STIM CINEMA Video Transcript and Audio Description

Throughout the video, sound pans and changes in volume to correspond with the play of images across the three screens.

Voiceover 00:01

Has repetitive, odd behaviors such as hand flapping or rocking. Ohhhh yeah.

Socially awkward, even when trying to be polite. Yeah. Walks between two people when talking. All the time. Concentrates too much on parts of things rather than seeing the whole picture. That... depends. Shows unusual sensory interests, for example, spinning objects. I wouldn't say that's unusual.

Study Co-ordinator 00:41

Just a couple more positions...

And that's it. It'll just take a moment to calculate, and then we should be done.

And as I said earlier, just watch as you please. As you were, as you would at home.

[sounds of city street noise: automobile traffic, sirens, footsteps; people talking at a distance; honking]

01:46

[street sounds fade to quiet hum of indoor space]

01:56

[back to audio of urban setting, walking, rustling, traffic, honking]

Study Co-ordinator 02:15

So you can choose to change the clips whenever you want.

Study Subject 02:17

Thank you.

02:26

[sliding, clicking of workout machine, weights; clanking of metal on metal, repetitive squeaking]

03:10

[beeping, low distant talking, rustling of plastic]

03:33

[overlapping distant voices talking, echoing; hum of equipment, squeak of doors; distant ringing, children's voices, phone ringing]

Study Subject 04:08

Do you mind if I pause?

Study Co-ordinator

No, not at all.

Study Subject

Thank you.

Study Co-ordinator

Whenever you want to take a break, completely fine.

Study Subject

Thank you.

[clicks glasses closed, squeak of rubbing skin, cracking neck; sigh]

Study Co-ordinator 04:33

And remember, it's up to you. You don't have to continue. We can stop altogether. You're in control.

Study Subject 04:40

Thanks.

Voiceover

We use this eye tracking software to measure people's attention differences...

[whistling of wind, bird song and chirping]

So the software tracks where you're looking and it records your interests around the whole frame, in the foreground and the background.

[overlapping and distant birdsong, chirping, calling, wind]

Study Co-ordinator 05:22

Very good.

Voiceover

We use this eye tracking software to measure people's attention differences. So the software tracks where you're looking and it records your interests around the whole frame.

[leaves rustling in breeze, distant overlapping birdsong; bird calls, squawks, responses]

05:53

[silence]

06:00

[overlapping bird song; footsteps; distant low voices, bike bell; distant dog barking]

06:46

[low hum of a machine, birdsong, clicking]

06:58

[hum of spinning metal top on a hard surface, faster and slower alternating]

07:08

[phones ringing, low overlapping voices, footsteps, clicking of keyboard]

Office Worker 1 07:12

Coffee with milk.

[thump of object on desk, clicking of keyboard]

Uh, tea with uh, sugar.

[thump of object on desk, overlapping phones ringing, voices, clicking of keyboard]

Office Worker 2 07:23

Uh, yeah, yeah. Mmhmm.

Office Worker 1

Sorry, was that, um, coffee with um?

Office Worker 2

Yeah, yeah.

[continued overlapping office noise; phones ringing, voices, clicking of keyboard, footsteps, rustling]

Office Worker 2 07:50

Yes. Yeah.

No. [laughing]

Mmhmm.

[office noise with footsteps getting louder, typing, phones ringing, chatter]

Office Worker 2 08:11

Yes.

Office Worker 3 08:24

I get it, yeah, of course. And he is also really pushy, isn't he? Like he keeps asking for, like...

[continued overlapping office noise; phones ringing, voices, clicking of keyboard, footsteps, rustling]

Office Worker 3 08:41

Yeah, yeah.

Office Worker 2 08:42

What? No, it's...

08:55

No! uhh [laughing] No! [laughing]

[phones ringing, overlapping voices, typing]

09:14

[silence; sniffle, click of glasses]

Study Co-ordinator

You okay?

Study Subject

Yeah.

Study Co-ordinator 09:31

It's okay to take a break if you want.

Study Subject 09:34

Yeah, I'm okay.

[papers shuffle]

[silence]

Study Subject 10:01

Do you mind if I move on to the next clip?

Study Co-ordinator

Not at all.

Study Subject

Thank you.

[audio fades in; bar scene with bouncing of ping pong ball back and forth, many overlapping voices in conversation, distant low beat; clapping, clinking of glasses; ping pong ball bouncing louder, overlapping voices and music in background]

12:13

[quiet except for sounds of cars passing, rustling and thump/slide of finger on phone]

13:01

[silence]

13:38

[birds chirping in distance, click of button or keyboard, low hum of a machine; metallic clicks of a door, traffic and birdsong in the distance, click and clatter of steps, squeak of shoes on floor, footsteps]

14:54

[birdsong, breathing, shuffle and rustle of clothes, footstep, heavier breathing, squeak of shoes, louder rustle of clothes, hum/tone in background]

16:20

[silence]

Voiceover 16:24

I think all people, not just neurodivergent people, we all have this need to move in a way that is in tune with how we're feeling. And I feel like we've just had this built-in sort of regulation, or sort of rule that we're not allowed to move in a certain way. And I, you know, I'm always looking for that space and where I can do that, and usually that's some, like, a private space by myself. And I always think, you know, it would be nice to have sort of, you know, a designated space where we could go and just sort of, you know, move wildly—and it's not necessarily dance, it's just, it's just movement, it's stimming. It's just, you know, rocking back and forth and moving your hands or moving your body. Self-soothing is a very common thing for neurodivergent people, for neurotypical people, for animals. Dogs spin when they're going to sit down, babies are rocked to sleep

because the motion is inherently calming, and we never let go of that. We always are looking for a way to find those repetitive motions that calm us, and I don't think that's a bad thing.

Video Credits

Co-created by the Neurocultures Collective and Steven Eastwood

The Neurocultures Collective: Sam Chown Ahern, Georgia Bradburn, Benjamin Brown, Robin Elliott-Knowles, Lucy Walker

Curated by Christine Shaw

Associate Artists: Tom Lepora, John Knowles Produced by Chloe White and Steven Eastwood

Production Manager: Jodie Taylor On Set Advocacy: Tim Corrigan

Featuring: Sam Chown Ahern, Georgia Bradburn, Lucy Walker

(as Chess), Sebastian Gaigg Cinematography: Gregory Oke Production Design: Nicola Jones

Edited by Sergio Vega Borrego, Steven Eastwood, Christopher

Allen (with the Neurocultures Collective)

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Colour Grade: Jo Barker / Digital Orchard

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