



**Gamified, Flexible &  
Creative Tools for Evaluating  
a Support Program for  
Palliative Children & Their  
Families**

# Starlight MOMENTS



In partnership with Australian palliative care teams, Moments delivers joyful & meaningful experiences to families with a palliative child



We call these “Moments”, which celebrate the simple joys of childhood & are tailored to each family

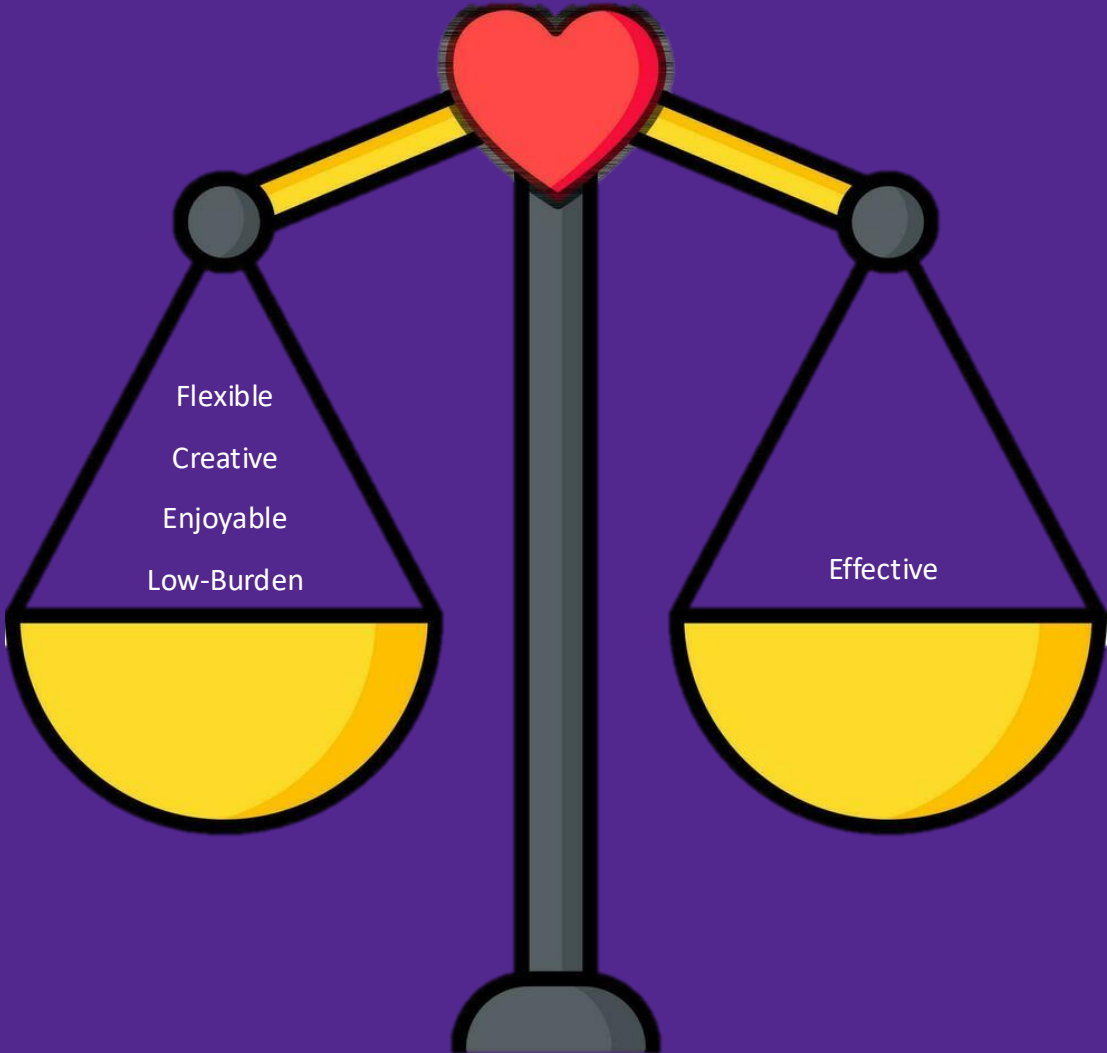


Moments helps families cope with the challenges of having a child in palliative care



Through Moments, we support the wellbeing of the entire family unit, cultivating **ongoing** moments of joy, connection, & memories

Moments is sensitive and deeply personal, so we need a **balanced** approach



# What Does the Literature Tell Us?



There is no gold standard methodology or tool for evaluating programs involving palliative children, but there are widely accepted considerations:

- The burden myth (research can actually be more beneficial than burdensome!)
- Risk management
- Timing of contact (avoiding holidays & around birthdays & deaths)
- An opt-in approach is best
- Flexible location & time
- Evaluation options to maximise participation & empowerment
- Participatory and gamified methods (children love this!)
- Amplifying the voices of children

# Our Protocol



Evaluation Aims: Satisfaction, impacts, & improvements

Inclusion and Exclusion Criteria:

- ✓ Active >6 months
- x No contact around especially sensitive times
- ✓ “Bereaved” families only included only >6 months since death
- ✓ One evaluation per year
- ✓ So as not to exclude anyone, all families who do not meet the exclusion criteria are eligible

Recruitment:

- Contact via established relationships with the Moments team
- Voluntary & de-identified
- Offer different evaluation methods

# Our Tools

Semi-Structured  
Interview



Digital Surveys (x3)



Activity Books (x3)



NEW!

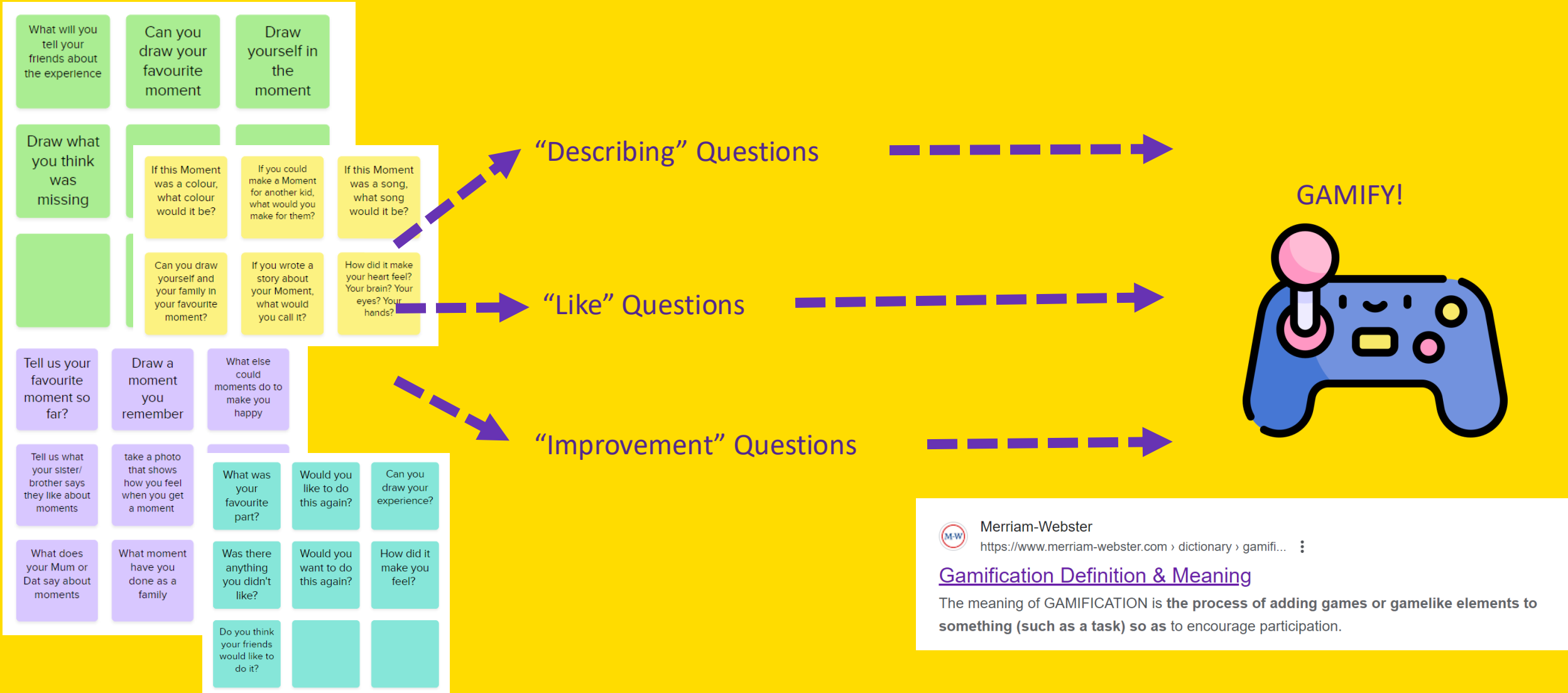
Activity Worksheet



# **Activity Book & Worksheet Concept Creation**

A creative & collaborative process!

# The Process



Merriam-Webster

<https://www.merriam-webster.com/dictionary/gamifi...>

## Gamification Definition & Meaning

The meaning of GAMIFICATION is **the process of adding games or gamelike elements to something (such as a task) so as to encourage participation.**



# Gamification Examples

“What do you like about Moments?”

“Quick! You have 30 seconds to come up with 3 things you like about Moments!”

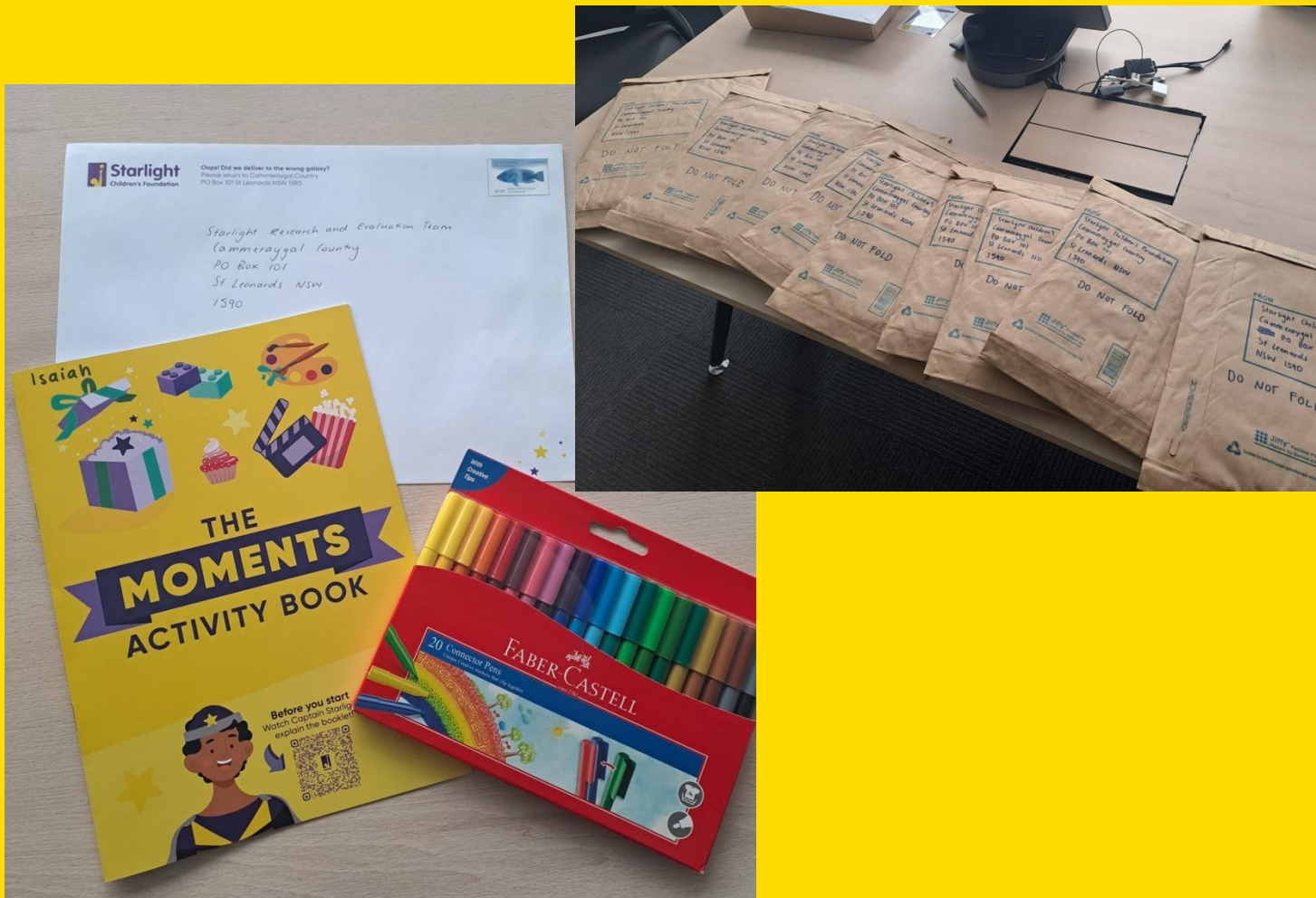


“How would you improve Moments?”

“If you were to create a recipe for your perfect Moment, which ingredients would you add?”



# Next Steps



“It’s funny how the little things sometimes bring more happiness than the big things. Moments lets families know someone is thinking of them and allows them to have joyful experiences that go on to become memories.”

**Thank you!**

