

Appendix

Appendix 1: Animating Assets asset-based principles infographic



Appendix

Appendix 2: The Animating Assets evidence gathering approach

In order to synthesise our learning from Animating Assets for each site specifically and across the whole programme, we aim to gather evidence of processes, outcomes and impacts. We are gathering evidence about asset-based working to help us uncover how adopting and embedding the characteristics of asset-based working can be taken on more fully by communities and local services. We are also seeking to identify how existing systems could change to effect sustainable and longer-term improvements in health and wellbeing through working differently.

While the programme has developed over time and been responsive to local circumstances and areas of interest, these aims, outlined below, continue to reflect the overall purpose of the work.

To aid our evidence-gathering processes, our aims are broadly translated into three key dimensions which we wish to explore and understand:

1. Understanding the nature of asset-based approaches – **insights**
2. Adopting and embedding asset-based working – **actions**
3. Making a difference by taking an asset-based approach – **impacts**

Observation/reflection	
Insights	Understanding the nature of asset-based approaches <ul style="list-style-type: none">• Local assets.• Local problems and deficits.• Descriptions of asset-based approaches and language used.
Actions	Adopting and embedding asset-based approaches <ul style="list-style-type: none">• Things that support asset-based approaches.• Barriers to/challenges of asset-based approaches.• Role of systems, services and organisations.
Impacts	The effects of Animating Assets and taking an asset-based approach <ul style="list-style-type: none">• New or different action being stimulated by result of Animating Assets.• Differences of working in this way.• Health, social or personal outcomes and impacts.

Individual observations of these dimensions are captured in our observation framework, which are used at Animating Assets meetings and events to record what the members of the action research sites think as they consider their local areas from an assets perspective. The observation framework encourages members to reflect on the challenges and pertinent issues, actions, activities and behaviours that support or challenge/limit asset-based working locally, as well as the difference that working or thinking from an assets perspective makes and the impact of this research and learning programme.

Appendix

Appendix 3a: Stakeholder semi-structured interview schedule



Aims, purpose and use of interview data (digital stories, final report, wider publication).
 Consent – to above and to being audio recorded, explain attribution – complete consent form.

1. What first attracted you to the Animating Assets programme?
2. Please tell us about why X & Y were chosen to take part in Animating Assets.
3. What has surprised you about Animating Assets?
4. Can you tell us any more about what you hoped would be achieved through Animating Assets?
5. To what extent do you think that is starting to happen?
6. Please tell us about how you feel this has happened or about the journey that these sites followed to make it happen.
7. Please tell us about your involvement.
8. Have your expectations changed, based on what has happened?
9. From your perspective, what are the key enablers to applying an asset-based approach? What needs to be in place to support asset-based working?
10. What are the key challenges to applying an asset-based approach?
11. What part do systems and structures play in enabling or blocking assets-based approaches?
12. What have you and your organisation learned from taking part in Animating Assets?
13. Overall, what difference do you think the work of Animating Assets has made?
14. Is there something that you are particularly pleased about?
15. Finally, what makes you hopeful going forward?

Thank you and any other comments.

Appendix 3b: Stakeholder interview consent form

CONSENT FORM

Title of Project: Animating Assets stakeholder interviews

Name of Researchers: Dr Jennifer McLean, Dr Rachel Harris, Dr Cathy Sharp

Please initial box

1. I confirm that I understand why I am being interviewed for the above study and I have had the opportunity to ask questions and have had these answered satisfactorily.
2. I understand that my participation is voluntary and that I am free to withdraw at any time without giving any reason, without my care or legal rights being affected.
3. I understand that relevant sections of data (words and images) collected during the study may be looked at by the research team at the Glasgow Centre for Population Health and the Scottish Community Development Centre. I give permission for these individuals to have access to data collected in the course of this study in accordance with the Data Protection Act.
4. I understand that data collected will be used in the written form. If direct quotes of what I say are used, quotes will not be attributed to me. I give my permission for the data to be used in this way.
5. I understand that data collected may be used in audio/digital format. If direct quotes, my words and images of me are used in an audio form these will be attributed to me and will not be anonymous. I give my permission for the data to be used in this way.
6. I agree to take part in the interview.

 Name Date Signature

 Name of person taking consent Date Signature

Appendix

Appendix 4: Protocol for developing a Digital Story

Digital Stories are short, personal, multimedia narratives or stories. They could be called 'mini-movies', although they usually involve still photographs rather than video. The Digital Story has three elements:

- a narration track – different people talking about their experience.
- a photo stream – a series of still photos that are displayed alongside the narration.
- a music track – quiet unobtrusive music in the background.

All photos and music used need to be copyright free; some images and music are available on this basis on the web, but it is preferable that we develop our own wherever possible. Our final story is expected to be about ten minutes long.

The steps below outline how a Digital Story could be developed for Milton. SCDC and GCPH would take responsibility for managing the process and handling the technical aspects of constructing the Digital Story.

We expect the process to be engaging and will seek to involve people as much as possible in the process of creating the final version. Our hope is to build the process of recording into the activities that the Connecting Milton group are already engaged in.

1. Taking photos

During the Animating Assets project, people are asked to take photos within the community and local organisations. This could mean asking community members and other people to take photos during community events, such as a walkabout or community breakfast.

Everyone's photos, whether from disposable or digital cameras or mobile phones are collected together and printed. The GCPH will collate the

photographs. Note that not all photographs will be used (see below); once we know which ones we wish to use, a protocol will be developed so that people can give their permission for the photograph to be used.

2. Reflecting on the photos (individually and collectively)

During a later community event, people will be asked to select their most significant photo from the collection. They are then encouraged to reflect on:

- what the photo means to them or their community,
- why that is significant,
- how the photo fits in the journey of the Animating Assets project,
- how the asset-based approach has influenced them.

We hope to be able to record audio of key parts of these reflections so that we can begin to construct the narration track of the story.

At the same time, a collective reflection on the photos would take place. The photos are displayed alongside flipcharts with similar questions to the bullets above. Everyone is encouraged to write their thoughts and reflections on sticky notes and add them to the flipcharts.

3. Identifying key themes and developing the narration for the digital story

A small group of volunteers from the larger Connecting Milton group work together to review the captured recordings, flipchart notes and photos. Key themes are identified and the outline of the narration is drafted. This could develop around the 'journey' of Animating Assets in Milton. This outline is presented back to the larger Connecting Milton group for comment. The small group then proceeds to edit the Digital Story.