

ANTSER CASE STUDY

USING VIRTUAL REALITY IN ADULT'S
AND CHILDREN'S SOCIAL CARE

Embedding the Antser Virtual Reality
Programme across the London Borough of
Hillingdon



HILLINGDON
LONDON

ANTSER PARTNERED WITH THE LONDON BOROUGH OF HILLINGDON TO IMPLEMENT VIRTUAL REALITY IN ADULT'S AND CHILDREN'S SOCIAL CARE

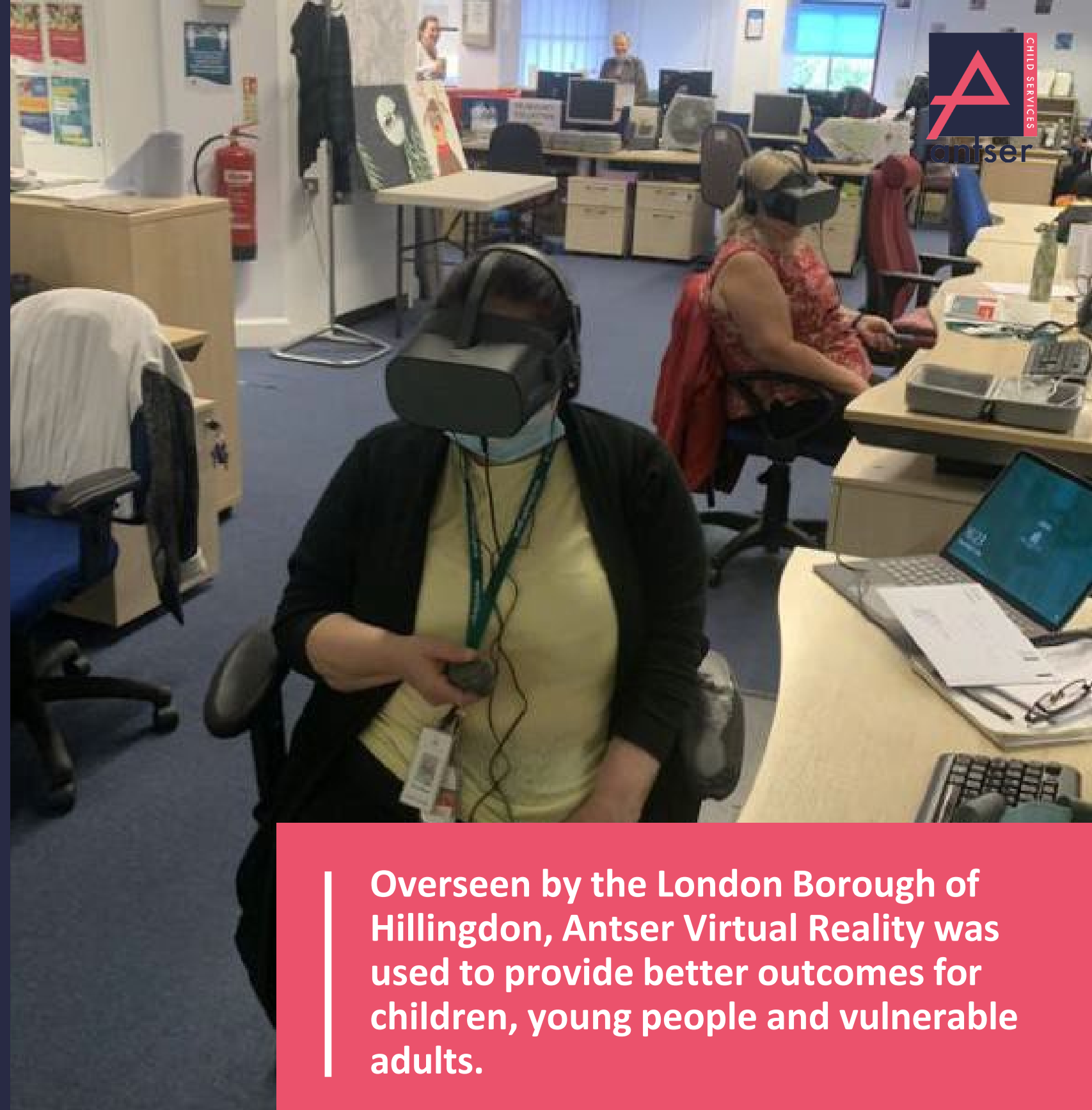
In October 2019, the London Borough of Hillingdon undertook a project to work with Antser to implement and test the virtual reality (VR) services within their training in adult and children's social care sector.

The project first came about when Sandra Taylor, Director of Provider Services and Commissioned Care, first came across the VR. After undertaking a demo of the VR, the council managed to secure a grant to continue training other staff across the workplace.

Already aware of the Dementia and Autism content prior to using the VR, London Borough of Hillingdon has since been using the Dementia content across their adult social care in the extra care setting, care home settings and home care providers.

The Autism VR content has been used within the Positive Behaviours Support Team across London Borough of Hillingdon, specifically across the supported living, day resource centres and home care providers.

Due to the positive reaction to the VR, the council has additionally offered the innovative training to a number of their voluntary partners, including Hillingdon Mind, Carers Trust, Alzheimer's Society and Disablement Association Hillingdon (DASH).



Overseen by the London Borough of Hillingdon, Antser Virtual Reality was used to provide better outcomes for children, young people and vulnerable adults.

HILLINGDON CONTINUES TO USE ANTSER VIRTUAL REALITY AS AN INNOVATIVE TRAINING TOOL

As the training is still being rolled out, the initial project aimed to deliver innovative training to the team while facilitating reflective decisions on trauma, ultimately reminding practitioners and social workers to comment:

“Keep the child at the heart of their practice”
- A training participant.

OTHER AIMS OF THE PROJECT INCLUDED:

- ✓ Increasing understanding and awareness, specifically with dementia, autism, and exploitation with young people.
- ✓ Developing confident and knowledgeable professionals to use their skills to shape their approach to individuals.
- ✓ Broadening skillset on working with young people.



Using VR headsets and 360-degree immersive films designed by Antser, practitioners from the London Borough of Hillingdon will find themselves immersed in the virtual experience.

EVALUATION:

Following the group training, nearly all the respondents (86%) said the VR experience gave them insight into a child's perspective and would consider alternating their way of approach. In addition, results showed that over a half (77%) of new users now have a deeper understanding of the children's perspective.

Upon review of the training, the VR has proven to be a good and viable response to the ongoing issue in social care; desensitisation. Several respondents said the training had made them more aware and increased their understanding while further impacting their way of supporting vulnerable individuals.

TRAINING REFLECTIONS:



“This training is fantastic for anyone supporting young people, or vulnerable within social care. It's a far more realistic way of learning and provides a great insight into the issues these individuals experience.”



THE OUTCOMES

- ✔ Raising awareness and understanding surrounding Dementia and Autism
- ✔ Increasing engagement surrounding Dementia, Autism, and young people
- ✔ Increasing professionals' and practitioners' empathy towards those affected
- ✔ The training has equipped them with skills to take forward in how they approach individuals shown in the VR films
- ✔ VR is an effective tool to increase practitioners' awareness and understanding of situations

FUTURE PLANS FOR USING ANTSER VR

Looking ahead to the future, London Borough of Hillingdon are hoping to see the VR becoming more integrated within many aspects of their services.

London Borough of Hillingdon are keen to include the VR within schools, virtual schools, domestic violence teams, fostering and adoption.

Currently, the whole of their assisted living technology is being reviewed across the council, with the team due to hold a training session for some of the councillors to demonstrate how Antser VR is being used and how successful it has been.



ABOUT ANTSEER

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

We deliver 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.

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



The UK's largest provider of multi-disciplinary assessments



Tech innovators focused on transforming systems and processes across the health, education and social care landscape

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.

hello@antser.com

0800 0209 858

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  @antsergroup

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