



# Key Questions What is wellbeing? What do we know? Can we build it?

# Well-being has been defined as....

- Feeling Good
- Functioning Well

'Wellbeing is a contented state of being happy and healthy' (Hertfordshire HW Strategy)

#### Nozick's Experience Machine



"Suppose there was an experience machine that would give you any experience you desired. Super duper neuropsychologists could stimulate your brain so that you would think and feel you you were writing a great novel, or making a friend, or reading an interesting book. All the time you would be floating in a tank, with electrodes attached to your brain. Should you plug into this machine for life, preprogramming your life's desires?

Of course, while you are in the tank you won't know you are there; you'll think it's all actually happening. Others can also plug in to have the experiences they want, so there's no need to stay unplugged to serve them. (Ignore problems such as who will service the machines if everyone plugs in.)

Would you plug in? What else can matter to us, other than how our lives feel from the inside?" (1971)





#### The Study of Happiness and Wellbeing - Positive Psychology

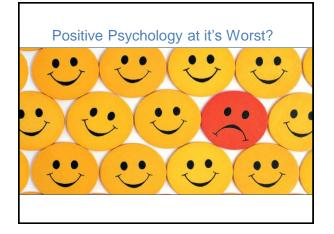


Gives us new perspectives on existing ideas

Provides empirical evidence to support human wellbeing

Rebalances the deficit approach

Connects different disciplines



# Warning this could happen to you!

• Apologies in advance!



#### Wellbeing and Mental Illness



#### Is Zero Good Enough?



#### What we know about children's wellbeing

- As many as 15-20% by the end of high school suffer depression (Lewinsohn & Essau, 2002)
- Around 1 in 15 deliberatley self-harm (Association for Young People's Health, 2013)
- The Chief Medical Officer (CMO, 2013) reports that emotional, conduct and hyperkinetic disorders among children aged 5–15 in the UK are estimated to be £1.58 billion and the long-term costs £2.35 billion.
- 75% of adult mental health problems begin before age 18. (CMO 2013).









## Benefits of improving wellbeing

A worthwhile goal in itself and leads to better outcomes:

- reduces prevalence of mental illness
- physical health: mortality/morbidity health behaviour
- employability, productivity, earnings
- educational performancecrime / violence reduction
- pro-social behaviour/social integration/relationships
- quality of life

(DH 2011)

#### **Five Ways to Well-being**

Commissioned by the Foresight Project to summarise the evidence from the Mental Capital and Wellbeing Project into 5 key messages





### The evolutionary benefits of negative emotions are clear...





They narrow our choices to those that best promoted our ancestors' survival.

They are associated with specific action tendencies – freeze, fight or flight.

