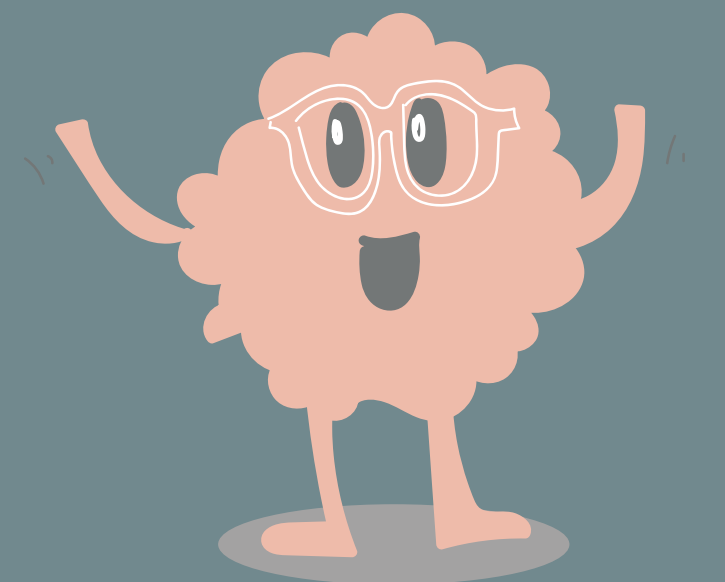


# The Wonderful World of Stimming

COLAB 2021

Sparkle



Collaborating  
The CoLAB Project

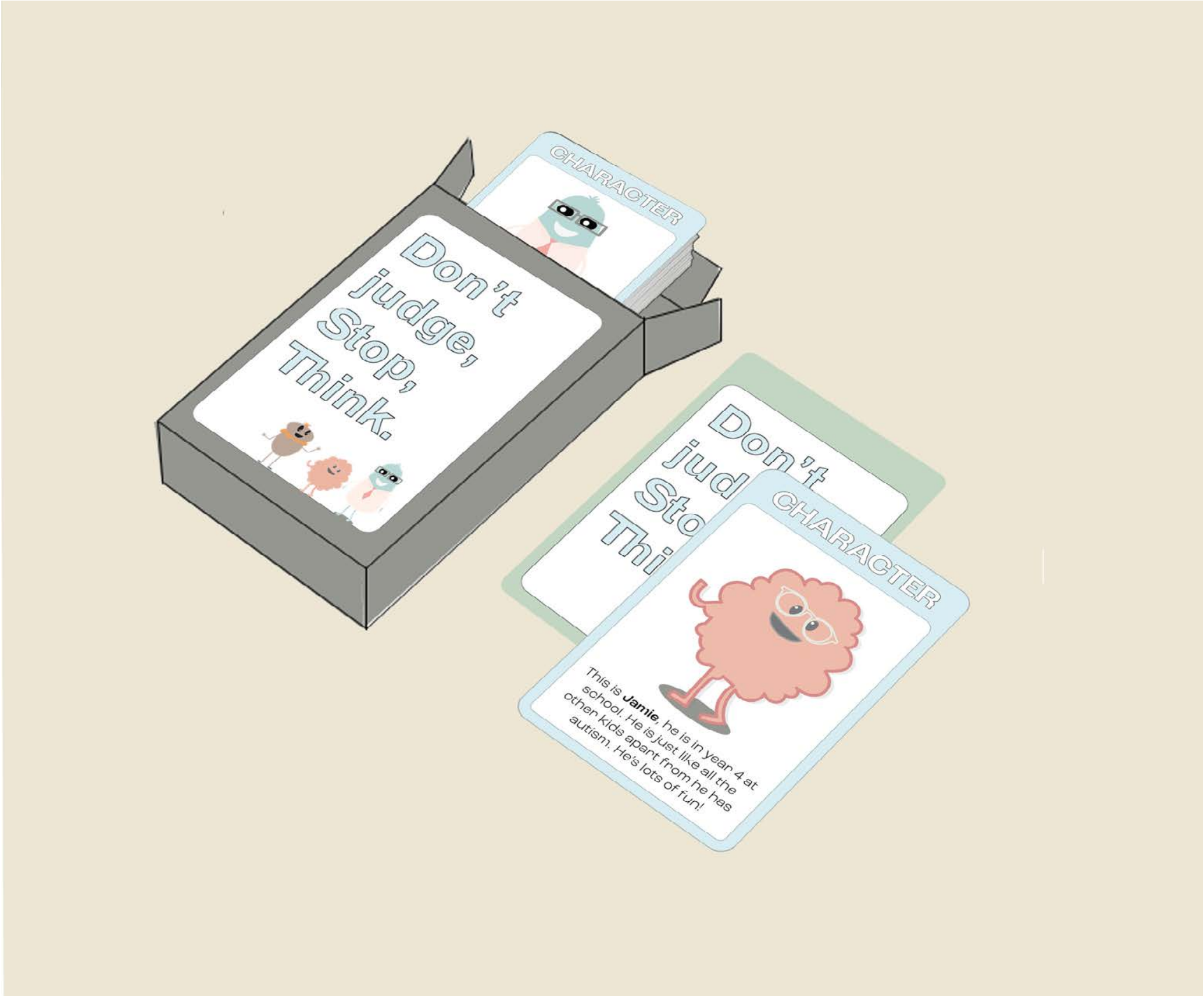
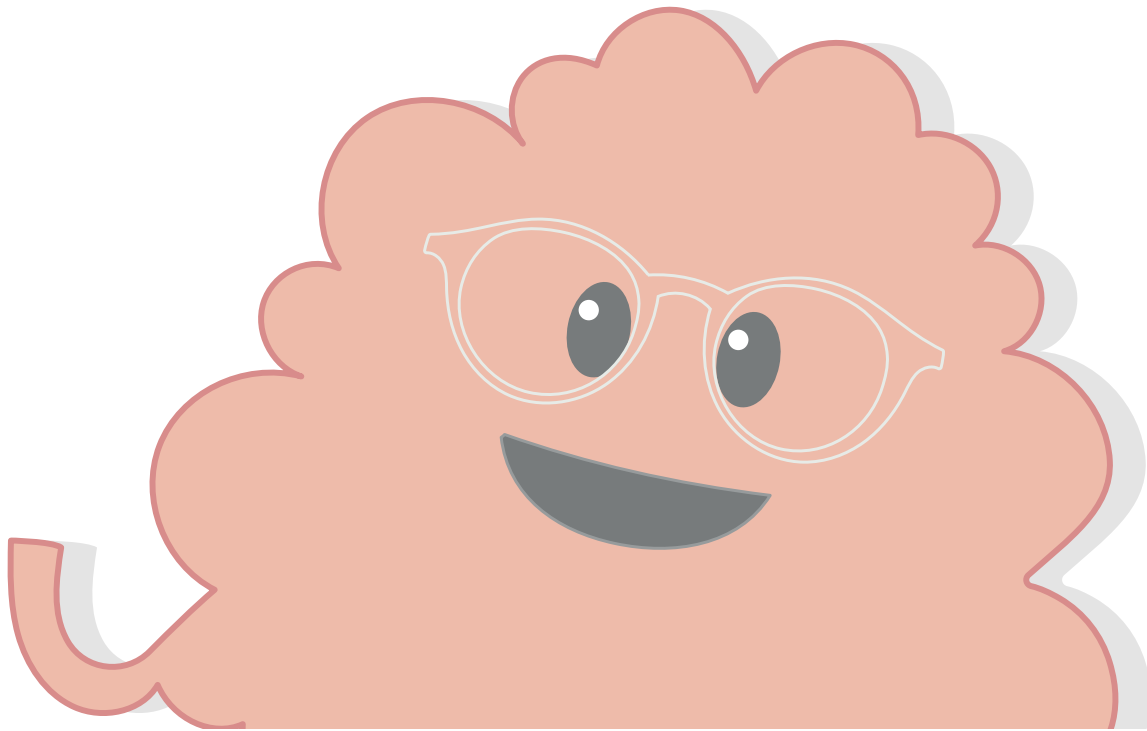
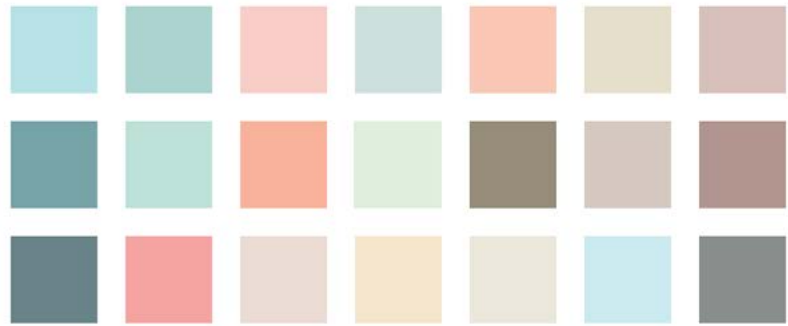
Paired up with Autism charity Sparkle Sheffield, we were given the brief to create a piece that would allow people to better understand stimming. Stimming is a way for autistic people to regulate their emotions, through physical movements like shaking their hands, biting their fingers or jumping up and down. We were eager to create a piece that would foster inclusion for autistic people and accept stimming as a normal activity in everyday life.

Process

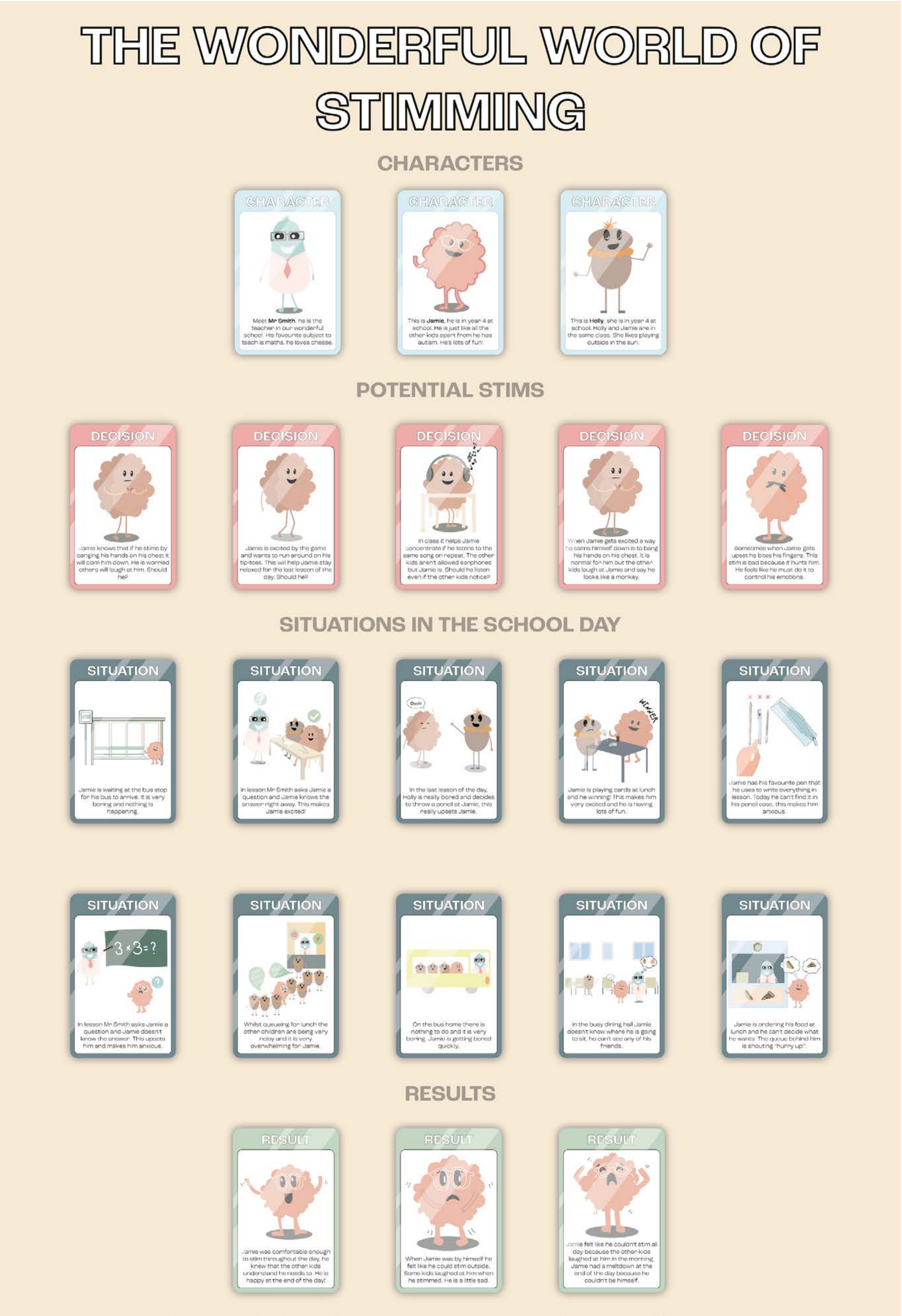
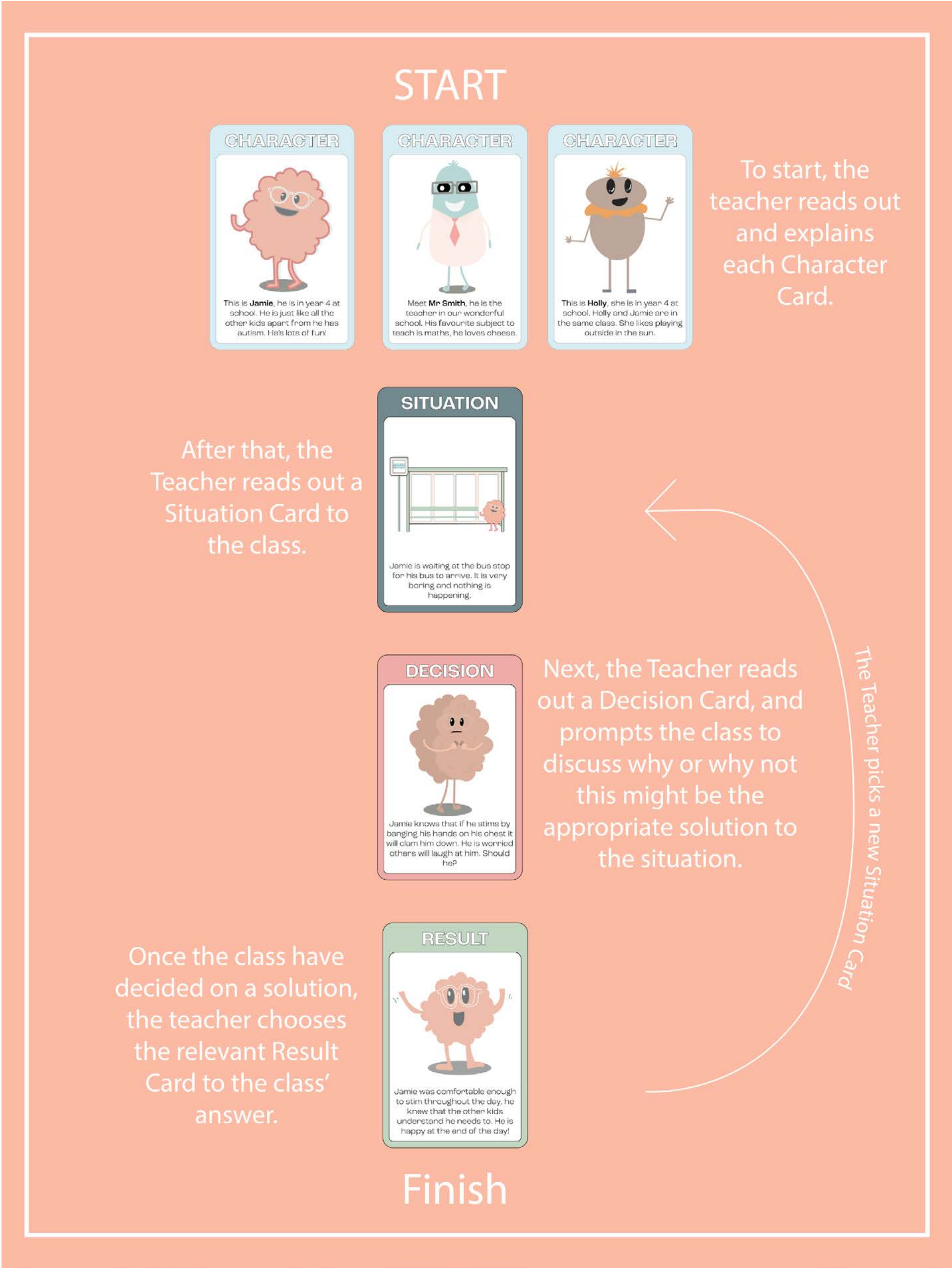
Our project was very much research lead, as we'd gathered primary research from autistic individuals and their family. This allowed us to make informed decisions, and create an outcome that was honest to an autistic persons perspective. We'd also looked into colour theory and illustration style, finding that autistic people responded to pastel colours more positively than bold primary colours.

Proposal

In the timeframe of 3 weeks, we'd proposed a card based, decision lead activity game. This consisted of 3 main characters, that would follow a typical school day. The leader of the session would read out a situation card, followed by a decision card, that would prompt the group to discuss why or why not this might be the most appropriate solution to the situation. Once the group has decided on a solution, the teacher chooses the relevant result card, and the class can reflect on their decisions throughout the game. This would be used in a tool kit to raise awareness and empathy for autistic people, and could be developed further into an animation or follow on audio track.

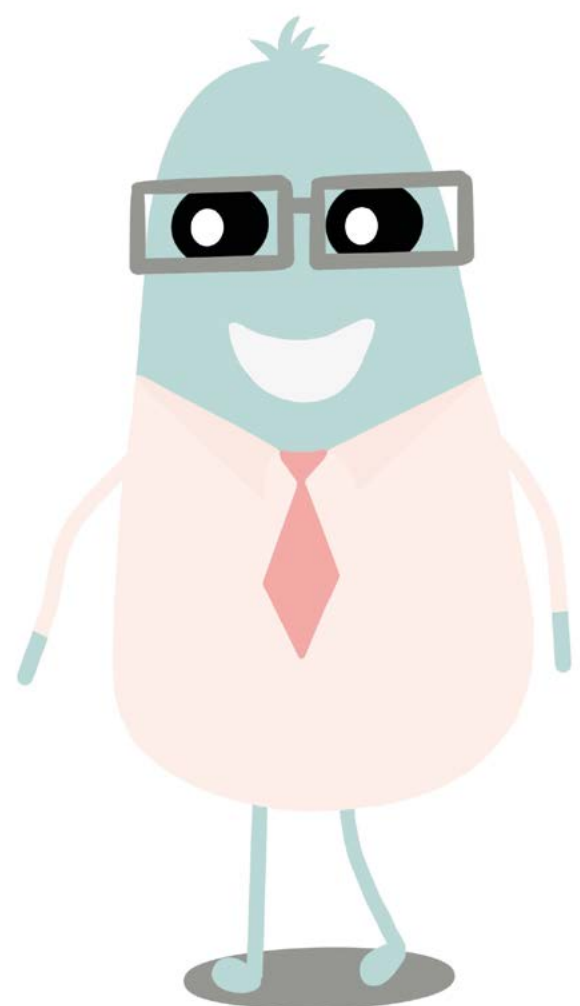




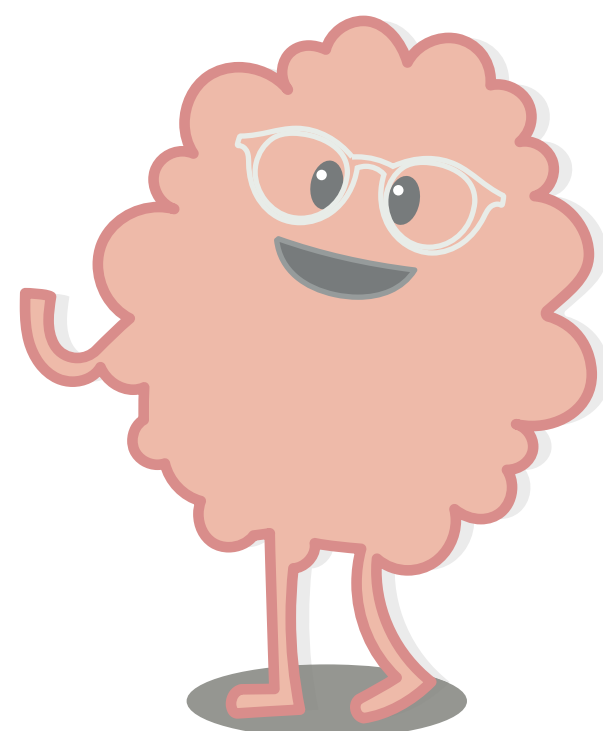




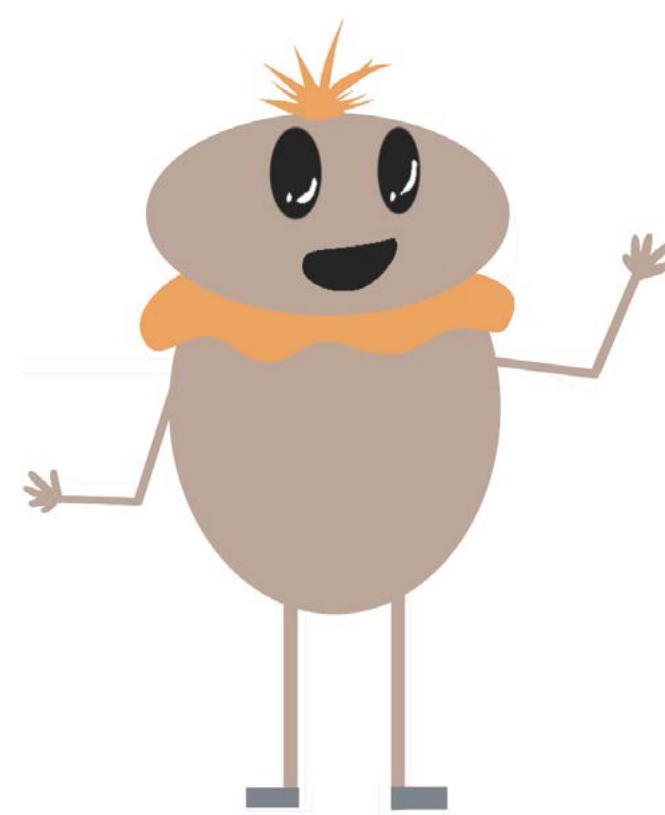
# Meet the characters.



School teacher  
**Mr Smith**



Autistic child  
**Jamie**



Neuro-typical child  
**Holly**

