PROJECT TITLE:  Our Emotional Wellbeing: Arts & Youth Leadership

PROPOSAL NUMBER: 06-06191.UL  PIs: Edmonds & Brown

RESEARCH THEME: Population Health

BUDGET: 50,000  UNIVERSITY: UL  PROJECT YEAR: 1

PROJECT DESCRIPTION:

This project is aimed to support, guide, and evaluate an arts-based process in Louisville’s Smoketown neighborhood designed by IDEAS xLab to cultivate youth (AA, LGBT, diverse) leadership, hope, and emotional wellbeing. The multiphase initiative will culminate in 2020 with a "Youth Wellbeing Summit" and launch of a toolkit/curriculum. This project will use the Center for Creative Placehealing’s (CCP) cultural solutions method for health-related community development.

HOW THIS IS DIFFERENT THAN RELATED RESEARCH:

Well-being is fundamentally influenced by the cultural contexts from which we make meaning. It is the interaction of the cultural relationships between the different levels of the social-ecological model that reveals new ways of understanding cultural assets/opportunities, and how they can be reimagined to support improved public health outcomes. This “re-imagining” is a culturally-responsive process to innovation. Evidence shows that this innovation process itself, if well designed and understood, can yield health-protective factors.

EXPERIMENTAL PLAN:

The CCP’s culturally-responsive approach to innovation explores the impact of arts and culture, and the integration of youth development/leadership/co-creation as drivers of sustainable change toward wellbeing. Design and implement a cultural innovation process using the following steps:
1. Train artists and partner organizations on youth development / leadership models.
2. Create strategy for data collection throughout project/establish baseline with participants.
3. Deploy arts-based interventions targeting emotional wellbeing/hope.
4. Conduct measurement and analysis.

EXPECTED MILESTONES:

Month 1. Starting training and literature review
Month 2-3. Test prototype measurement instrument through arts interventions while establishing baseline
Month 4-6. Train artists/team over summer before intensive engagement launches
Month 7-10. Support as needed for arts interventions (qualitative data collection, etc)
Month 11-12. Analyze data and draft white paper

BENEFITS TO INDUSTRY:
1. Expands Opportunities for Investing in Prevention Science
2. Makes Cultural-impacts on Health Measurable
3. Strengthens Leadership
4. Promotes Cross Culture Innovation
5. Creates Cultural Markets for Health

EXPECTED DELIVERABLES:
1. Development measurement strategy plan with data collection and analysis
2. To support toolkit development, create white paper with findings that incorporates policy/program recommendations generated by youth using inter-sectional development lens grounded in culture.