Do as the young people do

Challenges and strategies to best listen to young people









Starlight & Livewire





What happens in Childhood Lasts a Lifetime

Early life experiences shape a child's development.

A happy childhood impacts a child's lifelong wellbeing, sense of self & social connection.

Serious illness doesn't just impact a child's health – their whole life changes as they miss out on family time, making friends, school etc. Australia has one of the best healthcare systems in the world. But that's not enough.

And that's why Starlight exists...

Sick kids need more than just great medical care. They need the social connection & emotional support that lets them be a child. Starlight uses play, creativity & social connection to help reframe their healthcare experience.

Starlight

We work with health professionals to deliver the best 'total care' for sick kids –so that they can live their best lives.

Because 'Happiness Matters'

Theory of Impact Because Happiness Matters

ISSUE

Australia has one of the best children's health care systems in the world, however:

- ★ Hospital & treatment can be frightening & overwhelming
- ★ Ongoing treatment impacts long-term wellbeing
- ★ Indigenous kids have some of the worst health outcomes in the world

NEED

Happiness matters in the moment & longterm. Children need more than the excellent clinical care. They need support to:

- ★ Thrive mentally & emotionally
- ★ Enjoy social connections & feel like they belong
- ★ Participate in the healthcare system

STRATEGIC RESPONSE

Through play, creativity & social connection, we positively disrupt their healthcare experience!

★ We work with hospitals & the community to deliver the best possible 'total' care & positively impact a child's healthcare overall.



PARTICIPANTS

Children & young people in the healthcare system who have:

- ★ Serious health issues
- ★ A short-term illness or injury
- Experienced health inequity & barriers to health care

We focus on the patients & their siblings, recognising & valuing the vital role of family & community

STARLIGHT

Starlight

- 🛨 Captain Starlight
- ★ Starlight Express Rooms
- ★ Rocket Rounds
- 🛧 Starlight TV
- 🛨 Livewire
- ★ Starlight's Healthier Futures Initiative
- 🛨 Starlight Wishes
- ★ Starlight Moments
- ★ Starlight Connections
- 🛨 Planet Starlight 🚽



OUTCOMES & IMPACT

Kids & families:

- ★ Thrive mentally & emotionally
- ★ Enjoy social connections & a sense of belonging
- ★ Positively participate in their healthcare
- ★ Have a more positive healthcare experience

A healthcare system that supports the 'total care' needs of children

Helps protect & develop a child's mental, emotional & social wellbeing

Their wellbeing is optimised to live their best life.



We exist because happiness matters.



A future where every child has a happy childhood.



To brighten the lives of seriously ill children and young people.

National Reach, Local Impact

We're Australia's broadest reaching children's charity

supporting kids & young people regardless of their illness or health condition.



Programs Overview





Starlight Wishes

Over 500 sick kids receive a Starlight Wish each year.

They give the kids & families something to look forward to & help create happy memories in tough times.

Captain Starlight & Starlight Express Rooms

Everyday Captain Starlight spreads happiness to sick kids in hospital in the Starlight Express Room.

There's 10 Starlight Express Rooms & 180 Captains nationally

Livewire

Helps teens & young people connect with other teens going through similar challenges.

Livewire is delivered in hospitals & through a safe, online community.



Healthier Futures Initiative

We partner with health professionals & support clinicians during vital health clinic checks, to reframe the clinic experience for kids.

S M H H m er at

Starlight Moments

Helping create special moments for families to enjoy, share & remember at difficult times

Livewire In-Hospital & Online

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Livewire is for teenagers & young people (12-20yrs) living with a serious illness, disability or chronic health condition.

Our online community & in-hospital workshops help teens to connect with peers who understand what they're going through.

Livewire boosts teen's confidence & self esteem, helping them better manage stress, isolation and anxiety.

Livewire helps teens feel happier, accepted & more positive.



Hearing the voices of young people



Measuring Livewire's Impact



We continually evaluate & independently measure the impact of all our national programs.

SVA's Social Return on Investment study* showed that for every \$1 invested into Livewire's online program, \$5.30 value was delivered back into the community.

Evaluation and our Theory of Impact



Evaluation helps us to better understand the experience of kids and teens and the role Starlight programs play in helping them to:

- Thrive mentally and emotionally
- Enjoy social connections and a sense of belonging
- Positively participate in their health care
- A more positive hospital and health care experience

Our program evaluations:



Value the **voice** of kids, teens, and their families and make sure we **hear what matters to them.**



Are approached with **curiosity and openness** and are seen as an opportunity to **understand and grow**.



Take a strengths-based approach to ensure we celebrate what is working and how we can learn from this. We do this without shying away from understanding what isn't working and needs to improve.

Our program evaluations:



Ensure our most important responsibility: the **safety and wellbeing** of kids and teens, including **high ethical standards** in evaluation.



Are inclusive of all kids and teens we work with, including those that are not always heard because of disability, cultural or linguistic diversity and First Nations people.



There are five aspects of Program Evaluation at Starlight with this multi-faceted approach providing an in-depth understanding of how each Program is performing.

REACH

Using data insights to reach more kids and teens and to understand trends, opportunities and demand for programs.

SATISFACTION

Understanding the experience and needs of kids, teens, and their families and appreciating what matters most to them.



HEALTH PROFESSIONAL FEEDBACK

Seeking input from our health partners to better meet needs and to enhance program impact

IMPACT STUDIES

Undertaking gold-standard research to understand and articulate program outcomes and impact.

PROGRAM HEALTH CHECK

Exploring the program experience against our exceptional experiences standards to identify what works well and how we can improve.



Satisfaction

Understanding the experience and needs of kids, teens, and their families and appreciating what matters most to them.

Postcards for Livewire in-hospital

Strategy 1





Fivewire powered by Starlight			2			8			
		5		6					1
Sudoku	9		1		2			7	3
Fill the 9x9 grid with digits 1 to 9	4						5		9
so that each of these 9 digits appears in each row, each column and each 3x3			6	5					
		7			1		8		
	6							9	5
sub-grid only once.			8	7		4			2
- 199-1992 (1998)		4			3			1	

Activity Postcards

🔶 QR code on activity postcards

\$50 Amazon gift card incentive for one randomly selected person

powered by Starlight	E	J	в	z	s	v	F	W	Q	F	×	R
	Υ	R	D	н	U	I	Q	I	F	\vee	S	Е
Find-a-word	С	Н	Ι	U	R	D	А	S	W	Μ	J	G
AWECOME	С	R	\times	W	\vee	Е	U	\times	U	Н	в	А
AWESOME CAPTAIN	S	А	Е	J	Е	0	М	s	А	L	D	Ν
CREATIVE	Р	I	Р	А	Y	v	I	0	н	z	I	Е
LIVEWIRE MUSIC	D	J	С	т	т	С	I	0	s	L	D	Е
POSITIVE	Н	Y	W	F	А	I	Ν	L	А	Е	S	Т
STARLIGHT SURVEY	I	D	L	Е	Q	I	V	А	Ρ	U	W	J
TEENAGER	R	М	Ν	U	Υ	G	Ν	Е	G	U	Ν	А
VIDEO	s	Т	А	R	L	Ι	G	Н	Т	В	G	z
	Е	V	Ι	Т	I	S	0	Ρ	А	D	0	×



Over 3 months, we collected 8 responses from one hospital location



https://www.surveymonkey.com/r/LWIHfeedback



Social media campaign

Strategy 2



* Using social media



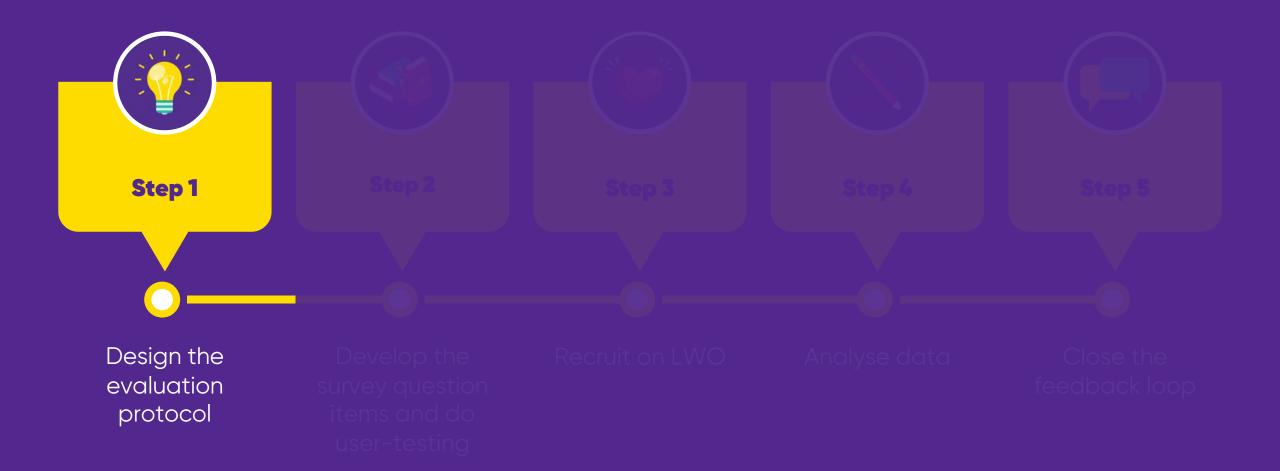


Livewire Online

Strategy 3







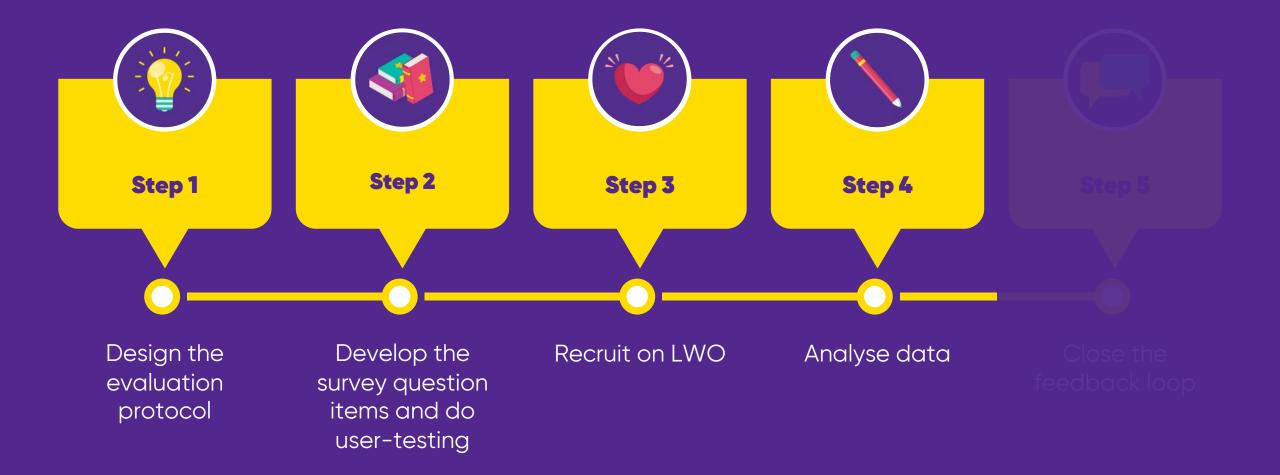




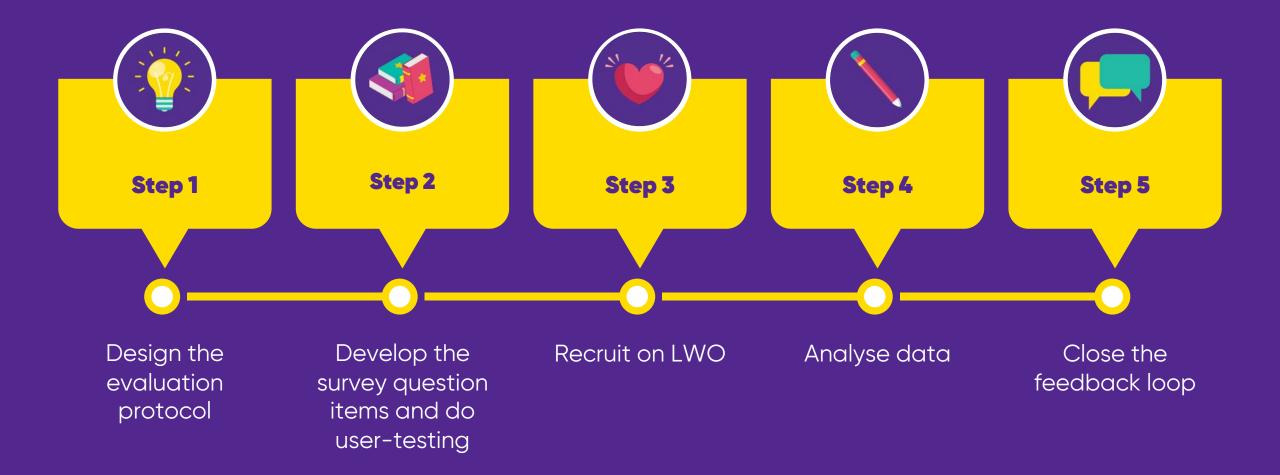












A few key findings from our analysis



Most respondents used LWO a few times a week or more (76%)



Average satisfaction rating of LWO: 9/10 (range=5-10)

Members love and want more interactive activities and events



Members want more opportunity for agency and story sharing



Favourite part about LWO was ability to connect with others in a safe environment



Members want more "age specific" activities

* Livestreaming on Livewire



Live video feed with a separate chat room



Young people can engage with presenters via the chat room



Young people can watch the livestream back at any time, and leave comments for presenters



Is LW a good place to connect with others and make friends?





Chat can move extremely quickly!



Young people felt heard, involved and empowered



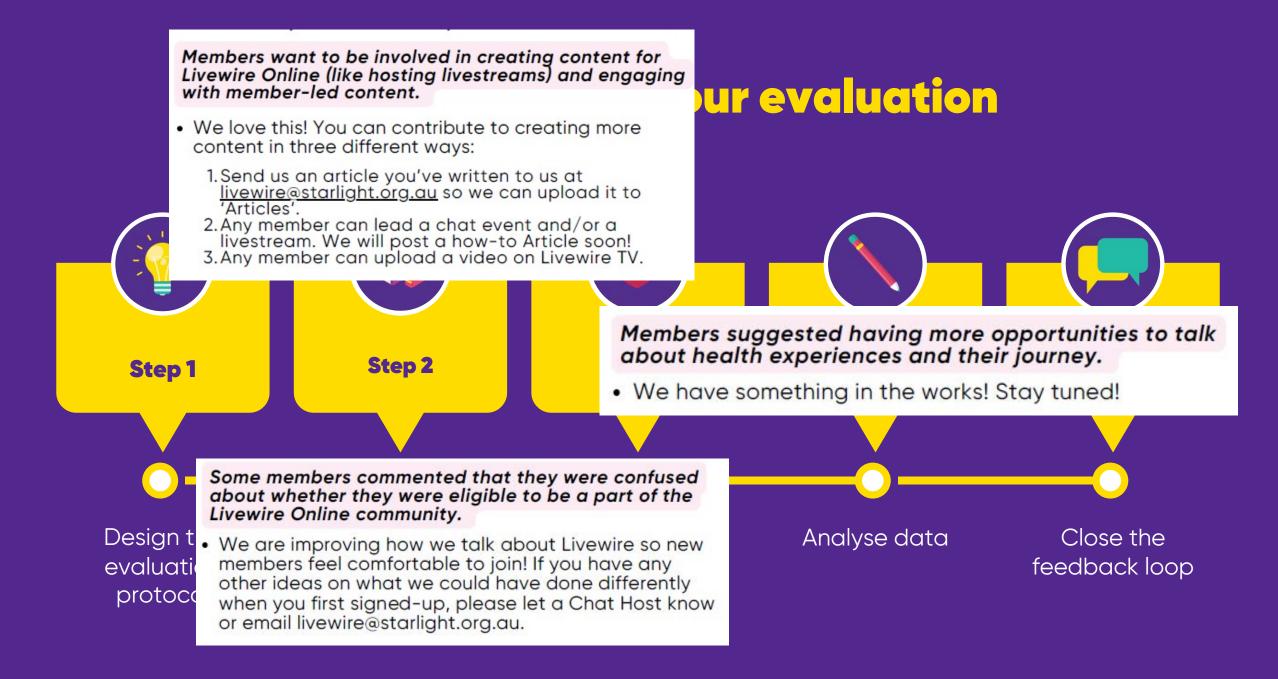
Accessible for different engagement styles and time availabilities



Livestreams are entertaining and fun!



Livestreams allow us to dig for context in an organic way



* 3 key learnings

Adapt

Adapt to suit the cohort you are working with – how do they best communicate, how do they feel most comfortable, what would make them want to share feedback?



Stay open-minded

Never assume your way is the only way to interpret something. Put yourself in their shoes and allow yourself to explore other possibilities.

Reciprocal altruism

The evaluation approach allowed young people to contribute help us improve, but it ultimately benefited them – closing the feedback loop helps highlight this.

What's Next?

LWIH In person pilot

3 sites

SMS Link to "Build" Challenge

??? Open to ideas...

Any questions?

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