

Arts in Health Research Intensive

	Monday	Tuesday	Wednesday	Thursday	Friday
9-9.30am	Creative activity	Creative activity	Creative activity	Creative activity	Creative activity
9.30-10.45am	Introductions What is arts in health? Discover what 'arts in health' encompasses and how the field has evolved.	Research methods I An overview of qualitative and quantitative research methods that play a key role in the field.	Research methods II An overview of qualitative and quantitative research methods that play a key role in the field.	Research methods III An overview of qualitative and quantitative research methods that play a key role in the field.	Practicalities around arts in health research An introduction to research ethics, codes of conduct and working in healthcare settings
10.45-11.15am	BREAK	BREAK	BREAK	BREAK	BREAK
11.15-12.30pm	What is research? An introduction to research and evaluation.	The physiological effects of the arts Learn how the arts affect us psychologically, neurologically and biologically and the implications for major health conditions.	The social effects of the arts Learn about the social effects of the arts on individuals and communities and the implications for mental and physical health.	The behavioural effects of the arts Learn about how the arts affect our behaviours including an introduction to behaviour change theories from health psychology.	Protocols and funding in arts in health research An introduction to how to write a research protocol and advice on writing successful funding bids
12.30-1.30pm	LUNCH	LUNCH	LUNCH	LUNCH	LUNCH
1.30-2.45pm	Critical appraisal skills I Practical session in groups learning how to read and critically appraise a scientific paper, understand systematic reviews and conduct literature searches.	Issues in arts and health research Practical session in groups discussing some of the key controversies and debates in the field.	The arts in health communication: hackathon I Practical session discovering how the arts can be used in health communication followed by a group-based challenge and presentations.	How to design effective arts interventions: hackathon II Practical session learning the '7 steps' of designing and researching a program followed by a group-based challenge.	Hackathon II presentations Presentation of the programs and protocols developed across Thursday's hackathon to a panel of expert judges.
2.45-3.15pm	BREAK	BREAK	BREAK	BREAK	BREAK
3.15-4.30pm	Critical appraisal skills II (cont.)	Issues in arts and health research (cont.)	The arts in health communication (cont.)	How to design effective arts in health interventions (cont.)	Summary roundtables Discussion groups with tutors on course topics and a chance to discuss your own project ideas.
4.30-5pm	Summary of the day Round up of the day and questions.	Summary of the day Round up of the day and questions.	Summary of the day Round up of the day and questions.	Summary of the day Round up of the day and questions.	Legacy and round-up Final round up and introduction to the network