

# OBJECTIVES

- Define mental health and stigma
- Understand harmful stereotypes perpetuated by the media
- Recognize sensationalism
- Explore positive examples

WHAT IS MENTAL HEALTH?

Our mental health
describes our
personal wellness
as it relates to our
ability to lead
happy, healthy,
and successful
lives that meet
our personal
needs



# WHAT IS MENTAL HEALTH? It describes how we think, feel, and interact with the world

## WHAT IS MENTAL HEALTH? It is fluid and can change over time Mental health spectrum Healthy coping struggling Unwell

## LIFE EXPERIENCES VS DIAGNOSABLE CONDITIONS

- Life experiences can cause short-term feelings of:
  - anxiety
  - stress
  - feeling lost or depressed



These are all normal human reactions when temporary and manageable

## LIFE EXPERIENCES VS DIAGNOSABLE CONDITIONS

Conditions are marked by negatively affecting quality of life and ability to function

Diagnoses are based on:

- Duration
- Severity
- · Life aspects affected
- · Insight and self-awareness



1 in 5

People live with a diagnosable mental health condition

WHO states depression is the leading cause of disability worldwide

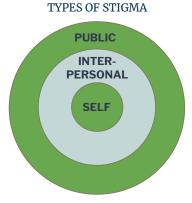
Yet less than half people seek treatment

## Stigma

#1 reported reason why people do not seek services for their mental health or substance use disorders Barriers of insurance, availability, transportation

# WHAT IS STIGMA?

- A negative or discriminatory depiction with a certain membership or characteristic
   Often labelled as different and
- are excluded and devalued by society
- People who experience mental health and substance use disorders often live with high levels of stigma



**COMMON STEREOTYPES** 

Some negative and inaccurate stereotypes focus o	r
Unintelligent	
Loners	
Unstable	

Lacking ability and autonomy

Strange
Thought to feel less or be less human

## DEPICTIONS IN THE MEDIA

Often, depictions of mental health and addiction are negative and one-sided:

- · Illness is their only personality trait
- Often utilized as a punchline
   Drama to move the plot forward
- · Violent aggressors

## ROLE OF THE MEDIA

To inform To entertain To suspend reality



## IMPACTS OF MEDIA COVERAGE AND ACCESS

## **PROS**

- Educates and exposes new topics
- Provides free information access
- Offers entertainment, relaxation, and enjoyment

CONS Isolates or polarize an issue or idea Disrupts perception of an idea if taken out of context or ill-applied Can be incorrect or harmful

## WHY IS THIS PROBLEMATIC?

- Primarily for entertainment
  - o Whether comedy, horror, or thriller
- Incorrectly over-represents the frequency of certain diagnoses and symptoms
- Sensationalizes without showcasing reality
- Not a human-first perspective



Eastern State Hospital, Williamsburg, Virginia

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## PSYCHIATRIC HOSPITAL DEPICTIONS







## DEPICTIONS OF INSTABILITY



Can often portray individuals as:

- Slovenly
- Incapable of making their own decisions
- Dangerous/wild card
- Emotionless and without insight

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## **UNSTABLE**



VIOLENT VILLIAN

Individuals with severe mental illness (such as schizophrenia and bipolar disorder) are 2.5x more likely to be victims of crime versus perpetrators Depictions of violence tied to mental instability promote further fear and ostracization



## VIOLENT VILLIAN M. NIGHT SHYAMALAN SPLIT MINISTRATION OF THE MINISTRATION AND A SHAPE OF THE MINISTRATION JOACUM PROCESSION JOACUM PROCESSIO



## DEPICTIONS OF PUNCHLINES



Reduces a character/person to one quality that exists to entertain others Low hanging fruit Does not showcase the reality of a diagnosis Laughing at vs with character

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## PUNCHLINE I have CDO. It's like OCD but the letters are all in alphabetical order as they should be. \*\*Ha ha\*\* \*\*Property of the purpose o

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## Coprolalia

- Most common depiction of Tourette Syndrome, despite how infrequent the symptom is
- Fewer than one third with TS will experience it in their lifetime
- Heavily stigmatized and ostracized
- Does not represent how distressing this can be for the individual

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## **CULTURAL CONSIDERATIONS**

These depictions, however inaccurate and in poor taste, showcase one type of experience
There are far less depictions of people of color, those with disabilities, different gender identities, and sexual orientation

## CULTURAL DEPICTIONS AND STIGMA

Various other cultures experience mental health and addiction differently

- People of color are less likely to experience treatment
- •LGBTQ





## WHY IS THIS DANGEROUS?

- Can be someone's introduction to the topic
- Dramatized depictions promote apathy and misinformation
- · Reduces empathy and acceptance
- Normalizes subliminal messages

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## WHY IS THIS DANGEROUS?

- Promotes negatives thoughts and ideas towards this population including:
- Fear
- Ridicule
- Avoidance



## WHY IS THIS DANGEROUS?

## Reduces:

- Self-esteem
- Relationships
- Help-seeking
- Recovery



## ROMANTICIZING MENTAL ILLNESS

On the spectrum of understanding mental health:

Awarenes

Stigma



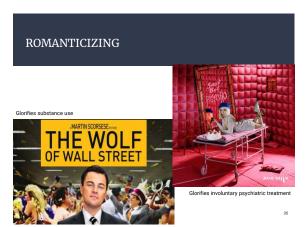
## Sensationalizing

- Increase of this trend in various years and with the onset of social media accessible to younger audiences
- · What this looks like:
  - Believing mental illness to make you cool, edgy, unique, or special
  - 。Treating illnesses as aesthetic
  - Makes people feel better than society and those who mistreated them
  - Glorification of substance use, self-harm, and dangerous decision making

## NORMALIZING VS ROMANTICIZING

There is a difference between normalizing the experiences of mental health vs making them seem attractive and appealing.





## PERSONAL IMPACTS

- Self-esteem and selfperception
- Sleep
- Attention span
- Mood
- Patience
- Relationships with others

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STIGMA	No.

## DEPICTIONS THAT GET IT RIGHT





## HOW THE MEDIA IS GETTING IT RIGHT

- Utilizing person-first language
- Avoiding derogatory words and phrases
- Including diverse perspectives
- Including personal perspectives
- Including multi-faceted characters and depictions

