Cornerstone external evaluation report

July 2018 to date

(8th October 2020)

Part of the Antser Group

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Headline findings - Delivery
Certification Course

434* Certified VR Practitioners have completed the Certification Course across 35 organisations.

- 89%** of participants on the Certification Course agreed to having a deeper understanding of the child's perspective.

- 84% of participants on the Certification Course agreed that the training equipped them with the knowledge to use the Cornerstone VR Programme in an impactful way.

*Please note this figure includes **all** VR Practitioners certified by Cornerstone, including those certified when the *Certification Course* was referred to as the *Learning Journey*.

**The analytical statements in this report are all given as percentage values. We have opted for percentage values due to discrepancies in the number of participants answering each question, as a result of evolving our evaluation strategy over time. This decision is made for the sake of consistency, and the number of responses per question - in all cases - is indicated within the relevant graph.

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Headline findings – Efficacy

First Use and VR Programme support sessions (data collected from November 2019 – date)

81 professionals have provided First Use data across six organisations.

- 99% of participants submitting First Use data agreed to having a deeper understanding of the child's perspective, indicating that 'first-time' users have a seven per cent higher propensity to increase their understanding of the child's perspective than professionals on Certification Courses.

- 89% of participants submitting First Use data agreed the session made them consider alternative ways to behave/respond/make decisions when talking or responding to children/young people.

- 86% of professionals using Cornerstone VR agreed the session met their aims.

37 professionals have provided VR Programme support sessions data across three organisations.

- 78% of participants agreed that the training event was effective in providing them with the skills/knowledge to further improve their service delivery and practice using VR.

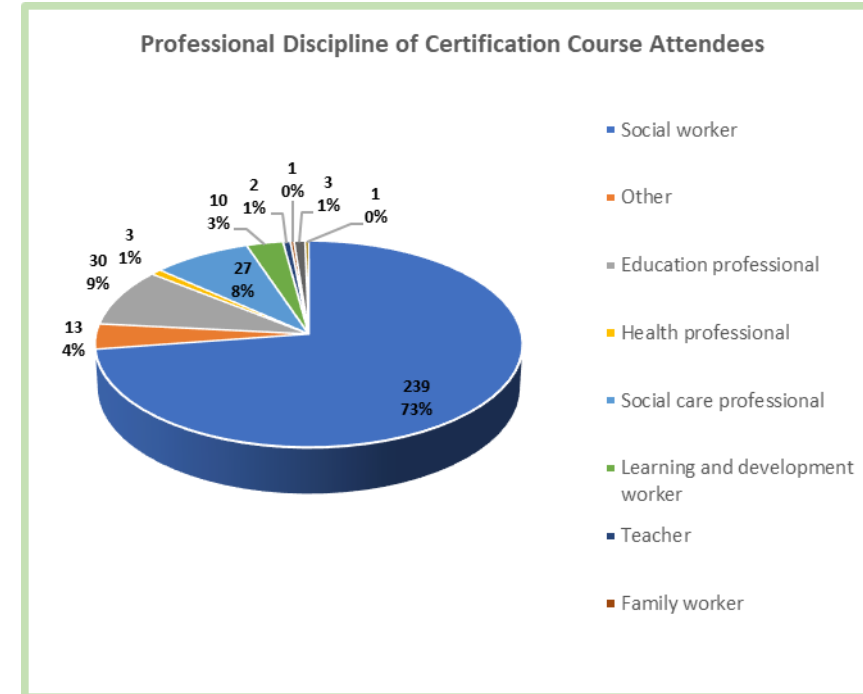Part of the Antser Group

Certification Course (July 2018 – date)

Certification Course
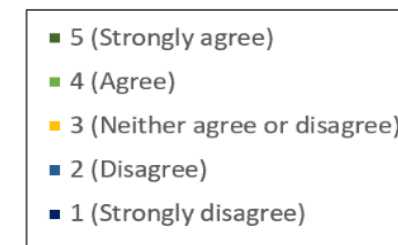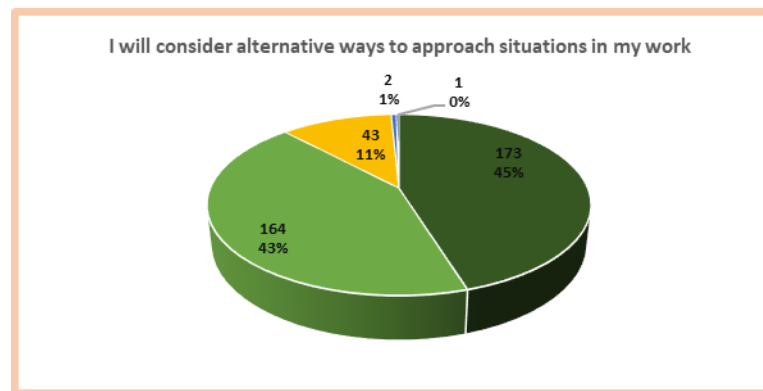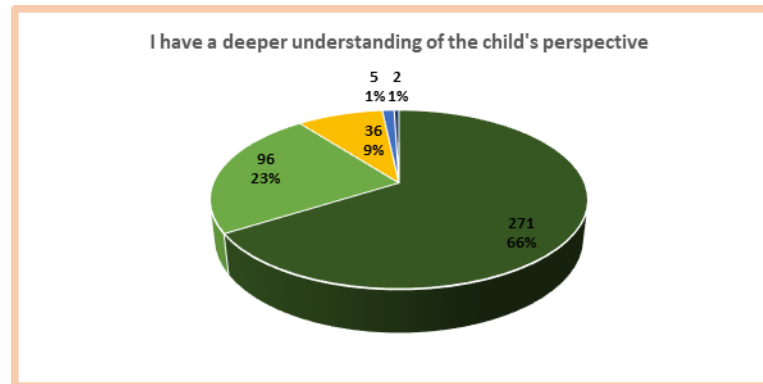
Professional discipline of Certified VR Practitioners

- 71% of participants were social workers from a wide range of areas.

Professional Discipline of Certification Course Attendees

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Certification Course

Empathy increase from VR content

- 89% of participants agreed to having a deeper understanding of the child's perspective after viewing and talking through the VR experiences.

- 88% of participants agreed that they would consider alternative ways to approach situations in their work after viewing and talking through the VR experiences.

I have a deeper understanding of the child's perspective

- 5 1%
- 2 1%
- 36 9%
- 96 23%
- 271 66%

I will consider alternative ways to approach situations in my work

- 2 1%
- 1 0%
- 43 11%
- 173 45%
- 164 43%

Legend:
- 5 (Strongly agree)
- 4 (Agree)
- 3 (Neither agree or disagree)
- 2 (Disagree)
- 1 (Strongly disagree)

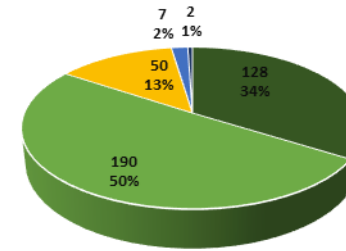cornerstone

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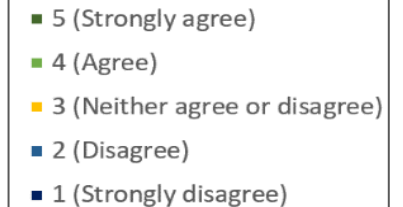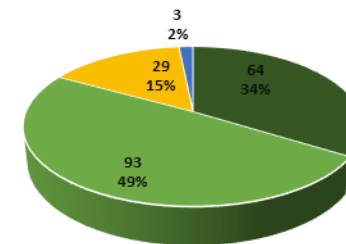
Certification Course

Knowledge acquisition

- 84% of participants agreed the Certification Course effectively equipped them with the knowledge to use Cornerstone VR in an impactful way in their work.

- 83% of participants agreed that the course taught them how to use Cornerstone VR in their work.

The certification course has effectively equipped me with the knowledge to use Cornerstone VR in an impactful way in my work

7 2%, 2 1%, 50 13%, 128 34%, 190 50%

The certification course taught me how to use Cornerstone VR in my work

3 2%, 29 15%, 64 34%, 93 49%

Legend:
- 5 (Strongly agree)
- 4 (Agree)
- 3 (Neither agree or disagree)
- 2 (Disagree)
- 1 (Strongly disagree)

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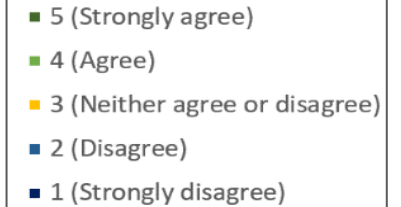
Certification Course
Technical skills development

- 88% of participants agreed to feeling able to set up the VR equipment to use with clients/others in one to one settings.

- 86% of participants agreed to feeling able to set up the VR technology for a session with clients/others in group settings.

I can set up the VR technology for a session with clients/others in one to one settings
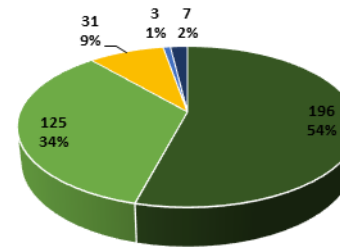
- 31 9%
- 3 1%
- 7 2%
- 125 34%
- 196 54%

I can set up the VR technology for a session with clients/others in group settings

- 37 9%
- 11 3%
- 8 2%
- 145 37%
- 191 49%

Legend:
- 5 (Strongly agree)
- 4 (Agree)
- 3 (Neither agree or disagree)
- 2 (Disagree)
- 1 (Strongly disagree)

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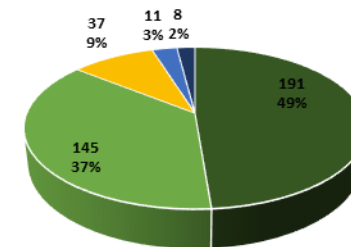
Certification Course

Technical skills development

- 95% of participants had used VR no more than twice prior to the Certification Course.

- 84% of participants improved their VR competency, agreeing to feeling more able to provide support to others who are using the VR equipment.

How many times have you used VR before?

- (blank)
- Never
- 1 to 2
- 3 to 5
- 6 to 9
- More than 10

12 — 4%
1 — 1%
1 — 0%
103 — 35%
176 — 60%

I can give instructions and provide support to clients/others when using the VR technology

21 — 11%
6 — 3%
4 — 2%
55 — 28%
108 — 56%

- 5 (Strongly agree)
- 4 (Agree)
- 3 (Neither agree or disagree)
- 2 (Disagree)
- 1 (Strongly disagree)

cornerstone

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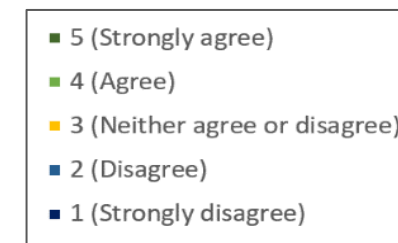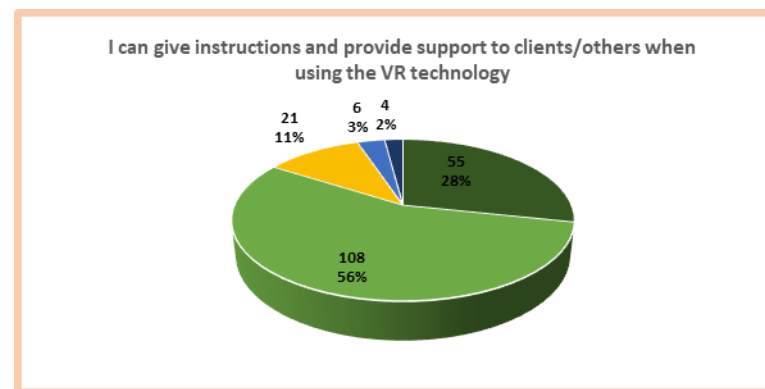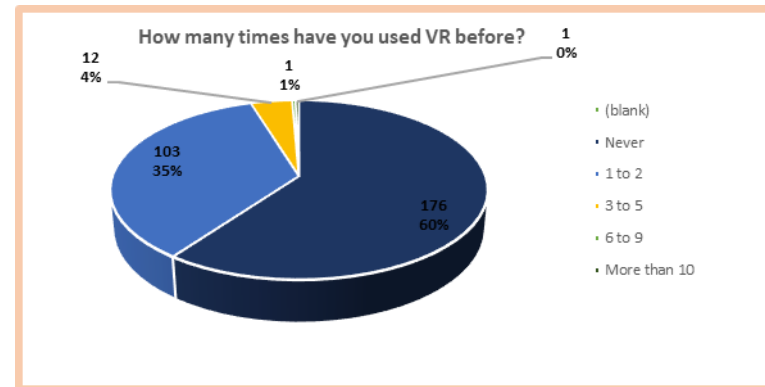
Certification Course

Primary client base of attendees

PRIMARY CLIENT BASE
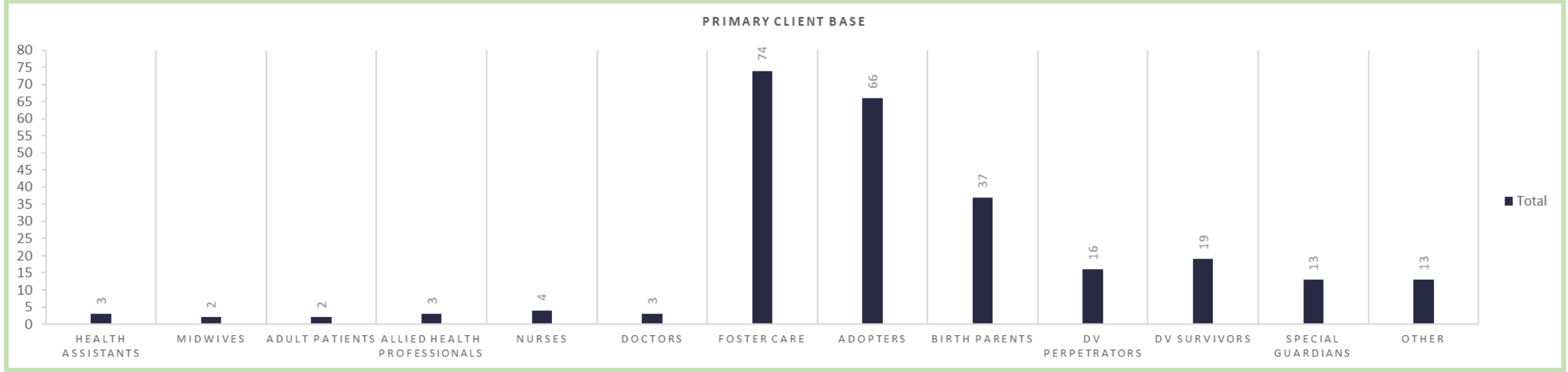
Professionals attending Certification Courses identified foster carers, adopters and parents as the primary client bases with which they intend to use the VR.
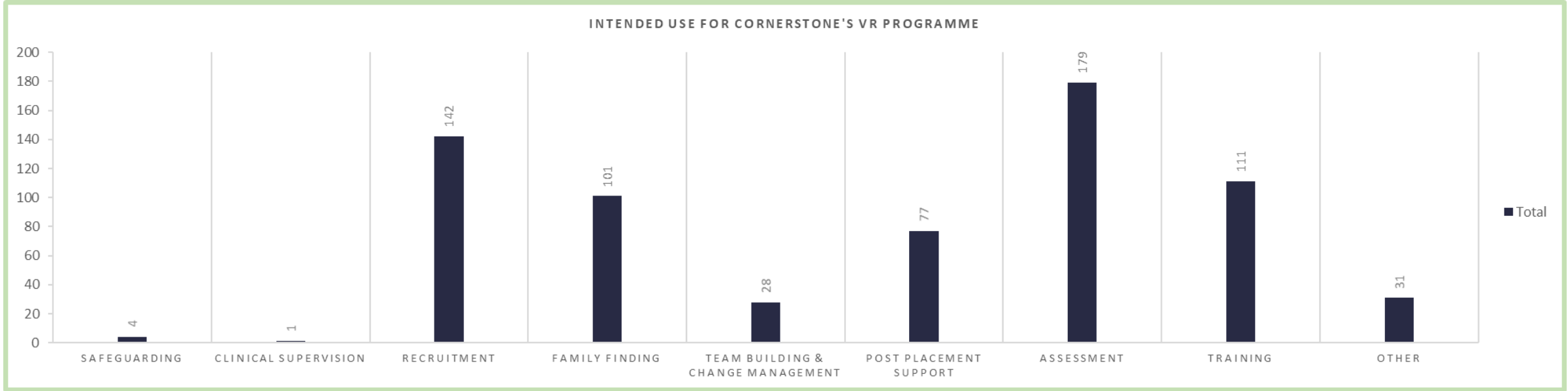
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Certification Course

Intended VR usage of attendees at time of training

INTENDED USE FOR CORNERSTONE'S VR PROGRAMME

Category	Total
SAFEGUARDING	4
CLINICAL SUPERVISION	1
RECRUITMENT	142
FAMILY FINDING	101
TEAM BUILDING & CHANGE MANAGEMENT	28
POST PLACEMENT SUPPORT	77
ASSESSMENT	179
TRAINING	111
OTHER	31

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Certification Course

Intended VR usage (continued)

- VR Practitioners identified 'recruitment', 'family finding' and 'assessment' as the most desired areas of use for the VR Programme.

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Certification Course

Qualitative comments: use in practice

- *"The VR technology will be very useful in many ways to enhance our services to young people and families."*

- *"I really enjoyed the course, it was very interesting and innovative and I'm looking forward to finding out how best to use it."*

- *"Interested to see the new content and how it can be used in child protection work with birth families."*

- *"Will be very useful in assessment. An interesting course where practice will make perfect."*

- *"Really excited to explore the use of Cornerstone VR with perpetrators of DV – and victims – to understand the impact on children."*

- *"Raised my confidence in my ability to use the equipment and also awareness of using it with families and schools."*

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First Use and Follow Up (November 2019 –date)
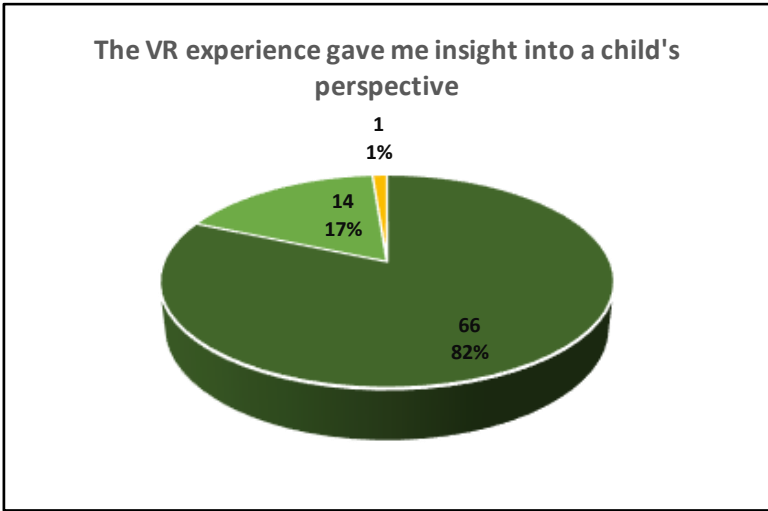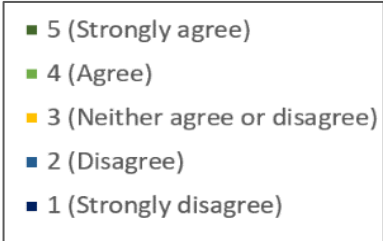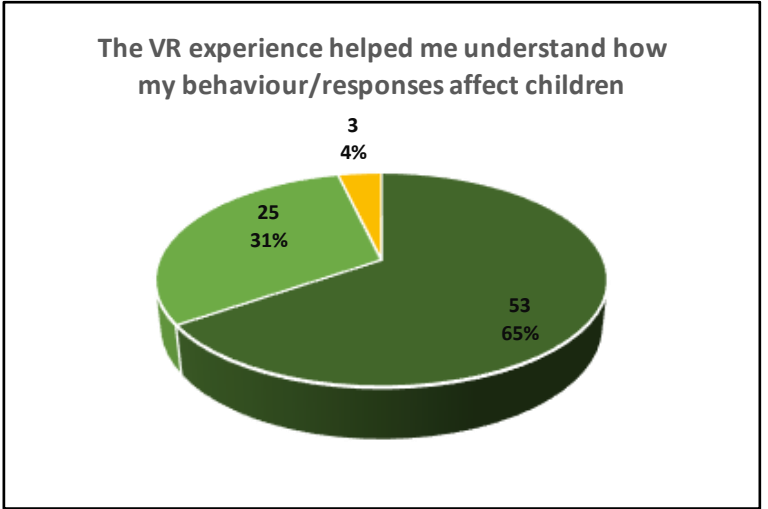
First Use

Summary of findings

81 professionals have provided First Use data across six organisations.

- First Use evidence is captured from sessions run by Cornerstone team and Certified VR Practitioners from partner organisations.

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First Use

Empathy increase from VR content

- 96% of respondents agreed the VR experience helped them understand how their behaviour/responses affect children.

- 99% of respondents agreed that the VR experience gave them insight into a child's perspective.

The VR experience helped me understand how my behaviour/responses affect children

3
4%

25
31%

53
65%

The VR experience gave me insight into a child's perspective

1
1%

14
17%

66
82%

Legend:
- 5 (Strongly agree)
- 4 (Agree)
- 3 (Neither agree or disagree)
- 2 (Disagree)
- 1 (Strongly disagree)
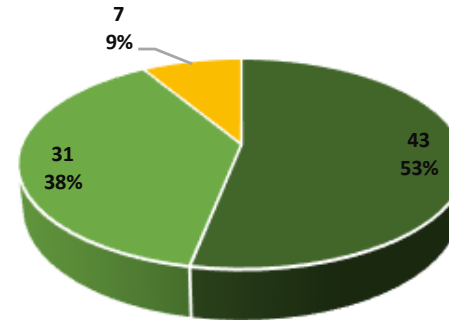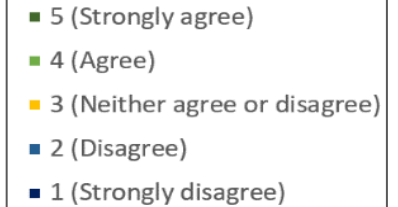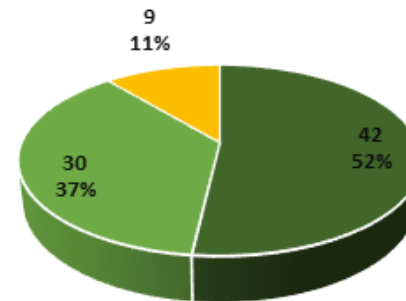
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First Use

Empathy increase from VR content

- 91% of respondents agreed the VR experience made them think differently about their behaviour/responses/decisions.

- 89% of respondents agreed the VR experience made them consider alternative ways to behave/respond/make decisions.

The VR experience made me think differently about my behaviour/responses/decisions

7
9%

43
53%

31
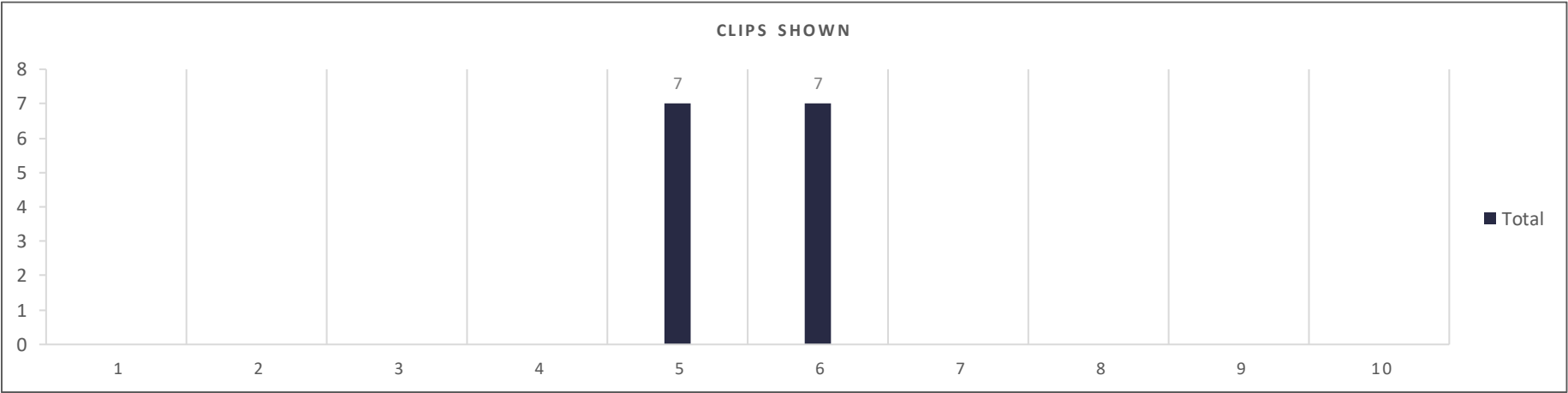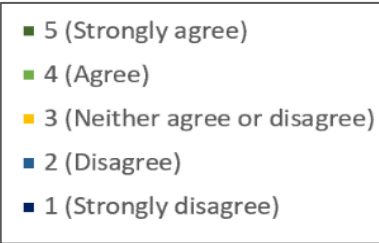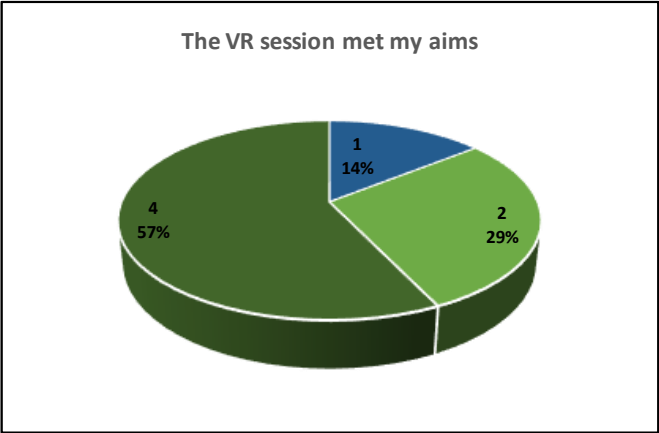38%

The VR experience made me consider alternative ways to behave/respond/make decisions

9
11%

42
52%

30
37%

- 5 (Strongly agree)
- 4 (Agree)
- 3 (Neither agree or disagree)
- 2 (Disagree)
- 1 (Strongly disagree)

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First Use

VR Practitioners from partner organisations

- 86% of practitioners using Cornerstone VR agreed the session met their aims.

- VR Experiences *In-Utero* and *Carnaby Street* were used in all of sessions.

The VR session met my aims

- 5 (Strongly agree)
- 4 (Agree)
- 3 (Neither agree or disagree)
- 2 (Disagree)
- 1 (Strongly disagree)

CLIPS SHOWN

■ Total

First Use

Qualitative comments

- *"Reminder that it's always useful to consider what children I'm working with have been presented with, and internalised, throughout their lives."*

- *"Working in national policy it is great to have a reminder of the situation of some children and families."*

- *"This is the perfect opportunity to be in the shoes of the child."*

- *"It would be great to connect this tool with all teams of practitioners working with vulnerable members of our society."*

- *"We have had lots of training on attachment, but this gave a whole new dimension to our understanding."*

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Follow Up
Key findings

- **The information from these forms will be processed by Cornerstone to match it to the categories of the likert scales in the First Use form.**

- **Summary of key findings and notable comments will appear here.**

FOLLOW UP

VR Practitioner: _____ Reference number: _____
Date: _____ New user initials: _____

Since the first use of VR with the individual...

What was the outcome?
E.g. avoid placement breakdown, faster matching, increase trauma awareness, reduce DV behaviours, increase quality of assessments
_____
_____

Why do you say this?
E.g. understanding change, behaviour change, empathy change, attitude change
_____
_____

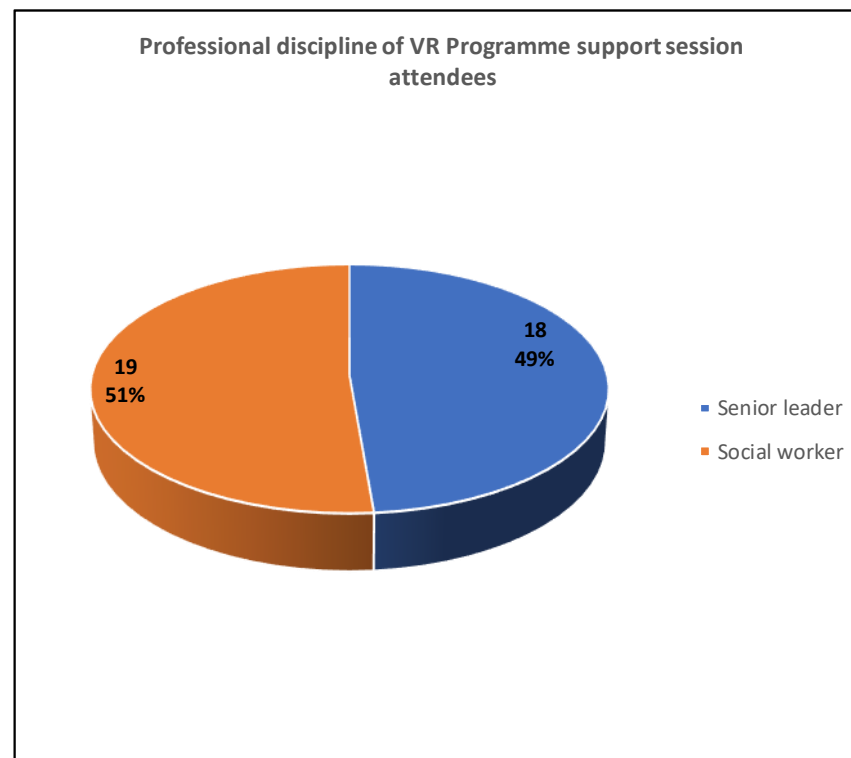**How many times did you use the VR again with the same individual?**
_____
_____

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VR Programme support sessions
(November 2019 – date)

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VR Programme support sessions
## Summary of findings

VR Programme support sessions have been delivered across three organisations,

to an audience comprised of social workers and senior leaders.

Professional discipline of VR Programme support session attendees

- Senior leader
- Social worker

18
49%

19
51%

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VR Programme support sessions
Knowledge acquisition

- 97% participants agreed that the support session was effective in expanding their knowledge of Cornerstone's VR Programme.

- 84% respondents agreed the support session was effective in expanding their knowledge of the application(s) of Cornerstone VR.
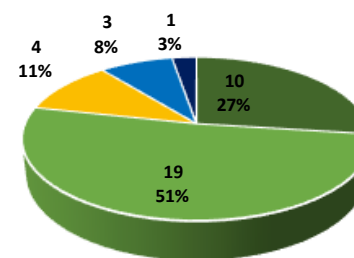
The VR Programme support session was effective in expanding my knowledge of Cornerstone's VR Programme

1
3%

16
43%

20
54%

- 5 (Strongly agree)
- 4 (Agree)
- 3 (Neither agree or disagree)
- 2 (Disagree)
- 1 (Strongly disagree)

The VR Programme support session was effective in expanding my knowledge of the application(s) of Cornerstone VR

6
16%

14
38%

17
46%

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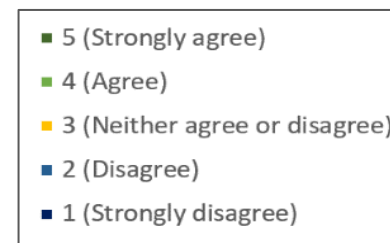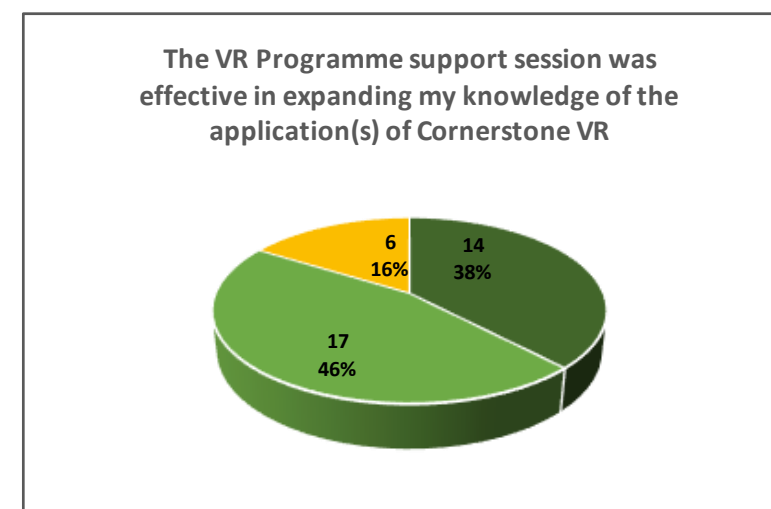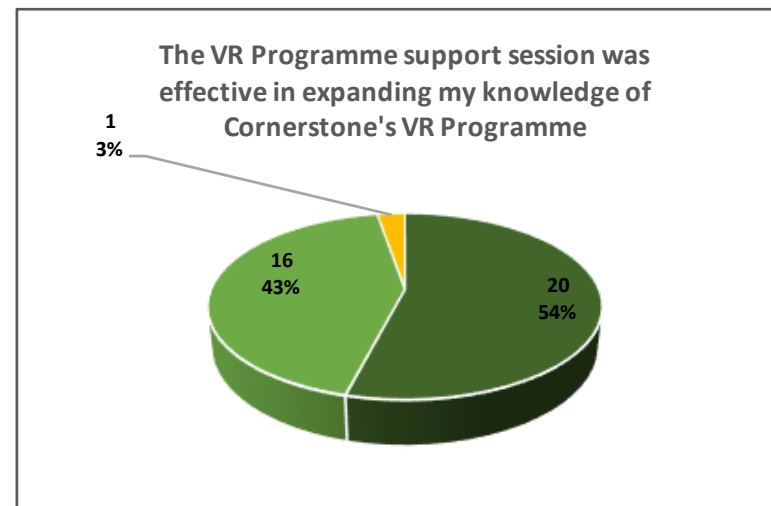
VR Programme support sessions

## Knowledge acquisition/Primary client base of attendees

78% participants agreed that the training event was effective in providing them with the skills to improve their service delivery and practice.

The VR Programme support session was effective in providing me with skills/knowledge to further improve service delivery/my practice
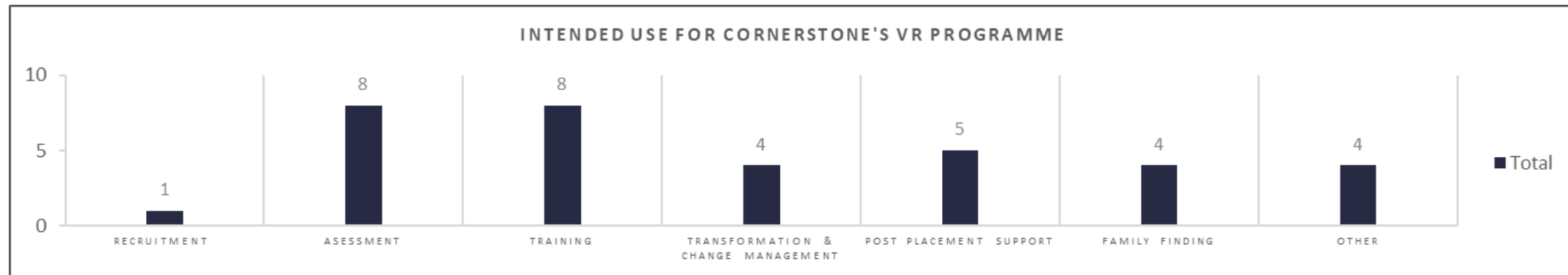

- 5 (Strongly agree)
- 4 (Agree)
- 3 (Neither agree or disagree)
- 2 (Disagree)
- 1 (Strongly disagree)

PRIMARY CLIENT BASE

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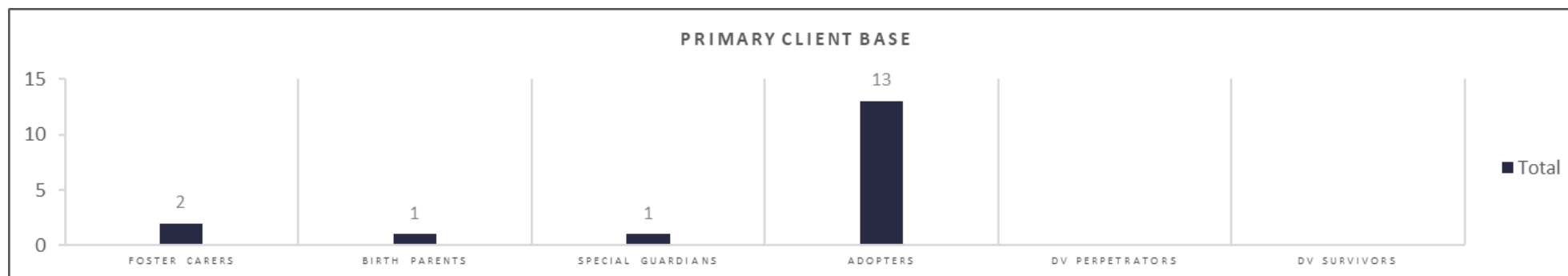
VR Programme support sessions

Intended VR Usage

INTENDED USE FOR CORNERSTONE'S VR PROGRAMME

Respondents using the VR identified 'training' as the primary intended use for the VR Programme.

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VR Programme support sessions

Most useful experiences

WHICH VR EXPERIENCE DID YOU FIND MOST USEFUL
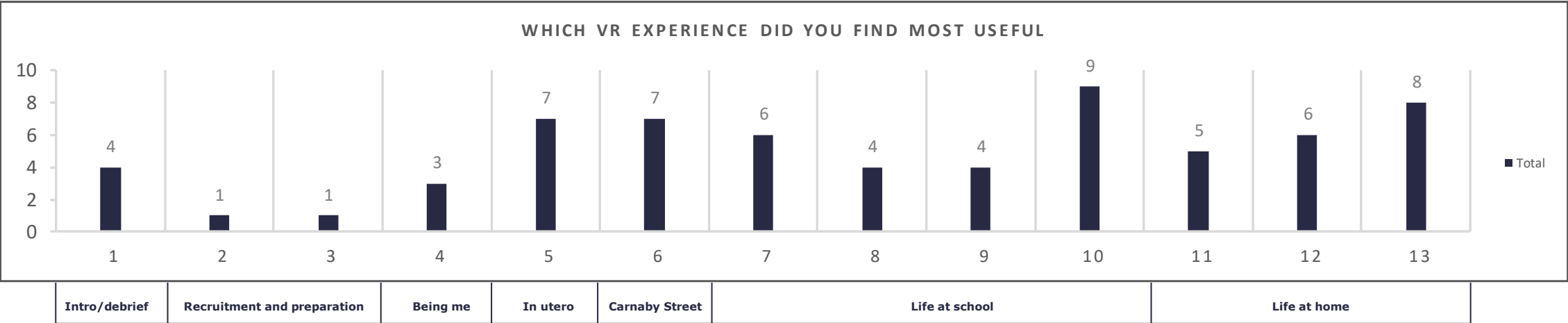
Respondents using the VR experiences identified: *In-Utero*, *Carnaby Street* and *Therapeutic Approach Children with Early Life Trauma at Home/School* as the most useful experiences.

External resources
Links to evaluations on Partner Portal

- [An executive summary of independent research into the Cornerstone VR programme](#)

- [An overview of some of the applications of immersive technology in children's social care including prevention and early intervention](#)

- [High level overview of research and pilot activity findings across social care, education and the judiciary](#)

- [Summary case examples of the different ways the VR experience can be used](#)

- Thematic reports: Using VR across…
  - [Education](#)
  - [Fostering](#)
  - [Family support](#)
  - Learning and development
  - Adoption
  - Health

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