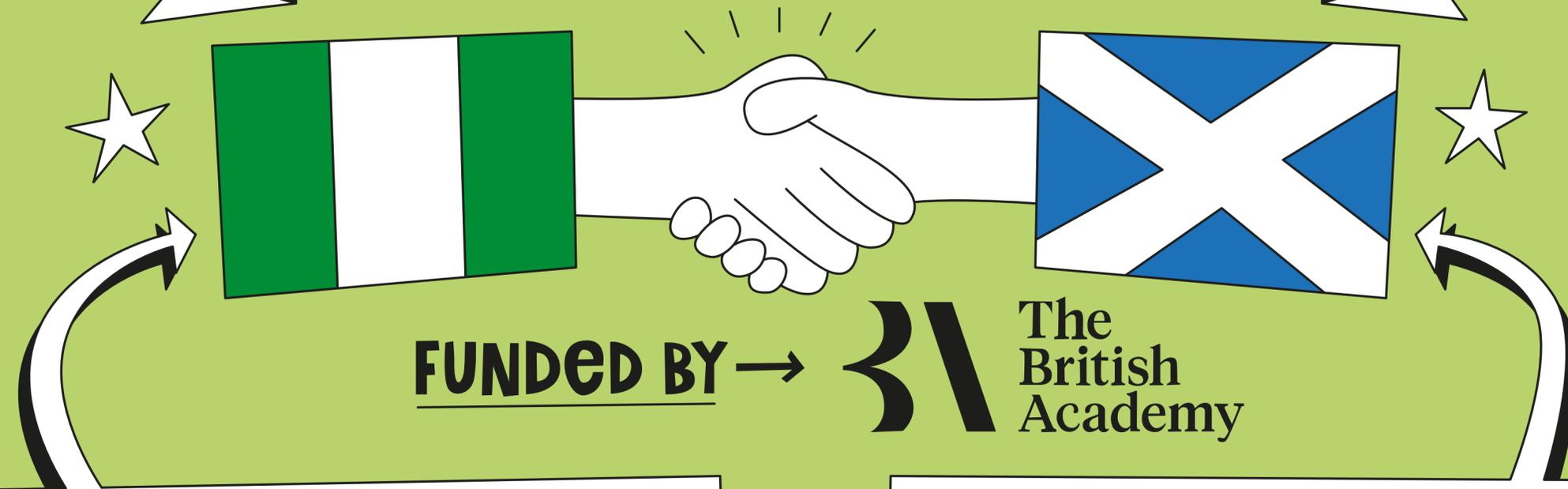


# NIGERIA-SCOTLAND ARTS EXCHANGE

THIS EVENT IS A PARTNERSHIP OF



FUNDED BY →

The  
British  
Academy

ARTS & MEDICINE  
PROJECTS NIGERIA

EDINBURGH CENTRE FOR  
RESEARCH ON THE EXPERIENCE  
OF DEMENTIA (ECRED)

# INTRODUCTION BY



**ASHLEY  
STEWART**

**GSAHW COUNTRY  
FESTIVAL DIRECTOR, NIGERIA**

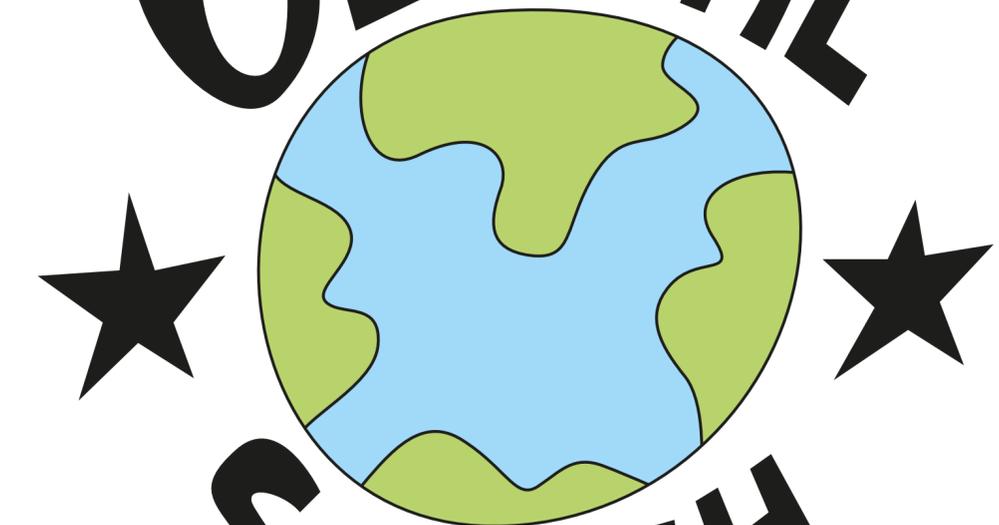


**YINKO  
ENAHORO**

**GSAHW ASSOCIATE  
FESTIVAL DIRECTOR, NIGERIA**



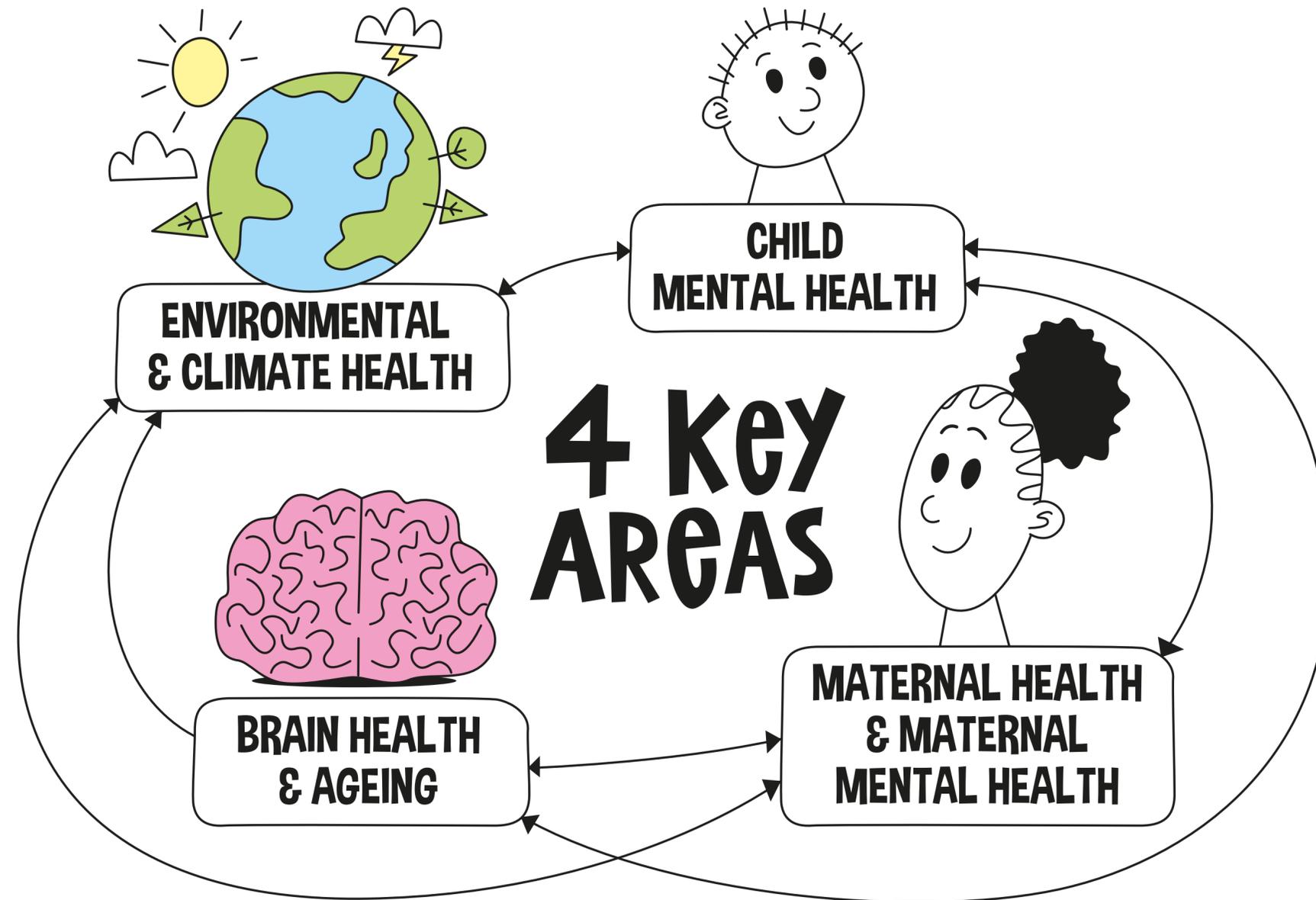
**GLOBAL**

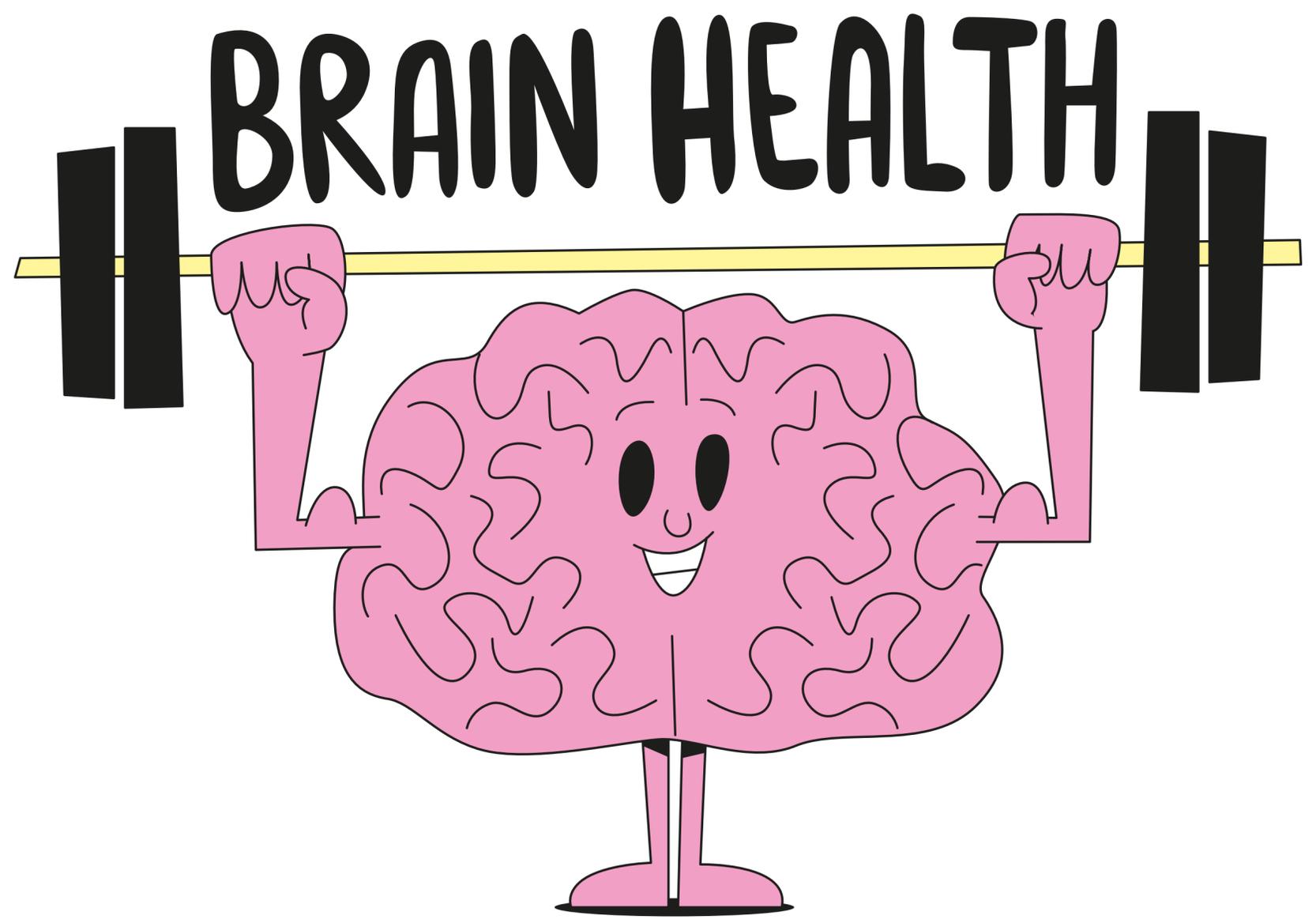


**SOUTH**

**ARTS & HEALTH WEEK**

**INITIATIVE**







**ORIGAMI**

**KEEPS MIND SHARP**

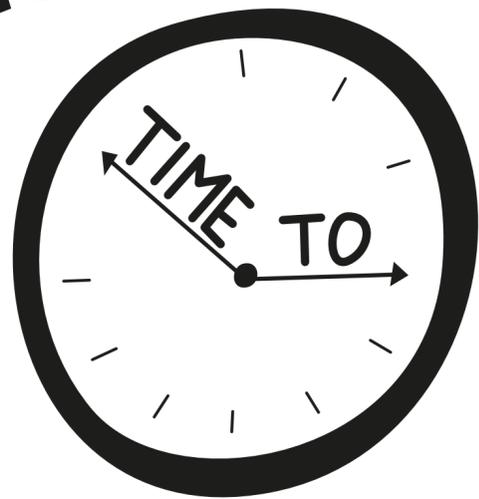
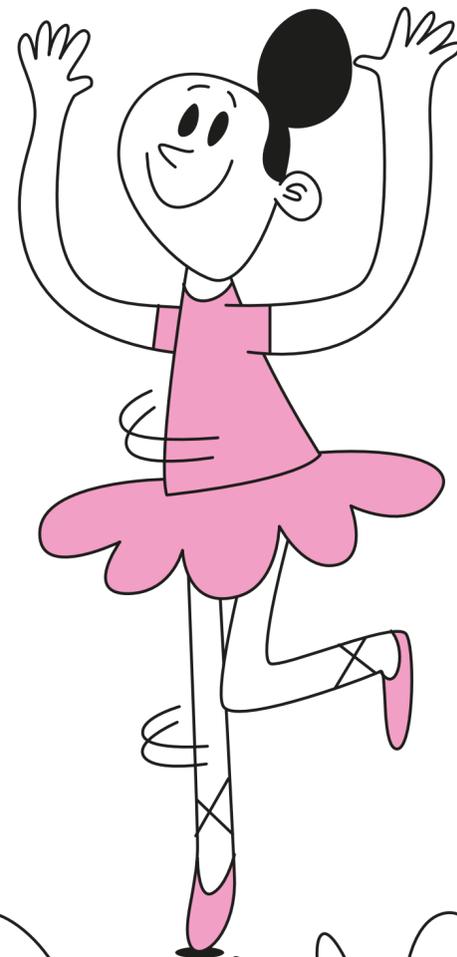








**SCOTTISH  
BALLET**



**DANCE**

 **VISUAL  
& AURAL  
CUES**



**“CLAP”**

**“STRETCH”**

**“KNEES”**



**“SHOULDERS”**

**“KNEES”**

**“REACH”**

**“WAVE”**

**DEMENTIA  
FRIENDLY  
CLASSES**

**FUN**

**1-2-1  
QUIETER  
EXPERIENCES**

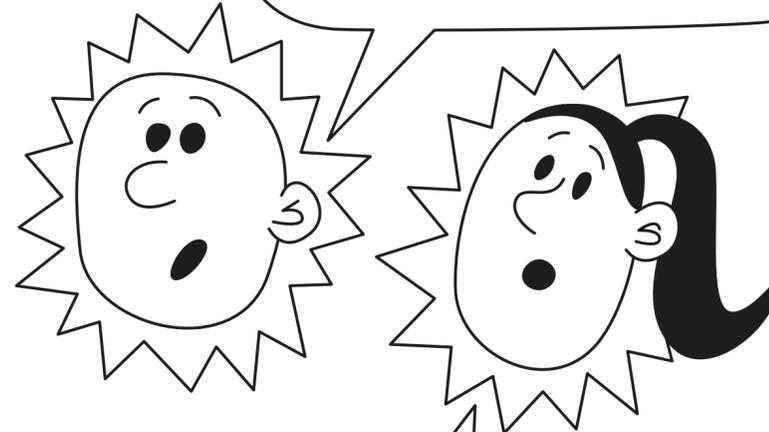
**CLASSES  
DELIVERED  
IN PERSON  
NOT ON ZOOM**

**ALLOWS  
CONNECTION  
TO SELF**

**ENHANCES  
MOOD**

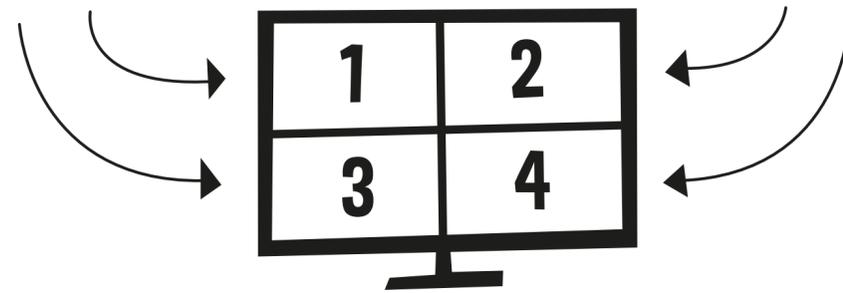


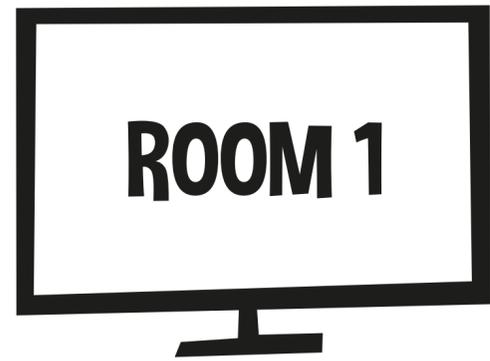
**HOW TO MAKE  
INCLUSIVE?**



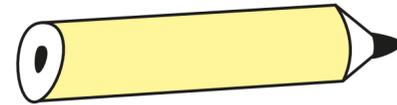
**TAILOR TO  
RIGHT PEOPLE?  
RIGHT ABILITY?**

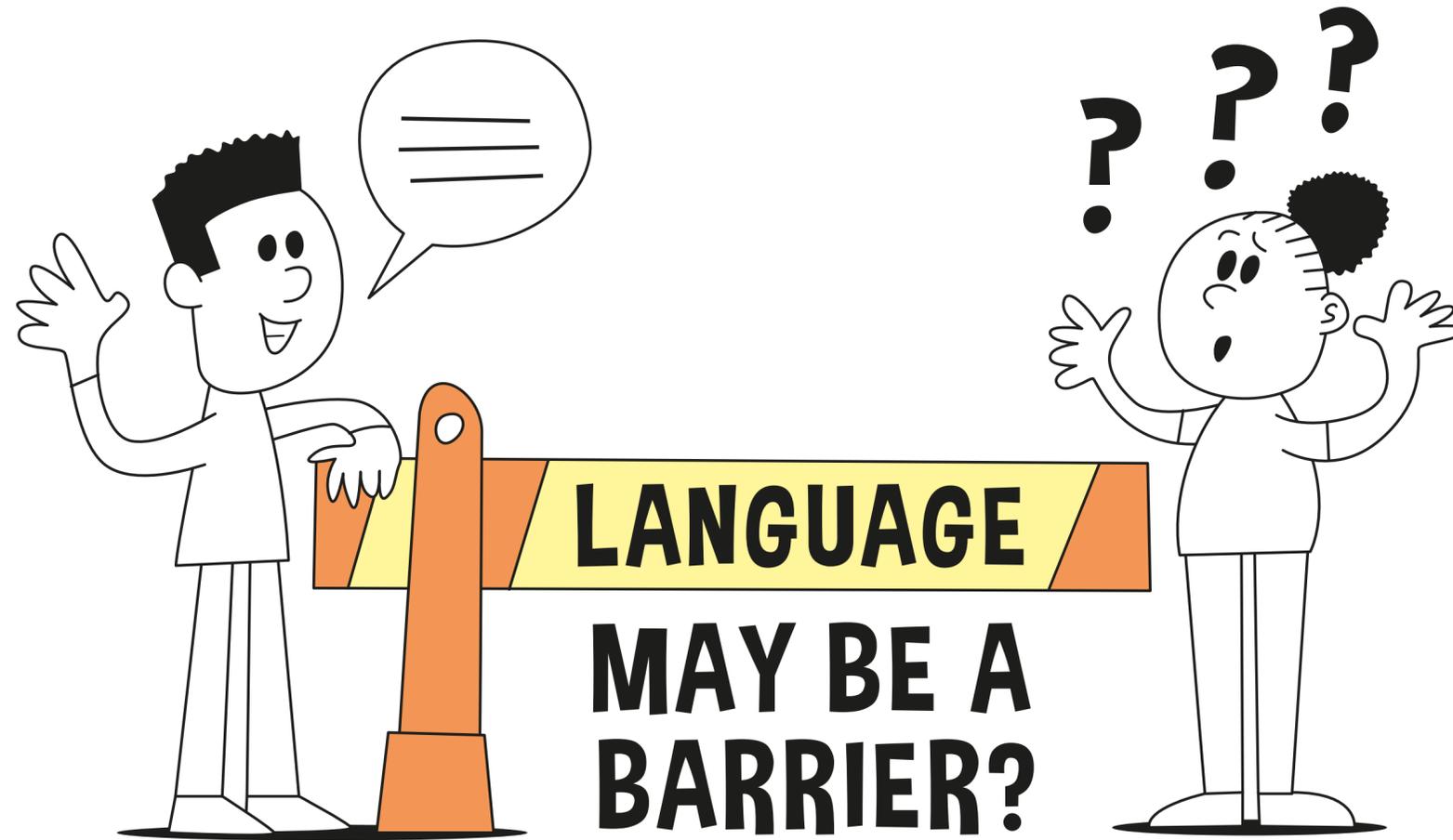
# BREAKOUT ROOMS





**CRAFTS**





**OFFER  
THERAPEUTIC  
ARTS & CREATIVITY  
TO CARERS**





## ADDITIONAL NOTES

Collaboration can be carried out between Art practitioners and researchers to establish the role of art in brain health

Using arts as methodologies to support people living with dementia who find verbal or traditional research methods challenging

Staff training in dementia

Provide international opportunities and fellowships that will bring together students and individuals from various parts of the world for training

Care budget allocation - craft activities need resources

Galleries in VR world so we can share our activity outcomes

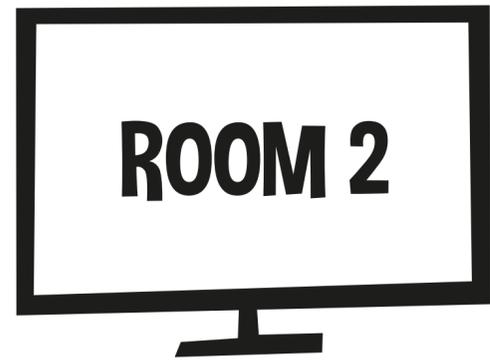
Twin dementia resource centres to share good practice

How do we train carer givers when the turnover in staff is so fast

# **BREAKOUT ROOM #1 – CRAFTS**

## **FEEDBACK**

- **OFFER DANCE TRAINING**  
-----
- **COULD BE TWINNED INTERNATIONALLY**  
-----
- **INCREASE AWARENESS OF ARTS & BRAIN HEALTH**



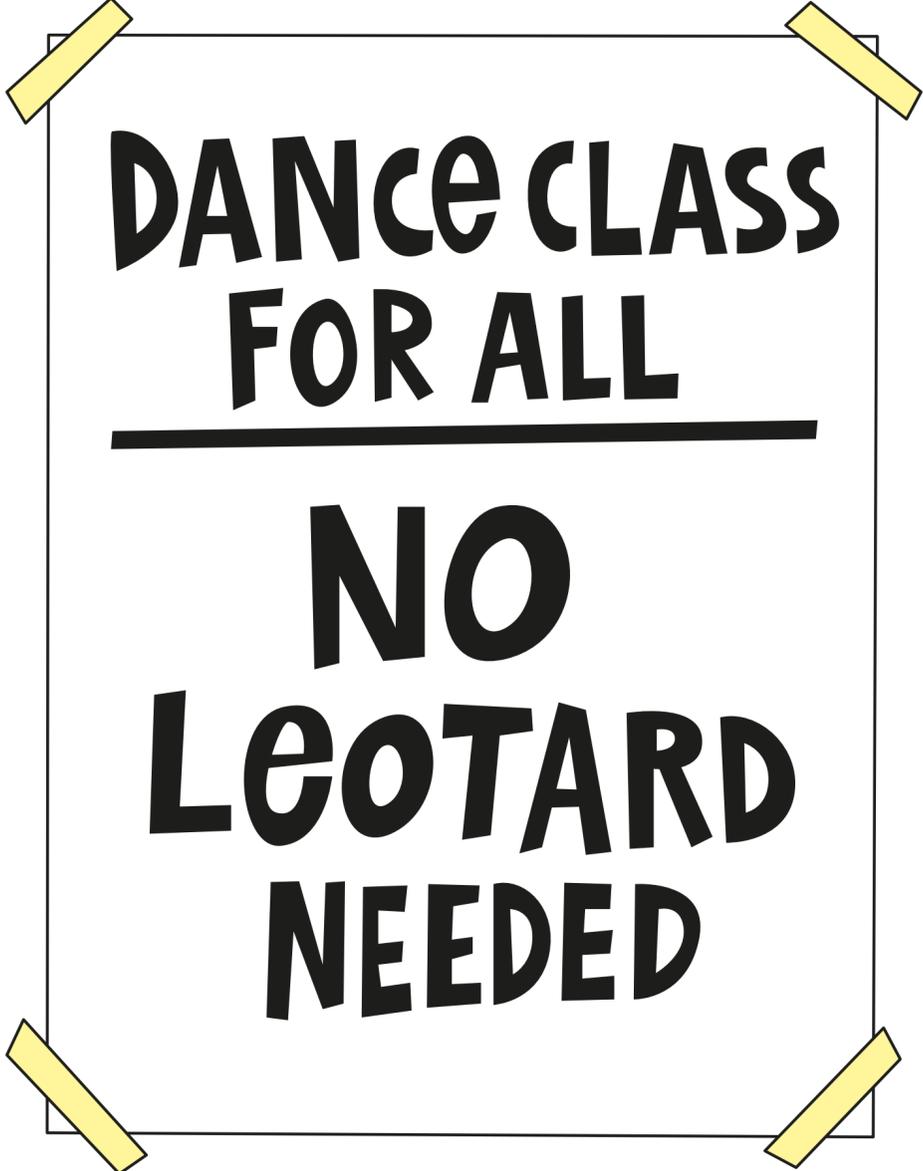
**DANCE**



**WE ARE ALL**



**DANCERS**



**DANCE CLASS  
FOR ALL**

---

**NO  
LEOTARD  
NEEDED**



**DANCE  
BREAKS**

**DOWN**

**BARR IERS**

## ADDITIONAL NOTES

*Finding freedom  
and liberation in  
movement*

*Getting dance  
beyond ballet  
image, having  
dance be just  
about wanting to  
move to music*

*Raising  
awareness of  
dance as  
accessible  
exercise*

*Body holds  
the soul*

*Collaborative  
efforts across  
borders*

*Lack of  
appreciation of  
creative  
approaches in  
other academic  
disciplines*

*Value of  
intergenerational  
work*

*Using  
cross-disciplinary,  
equitable  
approaches*

## CONTINUED...

*Must bring dance  
to spaces to  
where people are*

*Reach out to  
different bodies to  
raise awareness*

*Raising creative  
research  
approaches to  
status of  
quantitative  
research*

*Could we invite some  
older people from  
Nigeria to Scotland to  
take part in some  
creative activities -  
and fly some older  
Scots out to Nigeria to  
do the same thing*

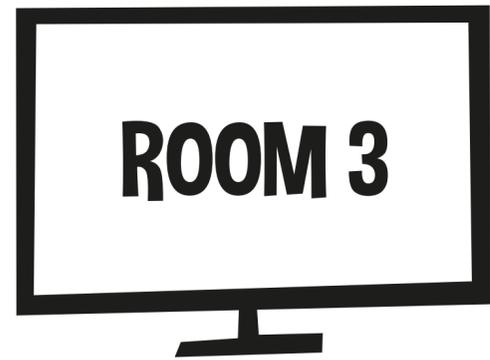
*Trans-generational  
approach*

*Start in Scotland,  
but broaden out.  
Eventually,  
transfuse  
traditional and  
local dances.*

# **BREAKOUT ROOM #2 – DANCE**

## **FEEDBACK**

- **“BODY HOLDS THE SOUL”**  
-----
- **BRING DANCE TO PEOPLE**  
-----
- **INTERNATIONAL EXCHANGE?**  
-----
- **RAISE AWARENESS OF DANCE**  
-----
- **MOVING YOUR BODY EQUALS NO LIMITERS**



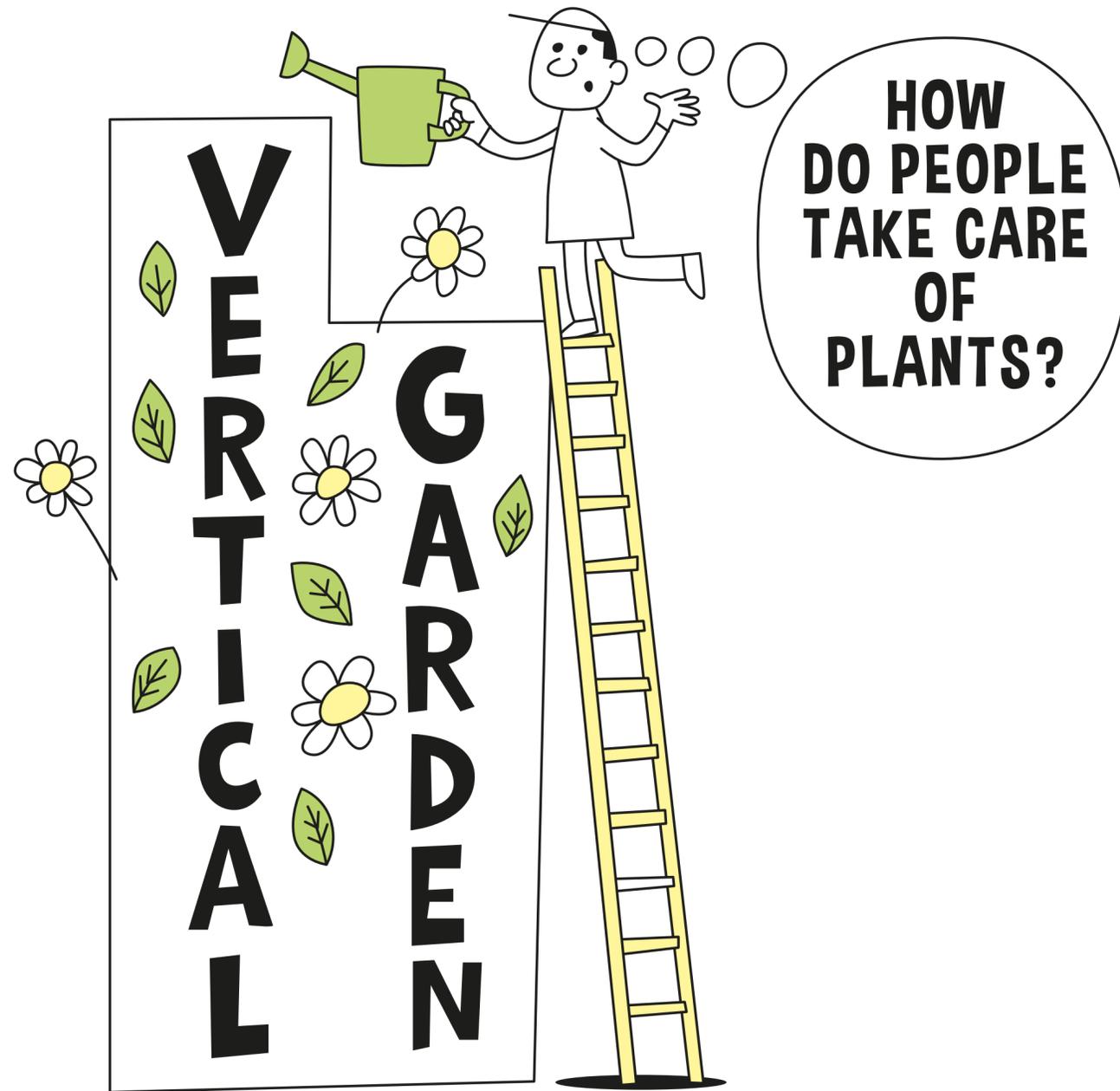
**NATURE  
+ MUSIC**





**SUPPORTING**

**CARERS**



**V  
E  
R  
T  
I  
C  
A  
L**

**G  
A  
R  
D  
E  
N**

**HOW  
DO PEOPLE  
TAKE CARE  
OF  
PLANTS?**



## ADDITIONAL NOTES

*Person-centred  
work central -  
every person is  
different*

*Vertical garden worked  
for people who could not  
bend easily. But some  
were high up and a  
gardener came for some  
of the plant care but  
also care but also care  
givers were involved in  
this*

*Music and  
language -  
what are the  
possibilities for  
developing projects  
in this area*

*What kind of music  
could people connect  
with memory-wise?  
Stimulus to start to  
move around, getting  
feedback from care  
partners and family  
members*

## CONTINUED...

*Is there any feedback about the people taking care of the plants? How does it impact them when they are nurturing their plant?*

*Can an element of education around dementia and interactive discussion on lived experience of dementia be intergrated into this horticulture/music project*

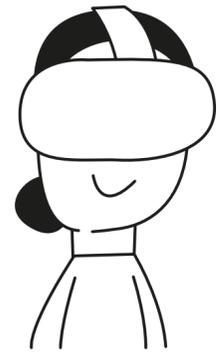
*They did observations on how the people responded to taking care of the plants. There were veg and aesthetic parts of the garden. The people planted the seeds*

*Feedback from care givers is that they enjoy using the beg for cooking and being in the garden*

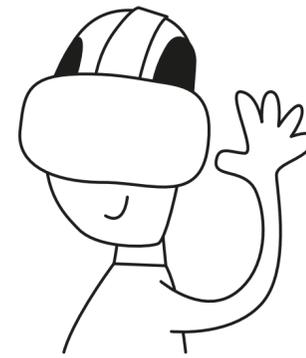
# **BREAKOUT ROOM #3 – NATURE+MUSIC**

## **FEEDBACK**

- **CAN BE SPECIFIC - PERSON CENTRED**  
-----
- **CARERS GAIN THEIR OWN TIME / INDEPENDENCE**  
-----
- **LANGUAGE - WHAT DO PEOPLE MAINTAIN THROUGH DEMENTIA?**



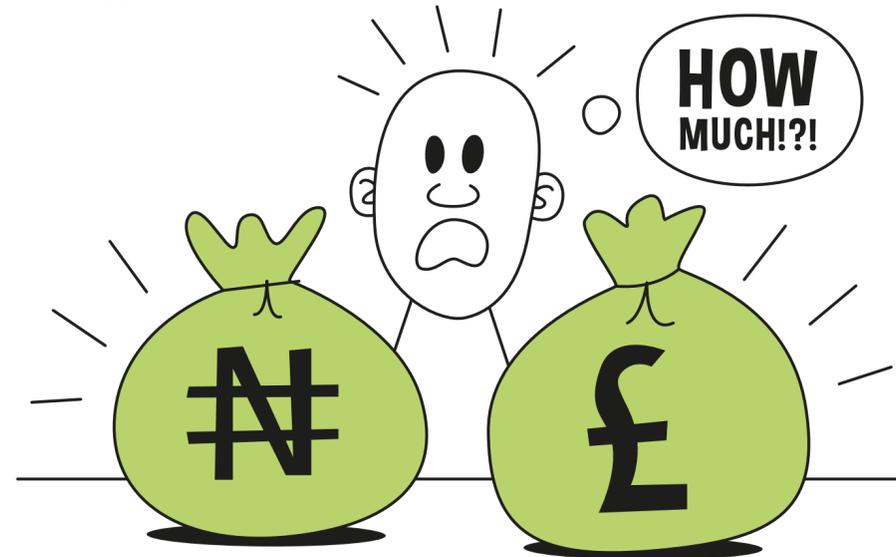
**VIRTUAL  
REALITY**





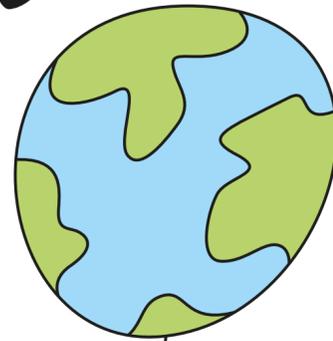
**ASK PEOPLE WITH LIVED  
EXPERIENCE WHAT THEY  
WANT - EG. MUSIC APPS**

# **COST CHALLENGES**



**!NEED A FUNDER!**

THE SKY'S  
THE LIMIT



## ADDITIONAL NOTES

How can we  
broaden global  
reach of material  
for 360 VR  
content?

Who creates the  
content? How can  
VR be  
co-produced?

Is accessing  
equipment and  
training in using it  
going to be a  
barrier?

Filming different  
cultural content  
e.g., highland  
games

Challenging stigma  
around enabling  
people with  
dementia to use  
VR

Partnering with  
care homes

## **CONTINUED...**

*Accessibility is a key priority area e.g., how to utilise equipment*

*Working in partnership with software developers, people with tech experience to ensure person-centred*

*Including minority groups*

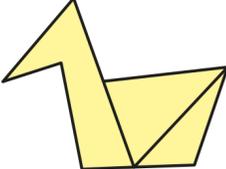
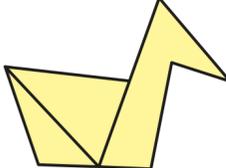
*Lots of potential for global collaborations. Just need 360 camera and microphone*

# BREAKOUT ROOM #4 – VIRTUAL REALITY

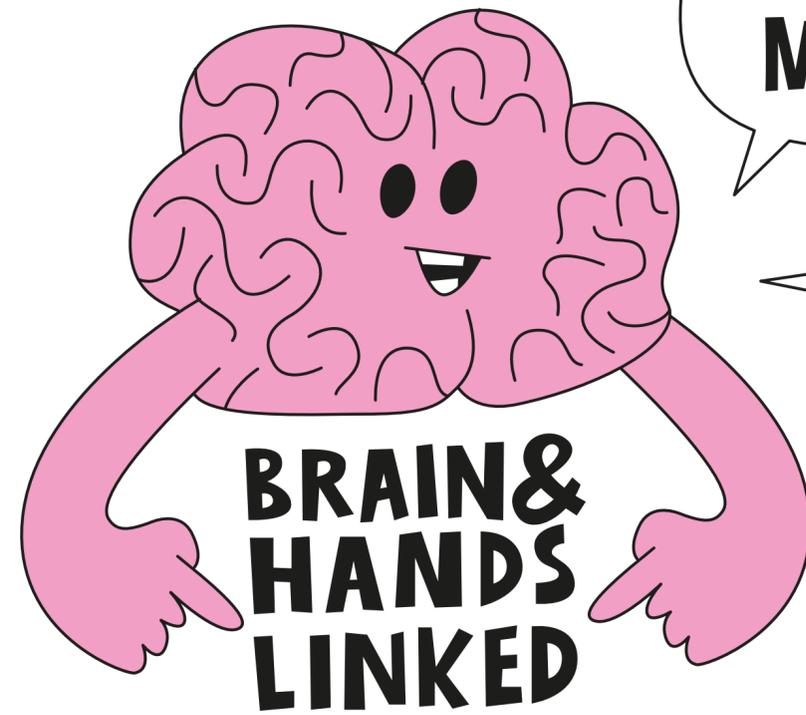
## FEEDBACK

- CHALLENGE STIGMA
- COST CHALLENGES?
- DATA/ACCESSIBILITY CHALLENGES?
- BIG START-UP COST BUT WORTH IT LONG-TERM

# ORIGAMI

 **WORKSHOP** 

**ORIGAMI =  
ANALYSE  
PROBLEM**



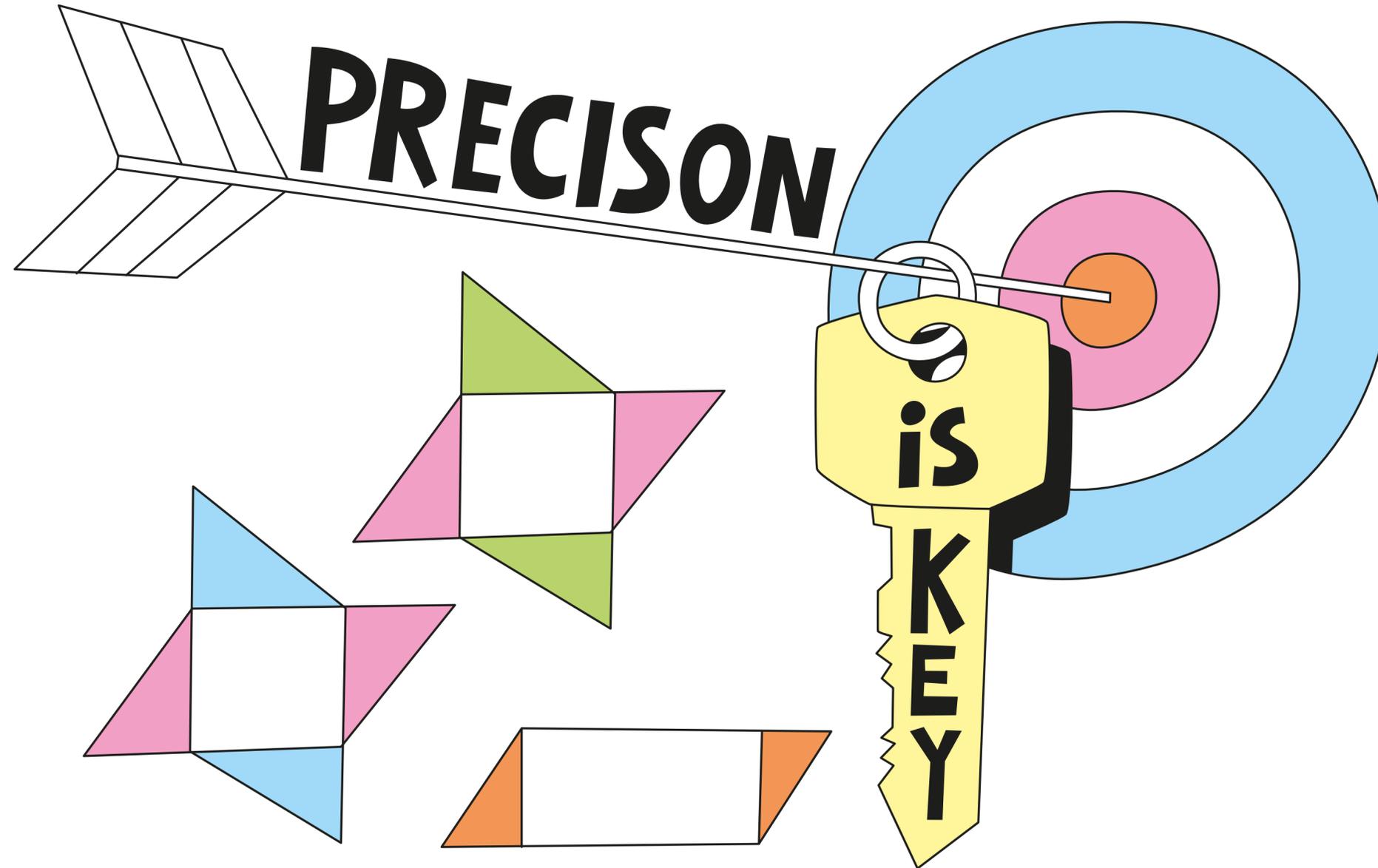
**BRAIN &  
HANDS  
LINKED**

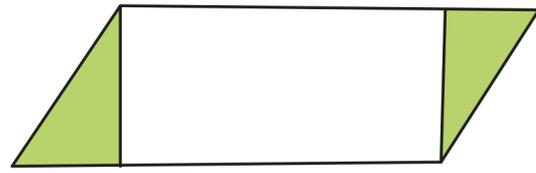
**OLDER YOU GET MORE  
MOTOR SKILLS DECLINE**

**COGNITIVE STIMULATION**

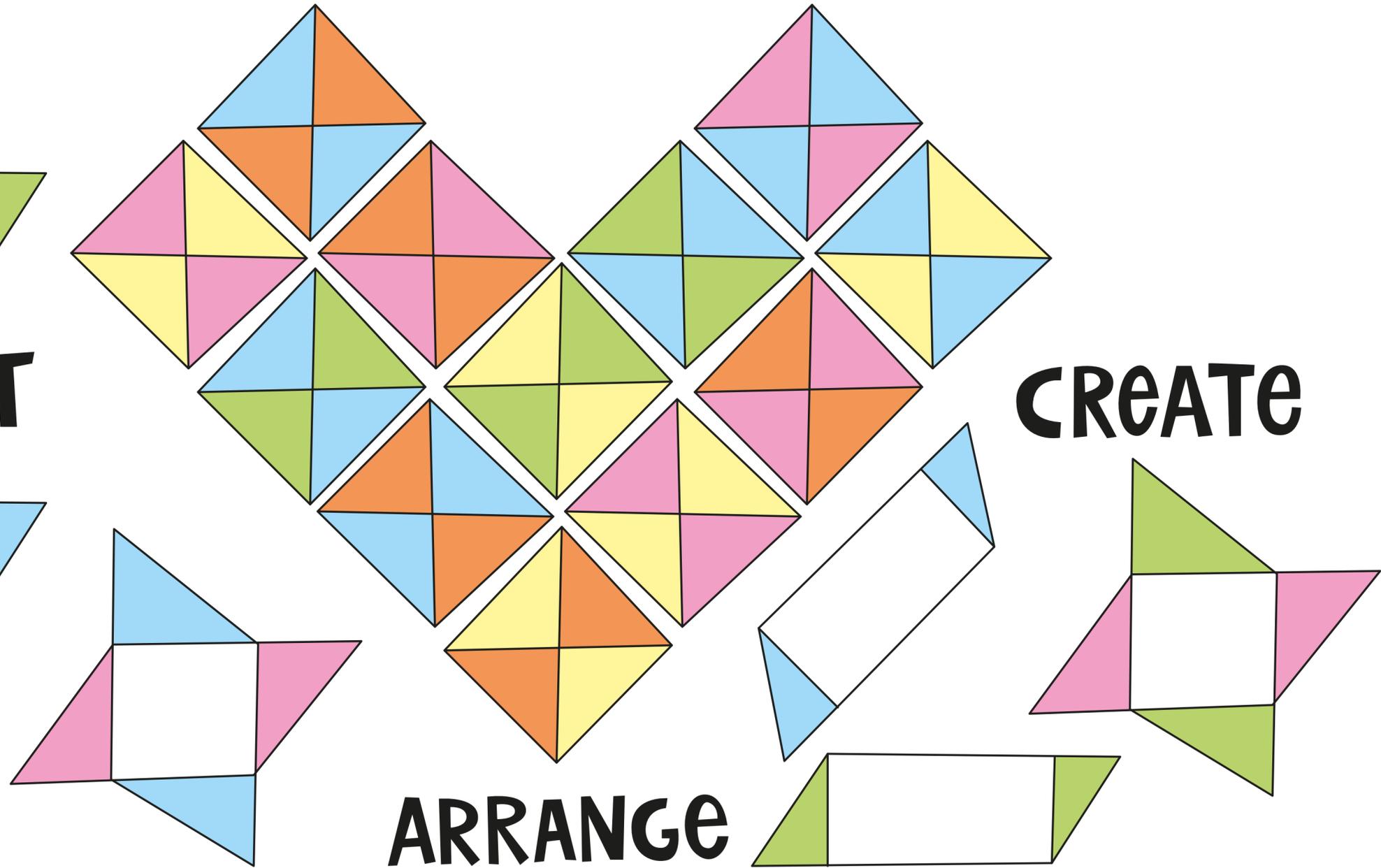
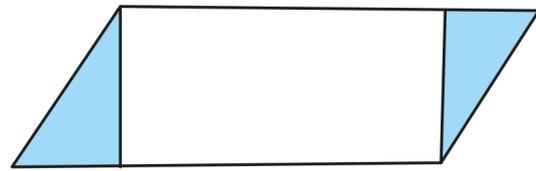
**CONCENTRATION HELPS  
WITH BRAIN HEALTH**





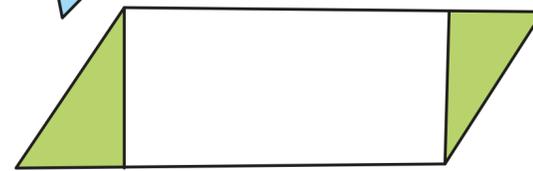


**REPEAT**



**ARRANGE**

**CREATE**

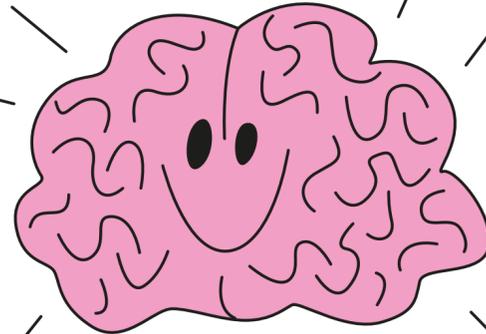


**KEYNOTE**

**KUNLE  
ADEWALE**



**ARTS + CREATIVITY**

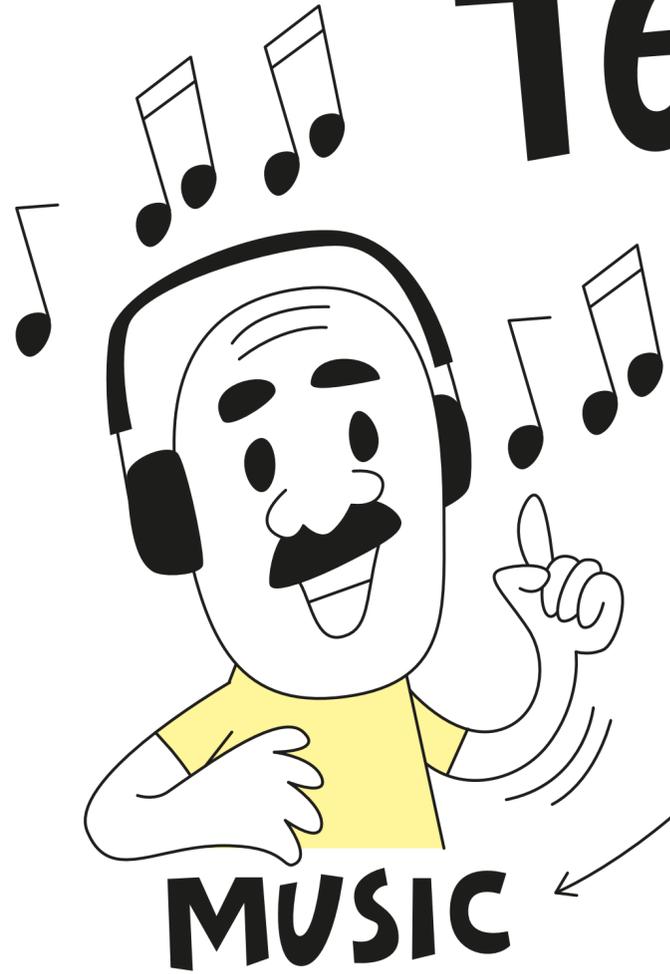


**FOR  
BRAIN HEALTH  
PROJECT**



**LAGOS**

# TECH ACCESS FOR SENIORS



**A P P S**



**RELive BEAUTiFUL MEMORiES**

**PROMOTES DiGNiTY**

**COME ALive**

**CHEERED ON PARTiCiPANTS**

**SiNGiNG, DANCiNG, eMOTiON**

**THE END**

**EVENT ILLUSTRATED BY**



**THE BOY FITZ HAMMOND**