PRACTITIONERS



GUIDELINES FOR PRACTITIONERS

PLANNING



Risk assessments for online meeting need particular care for some conditions, e.g. paranoia, anxiety

Plan for dealing with technical difficulties or unexpected disconnection; how will you reconnect? Aim to become comfortable with small disruptions

An initial in-person meeting can work well. It can take longer to build rapport with clients online: consider online getting-to-know-you sessions

Online meetings often take longer to cover the same material than in-person ones and can feel more tiring

 Consider something playful to get interaction started and plan to cover less in one meeting; consider more frequent shorter sessions Look after yourself first: breaks away from screen, full body movement, seek support from supervisor or colleagues

GROUND RULES



Agree ground rules e.g. suitable clothing, presence of others (visual or audio)

Aim to have other tasks hidden or on silent (on the screen or other devices)

Be explicit about off-screen behaviour, e.g. if you are hand-writing notes and need to look away

Consider what each side is comfortable to see, seeing each other can help communication but some clients may start by hiding self-view

Safeguarding: have a routine plan for disrupted meetings, e.g. having phone numbers

STRATEGIES



Consider how to respond if a client has tuned out

Expressing emotion: it is harder to transmit empathy for sadness but easier to be detached from anger: consider using words more to name what you see, feel and hear, and checking how the call is working

It may help to exaggerate nonverbal cues, to wait and to slow down: it is useful to become comfortable with pausing and silence

Consider using objects to share attention: not just each other's faces, but external referents such as photos or video, drawing or showing and talking about an object, slide-sharing, shared document editing, e.g. software whiteboard functions

Observe how clients can show high adaptability to online communication, e.g. young children often quickly understand how to share attention to objects



