

# THE ANTSER VR

An award-winning virtual reality-led behaviour-change tool designed to improve the lives of children and young people impacted by trauma

Change a view. Change a life.



# ABOUT ANTSER

Antser is an integrated organisation delivering transformation in health, education and social care.

We offer end-to-end services to the children's and adult's social care sector, in partnership with local authority and independent providers. We also support the wider team working with children in, or on the edge of, care in the areas of health, education, community teams, police and judiciary.

Our solutions range from core compliance to transformation and technology all with one aim in mind – to deliver better outcomes.



1990



Training, consultancy and children's services specialist, also the UK's largest provider of 'Independent Visitors'

reconstruct

2002



UK's largest provider of multidisciplinary assessments

carterbrown

Online procedures for children's and adult's services used by 95% of Local Authority market share



2006

tri.x

2015



Pioneers of the world's first VR experience for fostering and adoption services

cornerstone

2018



Disruptive tech-innovators focused on transforming systems and processes across the health, education and social care landscape

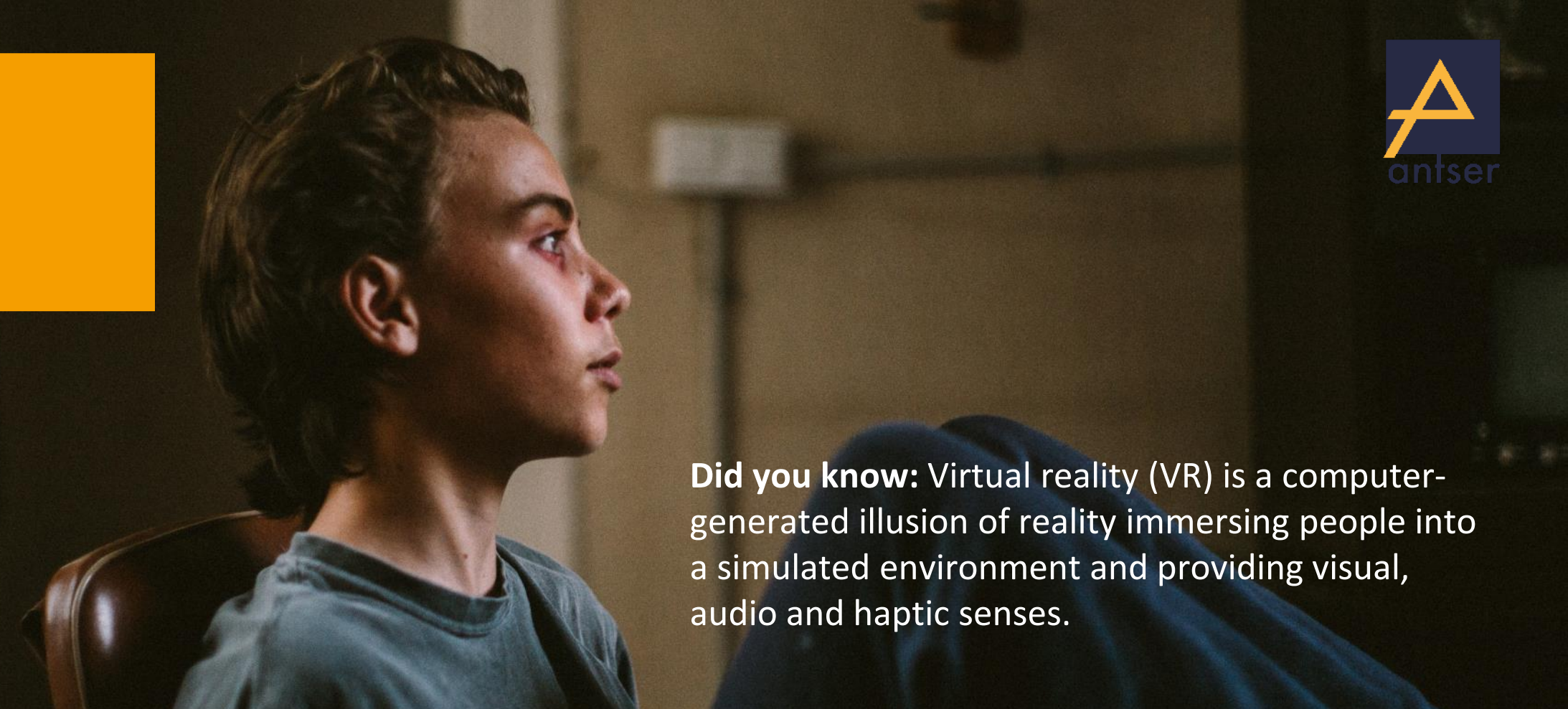


# AN INTRODUCTION TO THE ANTSER VIRTUAL REALITY PROGRAMME

The immersive nature of the Antser Virtual Reality (VR) programme allows the user to experience the impact of trauma, abuse and neglect through the eyes of the child. Our established programme is a clinically-led, technology enabled behaviour change tool. It is designed to enhance the adults' understanding of a child's emotions, trauma and potential triggers to improve the care, support and guidance they provide.

**"You never really understand a person until you consider things from his point of view – until you climb into his skin and walk around in it."** Harper Lee

Born out of first-hand experience of the social care system, this powerful approach quickly and effectively delivers the knowledge, understanding and empathy that otherwise can take years to develop.



**Did you know:** Virtual reality (VR) is a computer-generated illusion of reality immersing people into a simulated environment and providing visual, audio and haptic senses.

## LIVE THE EXPERIENCE, THROUGH THEIR EYES



### Understanding

With VR you will experience trauma and neglect through the eyes of a child, from pre-birth to adolescence



### Empathy

By understanding the journey of children and young people that experience trauma, you will enhance your empathy



### Behaviour change

When you change your behaviour, the outcomes for children and young people can improve significantly. VR facilitates that behaviour change.



# DISCOVER THE UNTOLD STORIES OF CHILDREN AND YOUNG PEOPLE THAT GROW UP IN FEAR

Proximity is a key driver for empathy. Our VR Programme closely follows the lives of children and young people from pre-birth to adolescence as they experience trauma, abuse and neglect, placing the user at the heart of their experiences through a series of VR immersive films.

**The Antser VR can be used as a learning and development tool, as well as an intervention tool in any safeguarding context to improve the lives of children and young people**

By embarking on an unforgettable journey through VR, practitioners who work with children, young people and families will develop an enhanced understanding and empathy towards vulnerable individuals, ultimately challenging their own behaviour to better respond in ways that will prevent future trauma and damage.

Step into the cruel reality of children who experience trauma





# THE ANTSER VR CAN BE USED IN ANY SAFEGUARDING CONTEXT

The VR Programme and learning tools are used extensively by teams across the children's services sector, including early intervention – parenting programme, children centres; health; education; social care – foster care, adoption, children in care teams, youth offending teams, perpetrators, the police and judiciary.

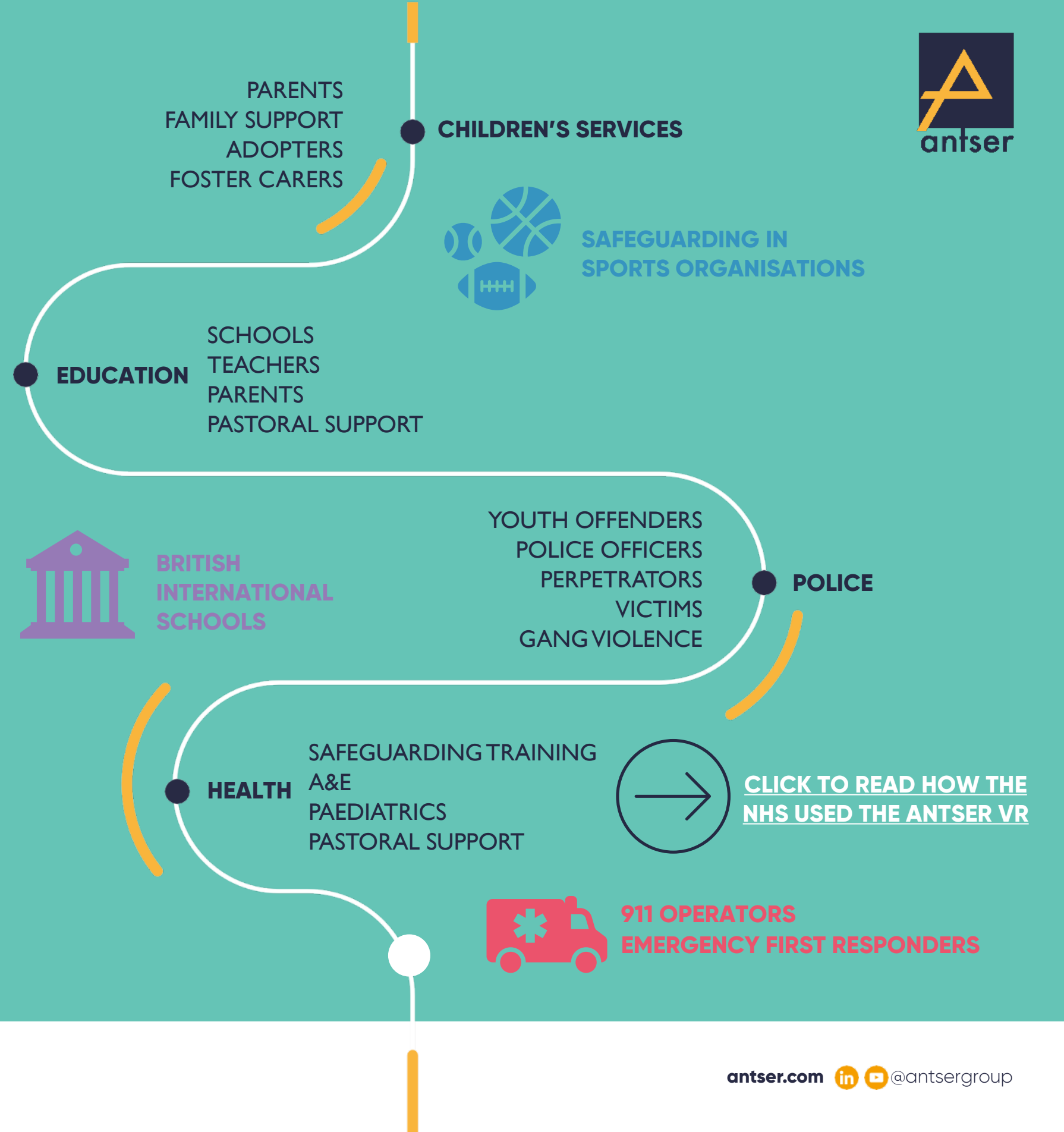
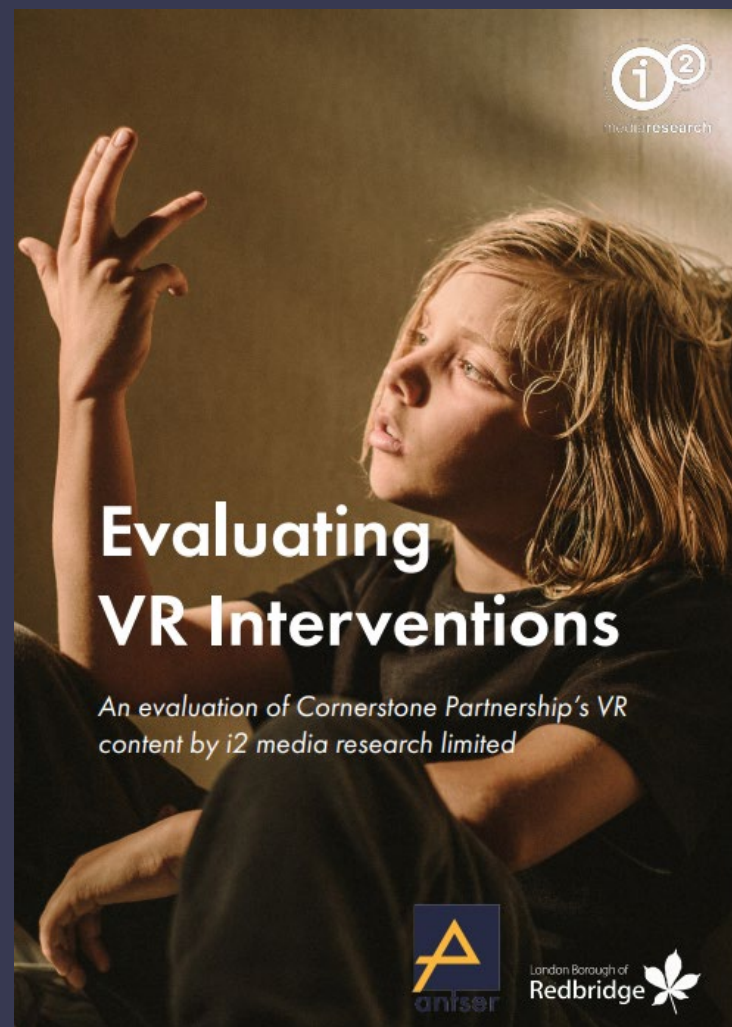
## READ OUR LATEST REPORT ABOUT THE USE OF VR WITH PERPETRATORS



**CLICK TO READ THE REPORT**

“We will continue to explore how this technology can be used to reduce domestic abuse in Redbridge and improve the lives of children and young people.”

**The London Borough of Redbridge**





## The use of VR in Children's Services

Antser are pioneers of the world's first Virtual Reality experience for children's services, with the goal of getting children on their best path as soon as possible. Outcomes of using the Antser VR include:

- Improved understanding of children's behaviour, needs and actions ensuring decisions reflect the best interests of the child.
- Increased empathy and understanding of children who have experienced trauma facilitating more targeted support.
- Creating a shared understanding of trauma and attachment helping to bridge communication barriers.
- Improved motivation and resilience of social workers, family workers, psychologist; social care practitioners, teachers, carers and managers working in challenging environments.
- Cost efficiencies associated with improved recruitment, retention and stability

**DESIGNED FOUNDED, LED AND OPERATED BY STAKEHOLDERS OF THE CHILDREN'S SERVICES SECTOR**

**"The VR is a useful example of how our reaction affects whether a situation can either escalate issues or build positive relationships with children"** Southend City Council

**With a more resilient adult child relationship, families can be kept together, and placement breakdowns can be avoided. Explore**



## The use of VR in Education

Our education programmes specifically address the impact of trauma or adverse experiences on a child and young person, minimising disruption to learning. The immersive nature of our VR programme for schools allows the team around the child to experience the impact of trauma, abuse and neglect through the eyes of the child. Our results speak volumes of the impact of VR on the lives of children and young people:

- 98% teachers using VR were more understanding of the needs of the children.
- 100% educators had gained an improved insight as to the needs of the children
- 96% would think differently about how the way they behave and their impact on the children.

**DESIGNED BY TEACHERS, FOR TEACHERS AND THE WIDER SCHOOL COMMUNITY.**

**“The opportunity to stand in the shoes of the children has the power to bring about a great change in the way we work with our most vulnerable children”** West Sussex Virtual School

**We offer the Antser VR as an intervention and learning tool within primary and secondary schools to facilitate better outcomes for pupils and families. [Explore here](#)**

## The use of VR in Health

As global pioneers of the first VR enabled behaviour change programme for children's services, we have further developed our VR capability to deliver a safe and secure virtual environment allowing individuals to meet, connect and engage with their wider health care and support team. Outcomes include:

- Improved understanding of children's behaviour, needs and actions ensuring decisions reflect the best interests of the child.
- Increased empathy and understanding of children and young adults who have experienced trauma facilitating more targeted support.
- Creating a shared understanding of trauma and attachment helping to bridge communication barriers.
- Improved motivation and resilience of health care professionals and support staff in challenging environments.
- Cost efficiencies associated with improved recruitment, retention and stability

**"I could quickly see how powerful the VR was and how the immersive experience would help staff understand and recognise certain situations with more empathy."** Sonya Stocker, Senior Sister for Safeguarding at Dartford and Gravesham NHS Trust

[Read about the use of the Antser VR with NHS staff](#)

Overseen by the Safeguarding Children's Team, the Antser VR Programme is being used as a training and development resource for the hospital workforce. [Explore](#)



# THE USE OF VR IN OTHER SECTORS CAN CHANGE THE OUTCOMES FOR MILLIONS OF CHILDREN AND YOUNG PEOPLE

## SPORTS

Virtual Reality can be used as a learning and development tool to train sports staff in understanding the behaviour of children and young people that have experienced ACEs. with the aim of keeping children and athletes in sports.

## LARGE EMPLOYERS IN COMMERCIAL AND RETAIL SETTINGS

The VR can help large organisations, particularly those that commonly hire youth (apprentices and junior staff) better understand their employees and the lives they face outside of work.

## VOLUNTEERING ORGANISATIONS

The VR can be essential in understanding a CYP's experience of abuse, neglect and exploitation to provide the appropriate response response support.

## POLICE, PARAMEDICS AND FIRST RESPONDERS

VR can be used to aid officers' understanding of the importance of taking decisive action at the first incident to reduce the risk of repeat occurrences, making a tangible difference to victim, child and perpetrator.

## VOLUNTARY AND THIRD SECTOR

VR can be used as an intervention tool to aid organisations working to reduce domestic abuse, youth violence and child sexual exploitation.



## READ THE PWC VIRTUAL REALITY REPORT



**4X faster**

The study revealed that VR learners were four times faster to train than classroom learners.

**275% more confident**

VR learners were 275% more confident than the rest of the respondents in the study



**CLICK TO READ THE FULL  
PWC REPORT ON VR**

**4X more focused**

VR Learners are 4 times for focused compared to classroom and e-learners





For further information on any of  
our solutions please get in touch

[hello@antser.com](mailto:hello@antser.com)

0800 0209 858

Follow us

  @antsergroup

[antser.com](https://antser.com)



Enhance your empathy through VR

**ARE THEY  
VICTIMS OF  
ABUSE OR  
PERPETRATORS?**

**Change a view. Change a life.**