

Movies in hospital for kids: share emotions!

Shaping the Future *With* Education

HOPE Congress

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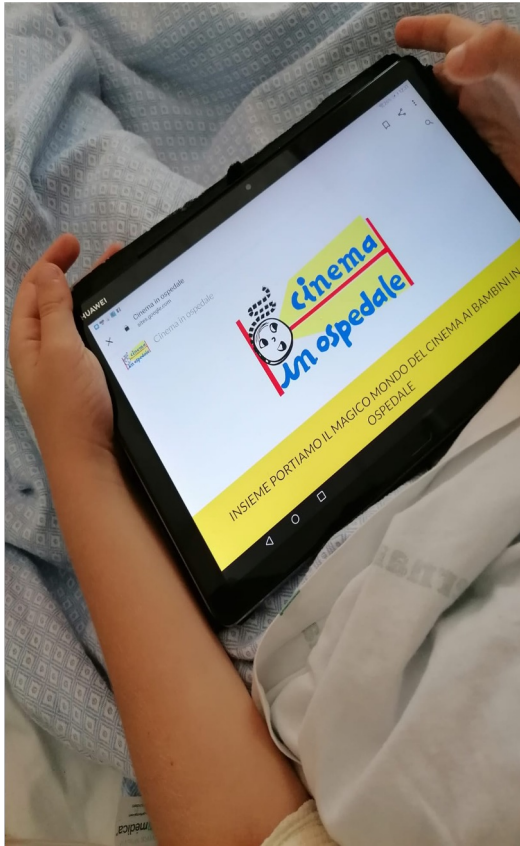
Cinema arouses emotions



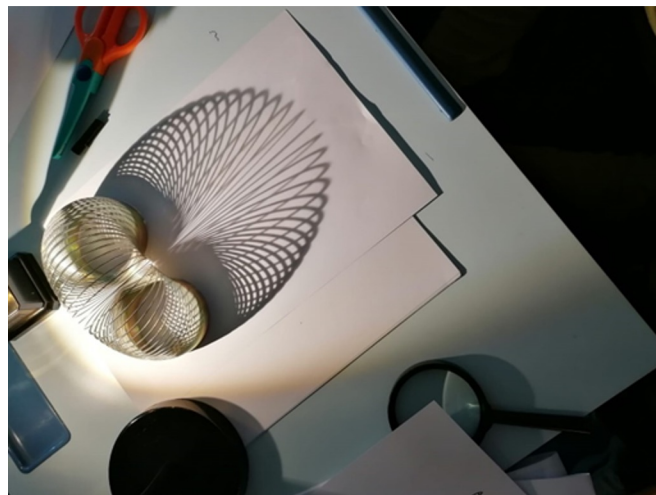
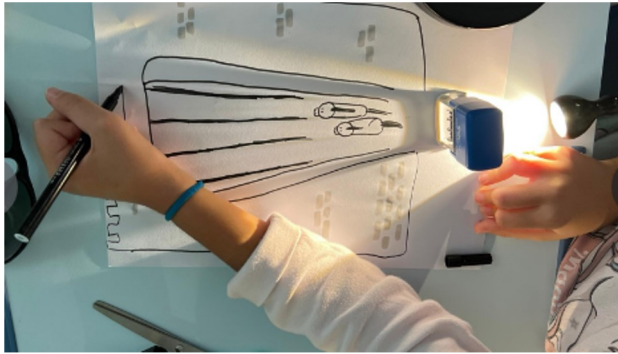
During the hospital stay cinema spreads creativity and the images become meaningful through the pedagogical path

It offers the student the opportunity to express the most creative part of himself

It encourages thoughts, it takes care of awareness and the emotional life of children

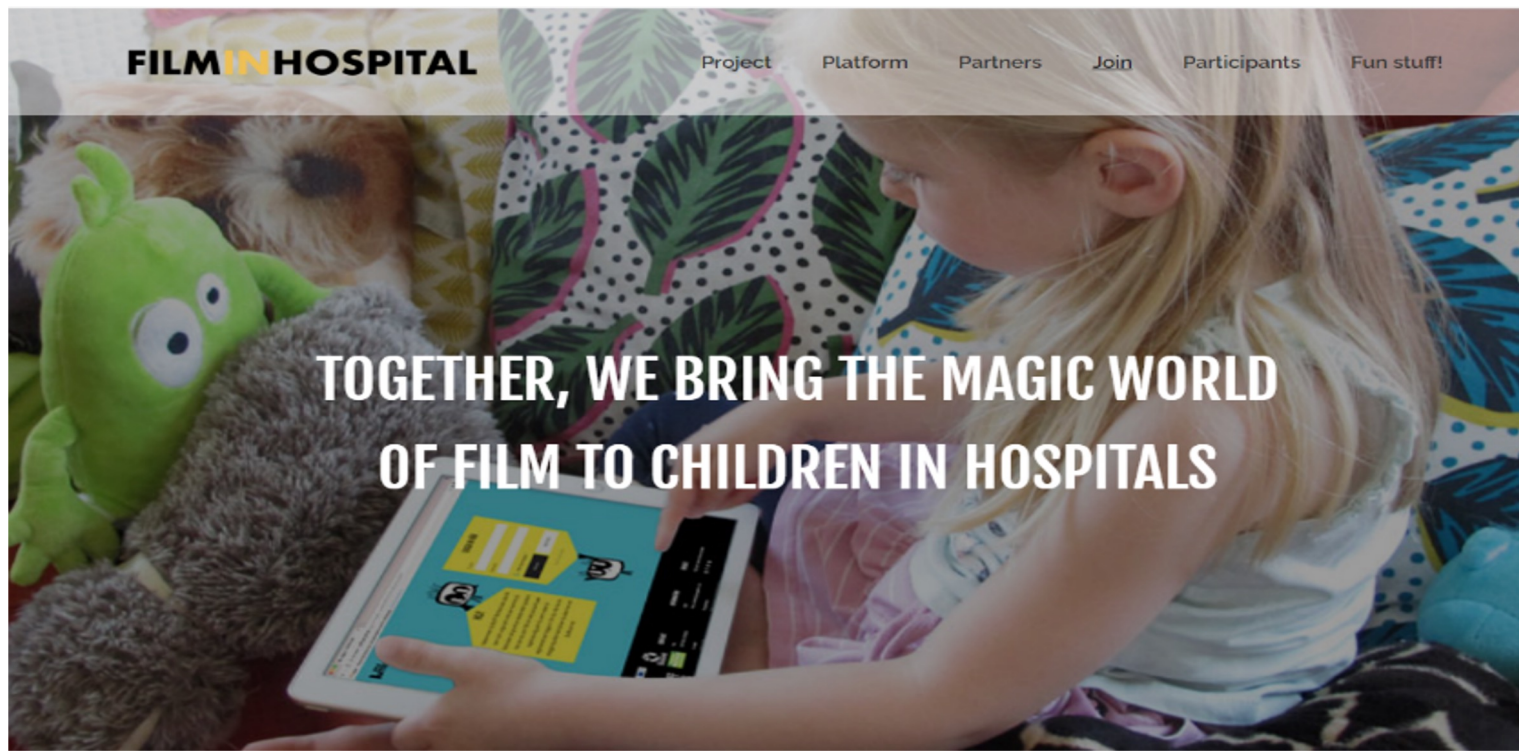


Creative activities promote the student's ability to learn in adverse situations



Research on Cinematherapy suggests that film watching is an instrument of well-being and mindfulness, reworking everyday life and the inner world, as if it were a "break effect" from illness





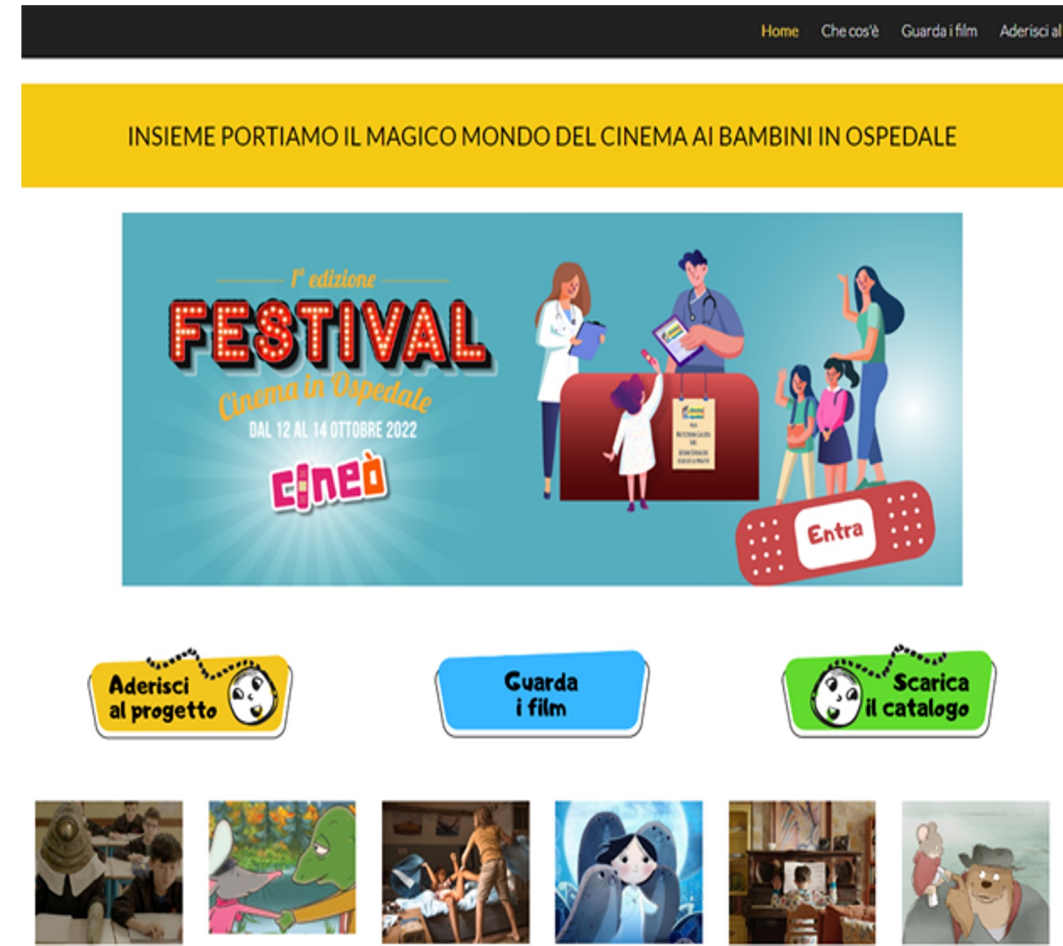
Film in Hospital <https://filminhospital.eu>

is an experimental project since 2021

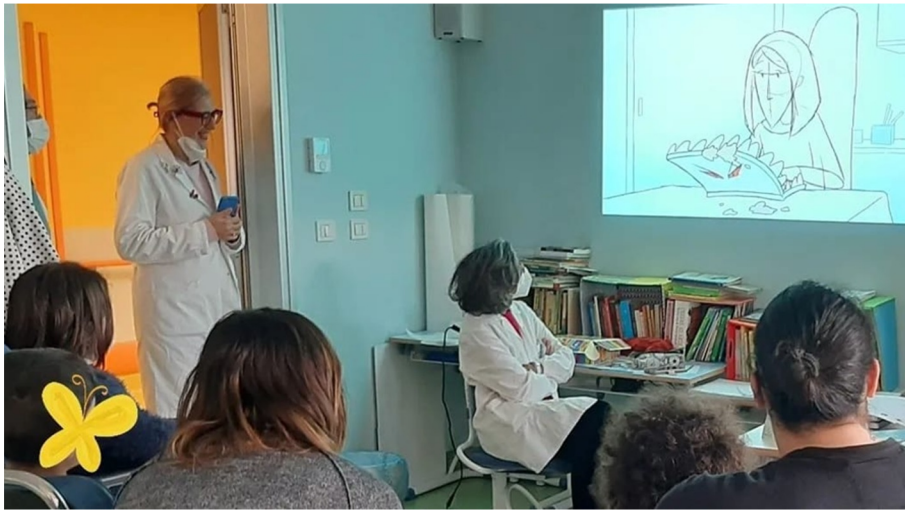
between six European experienced partners in "media-education".

**It promotes quality European cinema to pupils in hospital or in home care
enriching hospital time with recreational and cultural activities**

The website www.cinemainospedale.it contains a hundred films, by age and type (animation movies, fiction, documentaries), related to children's abilities to capture and understand the intercultural messages. The audience chooses the film through registration on the website



ACTIVITIES



Watching movies in group or individually,
guided conversation, sharing images and stories
with others hospitalized European children,
watching thematic tutorials,
individual interaction in website
(also as self-assessment through games,
interactive tests and quizzes, voting for films)
activities proposed by online movie worksheets
(https://cinemainospedale.oawa.se/wp-content/uploads/2021/03/Ossigeno_Scheda.pdf)

cinema
An ospedale

Il Nuovo Fantarca

Come prendersi cura di una pianta?

Lena decide di circondare la piantina con una rete, così da non farla calpestare dalla gente. Decide poi di darle dell'acqua.



Tu cosa avresti fatto?

Clicca sulla piantina per rispondere.

Ossigeno  3

cinema
An ospedale

Il Nuovo Fantarca

Lo sapevi?

Lo sapevi che ogni albero produce in media 20 - 30 litri di ossigeno al giorno, ma ogni uomo necessita in media 300 litri di ossigeno al giorno per vivere sano?



Perché abbiamo bisogno d'ossigeno?
Guarda il video per approfondire.

Video didattico 2: Tutti respi...



Perché abbiamo bisogno di alberi per respirare?
Guarda il video per approfondire.

Il ruolo delle foreste nella salvaguardia...



Ossigeno  6

GOALS



Sensitize issues such as friendship, diversity, rights, respect for the environment. Increase awareness regarding audiovisual works and stimulate film literacy.

From a behavioral point of view, we noticed that, for most of the students, the proposed activities, in addition to the development of specific skills, have honed social skills such as listening, textual and lexical understanding, experiential comparisons and respect for others, in accordance with the planned objectives.

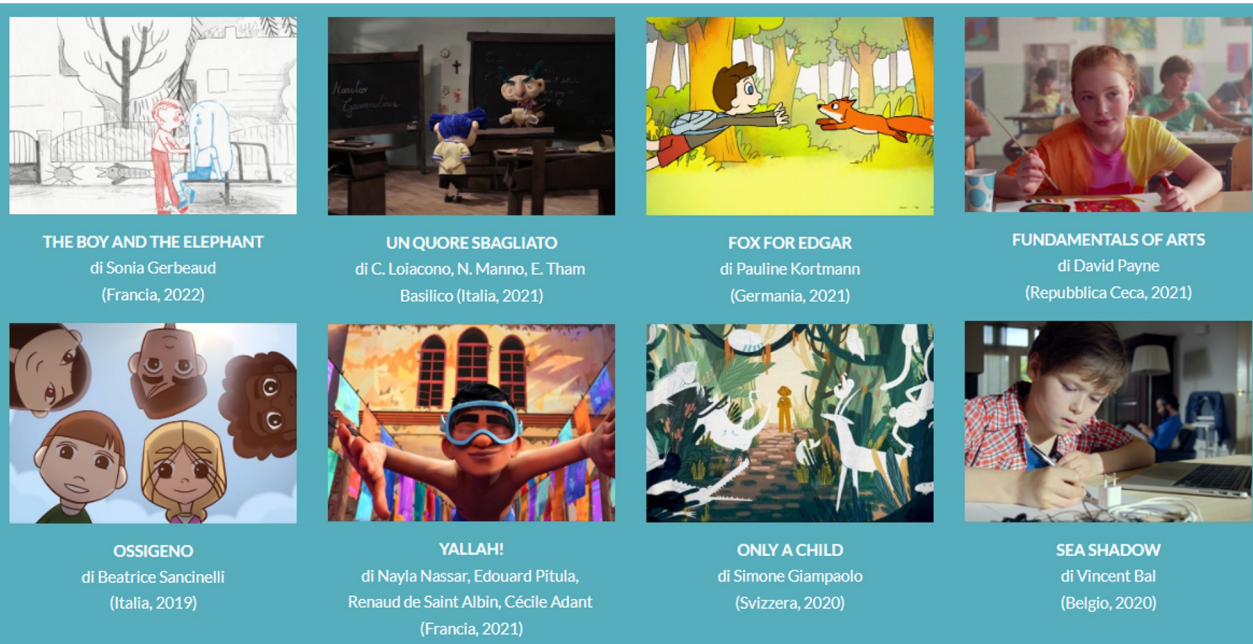


Workshop di animazione shadowology con @vincent_bal



CineÒ Festival

Participation and voting of hospitalized **pupils**, **parents** and **teachers** involved, pupils belonging to the reference schools (under the guidance of expert cartoonists through evaluation survey)



Partnership

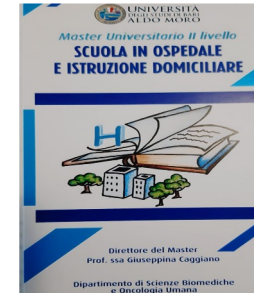
- **Coop. Soc. *Il Nuovo Fantarca***
(active in teaching of animation)



- **Apulia SIO**



- **UNIBA II Level Master's "SIO and ID" (Bari University)**



- **Catholic University - Milan**



- **The Network IN.CON.TRA.RE.**

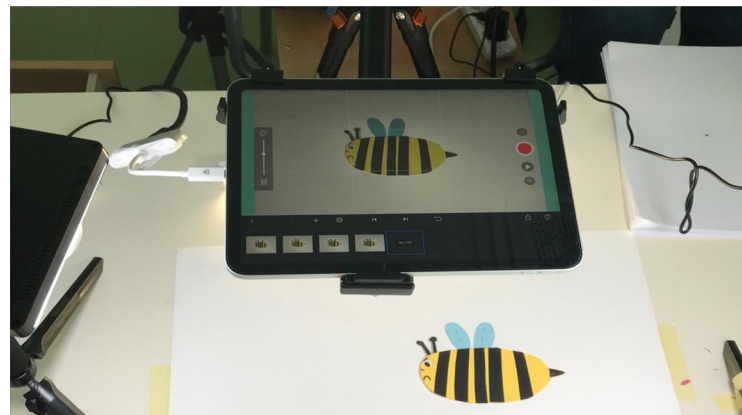
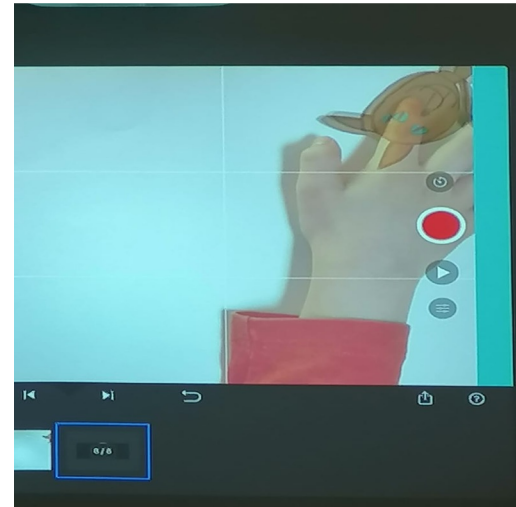
(Organizations working in "Giovanni XXIII" hospital - Bari)



Ateliers in hospital to create animated stories through the Stop Motion App and the "cinema box". With his own story each pupil becomes "active subject" of his cultural growth.

GIOCACINEMA

VIDEO TUTORIAL PER REALIZZARE UN LIBRETTO ANIMATO



A new perspective in the hospital school: cinema

CEROTTINA IN VIAGGIO



EVALUATION

- We focus on a qualitative approach rather than obtaining a quantitative goal.
- The evaluation in hospital refers to micro-objectives and extends to the awareness of the student who values his path of self-evaluation over the long term
- After watching the films, collective through and online activities are carried out, worksheets of textual understanding and satisfaction are given, and the data is collected.
- Research activities quantitative and qualitative with the Catholic University in Milan (in progress) to detect film satisfaction, increased socialization, and impact on the quality of the hospital experience. Expected: fill a survey out for users and parents in a cross-national perspective, analysis of the content offered by the website, focus groups with operators.



INVIA COMMENTO

Conclusion

The project has allowed us to establish
a CREATIVE and FUN path
which has helped children in the hospital
to play didactically with films
with a reinterpretation
by small budding actors



thank you for listening