



Creativity in digital coaching education: a collective auto-ethnographic approach

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# Who we are and why this study

- 3 coach educators
- ILM level 5 and 7 programmes in coaching and mentoring
- Online and hybrid delivery

 Follow-up of a small-scale quantitative study on digital coaching education:

Playfulness and creative approaches embedded in DC education positively impact the self-awareness, self-reflection, and self-confidence of the students (Mangion-Thornley, 2023)



# Digital coaching (DC)

#### A myriad of definitions, but distinct from AI coaching:

"A digital-technology-enabled, synchronous conversation between a human coach and a human coachee" (Diller & Passmore, 2023: 1)

#### Commonly used in health care and therapeutic interventions:

- Eating disorders (Bedrosian et. al, 2011)
- Behavioural change for Type-2 diabetes (Gershkowitz, et al., 2021)
- Motivation of young elderly people for physical activity (Kettunen, et al., 2022)
- Psychology and personality change (Allemand & Flückiger, 2022; Olaru, et al., 2024)



## Digital coaching in organisations

Fast growth predicted in the long term (ICF, 2021)

#### Effectiveness, impact-focused empirical studies and publications

- In teacher's education and personal development (Zimmer & Matthews, 2022)
- Tools and techniques (Isaacson, S., 2021; Passmore, J. et al. 2024, in print)
- Digital team coaching: Recipients' perceptions of a digital-based intervention that combines social network visualization and team coaching to enhance team communication (Giusino, D., et. al. 2023)

Few empirical studies about online coach training (Clutterbuck, 2022; Passmore & Woodward, 2023; Passmore, 2023)



## Digital coaching education

#### Wake-up call:

How have coach educators adapted their approach?

What are the effective strategies for developing a quality learning environment?



# Creative approaches in coaching

- Emerged in the coaching literature in the past decade (Gash, 2019; Turner, 2020, 2022, 2023; Turner & Norris, 2022; Clutterbuck, 2023, Wheeler and Leyman, 2023)
- Use and re-interpretation of the use of mediating objects, music or art to facilitate rapport building and support authenticity in the coaching relationship
- Relevant to coaching education considering the importance of developing authenticity in coaching style and practice (Bachkirova, 2016)
- Rogers and Freiberg, Freedom to Learn (1970; 1994): creativity and curiosity
  as two principles for enabling the learner to become 'the architect of himself'
  with trust and interpersonal relationship as pivotal to adult learning



### Research questions

- 1. What creative tools and techniques can we bring to the digital coaching space to support the learning and development of coaches?
- 2. What are the effects of creative approaches on coach educators, and on coaching students when used in the digital space?
- 3. What are the positive outcomes and limitations of creative techniques used in the digital coach education space?
- 4. What lessons can be learned from this study to inform the future practice of coach educators and coaches working with adult learners and clients online?



## An auto-ethnographic study

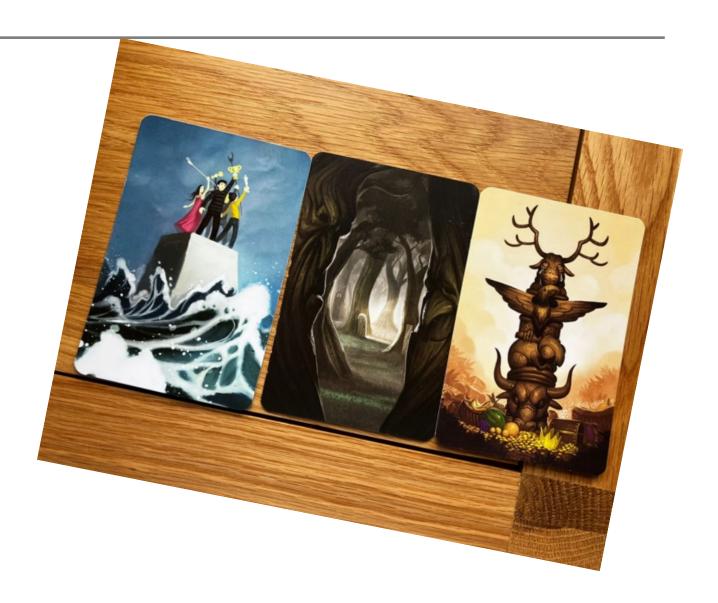
A collective auto-ethnographic approach and participatory, democratic research methodology with emphasis on co-constructing narratives (Karalis, et. al., 2023; Koning & Moore, 2020)

- To explore intersubjectively our experience of engaging with our participants
- To reflect on how we transpose and adapt creative coaching techniques and tools in the digital space; the effect this has on us and on our participants
- Inductive qualitative approach with thematic analysis method to identify any patterns, discrepancies and key themes emerging from the data (Clark & Braun, 2020)



# Dixit cards







#### Our process

Group discussion on

individual

Individual 1

27/02/2024



Collective

narration











03/06/2024



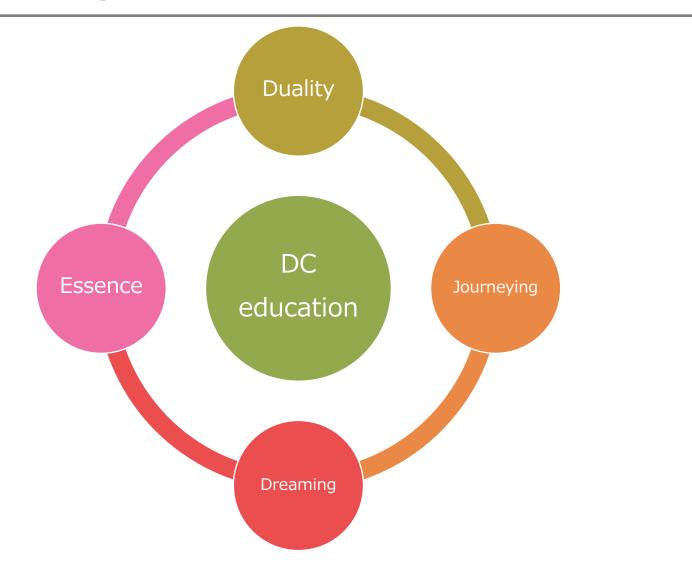
Group discussion on individual narratives



Group discussion on collective narrative



# Initial findings







Thank you for your feedback and ideas!



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