**Humanising education through digital stories: the human side of technology**

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**Abstract**

This presentation will consider how digital stories can be used to promote person-centred and humanised practice by raising awareness of particular issues in health and social care among health professional students. It will also consider the value and importance of using a co-creation approach involving service users, academics, students, and, or, practice partners, when designing and developing learning resources for health professional programmes.

**Biography**

Dr Sue Baron is lecturer in adult nursing working in the Department of Nursing, Faculty of Health and Social Sciences at Bournemouth University. Since joining the nursing profession in 2002, Sue has been passionate about finding new and innovative ways to inspire person-centred, humanised care and practice through education and research. Findings, from her PhD study ‘*Exploring the patient journey: a collaborative approach to patient-centred improvement in healthcare’*, completed in 2014, clearly demonstrated the importance of involving and learning from those with first-hand experience, as service users and service providers, when seeking quality improvement in healthcare, or to promote and embed a humanised and person-centred approach to patient care through education.

Sue currently leads an undergraduate unit *Therapeutic Communication in Adult Nursing* for which the digital stories discussed in this presentation were initially developed. Sue is currently working in collaboration with international partners on the development of two research studies due for implementation in 2019. The first of these, a multi-site study *‘Recognition and Response to the Deteriorating Patient’* will examine the role of simulation in preparing nursing and midwifery students for coping with and responding to deterioration in practice. The second, currently in development, also multi-site (Australia and BU) will use the Comprehensive State Empathy Scale to measure the impact of an e-simulation toolkit ‘*Empathic care of a person with cerebral palsy e-simulation toolkit*’, based on the series of films introduced in the above presentation.