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

**Quiz Questions**

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| **Module 4 – Methods Without Technical Equipment - Part A** |
| 1. Each visual method must be followed exactly and should not be modified in any way 2. True 3. False |
| 1. Art that is created as a platform for engagement is typically created by a professional artist 2. True 3. False |
| 1. Art that is created by a professional artist should 2. Reflect the artist’s perspective 3. Reflect the community’s perspective 4. Either a) or b) |
| 1. If an artist is invited into a research environment, you should ensure: (Check all that apply) 2. The safety of the artist in a laboratory or field setting 3. There is adequate time for the artist to meet researchers so they can accurately present their research 4. The researchers approve of the medium the artist uses 5. The researchers are well briefed about the purpose of the artist’s work |
| 1. Consent for dissemination of the art ‘products’ is only required from the artist who created them 2. True 3. False |
| 1. The main aims of picture card games are to: (Check all that apply) 2. Enable people to reflect upon common health problems in their community 3. Promote dialogue and group discussion about these health problems 4. Create opportunities for children to be involved in discussing health priorities 5. Suggest potential solutions that are relevant and appropriate in their setting |
| 1. Picture card games are mostly used for the purposes of internal engagement 2. True 3. False |
| 1. Picture card games can be used in community engagement as: 2. A participatory education tool 3. A source of stimulus for group discussion 4. A way to summarise a group discussion by using a card 5. All of the above |
| 1. To ensure full participation the cards should be drawn by community members 2. True 3. False |
| 1. The ideal number of participants to play a picture card game is: 2. 5-10 people 3. 11-20 people 4. 16-20 people 5. Any number |
| 1. A trainer facilitator should lead a picture card game workshop. It is useful if they are a trained health worker 2. True 3. False |
| 1. Picture cards can be used to: (Check all that apply) 2. Identify problems in a community 3. Prioritise problems in a community 4. Identifying solutions 5. Advocate for change with policy makers |
| 1. Participatory art engagement may be used as a platform to allow participants to express themselves in non-verbal ways 2. True 3. False |
| 1. Non-verbal expression may be particularly important: (Check all that apply) 2. When engaging with women 3. When engaging with less literate communities 4. When the topics of discussion are sensitive 5. When the time frame for engagement is short |
| 1. When choosing an art form to use in an engagement activity you should consider: (Check all that apply) 2. The artistic or technical skills the art form requires 3. Whether there is a professional artist available to help facilitate 4. The cost of the activity 5. The preference of the project funder 6. The space or venue available to you |
| 1. The ideal number of participants per facilitator is: 2. 1-2 3. 3-4 4. 5-10 5. 10-14 |
| 1. Since the resulting artworks will be shown to a wider group, it is important that a professional artist works with participants to ensure all the artwork is of a high quality 2. True 3. False |