



# **Evaluation Strategy**

24 January 2020



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## Introduction

Why evaluate? Internal and external evaluations are integral for providing an objective evidence base that Cornerstone's products make a difference and provide value for money.

- The difference attitude and behaviour change occurs in those who view the content, and that change impacts on how they support children and families touched by the care system, to secure better outcomes.
- Value for money the value of the VR programme its costs, quality and ability to secure customers requirements.

**Principles -** our evaluation strategy seeks to be: impactful, integrated, timely, influential and rigorous.

## **Impactful**

Impacting on the development of new and existing service offering.

## Integrated

Integrated within our business practices.

## Timely

Conducted consistently, with data collection at the right time.

## Influential

To the sector, to do business differently and contribute to continuous improve.

## Rigorous

Thorough and well considered, taking into account business and stakeholder requirements.

## Approach to evaluation

The evaluation strategy comprises two strands:

- Strand I: Internal assessing the delivery of Cornerstones service and efficacy of VR with professionals and client groups.
- Strand 2: External independently assessing the efficacy of VR with professionals, client groups and cost reductions.

# Different uses of VR being evaluated

Cornerstone's VR Programme™ is used across services for children, and with multiple target audiences, see table below. The evaluation strands, internal and external, are used to evaluate it's use; seeking to secure an objective evidence base of impact.

RECRUITMENT	ASSESSMENT	TRAINING	FAMILY FINDING	POST PLACEMENT SUPPORT	OTHER CHILDRENS SERVICES SETTINGS	TEAM BUILDING & CHANGE MANAGEMENT
<ul><li>- Adopters</li><li>- Foster carers</li><li>- Social workers</li></ul>	<ul> <li>- Adopters</li> <li>- Foster carers</li> <li>- Special guardians/kinshi p carers</li> <li>- Birth parents</li> <li>- Social workers</li> </ul>	- Adopters - Foster carers - Judiciary - Teachers - Social workers	- Adopters - Social workers	<ul> <li>- Adopters</li> <li>- Foster carers</li> <li>- Schools</li> <li>- teachers</li> <li>- other key adults</li> </ul> - Social workers	<ul> <li>DV perpetrators</li> <li>DV survivors</li> <li>Vulnerable families</li> <li>Social workers/group facilitators</li> <li>Early help workers</li> </ul>	- Children's services change programmes - RAA formation - Corporate management teams - Councillors

### **CORNERSTONE VR – SUPPORTING SERVICE TRANSFORMATION**

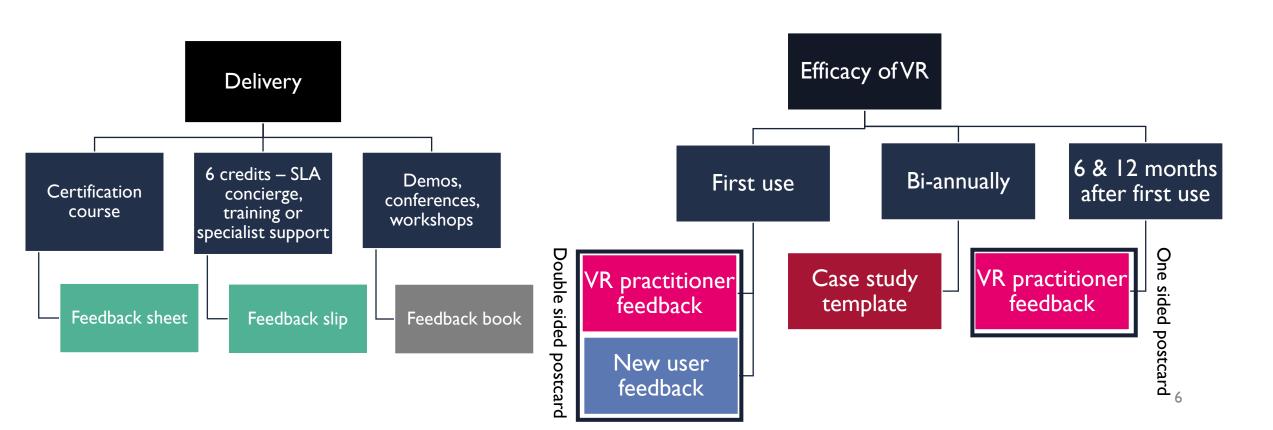
Audience key:

End users VR Practitioners

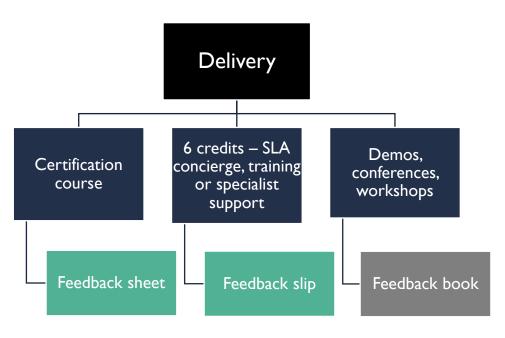
## Strand I: Internal evaluation

The internal evaluation covers delivery and efficacy of VR. The evaluation method applied covers quantitative and qualitative data collection, and will be collected via:

- Feedback sheet completed during certification course.
- Feedback slip completed during events (from the 6 credits in the SLA).
- Feedback postcards completed following first VR use with client (new user), and 6 and 12 months afterwards.
- Feedback case study completed bi-annually in partnership with Cornerstone VR Service Manager.



## Internal: Delivery – purpose



The **purpose** of evaluating Cornerstone's delivery is to gain feedback:

From the feedback sheet – Cornerstones certification course, including:

- a) Skills acquisition technology and implementation, one on one and group setting.
- b) Compassion reset/empathy increase.
- c) Knowledge acquisition/development both the **rate** and the **extent** of.
- d) Understanding of VR Practitioners responsibility ethics and evaluation obligations.
- e) Quality of individual facilitator's delivery & consistency in approach.
- f) Certified VR practitioners profiles.

From the feedback slip - Cornerstone's wider service offering, including:

- a) Knowledge acquisition.
- b) Skills development.
- c) Audience reach.

Data will be collected using five point Likert scales on: skills; compassion; knowledge; and yes/no responses to VR Practitioner responsibilities. Responses will be collated and interepreted to asses quality and consistency of offering.

The five point Likert scale provides a moderate response alongside either extremes, providing granular detail on whether Cornerstone's training is good enough or excellent. The information gathered will **influence and impact** on training course development to continuously improve our offer to customers.

## Internal: Delivery – process map

Cornerstone staff (facilitator and tech support) takes feedback sheet or slip to the event Facilitator maps out, for the participations, the objectives of the session, and demonstrate the direct link to the evaluation feedback sheet.

Course/event plan provides opportunities, throughout training, for participations to reflect and complete feedback sheet/slip Once VR
Practitioners hand in their evaluation form, tech support or the facilitator will provide them with their course certificate (see below)

Tech support manually inputs data collected on feedback forms into the feedback log Within two working days following an event, a summary of the feedback data will be distributed to the customer

A feedback book is used for capturing views on VR technology at demos, conferences and workshops

Note: blank postcards are taken to the event to be later added into the book, to allow for simultaneous collection of views.

Operations

Training facilitator

Training facilitator

Training facilitator

Operations

Operations

Operations

Training facilitator

Operations

PDF

Certification course certificate

Training facilitator

Business Development

## Internal: Delivery – potential statistics

Certification course

6 credits – SLA concierge, training or specialist support

Feedback sheet

Feedback slip

Feedback book

Business development utilise statistics for demonstrating efficacy of programme

The headline statistics that can be generated from feedback sheet data are:

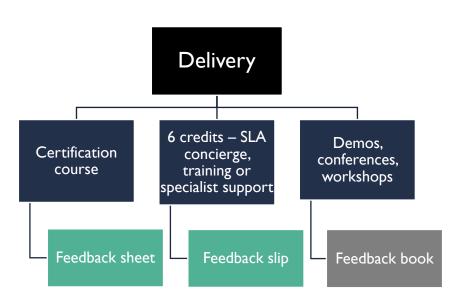
As a result of experiencing Cornerstone VR™...

- %VR Practitioners strongly agree that they have a deeper understanding of the child's perspective.
- %VR Practitioners strongly agree that they will consider alternative ways to approach situations in their work.

% of VR Practitioners strongly agree that the certification course...

- Effectively equipped them with the knowledge to use Cornerstone VR™ in an impactful way in their work.
- Taught them how to use Cornerstone VR<sup>™</sup> across all of their work.
- %VR Practitioners, prior to Cornerstone's certification course, had used VR [never/1-2] times.
- [X number] of [insert profession] are certified VR Practitioners.
- Following the certification course, [X number] of VR Practitioners state that they intend to use Cornerstone VR for [insert use].
- [X number] of VR Practitioners have a primary client base of [insert client base].
- [X number] of VR Practitioners who are [insert profession] intend to use Cornerstone VR Programme for [insert use].

## Internal: Delivery – potential statistics cont.



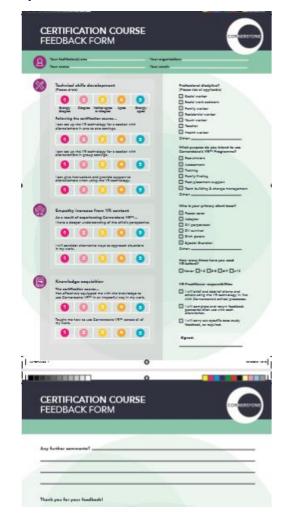
Business development use statistics for demonstrating efficacy of programme

Following the certification course...

- %VR Practitioners strongly agree that they can set up the VR technology for a session with clients/others [in 1:1/group settings].
- %VR Practitioners strongly agree that they can provide support to clients/others when using the VR technology.
- VR Practitioner X said they will brief and debrief clients and others using the VR technology in line with Cornerstone's ethical processes.
- VR Practitioner X said they will complete and return feedback postcards after use with each client/other.
- VR Practitioner X said they will carry out specific case study feedback, as required.

# Internal: Delivery – feedback sheet, certification course & feedback slips, 6 credits SLA events

Double click links below: feedback sheet for the certification course (text draft and print ready PDF), and the feedback slips for the 6 credits SLA events (text draft and print ready PDF) – training events and concierge events.





Feedback sheet - certification course



Feedback slips - 6 credits SLA events

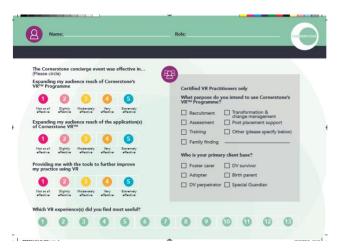




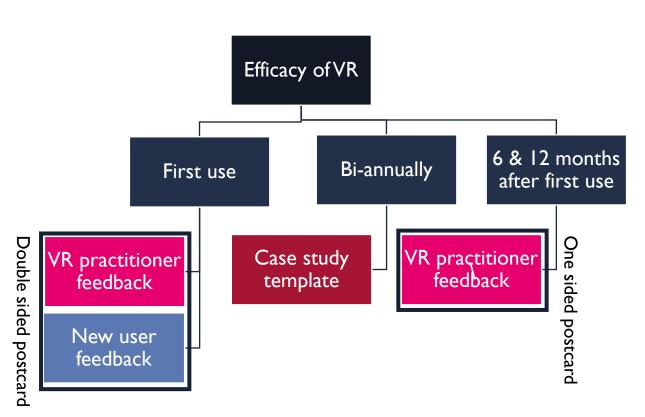
Certification urse - feedback sho



6 credits SLA ents - feedback sli



## Internal: Efficacy of VR - purpose



The **purpose** of evaluating the efficacy of Cornerstone VR<sup>™</sup> Programme is to validate it's ability to produce changes, short and long-term, in:

- a) Understanding
- b) Empathy
- c) Behaviour
- d) Attitude

Data collected using the first use postcard uses the five point Likert scales to measure the perception of changes in the four areas: understanding, empathy, behaviour and attitude, from the new user perspective. Additionally, we collect data from the VR Practitioner on the new user/case demographic.

The five point scale provides a moderate response alongside either extremes, providing granular detail on whether Cornerstone's VR Programme $^{TM}$  produced the desired responses and outcomes.

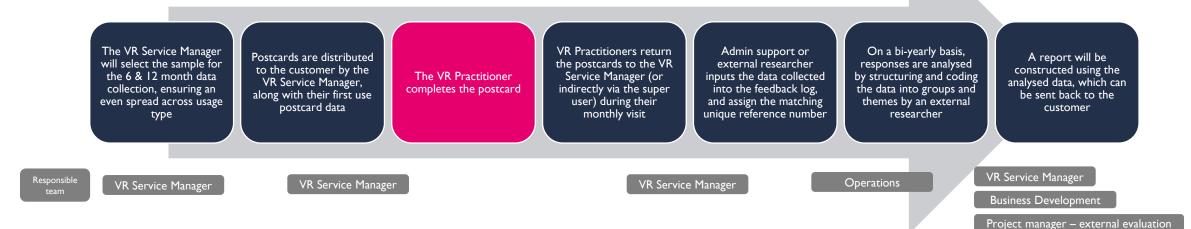
The 6 & 12 month postcard ask open questions that allow follow-up that is applicable for all uses of VR. Analysing the responses involve structuring and coding the data into groups and themes. We will use this detail to; measure impact within different uses, encourage exploration of alternative usage with existing customers, encourage uptake with new customers, identify potential future usage areas across settings.

# Internal: Efficacy of VR – postcard process maps

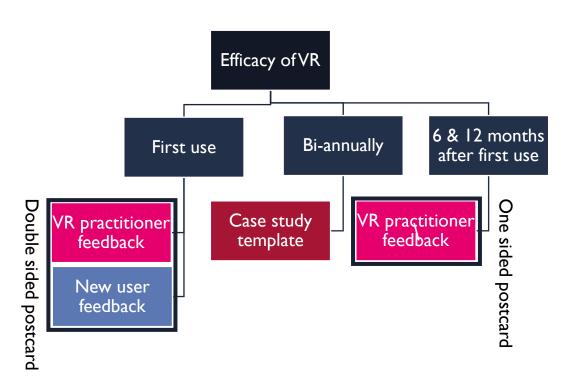
To evaluate the **immediate** effects, VR Practitioners and their clients (end users) will complete a double sided **feedback postcard** post first use.

**VR Practitioners** The training facilitator, Cornerstone admin On a quarterly basis, When administering, The VR Practitioner return the postcards during certified support will input the the efficacy data will be to the VR Service Postcards are supplied **VR** Practitioners ask retains the postcard training, covers the data collected into the analysed and translated Manager (or indirectly within the headsets and completes their the new user to role VR Practitioners feedback log, and into a report to be complete their side of side once the end user via the super user) case. have in evaluating their sent back to the assign a unique during their monthly the postcard has left the room use of VR with clients reference number customer visit. Responsible Training facilitator VR Service Manager VR Service Manager **Operations Operations** Business Development

To evaluate the **long-term** effects, a sample of VR Practitioners will complete a one sided **feedback postcard** 6 & 12 months after first use. The sample will be evenly spread across usage type.



## Internal: Efficacy of VR – potential statistics



Business development utilise statistics for demonstrating efficacy of programme

The headline statistics that can be generated from the first use postcard are:

% new users strongly agree that the VR experience...

- Helped them to understand how their behaviour/responses effect children.
- Gave them insight of a child's perspective.
- Made them think differently about their behaviours/responses/decisions.
- Made them consider alternative ways to behave/respond/make decisions.

%VR Practitioners strongly agree that the session met their aims.

The headline statistics that can be generated from the 6 & 12 month postcard are:

- %VR Practitioners reported their primary aim when using the VR for the first time with an individual was X.
- 6/12 months after using the VR with an individual the outcome was Y.
- When VR Practitioners had a primary aim of X, % of VR Practitioners reported the outcome was Y 6/12 months after use.
- When the outcome was X 6/12 months after use, % VR Practitioners reported that this was because of Y.
- When VR Practitioners reported their key aim as being X, they reported using the VR with the same individual an average of Y times.

# Internal: Efficacy of VR — first use double-sided postcard





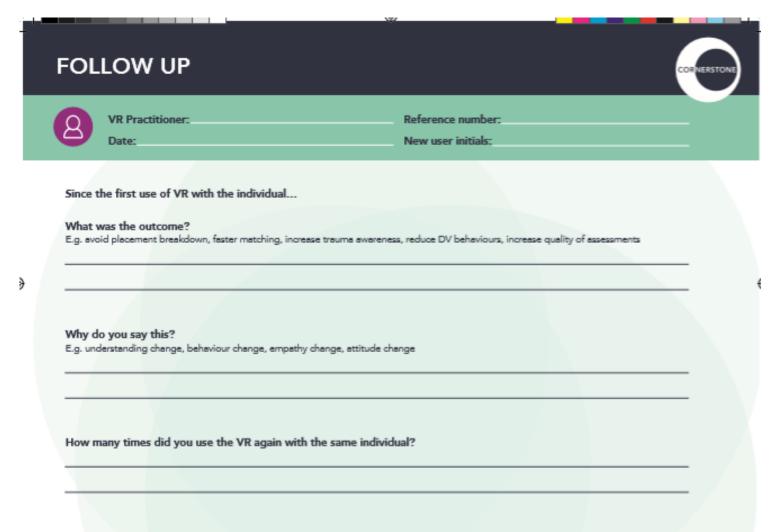
First use - double sided postcard

Note: the new user statements seek to measure:

- Top left statement understanding change
- Bottom left statement empathy change
- Top right statement attitude change
- Bottom right statement behaviour change



# Internal: Efficacy of VR - 6 & 12 month follow up, one-sided postcard

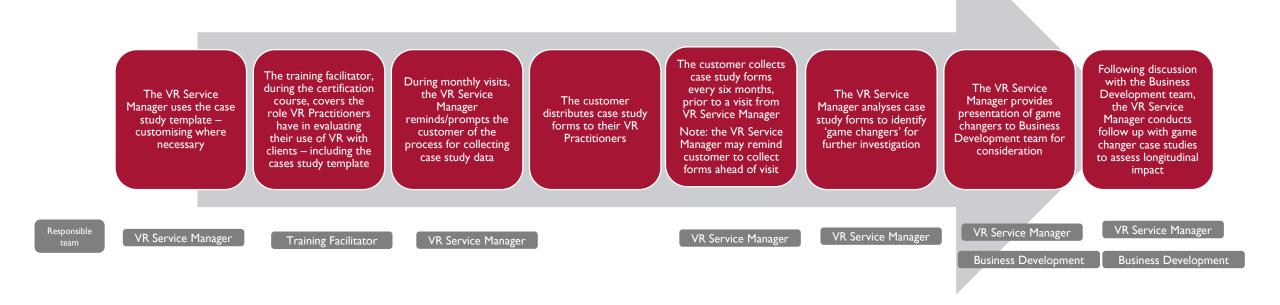




6 & 12 month ollow up - postcare

# Internal: Efficacy of VR – case study process map

Individual case studies will be collated through the Cornerstone VR Service Manager working with VR Practitioner and where possible end users to complete a personalised case study template.



# Case study template – 1:1 or group work

Your (VR	<b>Practitioner</b>	profile
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Name: lob title:

Organisation:

Email:

### **End user profile:**

E.g. foster carer, adopter, DV perpetrator, DV survivor, birth parent, special guardian, other (please specify)

#### Please provide:

### Situational context, including:

- I) The background of the case (set the scene here, for example, how you are supporting them i.e. through recruitment, to manage difficult behaviour etc.)
- 2) The previous approach of the end user (how was the end user feeling about their situation prior to using VR, what other methods have you previously tried to address the issue, if any)

### **VR** context, including:

- 1) Intended purpose of VR use (e.g. to teach a foster carer new ways to manage challenging behaviour, to increase adopter empathy/understanding of child's past)
- 2) Intended outcome of VR use (e.g. foster carer continues to foster the child, adopter completes adoption process)

#### Please describe:

Actual **process** (what did you do with the end user, e.g. 'on week 3 of sessions with end user, I held a discussion with them about their issue, then briefed the end user, showed them 'Being Me', then debriefed):

Actual **outcome** (what happened with the end user as a result of using the VR):

Key quotes from you (the VR Practitioner):

Key quotes from the end user:

Recommendations/take-home message to other VR Practitioners as a result of this case:

## Strand 2: External evaluation

External refers to evaluation of Cornerstone VR Programme  $^{\text{TM}}$  by person or body, such as an academic institution not involved in development of the programme.

### External evaluations will be conducted to:

- Measure potential cost and time saving for customers at a national level.
- Conduct meta-analyses of large sets of already collected data.
- Evaluate effectiveness of VR Programme when introducing its use with new client groups, such as DV, knife crime.

### External evaluation to date:

- January 2019 Alma Economics published their preliminary findings on the impact of the Cornerstone programme.
- October 2019 Goldsmiths University agreed to evaluation of the use of the Cornerstone VR Programme™ in domestic violence programmes.

### External evaluation will comprise four stages:

- developing scope and plan of the evaluation;
- undertaking evaluation site visits;
- · analysing the material gathered; and
- forming judgements and reporting the findings.

The process, timeline and costs of external evaluation will be agreed between Cornerstone and the third party. Findings will be published on Cornerstone website and shared with all customers.

External evaluations will be conducted subject to available resource and opportunity with the aim of completing these on a six monthly basis.

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# Specialisms and new content

## **Specialisms**

The current evaluation strategy addresses Cornerstone's core business model – providing a training and support service and tool for adoption, fostering and early help for instance in; RAAs, Local Authorities and IFAs.

As Cornerstone branches out to specialist areas, such as education, the judiciary, LGA training, and wider social and government organisations, evaluation tools will need to be developed.

When piloting new service offerings, standardised evaluation tools should be developed, tested, piloted and then finalised. This is to ensure that large, generalisable data sets can be generated using these tools. An evaluation strategy for each new service offering should be developed as an add-on to the evaluation strategy for the core business model.

Any additional evaluation materials will be found in the Evaluations folder.

### **New content**

Following the development of new VR content, it's usage should be piloted and evaluated by Cornerstone's clinical specialists. This will be in the form of observation and interviews with VR Practitioners on the use of the content. This will inform the training programme that is developed for this content.





Improving the lives of families touched by the care system

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