

Reel Comfort and Special Delivery

Promoting Community Strength and Wellness through Outreach Programming

An aerial, high-angle view of a museum gallery. The space is filled with various exhibits, including display cases, informational panels, and a large spherical object. People are seen walking through the gallery, some standing near exhibits. A grid of stanchions with black ropes is set up to guide the flow of visitors. The overall lighting is dim, with the text overlaid in white and orange.

tiff.

Bell Lightbox

365 days of...



Aspiring Filmmakers and Pocket Fund Recipients, 2013

SPECIAL DELIVERY is a TIFF programme that reaches out to youth in under-served local communities who may not otherwise have access to the film festival experience. Special Delivery brings film screenings, director discussions and film-craft workshops to schools and community groups free of charge. Over the past eight years, Special Delivery has reached almost 12,000 children and youth across the Greater Toronto Area.

REEL COMFORT reaches out to patients in Mental Health/Psychiatric Units at several hospitals and community health centres across Toronto. This program provides engagement, entertainment, and education to patients through film presentations, special guest visits, discussions, and film-craft workshops. Reel Comfort provides a creative outlet to patients who currently have very few therapeutic and rehabilitative activities available to them.

Reel Comfort

Supported by:



Brown-Nusbaum Family Fund &
Vital Toronto Fund

**TORONTO COMMUNITY
FOUNDATION**

The Art of Wise Giving™

The logo for TIFF (Toronto International Film Festival), consisting of the lowercase letters "tiff." in a white, sans-serif font, set against a solid orange circular background.

“CINEMATHERAPY”

direct The presentation of commercial film to a patient or patients in a group setting to elicit a therapeutic effect or to initiate discussion (Berg-Cross, Jennings, & Baruch, 1990)

Enables metaphorical discussion and understanding of issues
(Sharp, Smith, & Cole, 2002; Gramaglia et al., 2011)

“Grounding,” enhanced communication, improved relationships between patients
(Yazici, Ulus, Selvitop, Yazici, & Aydin, 2014)

THERAPEUTIC FILMMAKING

Feelings of mastery, positive sense of self and others, enhanced capacity for self-expression, improved focus (Johnson & Alderson, 2008)

WHAT MAKES REEL COMFORT UNIQUE?

External
Recreational
Collaboration

"A haunting elegy for choreographer Pina Bausch with a wondrously surreal evocation of her work. Takes unprecedented advantage of 3-D."

Joe Morgenstern, The Wall Street Journal

A film for PINA BAUSCH by WIM WENDERS

pina

dance, dance,
otherwise
we are lost



Official Oscar® Entry - Germany - Best Foreign Language Film



OFFICIAL SELECTION BERLIN FILM FESTIVAL OFFICIAL SELECTION TELLURIDE FILM FESTIVAL OFFICIAL SELECTION TORONTO INTERNATIONAL FILM FESTIVAL OFFICIAL SELECTION NEW YORK FILM FESTIVAL OFFICIAL SELECTION QFEST

SEE IT IN 2D, DIGITAL 3D AND REAL D 3D

PROGRAMMING: SCREENINGS

Film

Special Guest

Discussion/Q&A

The logo for the Toronto International Film Festival (TIFF), consisting of the word "tiff." in a lowercase, white, sans-serif font, positioned inside a solid orange circle.

CASE STUDY: *PINA* (2011)

A man in a black shirt and pants is supporting a woman in a yellow dress on a rooftop. The man is leaning forward, holding the woman's arm and back, while she leans back, looking down with a concerned expression. The background shows a concrete wall and a window with a view of a landscape.

“This shows that someone will be there to catch you when you fall, even if you don’t know it.”

Reel Comfort participant, January 2014

CASE STUDY: *PINA* (2011)



“Strength can mean letting go.”
Reel Comfort participant, January 2014

EMERGING LOCAL FILMMAKERS

Student Showcase

Sustainability



How to Care for Introverts (Leslie Supnet, 2010)

PROGRAMMING: WORKSHOPS

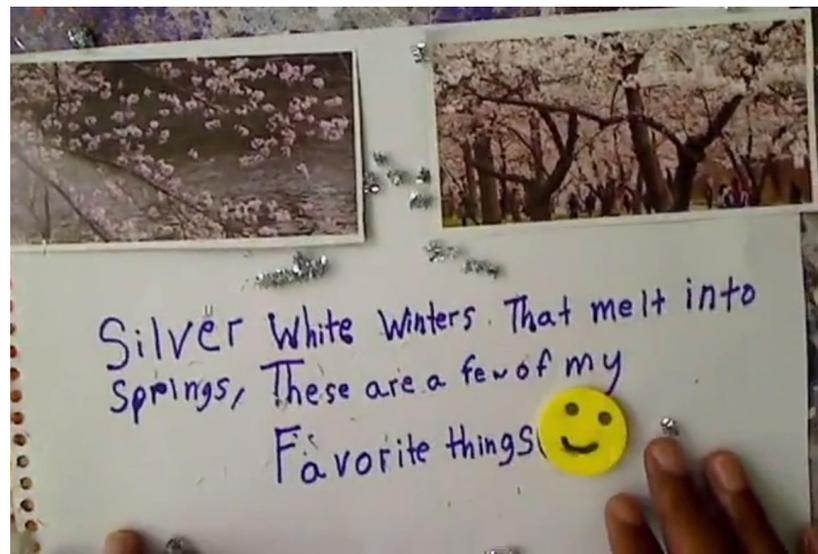
Facilitators

Accessibility & Collaboration

Topics

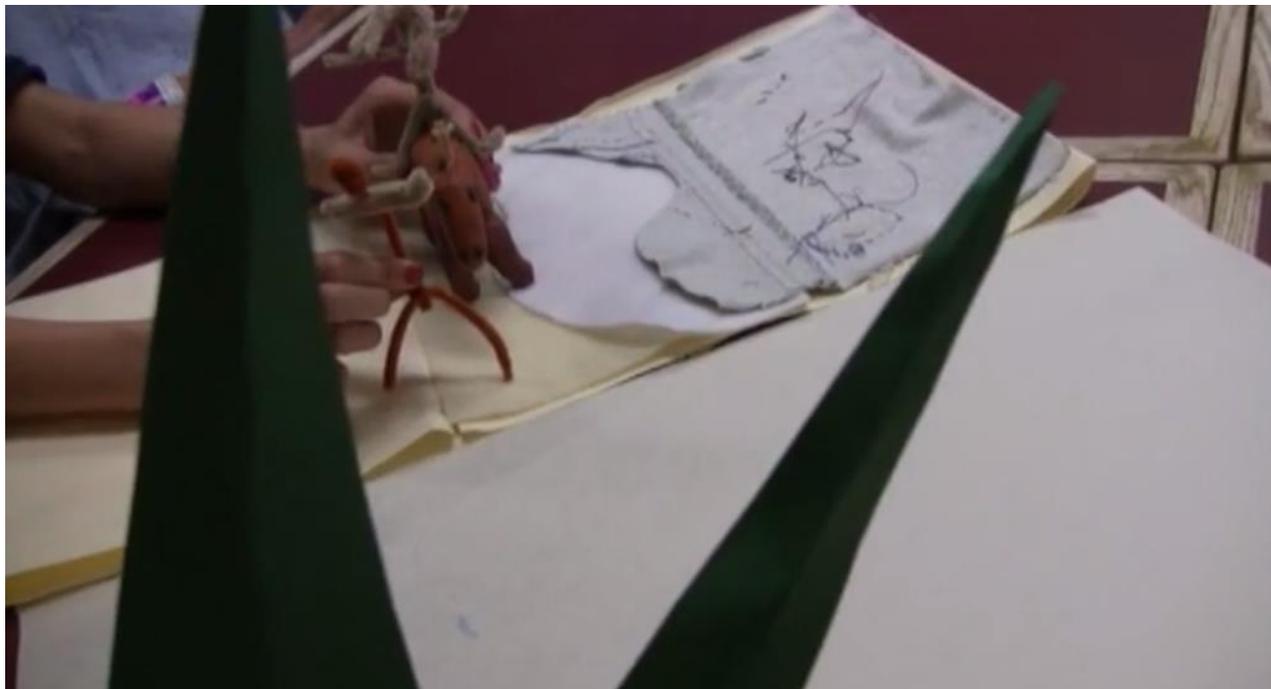


Sound Effects (“Foley”) Workshop with facilitator Nicole Dorsey
Photo credit: Yuri Markarov, Medical Media Centre, St. Michael’s Hospital



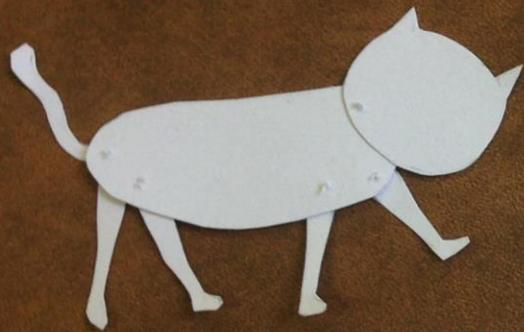
MUSIC VIDEO WORKSHOP
My Favourite Things, 2014





“SWEDING” WORKSHOP

Facilitator: Jason Lapeyre



STOP-MOTION ANIMATION WORKSHOP
Facilitator: Leslie Supnet

TIFF REEL COMFORT – STOP-MOTION ANIMATION WORKSHOP

In this workshop, participants will learn the basic technical and creative steps involved in stop-motion animation. After viewing some examples, each group will develop characters and brainstorm a scenario, producing a short film using familiar objects, 2D puppets, and paper backdrops.

BREAKDOWN

Introduction – Brief discussion of Leslie’s body of work and her approach to the concept of stop-motion animation (*What is stop-motion animation? What inspires you? How do you develop characters and a story concept?*)

Watch *How to Care for Introverts* (5 min)

Overview of Materials & Process – Introduction to the various characters, props, and backgrounds; brief demonstration of the set-up and animation process (10 min)

Brainstorm – Divide into groups of 3-5 people. As a group, brainstorm ideas for characters and a basic plot (*beginning, middle, end*) or an action/sequence. (*Who are the characters? How are they related? What is their environment like? What are they doing?*) (10 min)

keep in mind time constraints—best to keep it simple

Select Materials & Design World – Selecting or creating characters and settings using arts and crafts materials, puppets, magazine cut-outs, etc. (20 min)

Delegate & Animate – Participants are assigned roles (40 min)

Director (1): Instructs when to “move,” “clear,” and “capture”

Camera Operator (1): Presses the space bar when cued

Animator (2+): Each animator is responsible for moving a specific element

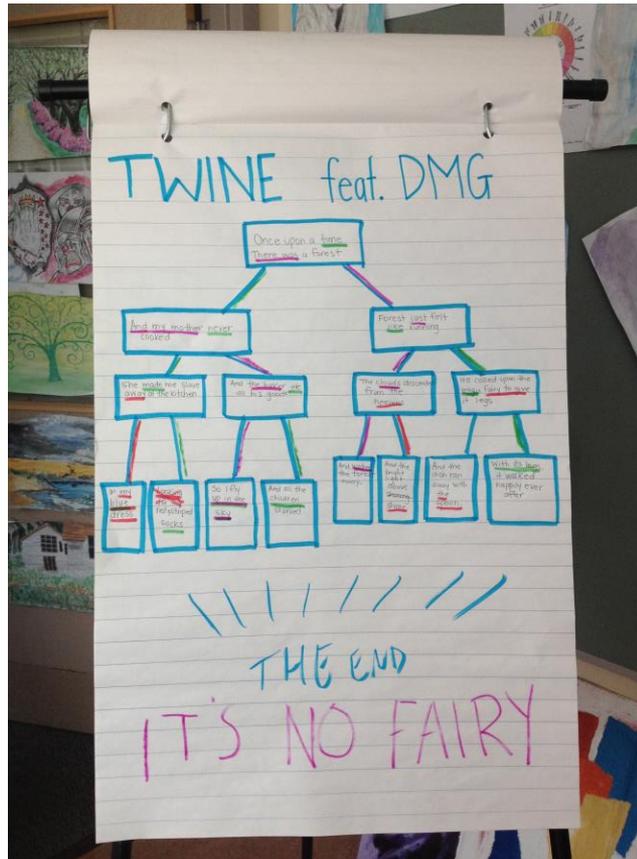
Prep (1): Manages materials and prepares for upcoming shots

Watch – watch the completed projects as a group (5 min)

Total: 90 min



Midnight Madness (2014)



VIDEO GAME WRITING / INTERACTIVE STORYTELLING WITH TWINE
Facilitator: Dames Making Games

TIFF REEL COMFORT – INTERACTIVE STORYTELLING (TWINE)

In this workshop, participants will learn the basics of Twine, free software that enables anyone to make and share their own video game or “interactive story.” After a brief demonstration of the program and its uses, the group will brainstorm characters, a setting, and a scenario, building a branching story to be shared and played on the web.

BREAKDOWN

Introduction – Brief discussion of Dames Making Games and its programs (*What is DMG? What is the aim? What events and programs do you offer?*); overview of today’s workshop and what we hope to accomplish by the end of it (5 min)

Overview of Twine & Demonstration – Introduction to the software (history, layout, options, cultural impact); examples of games others have made using Twine; brief demonstration of game design (15 min)

Brainstorm – As a group, brainstorm ideas for a simple branching narrative inspired by a popular fairytale (e.g., *Three Little Pigs*, *Goldilocks and the Three Bears*) (30 min)

Establish the basic plot—the story’s “skeleton”—using a *mind map*

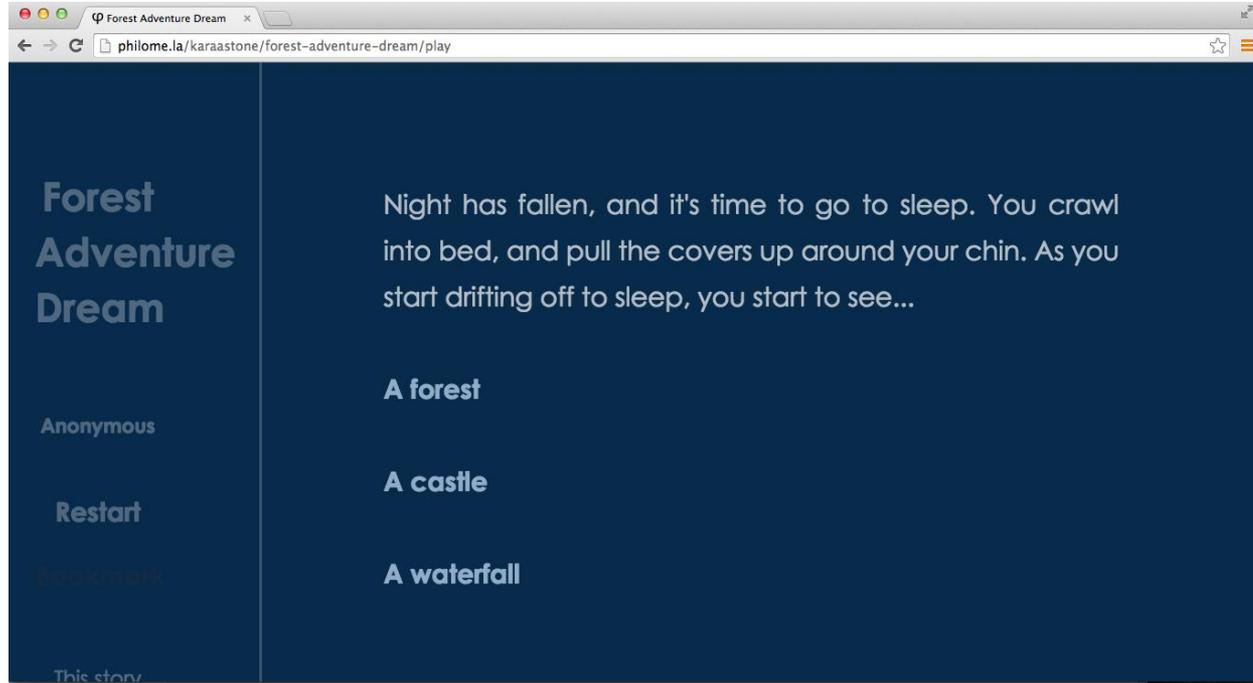
You can build a story around a character, setting, or event; you don’t have to start with the very first thing that happens. Mind maps allow you to note all of the story elements as they come to mind.

- Title (can be TBD)
- Characters (traits; goals; obstacles)
- World (where; when)
- Major Events (e.g., Dorothy meets Scarecrow)

Game Design – DMG facilitators map out story in Twine; participants provide further detail as required (e.g., dialogue, description, choices) (30 min)

Play Testing – Play through the various paths of the completed game! (10 min)

Total: 90 minutes



Forest Adventure Dream (2014)

Special Delivery

SPECIAL DELIVERY

Access
Critical Media Literacy

Two-fold approach

Power of film
Offering youth tools to share their story—interactive, hands-on
workshops



POWER OF FILM

Transforming the way people see the outside world and their world

Points of cultural, emotional, experiential connection

Learning and discovery

Identification with themes, experiences, struggles,
etc.



WADJDA



VANAF 16 MEI IN DE BIOSCOOP



outburst!

Outburst! Movement of Young Muslim Women
building community through art, education and
research



SpeakSudan

East African Youth in Diaspora

tiff.

★★★★
"EXCELLENT!"
TIME OUT

"HILARIOUS"
BAZ BAMIGBOYE

★★★★
"SMART AND FUN!"
THE UPCOMING



**GONE
TOO
FAR!**
IN CINEMAS 10 OCTOBER

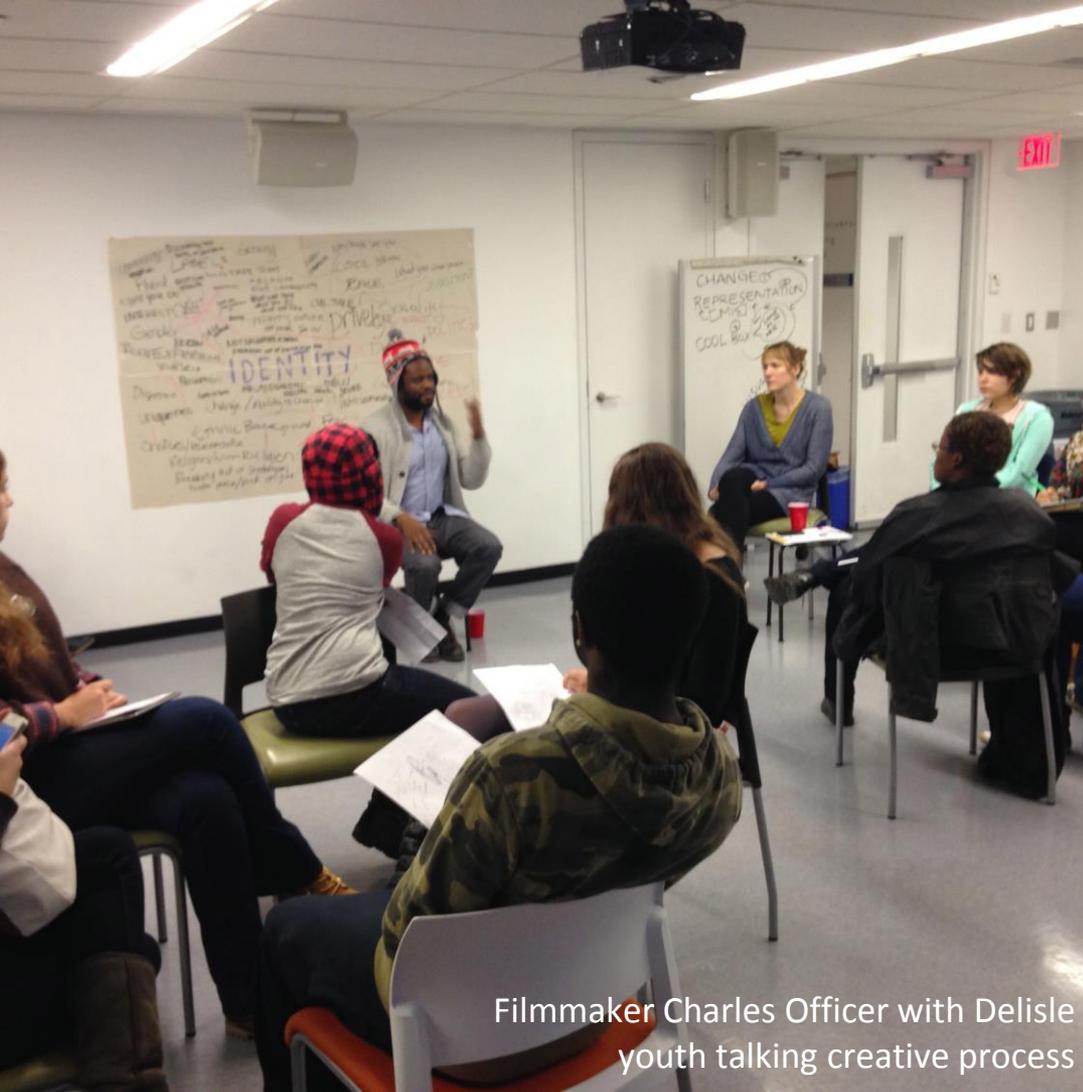
MALACHI KIRBY
O.C. UKEJE
SHANIKA WARREN-MARKLAND
ADELAYO ADEDAYO
GOLDA JOHN
TOSIN COLE
MILES MCDONALD
EDDIE KADI
KG THA COMEDIAN
BHASKER PATEL
KULVINDER GHIR
MICHAEL MARIS



"Finally, a movie our youth *should* be watching!"

- parent, Thorncliffe Park





Filmmaker Charles Officer with Delisle youth talking creative process

EMPOWERING YOUTH TO SHARE THEIR STORIES

Participatory
Inclusive

Your story matters!

tiff.



OUR WORKSHOPS BUILD OPPORTUNITIES TO...

Play

Create

Collaborate

Express yourself

Learn new tech skills

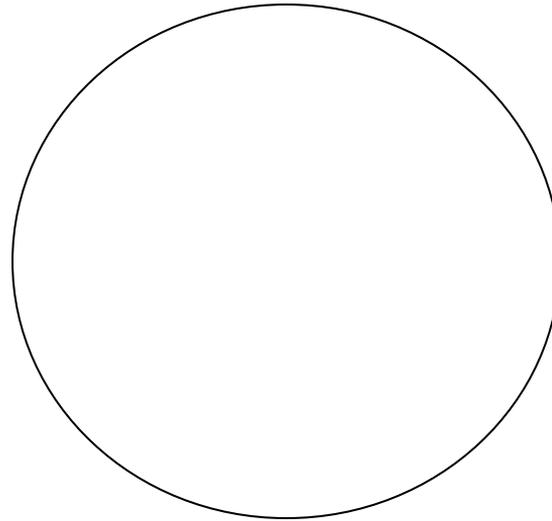
Build creative confidence

BUILDING RELATIONSHIPS IN THE COMMUNITY



Scadding Court Leading Ladies

MOVING FORWARD



Community

TIFF

Community

TIFF

tiff.

IMPACT: REEL COMFORT

Attendance

- 5-10 participants per workshop
- Approx. 200 total participants in 2013
- 400 total participants in 2014 (to date)
- 50 events in 2014 (to date)

Qualitative versus Quantitative

- Insight
- Alleviates boredom (“something to do”)
- Identification
- Socialization
- Communication
- Diversion
- Learning
- Elevates mood

“It really means a lot that you came here today. It gives us an opportunity to keep our minds active while in here. And it was fun.” – Reel Comfort participant, 2014

Short- versus Long-Term Results

RECIPROCITY

Creating a bridge between TIFF Bell Lightbox and diverse communities

Film Reference Library Tour

Exhibitions (e.g., digiPlaySpace)

Festival Screenings

Critical Feedback → Participation in Cultural Production

THANK YOU!

For more information, please visit tiff.net

The logo consists of the word "tiff." in a white, lowercase, sans-serif font, positioned inside a solid orange circle that is partially cut off by the right edge of the frame.

tiff.