering and sharing
• Sampling, reflecting
• Presentation and publication