**The Practice and Ethics of Participatory Visual Methods for Community Engagement in Public Health and Health Science**

**Quiz Questions**

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| **Module 2 - Facilitating a PVM process** |
|   1. Only participants who have proven artistic ability should take part in a PVM process
2. True
3. False

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|  1. You are facilitating an internal PVM workshop process and are mindful of the importance of creating a relaxed and safe space for participants. What should you be aware of **NOT** doing?
2. Playing appropriate background music
3. Building comfort breaks into the workshop programme
4. Discussing the importance of respect and confidentiality amongst all who are present
5. Encouraging everyone to speak the first language of the lead facilitator

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|  1. While you are drawing up the programme for your inception workshop, a colleague suggests a few activities for you to include. Which of these activities should you **NOT** include in your programme?
2. Showing the participants some examples of the visual method or methods that will be involved
3. Making sure that all participants sign the consent form for participation upon arrival
4. Discussing potential audiences for the final visual outputs with the participant group
5. Providing time for participants to ask questions about the process, methods and implications

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|  1. The aim of including creative exercises in an internal PVM workshop is to:
2. Produce an artistic masterpiece or highly polished end product
3. Educate the participants about the science behind the health topic being explored
4. Provide new ways for participants to describe their experiences and perspectives of health and research, instead of just talking or writing
5. Make sure that everyone has some fun

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|   1. In order to help participatory methods to be empowering, you should:
2. Try to influence what participants identify as important, for sharing during the internal workshop process
3. Leave participants alone as they prepare to share their visual outputs with an external public or scientific audience
4. Support the participants to reflect upon and articulate the meaning and message of their visual products, prior to discussion with scientific ‘experts’ or other professionals
5. Not provide the option for participants to take away the original versions or copies of their personal visual materials to keep and to use as they wish

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| 1. A PVM workshop participant has made it clear that they do not want to be at all identifiable in the visual outputs. Which scenario would **NOT** help them achieve their aim?
2. The participant includes only abstract drawings, paintings, models or symbols in their visual material and signs their name on it to differentiate their creative materials from other participants
3. The participant uses photographs that convey their ideas abstractly, metaphorically or through the expression of mood
4. The participant uses figurines that can be creatively placed into story scenes to represent individuals or groups
5. The participant uses personal footage that they have chosen, but that does not show their face

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|  1. When you are facilitating a PVM workshop, the only time you need to ask participants for informed consent is when you are requesting their permission to share their visual materials with external audiences
2. True
3. False

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|  1. Participants are required to obtain third party informed consent for all of their visual outputs that include identifiable images of people other than themselves
2. True
3. False

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|  1. If participants in a PVM process want to take photographs or shoot film in a high-risk area, which of the following is **NOT** appropriate?
2. Preventing them from going to that area
3. Discussing the implications of working in that area, with the participants
4. Making sure there are suitable security measures in place to protect the participants
5. Making it clear that the participants can let any technical equipment go if they feel they are in danger

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| 1. In a PVM process, a good prompt question is prescriptive and steers participants’ responses in a specific direction
2. True
3. False

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