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The Psychological Impact of Leisure and Rehabilitation Activities in Children With Autism: A Delphi Approach

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Abstract

The leisure-rehabilitation programs offered to children and adolescents with autism convey feelings like emotional, social, cognitive, and physical engagement, fun, adventure and sense of novelty. Each activity however has an intrinsic power to influence the emotional pattern in different ways. To define how each type of rehabilitation program can be expected to influence the psychological response of children and adolescent affected by autism; A Delphi study was carried out involving twelve Expert therapists. The aim is to have criteria to personalize the individual rehabilitation plan choosing a mix of activities with more appropriate emotional influence. We applied the Delphi procedure during a workshop with 12 expert therapists (8 females- 4 males), with the aim of assessing the opinion of participants regarding the appropriateness of 11 types of leisure-rehabilitation activities in enhancing 7 types of psychological responses.

The activities with the highest potential for each psychological response were for dramatherapy emotional and cognitive engagement, team sports for social engagement and for fun, indoor climbing for physical engagement and for sense of adventure, for outdoor visits to museums sense of novelty. The top five activities with the highest overall impact (mean overall score > 7) were in decreasing order: indoor climbing, team sports, outdoor visits to common life environments, outdoor visits to parks and gardens, and dramatherapy. We hope that this Delphi exercise will help the carers of individuals with autism to choose and adapt possible leisure activities according to the specific needs of the subject, maximizing the potential benefit of rehabilitation.

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Introduction

Since the 2000s, a burgeoning strand of research has sought to verify how the activities carried out by the individual in the sphere of leisure time affect individual psychological well-being. The motivations that have led researchers to address this element can be found in the social and relational value that almost all activities have on the individual's psychological well-being. The available studies have focused upon the relation between leisure and physical and psychological health through cross sectional or longitudinal surveys. The existing evidence seems to confirm the relevance of leisure in terms of health and well-being indicators, and in the literature several studies can be found that seem to provide clear and solid evidence that leisure activities are beneficial for health. For example, there is evidence on the relationship between cultural attendance and life expectation, showing that cultural access clearly improves chances of survival in longitudinal samples. A 14-year longitudinal study by Konlaan et al. (2000) investigated the possible influence of attending various kinds of cultural events or visiting cultural institutions as a determinant of survival [1]. The study found a higher mortality risk for those people who rarely went to cinema, concerts, museums, or art exhibitions, as compared to those visiting them most often. Less beneficial effects were found for attendance to theatre, church service or sport events as a spectator, and no effect at all from reading or music playing. Furthermore, Hyppa et al. (2006) undertook a study concerning cultural participation as a predictor of survival on a sample of 8.000 Finnish, observing a lower risk of mortality among frequent attendees. In a similar way [2], Bygren et al. (2009) have examined the relationship between attendance to cultural events and cancer-related mortality [3]. The results of their longitudinal study on more than 9000 participants show that those who were rare or moderate attendees were, respectively, 3.23 and 2.92 times more likely to die of cancer during the follow-up period than frequent attendees. However, this effect was observed only among residents of urban areas.

As to the relationship between leisure and individual psychological well-being, recent studies have provided some interesting insight. Daykin et al. (2008) have carried out a literature review to explore the evidence for the impact of performing arts on the health and well-being of young people in non-clinical settings [4]. They found evidence of positive effects of performing arts practice, including positive changes in reported behavior and improvements in social skills and interaction among young people at risk. Evaluating the impact of participatory art projects for people with mental health problems, Hacking et al. (2008) found that participation led to significant improvements in empowerment, as well as in mental health indicators and social inclusion. However, the actual relationship is likely to be more complex and multi-faceted than one could infer from these preliminary pieces of evidence [5].

Nummela et al. examined approximately 2,800 people belonging to a voluntary association in a district in southern Finland and found a strong and consistent association between different forms of leisure activities (art exhibitions, theatre, films, and music concerts) and self-reported health [6]. Laukka also identified significant associations between certain music listening practices and psychological well-being in a sample of elderly Swedes (65-75 years old) [7]. These data contribute to our understanding of the impacts of cultural activities on perceptions of well-being and health.

To the extent that culture is regarded as a leisure activity, Brajša-Žganec et al. show its important role in subjective well-being because it provides an opportunity to fulfil values and needs in life [8]. Through participation in leisure activities, people build social relationships, experience positive emotions, acquire additional skills and knowledge and, thus, improve

their quality of life. Their study based on data from a representative sample of Croatian citizens (N = 4,000) shows that engagement in leisure activities contributes to subjective well-being, while the types of leisure activities considered important vary between different age and gender groups.

Grossi et al. have focused on the role of leisure activities in general population in Italy^[9]. The purpose of this study was to understand the impact of health status and cultural participation upon psychological well-being, with special attention to the interaction between patterns of cultural access and other factors known to affect psychological well-being. Data for this report were collected from a sample of 1,500 Italian citizens. A multi-step random sampling method was adopted to draw a large representative sample from the Italian population. Subjects underwent a standard questionnaire for psychological well-being [the Italian short form of the Psychological General Well Being Index (PGWBI)], and a questionnaire related to the frequency of participation to 15 different kinds of cultural activities during the previous year. The results show that, among the various potential factors considered, leisure unexpectedly ranks as the second most important determinant of psychological well-being, immediately after the absence or presence of diseases, and outperforming factors such as job, age, income, civil status, education, place of living and other important factors.

All this premise is particularly true in young people with neurodisability, who typically experience lower levels of mental wellbeing and are at increased risk of mental illness compared with their non-disabled peers.

Children and adolescents with neuropsychiatric disorders have lower levels of mental wellbeing and higher levels of stress. For example, more than half of children with cerebral palsy and autism suffer of mental illness ^{[10][11]} which can easily persist till adulthood ^{[12][13]}.

Children and adolescents with autism typically avoid social contacts and social participation conversely is considered a protective factor against poor mental health ^{[14][15]}. Also, young people with other kind of neuropsychiatric diseases have lower levels of social participation ^{[16][17]} which can allow friendships, learning new skills, improving resilience and mental wellbeing ^[18].

Emotional well-being and happiness have received little attention in the field of autism. When we focus on well-being, we often do so from a negative perspective, that is, the lack of functioning that is assumed to play a key role in ensuring a good quality of life. Based on the principles of positive psychology, a change in perspective is appropriate. Instead of focusing on the lack of subjective well-being in children and adolescents with autism, strategies should be developed to facilitate their feelings of happiness. In this article, the focus is on the first and most important step to promote happiness in young people with NPD, namely, evaluating how well certain activities make these subjects feel. The philosophy followed in our institute is to borrow rehabilitation from recreation, in other words coupling leisure and rehabilitation to make our guests feel happy as much as possible.

We are aware that the leisure-rehabilitation programs offered to children and adolescents with autism, like individual and team sports, drama therapy, outdoor visits to common life environments, parks and gardens, museums, music play; dance, Indoor climbing, exercising in the gym and in the swimming pool, convey feelings like emotional, social, cognitive and physical engagement, fun, adventure and sense of novelty. Each activity however has an intrinsic power to influence

the emotional pattern in different ways. To define how each type of rehabilitation program can be expected to influence the psychological response of children and adolescents affected by autism a Delphi study was carried out involving twelve expert therapists. The aim is to have criteria to personalize the individual rehabilitation plan choosing a mix of activities with more appropriate emotional influence.

Methods

We applied the Delphi procedure during a workshop with 12 expert therapists (8 females- 4 males), with the aim of assessing the opinion of participants regarding the appropriateness of 11 types of leisure-rehabilitation activities in enhancing 7 types of psychological responses.

The kind of leisure activities are listed in table 1 while the kind of psychological responses are listed in table 2.

Table 1. Leisure - rehabilitation activities

Dance therapy
Dramatherapy
Exercising in the gym
Exercising in the swimming pool
Individual sports
Indoor climbing
Music play
Outdoor visits to common life environments
Outdoor visits to museums
Outdoor visits to parks and gardens
Team sports

Table 2.

Psychological responses
Emotional engagement
Social engagement
Cognitive engagement
Physical engagement
Just fun
Sense of adventure
Sense of novelty

Each participant could vote from 0 (complete lack of appropriateness) to 10 (maximum of appropriateness), where 5 means doubtful.

The Delphi methodology is a structured process that uses interactions with experts via questionnaires to reach consensus on complex issues, preserving the anonymity of the participants.

The selection of the clinical experts invited to participate in the study was based on the following criteria: (1) at least 10 years' experience in paediatric neuropsychiatric rehabilitation, specifically in autism. (2) Willingness to participate in the study. Microsoft Office Excel was used for the statistical analysis of the Delphi data.

Results

Figure 1-11 show the mean appropriateness scores attributed by the panel to each activity with regard the seven psychological responses.



Figure 1.

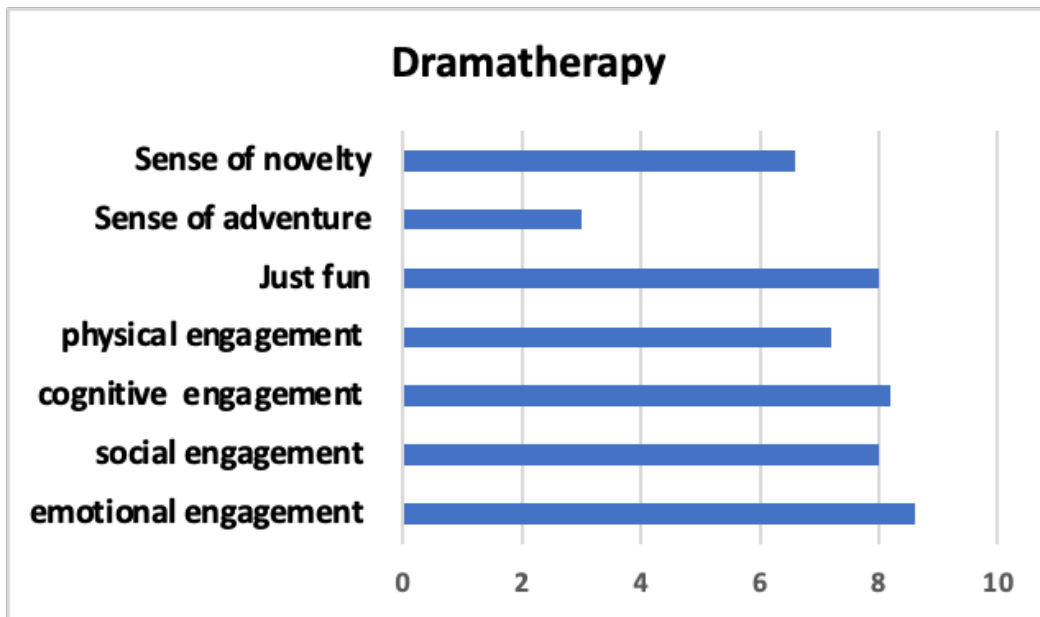


Figure 2.

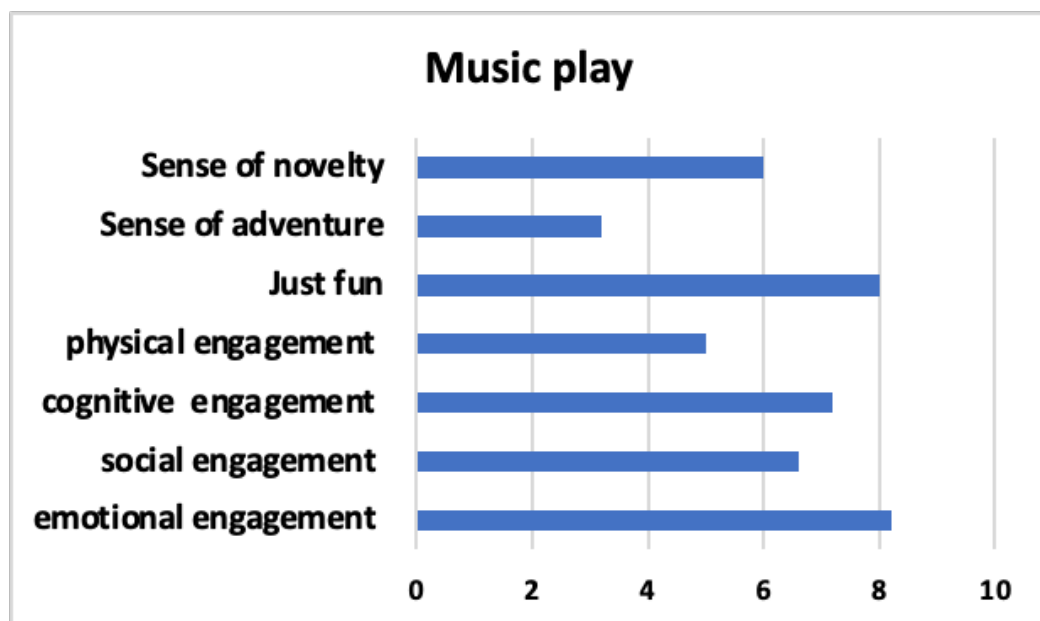


Figure 3.

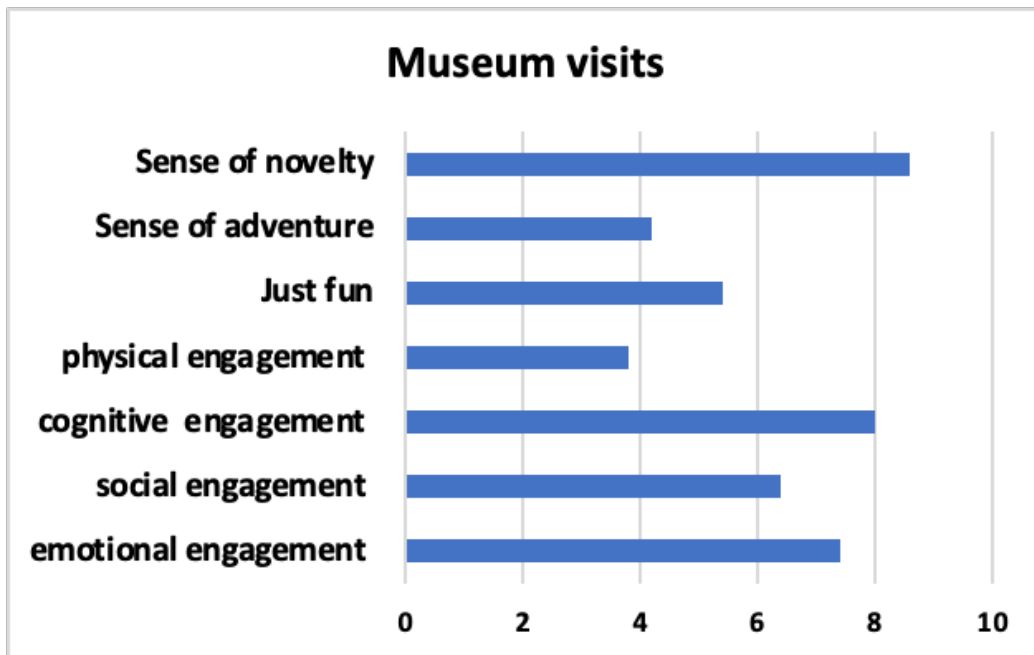


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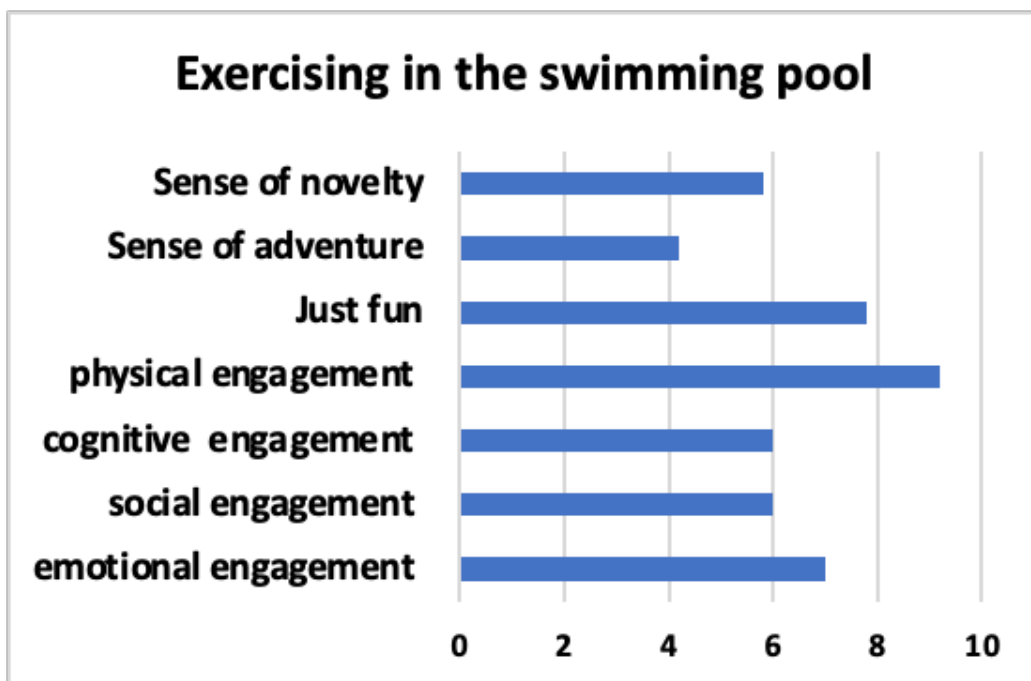


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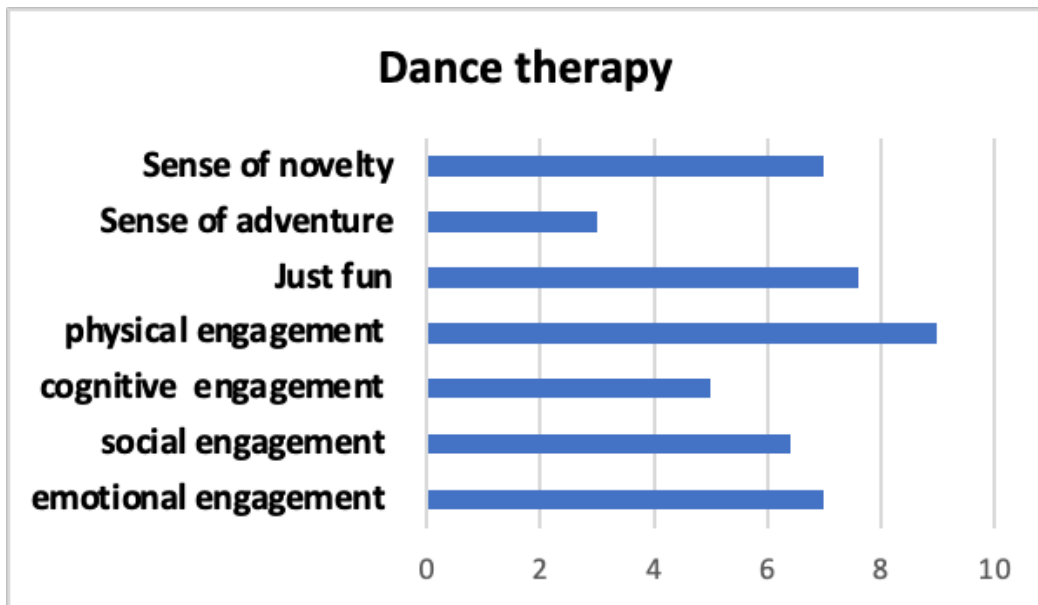


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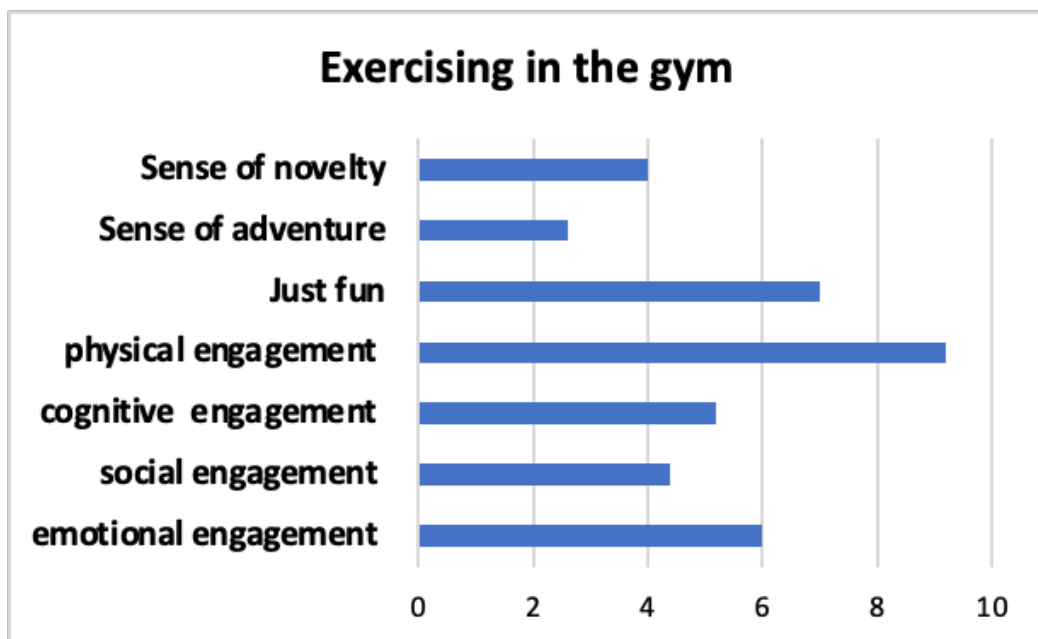


Figure 7.

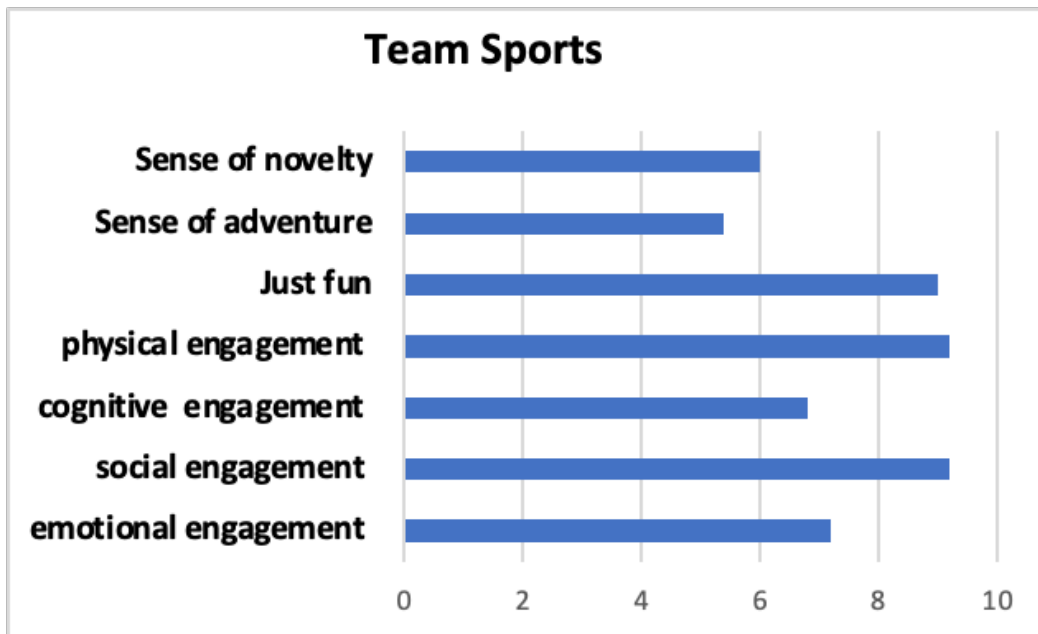


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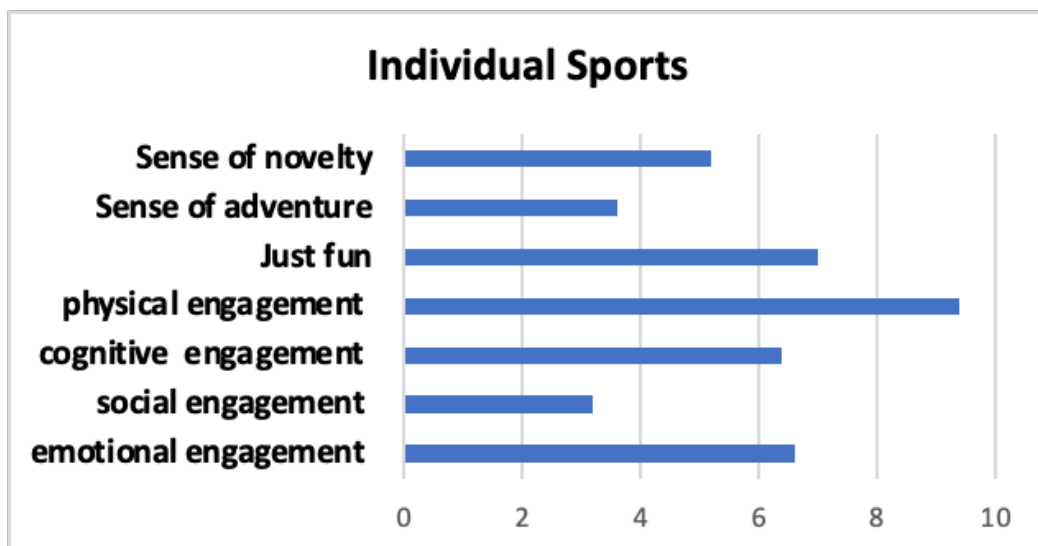


Figure 9.

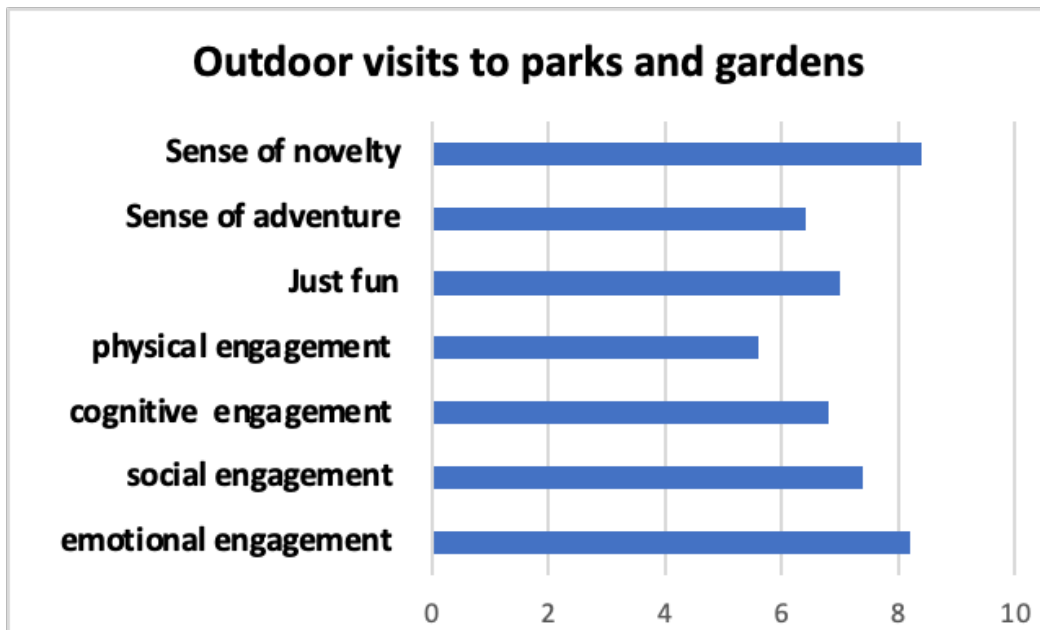


Figure 10.

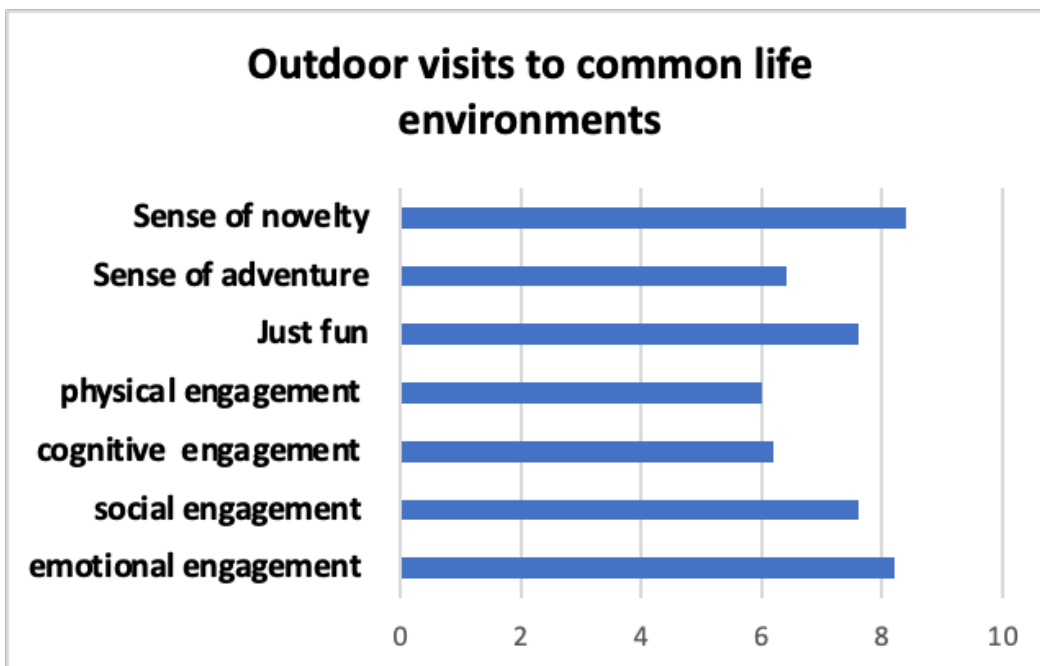


Figure 11.

Figures 12 – 18 refer to the ranking of appropriateness scores in each psychological response.

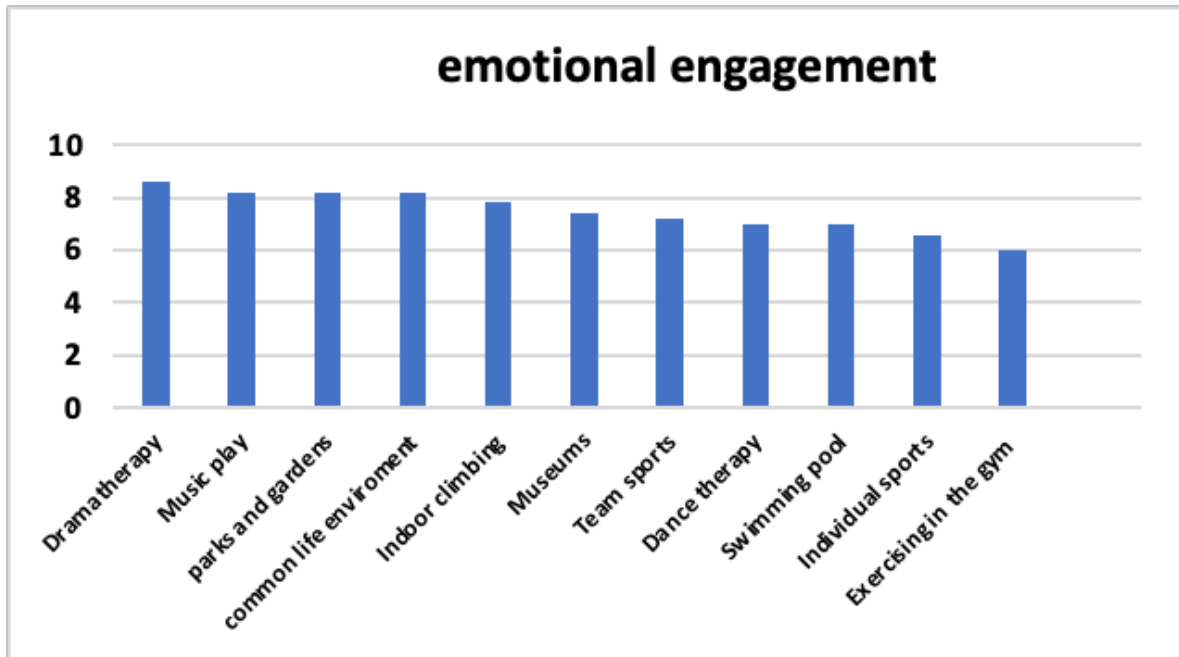


Figure 12.

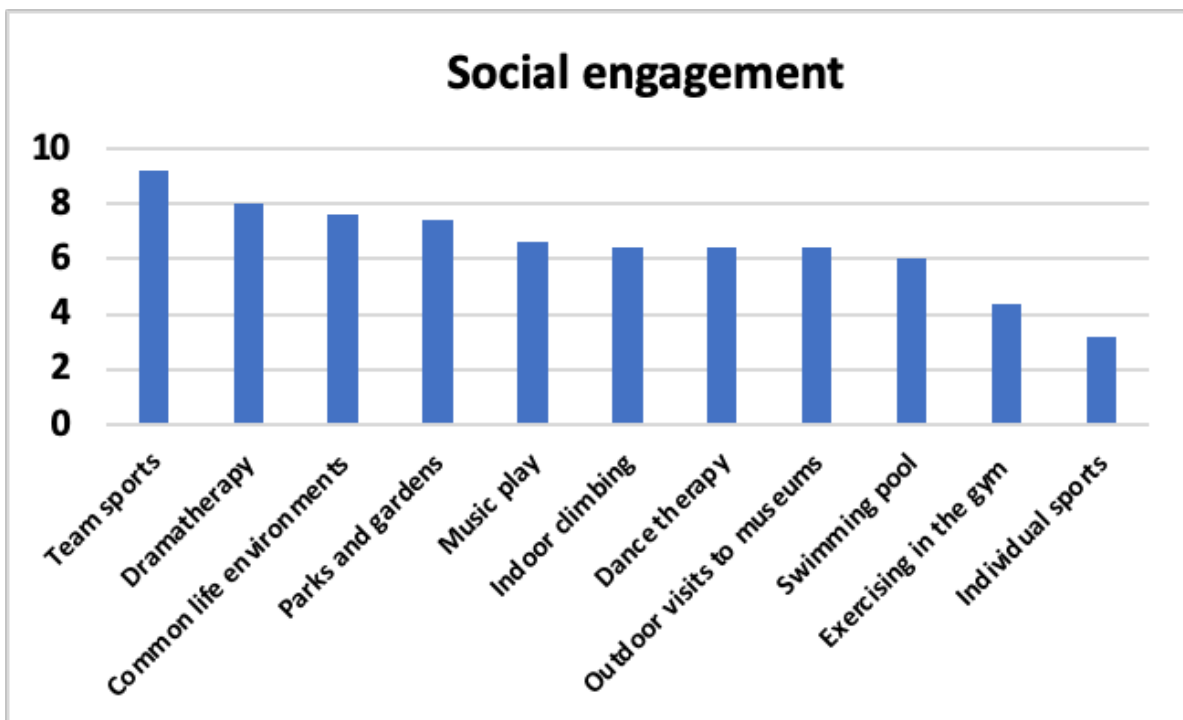


Figure 13.

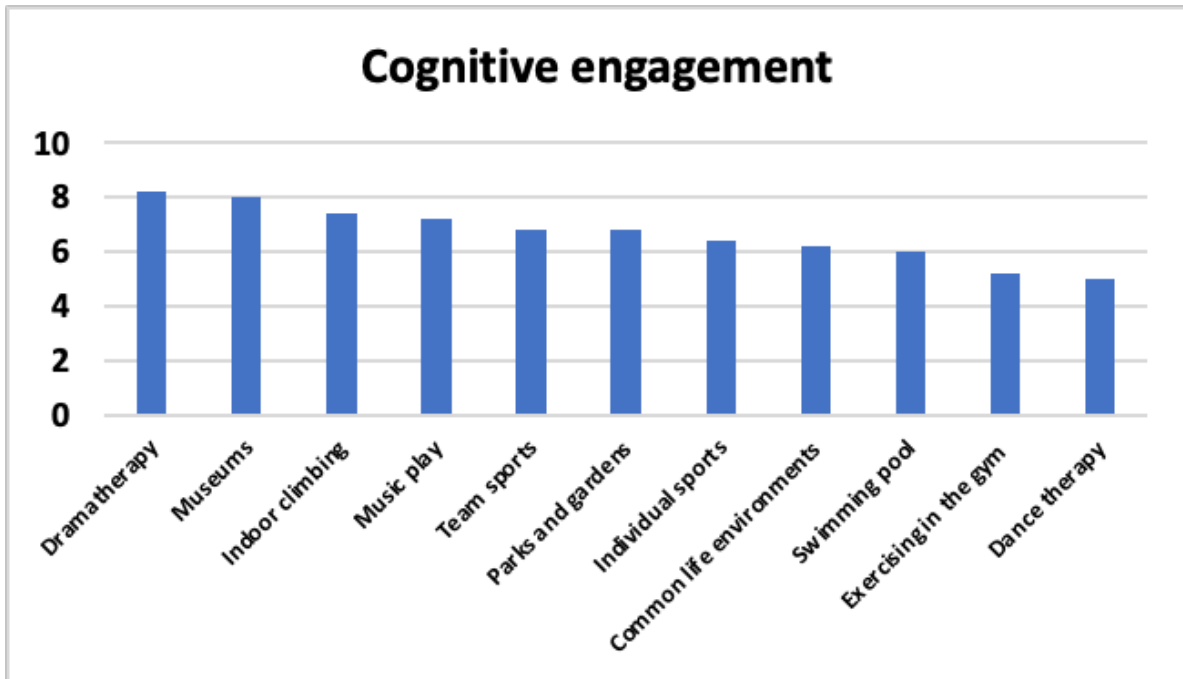


Figure 14.

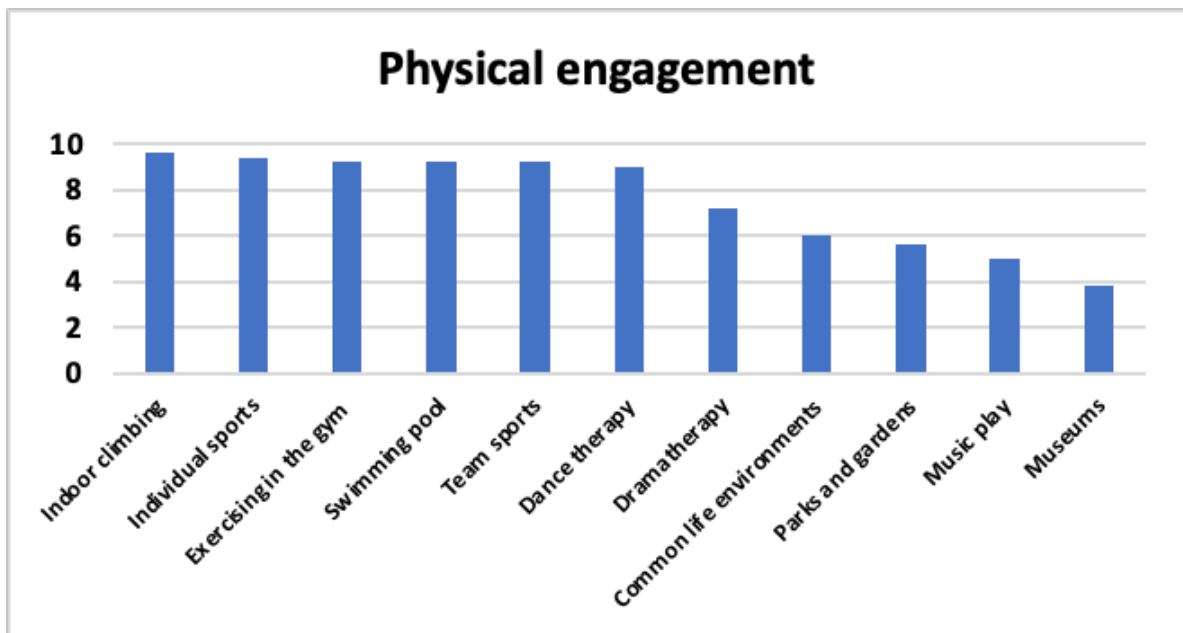


Figure 15.

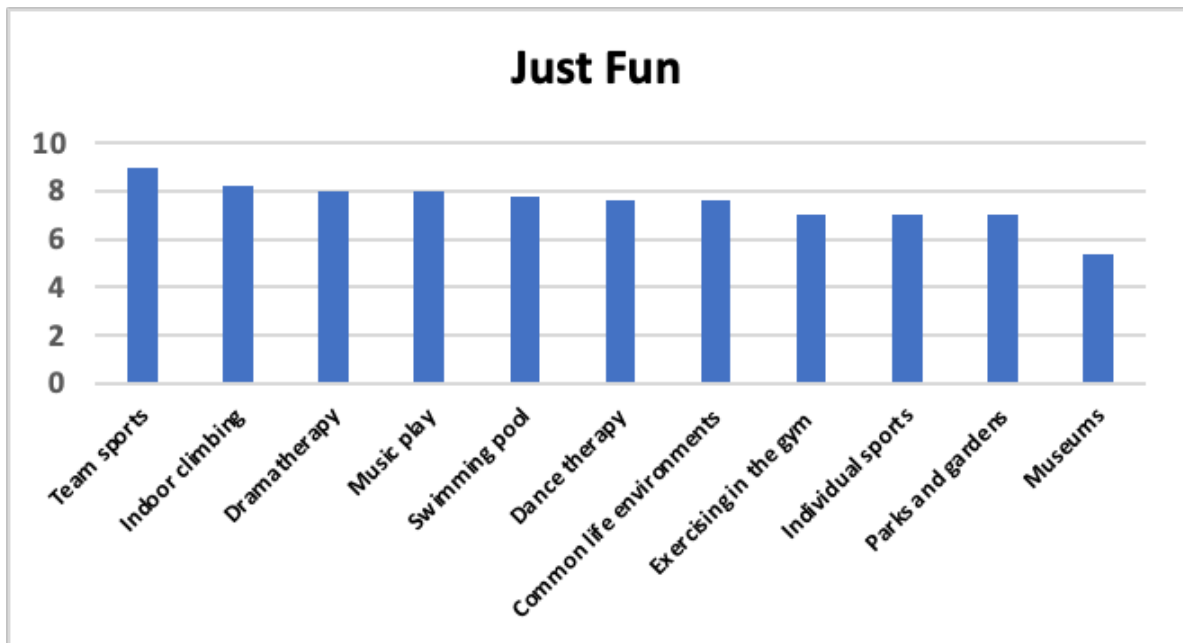


Figure 16.

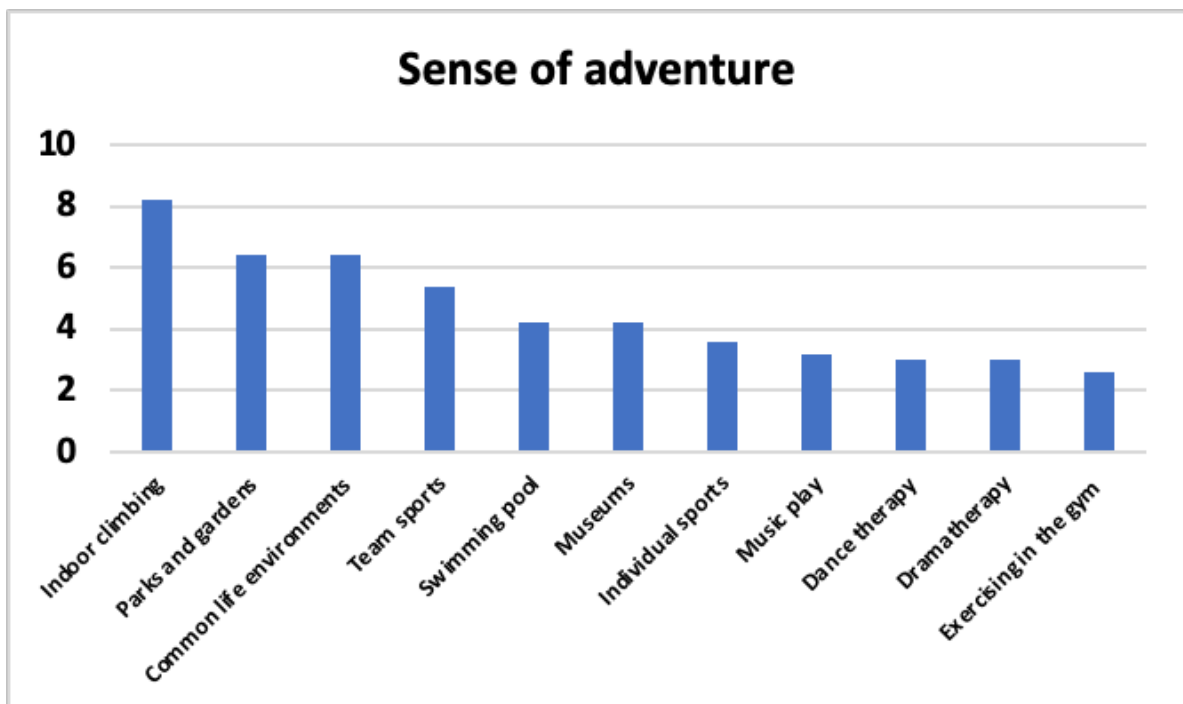


Figure 17.

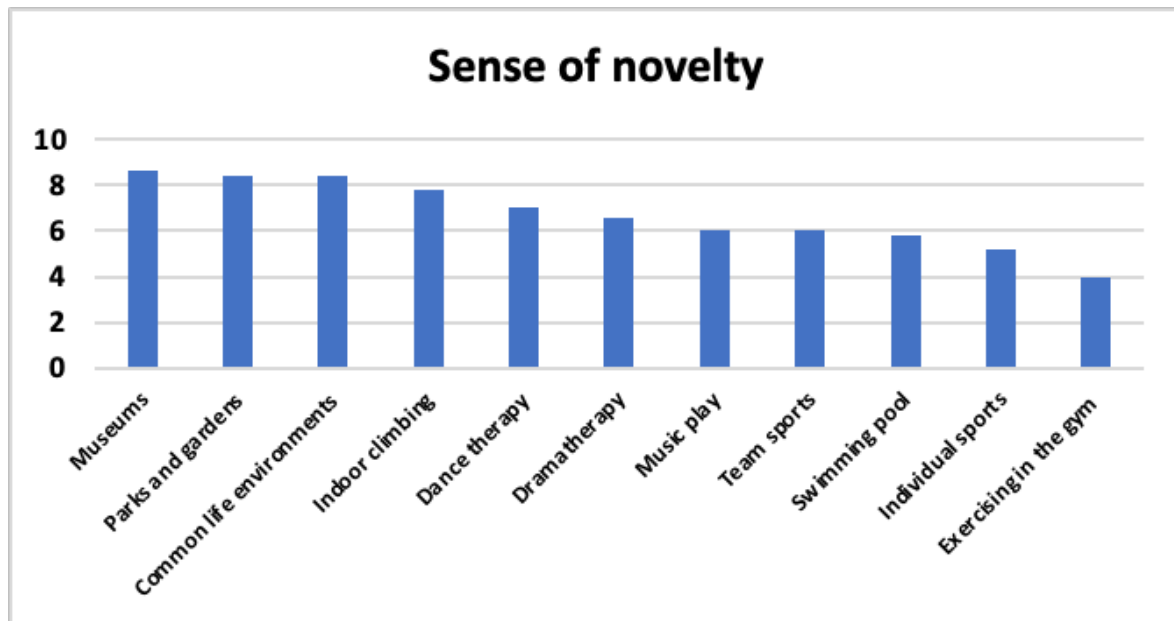


Figure 18.

Indoor climbing registered a good mean scoring (over 8) in three psychological responses with an overall mean scoring of 7.91. Team sports registered three good mean scoring (fun, physical and social engagement). The overall score was 7.54. Outdoor visits to common life environments and to parks and gardens registered two good mean scoring (sense of novelty and emotional engagement). The overall score was 7.20 and 7.11 respectively. Dramatherapy as expected registered a good mean scoring in emotional and cognitive engagement. The overall score was 7.09. Exercise in swimming pool and dance therapy registered as expected a good mean scoring in physical engagement. The overall score was 6.57 and 6.43 respectively. Music play registered a good score in emotional engagement. The overall score was 6.31 Museum visit registered a good mean scoring in sense of novelty and cognitive engagement. The overall score was 6.26. Individual sport registered only one good mean scoring (physical engagement). The overall score was 5.91. In the same way exercising in the gym registered a good mean scoring in physical engagement. The overall score was 5.49.

The activities with the highest potential for each psychological response were for dramatherapy emotional and cognitive engagement, team sports for social engagement and for fun, indoor climbing for physical engagement and for sense of adventure, for outdoor visits to museums sense of novelty. The top five activities with the highest overall impact (mean overall score > 7) were in decreasing order: indoor climbing, team sports, outdoor visits to common life environments, outdoor visits to parks and gardens, and dramatherapy.

Discussion

Looking to the different activities performed in our Institute, four activities deserve special attention, manifesting the potential to successfully cover the overall span of emotions: team sports, indoor climbing dramatherapy and museum visits. Let's start from those related to physical exercise.

It is well known that sport games exert positive psychological and cognitive effects both in healthy and disabled people [19][20].

Previous studies and reviews have highlighted the positive benefits of physical activity and exercise on people with ASD [21][22][23][24][25][26] with regard to the motor deficits [27], and improvements in cognitive, [28], behavioral and social-emotional skills [29][30][31]. Although there is much evidence on the health benefits of exercise practices, less we know about the appropriateness of practising a sport for people with ASD. Apart from difficulties in balance, gait, speed of movement, motor control and joint flexibility [32][33]. The main problem in practicing team sport for people with ASD resides in difficulties in social interactions, therefore most sports offered consist in individual exercises like swimming, jogging, walking, horse riding, cycling, weight training and dance. Anyway, it is important to insist in team sport activities just to strength social attitudes and communication skills [34].

Indoor climbing deserves a special attention since is a sport practice with strong emotional, social, and mental impacts (Figure 19).



Figure 19. Snapshot of a subject climbing in the gym.

Climbing benefits those with motor skill difficulties by making them aware of our body and movement in relation to our joints.

Problem-solving and decision-making are highly involved in climbing as individuals decide where to put their hands and feet as they are climbing. This also helps with thinking sequentially.

Gaining exposure to movement and sensory input can help with motor processing.

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While there are core features that young people on the autism spectrum face daily, many comorbidities also vary from individual to individual. Indoor climbing can benefit anyone with a physical, cognitive, communication, or sensory disability. Some of the many benefits of indoor climbing as they relate to certain disabilities are described below:

- Climbing benefits those with motor skill difficulties by making them aware of our body and movement in relation to our joints.
- Problem-solving and decision-making are highly involved in climbing as individuals decide where to put their hands and feet as they are climbing. This also helps with thinking sequentially.
- Climbing is a very tactile activity with a visually inviting motivator for children to climb.
- Gaining exposure to movement and sensory input can help with motor processing.
- Communication is huge in climbing, from listening to someone suggest a hand color hold to reach for to more formal climbing commands.
- Climbing is an individual movement and thus a perfect activity for individuals who may not like physical contact.
- Action concepts such as left/right, up/down, etc. can be incorporated into climbing. This will help children understand these words as they are experiencing them verbally as well as kinesthetically.

In our Institute an indoor rock climbing programme was designed for children with a range of behaviour problems, like oppositional defiant disorder, ADHD, and autism spectrum. This program features one-on-one attention and encouragement. Each child can therefore climb at their own pace.

The programme is designed to help children to develop positive recreation skills, increase muscle tone and motor skills, develop trust and relationship building skills, increase self-esteem and empowerment, promote independence, health, and wellness, enjoy themselves in a safe and controlled environment.

Climbing requires complex motor-skills. When we're climbing and moving our hands and feet independently, we are developing our cross-lateral movement, balance, and hand-eye coordination. These are vital to maintaining posture and muscular equilibrium, which are key to keeping us healthy throughout our lives.

The most important therapeutic benefits of climbing, probably to all of us, are the emotional, social, and mental impacts. Moreover, climbing can help children with Autism defy negative expectations and build confidence in their own abilities. In a pilot study carried out in our institute on 6 male adolescents with autism aged 10-18 years, with one session per week for four weeks we observed a strong increase (+ 30 - 80%) of momentary wellbeing at the end of the session measured with a special analogue chromatic scale, and a marked reduction of negative feelings, measured with POMS scale (multidimensional scale for stress; momentary emotions).

What about dramatherapy? Dramatherapy has many points of strength: promotes wellbeing, creativity and expressiveness - focuses on relationships, inter-subjectivity and emotional aspects (aspects also favoured by the group context) - works centred on the body and the non-verbal aspects of communication - gives space for personal freedom within a protected and structured setting (more freedom than in behavioural therapies) - facilitates the acceptance of variables through the creation of a fictitious context - stimulates imaginative thinking - exploits personal resources, e.g. imitative skills - use of rituals that favour greater predictability and security. A pilot study carried out in our institute analysed the effects of dramatherapy on the following behaviours: difficulties in storytelling, difficulties in the recognition, expression, management and representation verbalization of emotions, poor tolerance for frustration, poor self-awareness, rigidity of thought and action related to limits in imaginative thinking and creativity. Five male subjects (age 9 - 15 years) with autism (ADOS-2 Calibrated Severity Score 5-7) were studied before and after 23 weekly sessions of dramatherapy. A marked improvement in the outcome end points considered (Quantitative outcomes: Individual dramatic abilities, Psychlops questionnaire for wellbeing, CARS scale of autism severity; Qualitative outcomes: 6 Piece Story Making (6PSM); Clock of emotions) was observed.

Museum visits are gaining reputation among practices able to impact psychological wellbeing. Museums promote health and well-being in different ways: through positive social experiences that reduce isolation, providing opportunities for learning and personal growth, promoting a sense of relaxation and reducing anxiety, triggering positive emotions, and improving self-esteem and sense of identity. A recent review of studies dealing with museums and wellbeing over the last 15 years highlights a number of physical and mental benefits of museum-going ^[35] like restoration, reduction of anxiety and stress, wellbeing enhancement.

Our group carried out a pilot study to highlight the feasibility of an aesthetic experience in Museo Teatrale alla Scala in seventeen adolescents and adult subjects suffering from different forms of neuro-psychiatric diseases, guests of the Villa Santa Maria Institute, an Italian Rehabilitation Center. The experience consisted in a guided tour in the museum coupled by an opera performance in the exedra room of the Museo Teatrale alla Scala, such as the adaptation of Mozart's Magic Flute. The measurement of the impact of this experience on psychological well-being, carried out using a special analogue chromatic scale, allowed to establish a strong emotional impact with a statistically significant increase in the momentary psychological well-being in all three groups.

Well-being measurements were carried out for five consecutive days, before visiting the Museo Teatrale alla Scala, asking subjects to use the ruler to determine the level of their temporary psychological well-being at a given time of day, usually

between 10 a.m. and 11 a.m. This measurement in the previous days aimed to establish a basic level of reference for well-being. On the day dedicated to the theatre experience, the same type of evaluation was carried out at 11 a.m., immediately before the experience, at 12.30 p.m., immediately after the experience, and at 2.30 p.m. on return to the Institute. The experience consisted in a visit to the museum, with an explanation and description of the setting, carried out by a cultural mediator with experience in the field of inclusion for people with cognitive disabilities, who had previously defined the method of the visit in coordination with the head of the Educational Service and Specialized Education of the Istituto Villa Santa Maria.

This pilot study suggests that a visit to a museum can stimulate parts of the brain that remain intact even after the onset of neuro-psychiatric diseases, and that the measurement of temporary wellbeing is feasible even in the presence of cognitive deficit. The measurement of wellbeing both in the previous days and immediately before and immediately after the experience has shown a strong emotional impact with a statistically significant increase in momentary psychological well-being of the order of 30-40%.

Coming to outdoor visits, we have been impressed by the fact that a simply outdoor visit to a common life environment, like gardening, is believed to exert beneficial effects with a order of magnitude similar to more committing outdoor experiences. In recent years, the benefits of spending time outdoors to improve mental health and general wellbeing have been well documented. Taking a walk-through woodland or participating in activities like gardening or bushcraft can offer many a calming yet energizing experience.

Experiences and activities revolving around the natural world pose a whole host of benefits for people with autism of all ages. Individuals with autism may experience becoming overwhelmed by numerous stressors that neurotypical people won't be affected by in the same way. Spending time in the natural world has the potential to reduce these feelings and can support individuals gain the tools they need to react more constructively to moments of anxiety, fear, or stress. According to the mental health organization Mind, taking the time to experience nature and appreciate green spaces can do far more than improve your mood and reduce feelings of stress But also walking the streets of the neighborhood near, or entering in a bar or in a shop is important, encouraging to become more active and to develop new skills, improving confidence and self-esteem, providing opportunities to meet new people and to engage with the local community, and also reducing feelings of isolation and loneliness.

We hope that this Delphi exercise will help the carers of individuals with autism to choose and adapt possible leisure activities according to the specific needs of the subject, maximizing the potential benefit of rehabilitation.

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