

Using Digital Media to Highlight Patient Lived Experience

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Patient Voice & Community

Digital media can amplify marginalized voices and build online communities connecting Intersectionality-marginalized individuals across vast Canadian landscapes

Minimizing Potential Harm

Escapist or addictive use of digital media is reinforced by Low patient-autonomy; social denial of task-resolution; Life-Task Complexity; and media glamorizing vicarious power and privilege

Contemplating Freire, Nicholls, [h]ooks

Task-Applicability is foundational to the proposed model of art and media-based communications. For example, in various stages in life, an individual's tasks can include classroom assignments (Nicholls), essential livelihood (Freire), or personal relationships (hooks). An individual accepts, rejects, and evaluates a piece of art & media based on an individual's perceived task-applicability of the knowledge presented to them. These tasks include:

Socially-Imposed Tasks. For example, assignments under the educational system (Freire); the need to blend-in with peers (Nicholls); essential livelihood (Freire); social mobility (Nicholls); or, freeing oneself from oppressive forces such as poverty, racism, and colonialism (Freire).

Self-Determined Tasks. For example, romantic relationships (hooks); additional social mobility (Nicholls); social-change missions, such as emancipation (Freire); or, having one's visibility or voice being accepted by others (hooks).

Art & Media-Instated Tasks. This third category of tasks captures the fact that art and media can be used to create artificial tasks, for example, medical-school use of virtual reality games to teach surgery skills (Lewis et al. 2011).

Art & Media Task-Reliability & Predictability: Contrary to real-life, art & media-instated tasks grant guarantee of feelings of task-resolution in both interactive (reliability) and narrative (predictability) forms, leading to

Therapeutic-Escapist Use. Art & media instated-tasks present fictional or virtual task-resolution, yet this experience can be prioritized by an individual due to low rates of task-resolution and lack of autonomy an individual faces in their socially-imposed and self-determined tasks.

Pursuit of Power and Privilege in Art & Media. The education system designed by the privileged class inoculates individuals with the belief that power and privilege have utmost task-applicability (Freire); further, systematic structures in society may also grant task-resolution only upon one's power and privilege (Nicholls). Art & Media presenting vicarious experiences of power and privilege may appear as solutions.

Life-Task Complexity. In life, an individuals can face a number of tasks which combine to form immense Life-Task Complexity. Life-Task Complexity can be difficult to internally sort through or cope with given the number of tasks; the difficulty of tasks; the poorly-defined nature of tasks; the invisibility of tasks; and the shifting, dynamic nature of tasks. An individual, therefore, does not always possess full-perspective of their tasks, thus hindering the assessment of task-applicability in art & media; in turn, this leads to increased attraction to elements with perceived universal task-applicability.

Future Directions: Supporting Patients

By enhancing patient-autonomy in life; strategizing Art & media to support enhancement of knowledge and feelings of task-resolution; using Digital media as mediated space for collaborative, reflective dialogue with care providers And with other patients