Digital methods – Interactive workshop

Lesley Sharpe

Utilising digital technology to facilitate inclusive participatory research with young people with SEND

This presentation will draw on the creative ways that digital technology can be used to facilitate inclusive, ethical and authentic participatory research with young people with SEND. This has been informed by the innovative methods used with a participatory research methods approach to explore the inclusion of young people with SEND in the UK School Games framework. The novel approaches discussed will offer researchers and practitioners fresh strategies to engage and support young people throughout the research process.

Examples of digital technology will include the creative use of augmented reality (AR) to support ethical and accessible ways to support young people with SEND to become informed about their involvement in research. Further, the presentation will cover how the contemporary popularity of vlogging can be harnessed as a method of capturing authentic voice and insight; while practical examples of non-traditional follow up methods replace interviews and focus groups to develop empowering opportunities for young people to engage with and challenge their stakeholders.

The presentation will be followed by hands on workshop where attendees can explore the technology used within the methodology for themselves and reflect on how digital technologies could be applied in their own projects.

Lesley Sharpe is a final year PhD student with the School of Sport Exercise and Health Sciences at Loughborough University, where she is supervised by Dr Janine Coates and Dr Carolynne Mason. Lesley’s doctoral research explores how young people with Special Educational Needs and/or Disabilities (SEND) are included in the UK School Games framework. Lesley has BA (First Class) in Sports Education and Special and Inclusive Education from Nottingham Trent University and her background includes working in special schools and alternative education.