

Arts and Health

Rhode Island Arts and Health Network



Rhode Island Arts & Health

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- Initial meeting Fall 2017
 - Need for synthesis of evidence-based research
 - [Arts and Health Evidence Map](#)
 - [State Plan for Arts and Health](#)



Rhode Island Arts and Health

The Plan

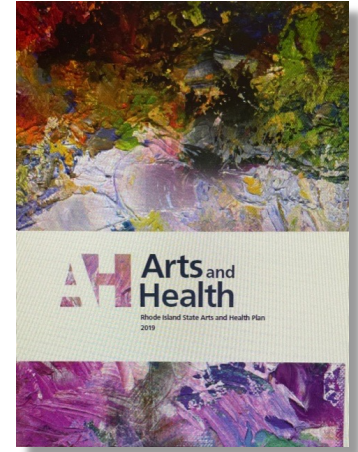
1
overarching goal

4
leading priorities

5
implementation strategies

13
recommendations

- Informed by 35 person interdisciplinary advisory group
- Designed to be an initial roadmap for defining the field in our state
- Began the process of conceptualizing a “Center” for Arts and Health” in Rhode Island
- Placed Rhode Island on the national map with other leaders in the field



Rhode Island Arts and Health

5 Focus areas for all our work through policy, practice, and research

PATIENT CARE

Employing the arts with a treatment plan to anticipate and provide for each patient's needs and helping them achieve their goals in consideration of their individual health condition.

EDUCATION

Improving clinicians' diagnostic tools, empathy, resiliency, and observation and communication skills.

COMMUNITY WELL-BEING

Using the arts to address public health concerns such as health literacy, health equity, and trauma resiliency in public areas such as community centers, parks, stand-alone clinics, and more.

HEALING ENVIRONMENTS

Includes architecture and design for interiors and exteriors of facilities, permanent or rotating displays of art, music performance in lobbies or other public spaces.

CARE FOR CAREGIVERS

Includes professional caregivers (physicians and nurses), paraprofessional caregivers (home health aides), and informal caregivers (family and friends).



Tape Art (PC) (HE) (CG)

Artist Michael Townsend has pioneered a technique using low-adhesive tape to create artwork on nearly any surface.



Working in groups with other patients and their families, children adorn their hospital rooms, hallways and windows with life-size silhouette figures and mural-like vignettes.



AH



Music on the Rounds

(HE) (PC) (CG)

[Lifespan](#)

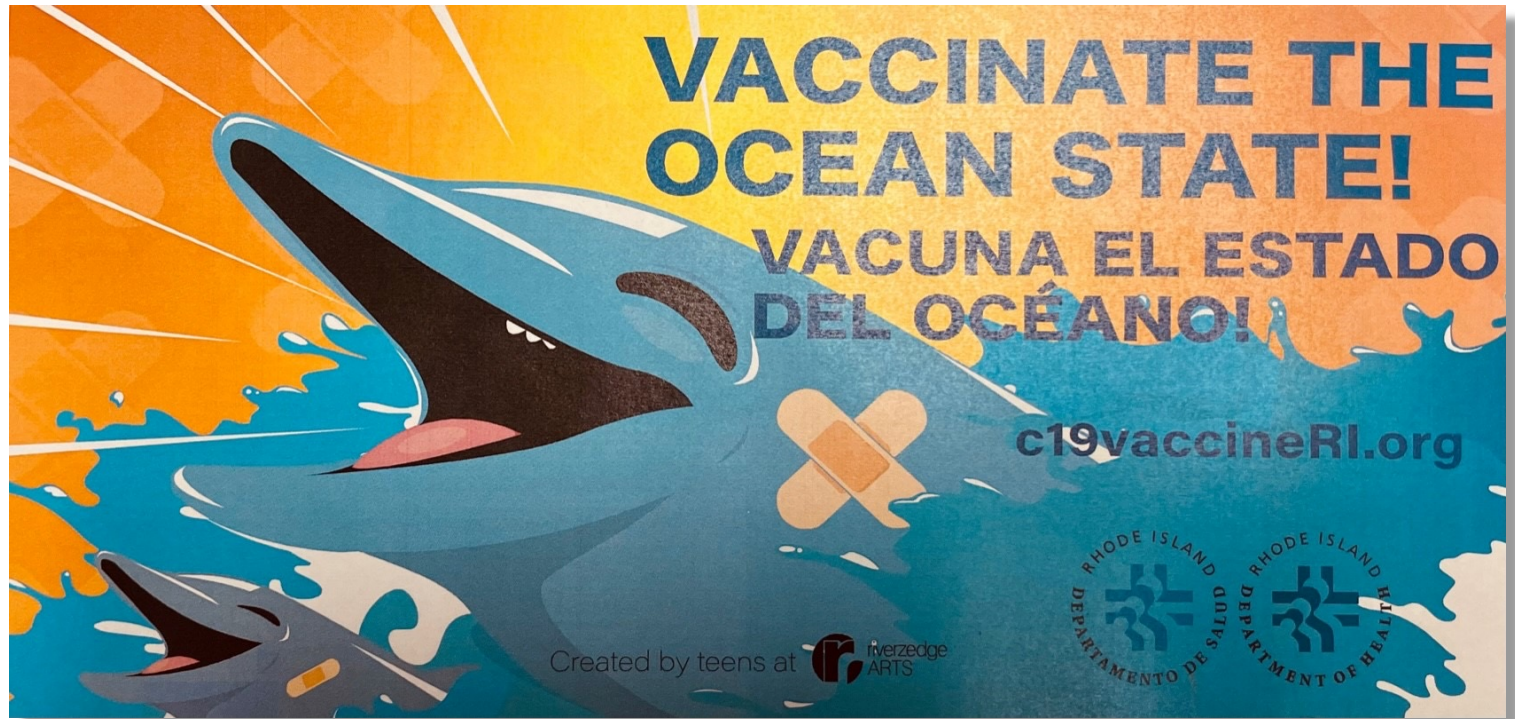
- The main focus of the program is to involve, entertain and interact with patients, families and staff.
- The musician visits all areas of the hospital, from the pre-op to the emergency department
- Music is used to soothe children who face such procedures as a bone marrow aspirations, and
- To comfort those who miss the familiar sights and sounds of home, and to foster awareness of how music expresses feelings words are not able to convey.



Michael Bresler shares the healing gift of music with patients at Hasbro Children's Hospital through the Music on Rounds program.

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Department of Health artists mini-grants to promote testing and vaccine uptake during the COVID-19 pandemic.



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Department of Health employee screen printing



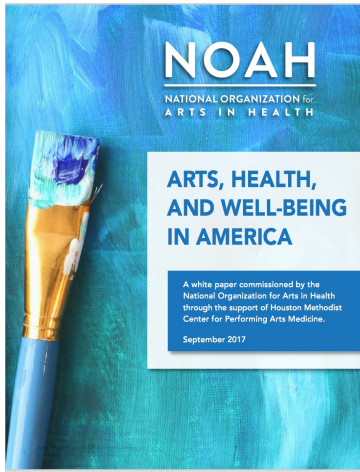
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National and International Connection

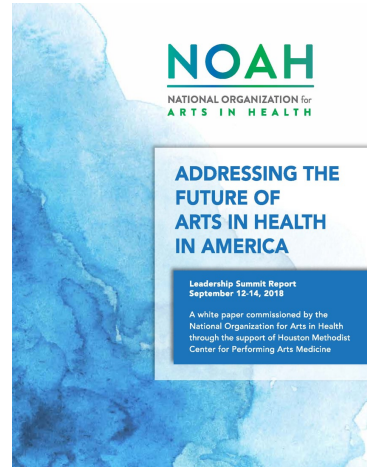
- **NOAH** - To unite, advance, and serve the field of arts in health.
- **National Research Workgroup** – Quarterly listening sessions to determine what the practitioners need
- **Advocacy Workgroup** – local, national, and international case making
- **EpiArts Lab, Social Prescribing, NeuroArts, Music and the Mind, RISD** - CDC, NEA, LISC, Kaiser Permanente, Westreich Foundation, Daisy Fancourt, Penn State, UF, Lifespan, Brown, URI, Providence Art Club and many others.



National and International Connection



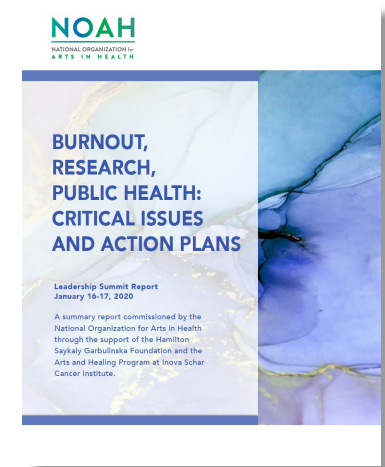
Arts, Health and Well-being in America 2017



Addressing the Future of Arts in Health in America 2018



Code of Ethics for Arts in Health Professionals 2018



Burnout, Research, Public Health: Critical Issues and Action Plan 2020



Rhode Island Arts and Health

Artists at the Table

Hands in Harmony/URI - Develop a case for increased access to music therapy

Artist, Stephanie Nitka - Integrate the arts into the community health needs assessment

Butler Hospital/Wendy Grossman - Develop a study on the efficacy of arts intervention within the hospitals Healing Arts Program settings

Artists & Scientists as Partners/Brown - Create the case for program expansion across the state university system

Brown School of Public Health/Ellen McCreedy - Strengthen the institutions capacity for helping artists build an evidence-based case for their work

Festival Ballet - Developing a research project that builds the case for dance interventions related to the cognitive abilities of adults with early onset dementia

Five additional participants include professionals working within the arts and health fields seeking professional development opportunities to further strengthen their work in their communities.



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EpiARTS LAB - an NEA Research Lab

Does arts engagement have long-term benefits for health in the U.S.?

Seven Priority Issue:

- Racism
- Chronic disease
- Mental health
- Social exclusion, isolation, and loneliness
- Child development
- Substance misuse and abuse
- Violence and injury prevention

The choices that people make are 100% dependent upon the choices they are given.
- Jerome Adams, US Surgeon General



Rhode Island Arts and Health

Artist in Residence

Jazzmen Lee Johnson

visual artist, scholar, composer, and curator

Things We Share - *graphic novel cookbook*

- A documentation of interviews, stories, recipes and multicultural cooking and farming traditions connecting refugee youth and their elders through traditions and shared culture
 - **Community engaged** - SCLT, RIDOH Refugee Health Program, refugee and immigrant youth and their elders
 - **Project Outcomes** - Five youth from the refugee community learned interviewing skills, developed illustrations, took photos, and learned the printmaking process.



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Artist in Residence

Jazzmen Lee Johnson

Counter Cartography Map – *the effort to map “against dominant power structures, to further seemingly progressive goals”*

Breathability Map

- Spans nearly 400 years (from the mid 17th century-today).
- Cites historical factors that have impacted health through a combination of legacy pollution and trauma:

- Redlining

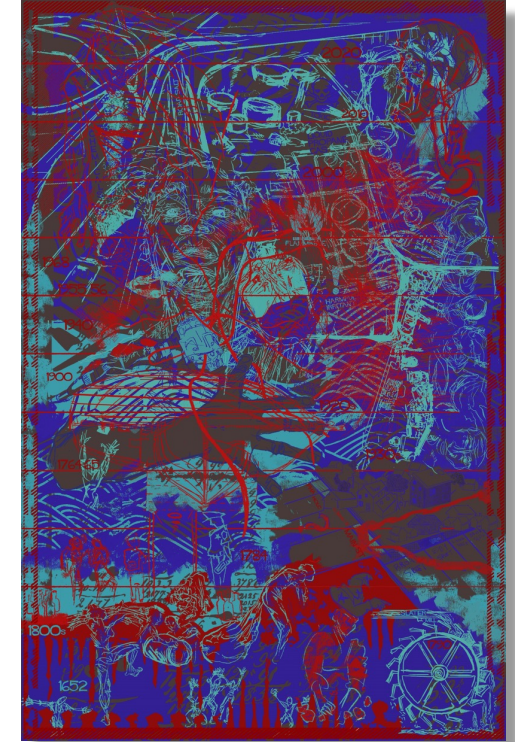
- Mill Waste

- Urban Settler Colonialism

- Psychological warfare on racism

- School to prison pipeline

- Slavery through molasses, rum, and cotton



Rhode Island Arts and Health



Arts and Health

- **Project Grants in Healthcare (PGH) grant program**
 - Started in 2017
 - Arts engagement occurs in hospitals/healthcare settings.
 - Artist partners with healthcare professional.
 - Address identified health need and measure outcome.
 - Supports the 5 focus areas from the RI Arts & Health Plan.
 - 2022 – Grant restructure. In 2023, new grant guidelines will expand program to include public health and not limited to formal healthcare settings.
- **In partnership with RI Dept. of Health**
 - Arts and Health Initiative
 - Health and Human Services Artist in Residence
 - In Conversation: Arts & Health series

Rachael Balaban / DAPpers - Dance for All People



Arts and Health Artist-in-Residence 2022

partnership with RISCA & RIDOH & EOHHS

- **6-month residency**
- **July – December 2022**
- **Program Goals:** Develop art-based approaches as strategy to address health inequities.
- Executive Office of Health and Human Services (OHHS) defined priorities:
 - **Children’s Behavioral Health System of Care**
 - **Overdose, Addiction, and Adult Behavioral Health**

Melody Gamba - *dance artist, educator, licensed mental health counselor and board-certified dance-movement psychotherapist*



In Conversation: Arts and Health – Fall 2022

Dialogue with artists, creatives, health professionals, and other innovators who believe in the power of the arts to engage communities and improve well-being.

- Presentation, followed by open conversation and networking. Free, open to the public.

September: Guided tour of *Variance Making, Unmaking, and Remaking Disability* exhibit with Curator Conor Moynihan @ RISD Museum of Art

October: Melody Gamba, AH Artist in Residence @ Southside Cultural Center of RI



City of Providence Department of Art, Culture + Tourism

Projects at the intersection of Art and Well-being

2016-2019 - Sowing Place

Laura Brown-Lavoie and Vatic Kuumba as Artist Facilitators

Poetry, bread, and consensus organizing

Connected local partners, food growers and vendors, and artists and supported a unique set of food and arts events

New pop-up markets and connections built between neighborhood growers and creatives

Creative Placemaking evolved into art + health partnerships



2020 - Creative Community Health Worker Pilot

Co-developed the vision with Artist Facilitators

Developed an Artist Facilitation curriculum

Trained a cohort of artists in core concepts of community health work and artist facilitation

Prepped up Arts Residencies

Integration with Public Art Commissioning and workforce pipeline

Pilot program yielded new infrastructure across municipal agencies



2020 - Vatic Kuumba and Shey Rivera Ríos, Co-Directors

Moral

DOCS

a transmedia story
that reimagines
public safety
as public health

Watch the episodes now!

2022- Art and Health at Providence Housing Authority

ACT Public Art Program intersection with community health workers and the Providence Housing Authority

Work with PHA residents to select artists who will be embedded at each housing development (over next 4-5 years)

Paired with embedded community health workers

Develop site specific public art and provide arts workshops

Funded by American Rescue Plan and supported by NLC



Centering Artists in this work

- Aren't afraid to state the obvious
- Show up for building trust and accountability
- Artists have skills beyond and because of their disciplines
- Communication
- Experimentation
- Iterative Process
- Ok with a mess!
- Big visions + incremental steps
- Arrive with connection to larger purpose
- Rooted in community, place, and networks
- Make it all look and feel good, even the "wicked problems"

PUBLIC SECTOR ARTS ADMINISTRATORS:

Get comfortable with boundary pushing conversations through experimentation and pilot programs

Develop projects across fiscal years

Strong partnerships internally and externally

Support artists - funding, technical assistance, infrastructure.

Build and support artist cohorts

Emerging and iterative work