

ANTSER CASE STUDY

HAMPSHIRE COUNTY COUNCIL FIRST USE OF VR

Hampshire County Council uses Antser VR across their fostering, youth offending teams (YOT), early help, children in care, children's assessment safeguarding teams and workforce development

INTRODUCING HAMPSHIRE CITY COUNCIL TO VIRTUAL REALITY

Having been introduced to the VR technology through one of Antser's online webinars, Hampshire Children's Services and Isle of Wight Council (IOW) Children's Services made the decision to implement a project to trial the use of Virtual Reality (VR) across a number of teams within their Children and Families branch.

Keen to see how using this technology could enhance their work with families, Hampshire County Council aimed to use the VR in supporting both staff and foster carers' learning and development in related areas, such as domestic abuse, child exploitation and trauma.

To date, 48 staff members across a range of teams, including fostering, youth offending teams (YOT), early help, children in care, children's assessment and safeguarding teams and workforce development, have been trained to use the 3D VR headsets and films. A test and learn approach had been adopted in order to see where VR can have the most impact, which in turn will support any future decisions about the extension of the project.



PROJECT AIMS

- ✔ Enhancing an individual's understanding of the impact on a child's development and outcomes of parental behaviours.
- ✔ Increasing learning and understanding of the impact of trauma and its long-term effects.
- ✔ Supporting recruitment and retention of foster carers.
- ✔ Increase placement stability.

CHALLENGES DURING COVID

Undertaking this project during the Covid pandemic has brought about some challenges, especially during periods of lockdown when opportunities to use VR were restricted.

That said, teams and carers are now pushing forward, with feedback showing nearly all of the new users (95%) of the VR stated that the experience provided them with a deeper understanding of a child's perspective, and an additional 96% of users stated they would consider alternative ways to their behaviour and practice when working with cases surrounding trauma and safeguarding.

As a result of experiencing Antser VR, practitioners and staff from Hampshire County Council agreed that the training:

- ✔ Raises awareness and understanding around childhood trauma and safeguarding
- ✔ Provides deeper insight into early childhood experiences
- ✔ The training has equipped them with the skills and knowledge to take forward in their own practice
- ✔ VR is an effective tool to increase practitioners



BENEFITS OF USING ANTSER VR

One of the main benefits of using Antser VR across its services has been seen in how this tool engages people, as it brings a different perspective and increases users understanding of safeguarding and the impact of parental behaviour on their child's outcomes and wellbeing.

Feedback from foster carers has highlighted that VR has enabled them to have a greater understanding of what is behind the child's behaviour, specifically around their past trauma. The Deputy Director has used VR with a small group of experienced elected members and their response has been that VR is both powerful and persuasive; VR is an impressive learning tool to genuinely understand the experiences of young children.

Another key area where Antser VR has been successful for the council has been within workforce development and its in-house graduate trainee programme. Introducing the 2D and 3D films into learning and development has been well received, with feedback from these sessions being overwhelmingly positive, allowing graduates to experience a completely different perspective that they will be able to take forward in their own practice.



FUTURE PLANS FOR USING ANTSER VR

Looking ahead to the future, Hampshire County Council are reviewing their first use of Antser VR and are hoping to see the VR becoming more integrated within many aspects of their services.

In the meantime, the Council are continuing discussions with other professionals to be able to share the VR headsets with those in the family network.

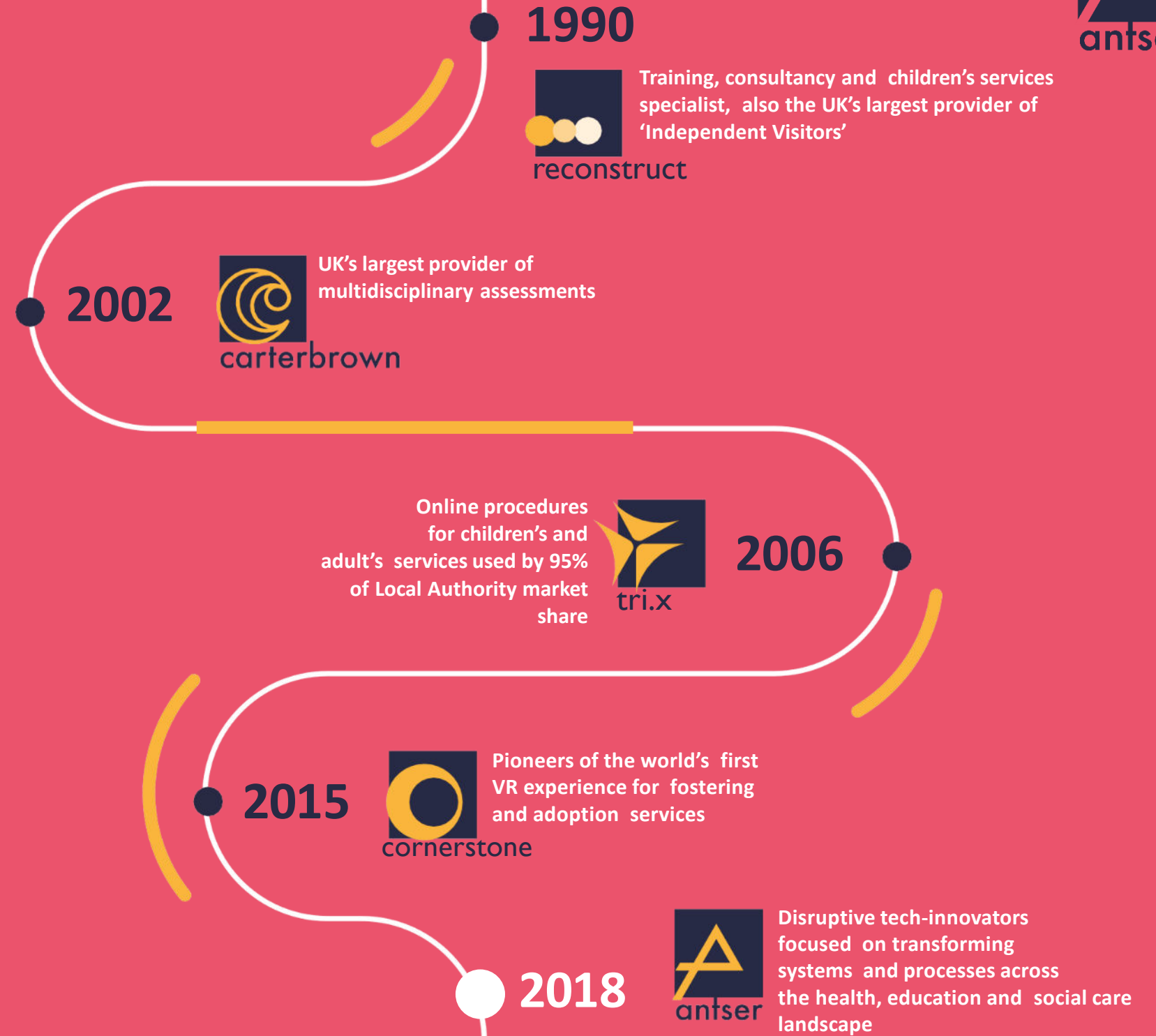


ABOUT ANTSER

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

We deliver end-to-end services to the children and adult's social care sector, in partnership with local authorities 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.



A photograph of a family of three sitting at a light-colored wooden table. On the left, a man with short brown hair is looking towards the center. In the middle, a young girl with brown hair is looking towards the right. On the right, a woman with curly brown hair is looking towards the center. On the table, there is a white container with a heart pattern, a yellow stuffed bear, and a blue box. The background is a plain, light-colored wall. There are decorative colored shapes: a pink square in the top left, a dark blue square below it, a pink square in the bottom right, and a yellow square in the bottom right corner.

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

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