

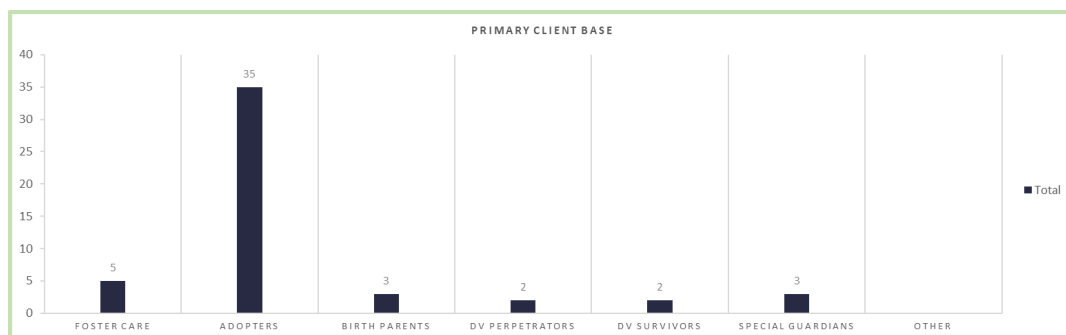
USING CORNERSTONE VR IN ADOPTION: EVENT LOG

No.	Event/Organisation	Date	Audience	Participants	Page(s)
1	Various organisations (9 in total)	November 2019-date	Certified VR Practitioners with primary client base of adopters	35	1-2
2	Adoption East Midlands	May 2020	A range of social care professionals	6	3
3	One Adoption West Yorkshire	February 2020	A range of social care professionals	11	4-5
4	One Adoption West Yorkshire (VR Pilot Programme Learning Journey Module 5,4)	November 2018	A range of social care professionals	36	6-13
6	Adopt South/Hampshire County Council (VR Pilot Programme Learning Journey all modules)	October 2018	A range of social care professionals	32	14-30
7	Adopt London East (VR Pilot Programme Learning Journey/East London Innovation Project)	October 2018	A range of social care professionals	11	31-36
8	One Adoption West Yorkshire (VR Pilot Programme Learning Journey Module 2,3)	September 2018	A range of social care professionals	16	37-40
9	One Adoption West Yorkshire (Trauma Aware Service training)	July 2018	A range of social care professionals	14	41-42

CERTIFIED VR PRACTITIONERS WITH THE INTENTION OF USING VR WITH ADOPTERS CERTIFICATION COURSE ANALYSIS FROM NOVEMBER 2019 TO DATE (14th JULY 2020)

The following data is collected from Certified VR Practitioners with a primary client base of adopters. Data is collected from nine Certification Courses run with nine partners.

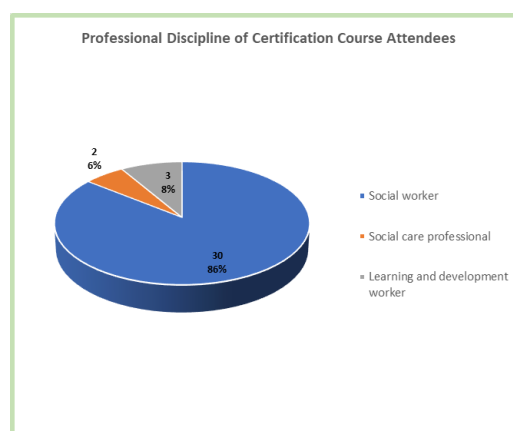
1) PRIMARY CLIENT BASE



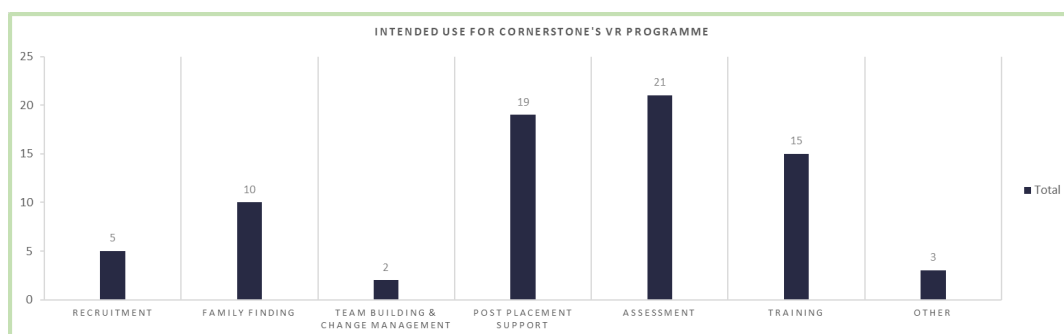
Since November 2019, 35 professionals have been certified in the use of Cornerstone VR with a primary client base of foster carers.

2) PROFESSIONAL DISCIPLINE

Of those with a primary client base of with foster carers, the majority were social workers – 86%.

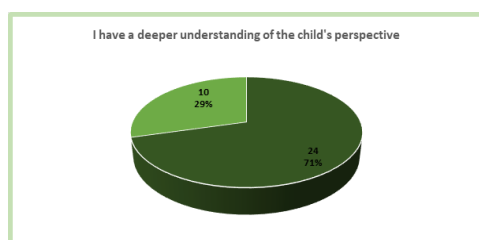


3) INTENDED USE

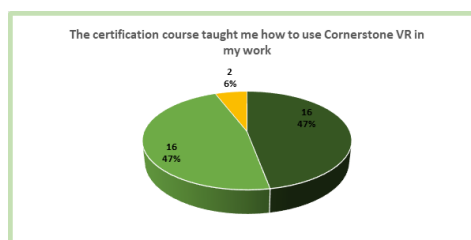


VR Practitioners with a primary client base of foster carers intended to use the VR in a variety of ways at the time of training – with primary intentions to use the VR in post placement support, assessment and training scenarios.

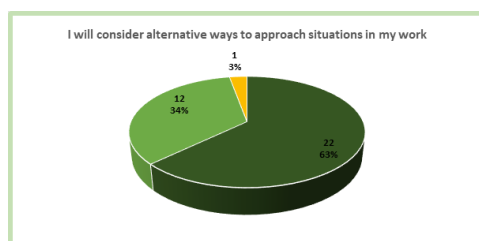
4) SUMMARY OF QUANTITATIVE FINDINGS (CERTIFIED VR PRACTITIONERS WITH A PRIMARY CLIENT BASE OF FOSTER CARERS)



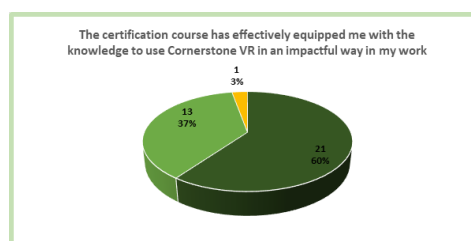
- 100% of VR Practitioners agreed to having a deeper understanding of the child's perspective.



- 94% of VR Practitioners agreed the Certification Course taught them how to use Cornerstone VR in their work.



- 97% of VR Practitioners agreed they would consider alternative ways to approach situations in their work.



- 97% of VR Practitioners agreed the Certification Course effectively equipped them to use Cornerstone VR in an impactful way in their work.



VR PROGRAMME SUPPORT SESSIONS [6 CREDITS TRAINING/CONCIERGE]

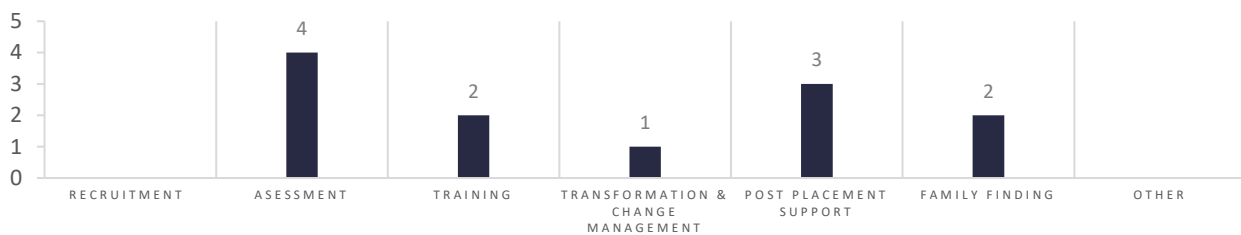
Organisation: Adoption East Midlands
Date: 20th May 2020
Facilitator(s): Caroline Bengo & Shalene Lemmie



PROFESSIONAL DISCIPLINE (JOB ROLE) OF ATTENDEES



WHAT PURPOSE DO YOU INTEND TO USE CORNERSTONE'S VR PROGRAMME?



WHO IS YOUR PRIMARY CLIENT BASE?

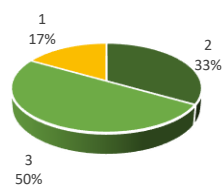


THE CORNERSTONE TRAINING EVENT WAS EFFECTIVE IN...

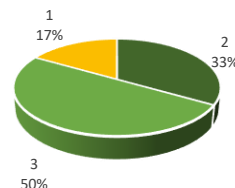
...expanding my knowledge of Cornerstone's VR Programme



...expanding my knowledge of the application(s) of Cornerstone VR



...providing me with the tools/skills to further improve my practice



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

CERTIFICATION COURSE EVALUATION REPORT

Organisation: One Adoption West Yorkshire
Date: 25th February 2020
Facilitator(s): Caroline Bengo, Shalene Lemmie & Callum Hurley



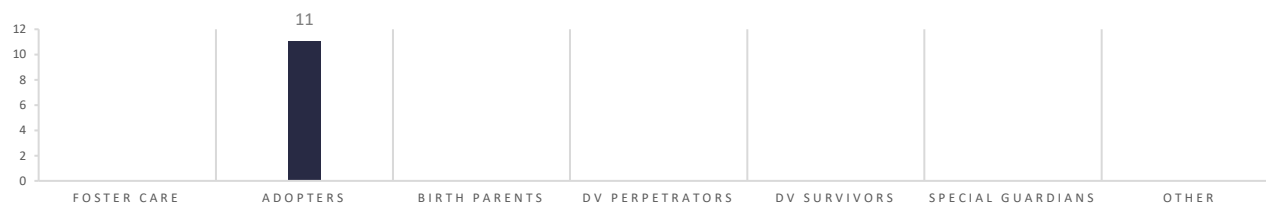
ATTENDEES

- | | |
|---------------|-----------------|
| 1. Attendee 1 | 7. Attendee 7 |
| 2. Attendee 2 | 8. Attendee 8 |
| 3. Attendee 3 | 9. Attendee 9 |
| 4. Attendee 4 | 10. Attendee 10 |
| 5. Attendee 5 | 11. Attendee 11 |
| 6. Attendee 6 | |

PROFESSIONAL DISCIPLINE OF ATTENDEES



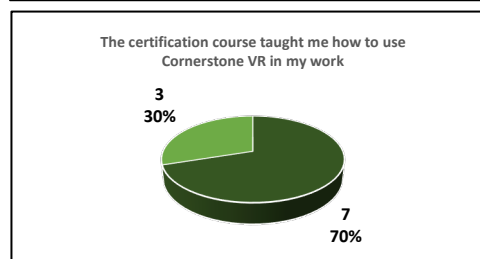
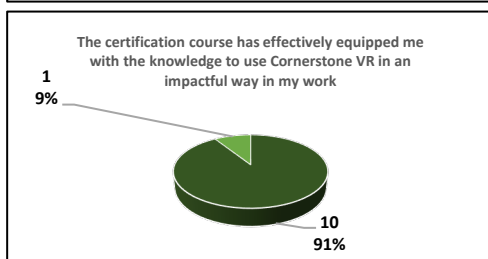
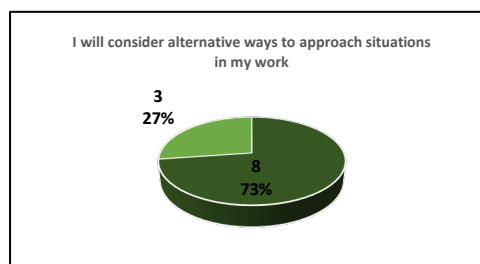
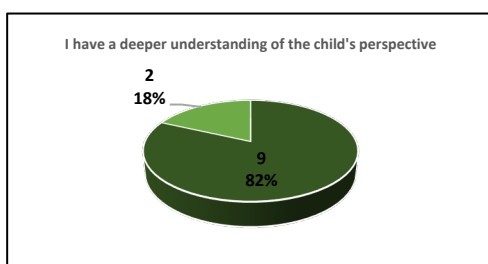
PRIMARY CLIENT BASE OF ATTENDEES



INTENDED USE OF CORNERSTONE VR PROGRAMME



QUANTITATIVE ANALYSIS



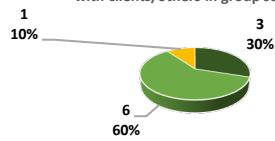
- 5 (Strongly agree)
- 4 (Agree)
- 3 (Neither agree or disagree)
- 2 (Disagree)
- 1 (Strongly disagree)

ATTENDEES CAN...

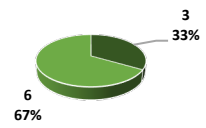
I can set up the VR technology for a session with clients/others in one to one settings



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



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



QUALITATIVE ANSWERS/ANY OTHER COMMENTS

- 1 Really great training - can't wait for the new videos.
- 2 This is so exciting! I think it is a fabulous tool to promote empathy and understanding.
- 3 I enjoyed it and found the training very useful, I think it will improve and add to the support I offer during and following Adoption Support Assessment.
- 4 Raised my confidence in my ability to use the equipment and also awareness of using it with families and schools.
- 5 Really enjoyed the course and interaction level involved. I liked the group size and variety of social work backgrounds from adoption.
- 6 I have found it very informative and useful.
- 7 Really informative and interesting! I'll 100% use the VR in the practice.

CORNERSTONE VR PILOT PROGRAMME LEARNING JOURNEY

PARTICIPANT FEEDBACK HEADLINES: MODULE 5

ONE ADOPTION WEST YORKSHIRE 8TH NOVEMBER 2018

1) SUMMARY OF FINDINGS

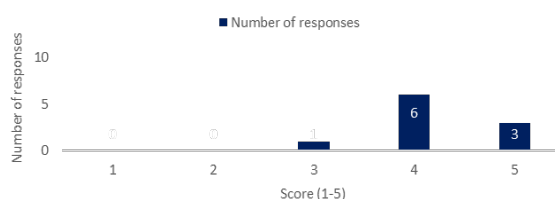
This session gave participants an understanding of how they can apply the Cornerstone Virtual Reality library in their practice.

- 90% of respondents felt sufficiently confident to be able to apply the Cornerstone VR kit to their relevant cases, scoring 4 or 5 out of 5.
- 100% of respondents scored 4 or 5 out of 5 when asked if they expected the use of VR for their case study to produce a positive outcome:
 - “[It] will make more real the experience of child and engage feelings of adopters”.
 - “It's a powerful tool in the right circumstances”.
 - “[It will] help adopters understand long term impact of trauma on children”.
 - All respondents were confident that the VR could change the perspective of carers and adopters:
 - “Walking in the shoes of the child”.
 - “Very realistic. Will reach visual learners”.
- 4 out of 10 respondents believed that VR would help prevent placement breakdowns. The other respondents was unsure at this stage:
 - “I feel adopters will have greater empathy and understanding behind behaviours”.
 - “Time will tell”.
- Participants found the practical and discussion-based aspects of the course to be particularly useful to them, in particular discussing scenarios where the VR would assist them in their practice.
- Overall respondents were happy with the level of training they received. A suggested improvement is to shorten this module – Cornerstone have taken this into consideration as part of the pilot.

2) DETAILED FEEDBACK

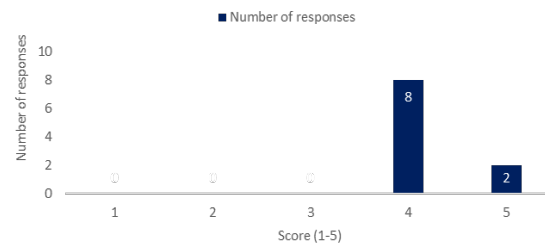
Question 1: I have a clear understanding of how I can apply VR to my case study

N = 10	Mean	Range	Mode
Post-session	4.2	3 to 5	4



Question 2a: I expect the use of VR for my case study to a significant difference in achieving a positive outcome

N = 10	Mean	Range	Mode
Post-session	4.2	4 to 5	4



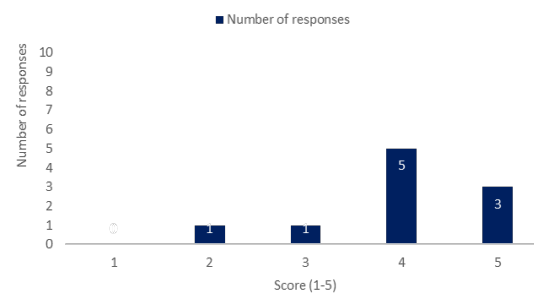
Question 2b: Why do you say that?

Respondents believed that using VR as a case study could help to achieve a positive outcome:

- "Will make more real the experience of child and engage feelings of adopters".
- "It brings reality to learning".
- "It's a powerful tool in the right circumstances".
- "Help adopters understand long term impact of trauma on children".

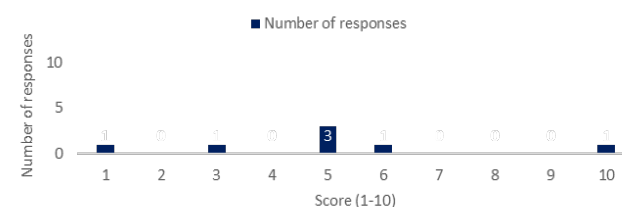
Question 3: I am sufficiently confident using the Cornerstone VR kit and library to administer it to my relevant cases

N = 10	Mean	Range	Mode
Post-session	4	2 to 5	4



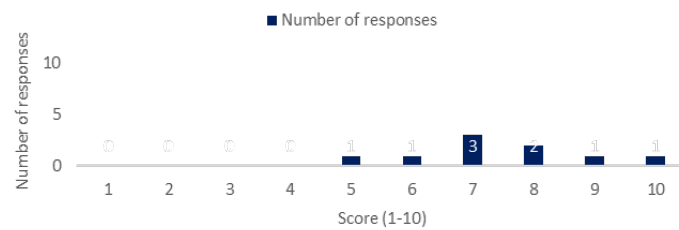
Question 4: To what extent do you believe using the Cornerstone VR will help speed up assessments?

N = 7	Mean	Range	Mode
Post-session	5	1 to 10	5



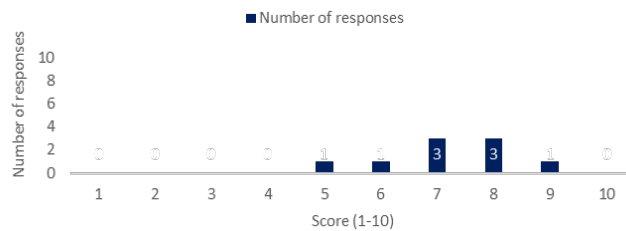
Question 5: To what extent do you believe using the Cornerstone VR will help improve the quality of assessments?

N = 9	Mean	Range	Mode
Post-session	7.4	5 to 10	7



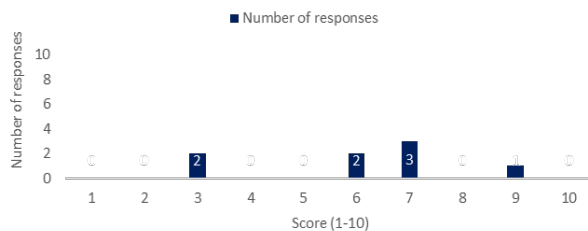
Question 6: To what extent do you believe using the Cornerstone VR will help support better matching?

N = 9	Mean	Range	Mode
Post-session	7.2	5 to 9	7,8



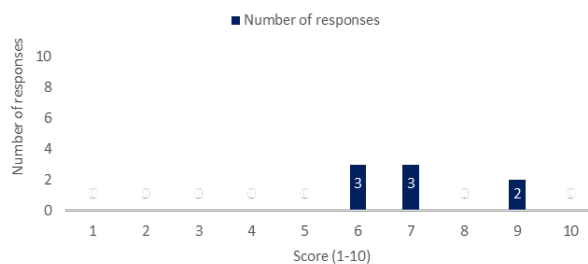
Question 7: To what extent do you believe using the Cornerstone VR will help improve placement stability in individual cases?

N = 8	Mean	Range	Mode
Post-session	6	3 to 9	7



Question 8: To what extent do you believe incorporating the Cornerstone VR will enhance your Social Work practice?

N = 8	Mean	Range	Mode
Post-session	7.1	6 to 9	6, 7



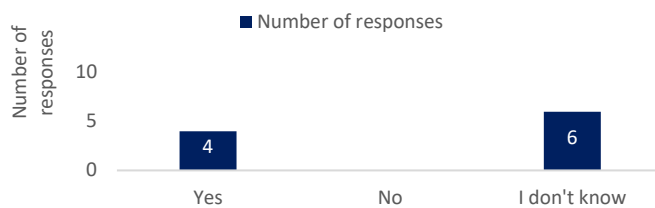
Question 9: Do you think this technology will change the perspective of carers or adopters?



Comment explaining scoring:

- "It puts themselves in the child's shoes".
- "Walking in the shoes of the child".
- "Very realistic. Will reach visual learners".
- "Because it makes it more real".

Question 10: **Do you think VR can help prevent placement breakdowns?**



Comments explaining scoring:

- "I feel adopters will have greater empathy and understanding behind behaviours".
- "Time will tell".
- "Reminds adopters about children's experiences".
- "Need to consider more".

Question 11: What aspect of today's session did you find the most useful?

Participants commented that they found practical and discussion-based aspects of the course to be particularly useful to them:

- "Thinking about using within which setting and thinking of creating back story".
- "Group coming together".
- "Discussing how to apply it in assessments".
- "All".
- "Discussion and how it will be implemented realistically".
- "Given more confidence in VR and its roll out".
- "Thinking about how to use VR in assessments".
- "Thinking time with particular cases and scenarios".
- "1:1 session".

Question 12: Do you have any suggestions for how the session could be improved, in terms of the teaching content, the equipment used or any other aspects?

Participants commented that the session could be shortened – Cornerstone is taking this into account as part of the pilot:

- “Slightly shorter”.
- “The trainer was lovely, but it was bit repetitive to the last session”.

CORNERSTONE VR PILOT PROGRAMME: PARTICIPANT FEEDBACK

HEADLINES: MODULE 4 - ADOPTER RECRUITMENT USING VR

ONE ADOPTION WEST YORKSHIRE 31ST OCTOBER 2018

1) SUMMARY OF FINDINGS

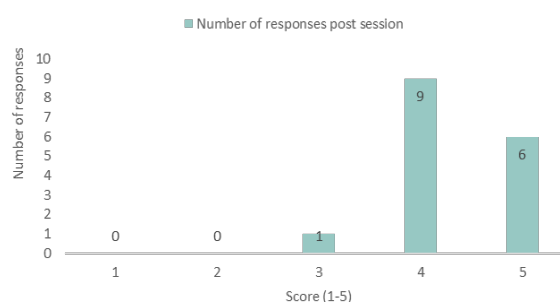
Feedback suggests that in general participants found Module 4 (Adopter Recruitment Using VR) to be helpful. They thought the session would help them to recruit more adopters that were right for the role.

- Following the session, **94%** of respondents believed that they had the resources to effectively communicate the challenges and opportunities of being an adopter or foster carer.
- **86%** of respondents believed that they would act differently following the session, whilst the remaining **14%** would not. One response indicated that this was due to it not being applicable to their role.
- Respondents were split as to whether the VR would help them to attract more adopters/foster carers, with 56% believing it would: "[when] used in the right context". 44% remained unsure, stating that it might be better suited to training rather than recruitment.
- However, 94% of respondents believed that the VR would help them to attract the right adopters/foster carers, because:
 - "It gives a realistic picture of children's experiences".
 - "It will help us assess applicants' capacity for empathy".
 - "It brings the issues to life and makes them real".
- **88%** (14 of the 16) respondents stated that they would recommend the VR programme to a colleague. One unsure respondent would want to see more findings first. None of the participants would not have recommended the VR programme.

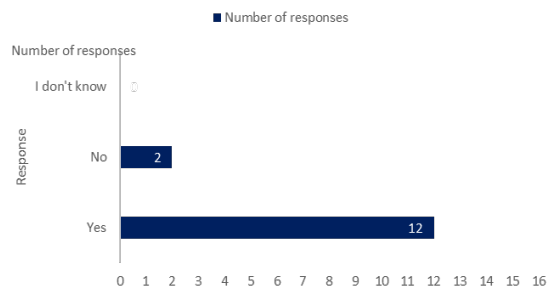
2) DETAILED FEEDBACK

Question 1: How strongly do you agree with the following statement? I have the resources to effectively communicate the challenges and opportunities of being an adopter or foster carer

N = 16	Mean	Range	Mode
Post-session	4.3	3 to 5	4



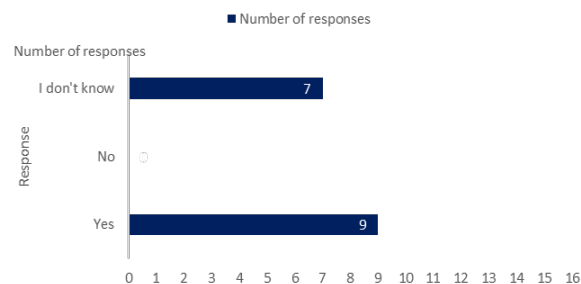
Question 2: Will you do anything differently as a result of today's session?



Comments explaining scoring:

- "Think carefully about features and benefits for adopters".
- "Think clearly about the messages given at adoption recruitment events".
- "Look at how VR is used".

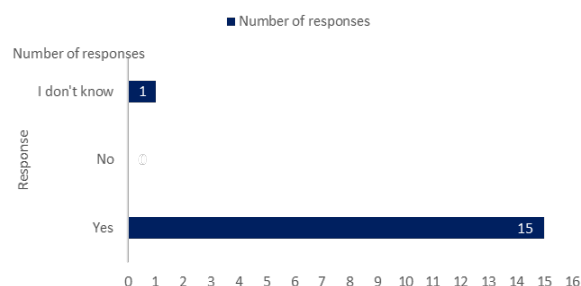
Question 3: Do you think that they Cornerstone VR technology will help you to attract more adopters/foster carers?



Comments explaining scoring:

- "It's a modern way of using technology to convey information which will be attractive to some".
- "I would need to gain feedback / evaluation from adoption events".
- "If used at the correct stage".

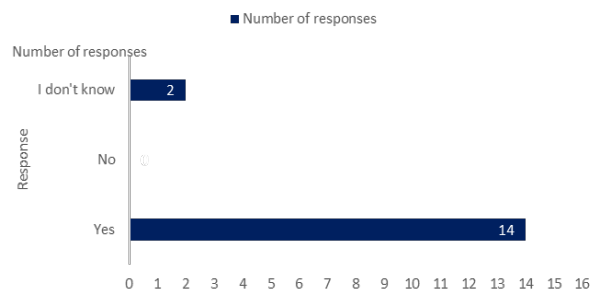
4: Do you think that they Cornerstone VR technology will help you to attract the right adopters/foster carers?



Comments explaining scoring:

- “They will be going into it with a better understanding”.
- “Better able to empathise with child's experience”.
- “It will help us assess applicants' capacity for empathy”.

Question 5: Would you recommend the VR programme to a colleague for recruitment purposes?



**CORNERSTONE VR PILOT PROGRAMME LEARNING JOURNEY
PARTICIPANT FEEDBACK HEADLINES
HAMPSHIRE COUNTY COUNCIL, 23RD OCTOBER TO 11TH DECEMBER
2018**

1) SUMMARY OF FINDINGS

Feedback suggests that participants found all modules useful.

- **Module 1** developed participants' understanding of the theories around trauma and attachment.
 - 5 out of 31 respondents reported increased understanding of trauma and attachment following the session. The remaining respondents reported the same level of understanding, although there was no pre-session data for cohort B.
 - They reported that the session could impact on how they interact with children who have experienced trauma, with all respondents scoring **3 or more out of 5** after the session. **8 out of 31 respondents increased their score** following the session, with one person decreasing. The decrease perhaps related to the session challenging preconceptions.
 - Respondents felt better able to understand children in care, with **only one person scoring below 6 out of 10 following the session.**
 - Most respondents suggested the session would effect how they communicate with children in care and carers/adopters, with only 2 out of 30 scoring below a 3 out of 5.
 - Most also suggested the session could perhaps impact how quickly they make decisions and the confidence they felt in those decisions, to some extent.
 - Respondents remarked that watching the VR films was very useful, although some noted that they needed to be used with care. They also appreciated the chance to go over theories around trauma and attachment and collaborate with colleagues.
 - **17 out of 29 respondents** felt that they may do things differently as a result of the session. 9 remained unsure and 3 declaring they would not.
 - **83% of respondents** said they would recommend the programme to a colleague, with the remaining 2 undecided. No one said they would not recommend it.
- **Modules 2 and 3** gave participants a high degree of confidence in using the VR Kit & the Cornerstone VR Library.

- **All respondents scored 4 or more** when asked if they understood the VR library and felt confident using the equipment following the session.
- Respondents understood how the VR technology could impact users, with all respondents scoring **at least 4 out of 5**.
- Most felt confident that they understood how VR could be applied to a live session.
- Some respondents found the process of viewing the films difficult but felt this would get easier the more they used it. Some found the content emotionally challenging, feeling it would need to be used thoughtfully.
- **Module 5** gave participants an understanding of how they can apply VR to their case studies.
 - Most respondents had a strong understanding of how they could apply VR to their case study, with **only 1 out of 18 participants scoring below 4 out of 5**.
 - Participants felt that applying VR to their case study could achieve a positive outcome, with **all but three participants out of 17 respondents scoring 4 or more out of 5**, feeling it would 'bring home the actual trauma experience'.
 - Most participants felt able to administer the VR library to their relevant cases, with only 3 out of 18 respondents scoring below 4 out of 5.
 - Whilst respondents were more unsure about whether the VR would significantly improve the efficiency of the assessment process, they were more receptive to the possibility that it could help to improve placement stability in individual cases.
 - Respondents felt that incorporating the Cornerstone VR could help enhance their social work practice as it would 'remind me of what child has experienced- 'walk their walk', and 'help to keep adopters informed'.
 - **12 out of 15 respondents** believed the technology would change the perspective of carers and adopters as "It is just so 'real'. The remaining 3 respondents were not sure, with some keen to wait until it was used in practice before making a judgment.
 - Respondents were more unsure of the likelihood of the VR preventing placement breakdowns, but only one respondent declared that it would not.
 - Respondents found the practical aspects of the day useful as well as the opportunity they had to discuss possible implementation of the VR with colleagues.

Possible overall improvements:

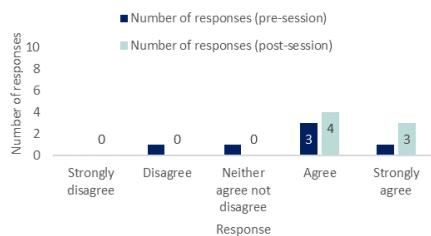
- Possible improvements included having fewer sessions as well as having greater clarity on the case study, which have been reflected in the new format of the learning journey.
- They also recommended possibly expanding the video set, with a suggestion that the videos were shot from the child's perspective. Cornerstone will consider these recommendations going forward.

2) DETAILED FEEDBACK – MODULE 1

Questions 1 & 5: I can confidently explain the concepts of attachment and trauma and their impact

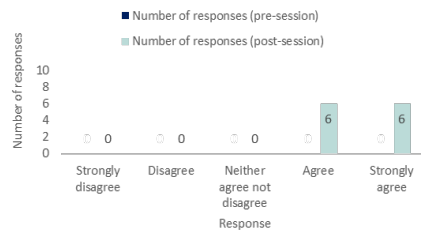
Cohort A:

2 people increased their scores



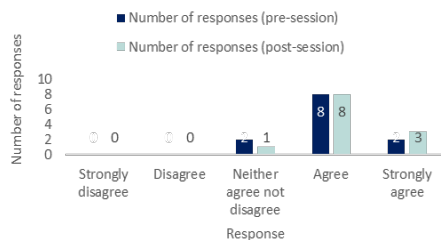
Cohort B

Pre session data not collected



Cohort C

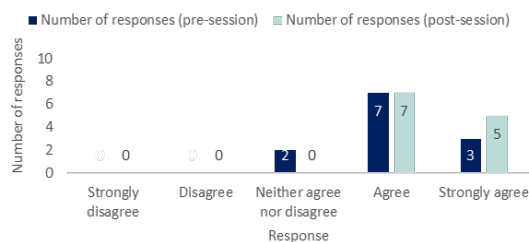
3 people increased their scores



Questions 2 & 6: I understand the potential triggers of children who have experienced trauma.

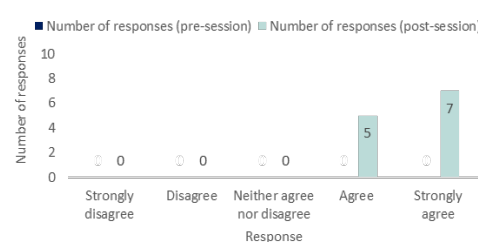
Cohort A

5 people increased their scores



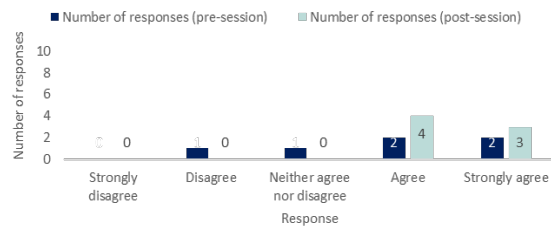
Cohort B

Pre session data not collected



Cohort C

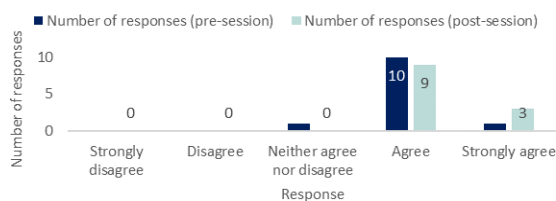
3 people increased their scores, 1 decreased



Questions 3 & 7: I have the insight and skills to make the right decisions for the children I work with.

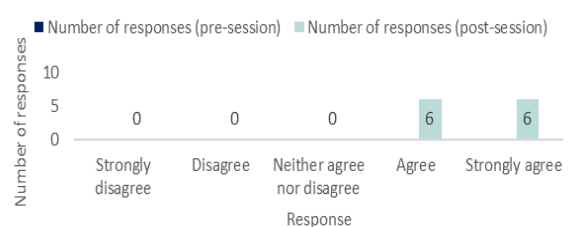
Cohort A

3 people increased their scores



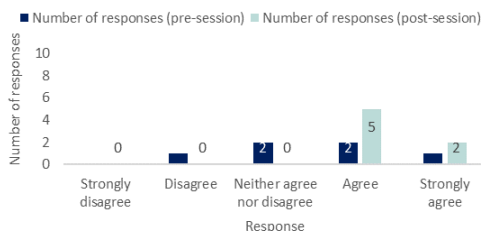
Cohort B

Pre session data not collected



Cohort C

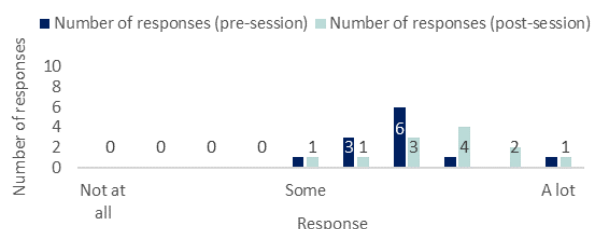
4 people increased their scores



Questions 4 & 8: On a scale of 1 to 10: To what extent do you believe you understand the experiences & feelings of children in care?

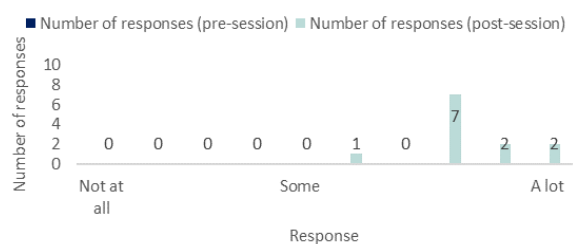
Cohort A

5 people increased their scores



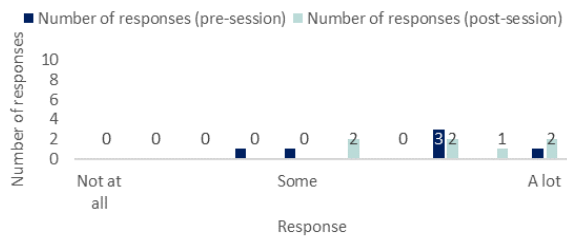
Cohort B

Pre session not collected

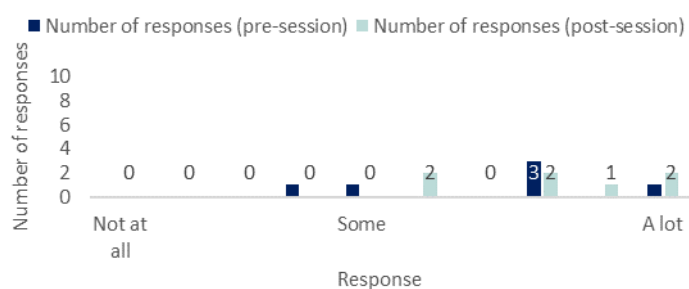


Cohort C

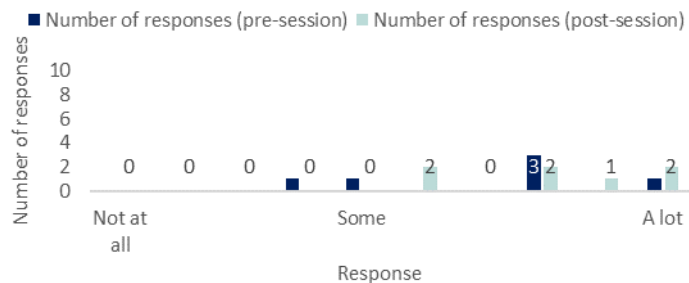
4 people increased their scores



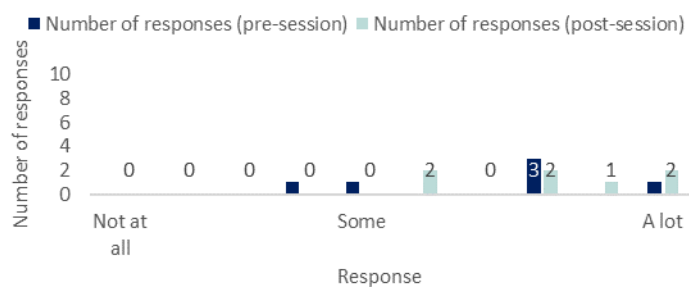
Question 9: To what extent do you think today's session will impact on how you interact with children who have experienced trauma?



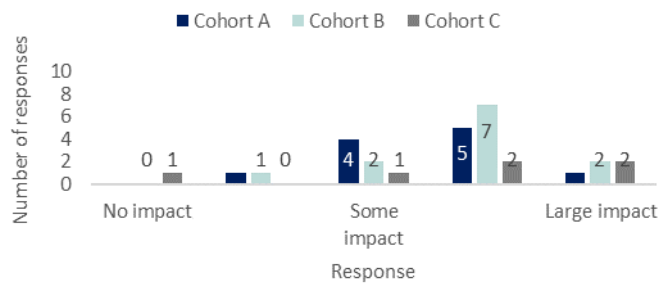
Question 10: To what extent do you think today's session will impact on how you communicate with carers/adopters?



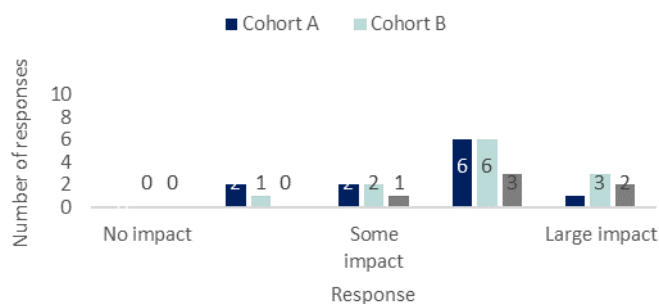
Question 11: To what extent do you think today's session will impact on how quickly you make decisions?



Question 12: To what extent do you think today's session will impact on how confident you feel in your decisions?



Question 13: To what extent do you think today's session will impact on the type of support you offer to children & their families?



Question 14: What aspect of today's session did you find the most useful/impactful?

Participants found the films and the experience of using VR to be particularly powerful:

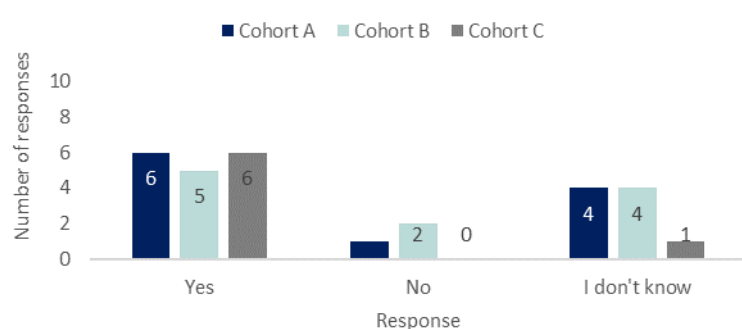
- "The tech was amazing, but my view is that it needs to be used with care. The video in utero had an unexpected emotional impact to me, and I did watch the full video for this reason".
- "Flow through of VR videos. Being able to watch the first video twice. Stress and anxiety children go through".
- "Using the VR, particularly the first video and "in utero" and school context".
- "VR experience of being "the child".
- "Use of VR and viewing the library. Reviewing attachments and impact on children and adopters".
- "VR clip of adoptive parents responding with PACE".
- "All of it; The VR; Good reflection on biopsychological trauma".
- "Actually seeing the clips on the VR and discussing how we could use as a service".

- "Interesting to have a go at the VR. The experience of VR was amazing and so exciting to be able to use with adopters".

They also appreciated the chance to revisit and discuss the theories around trauma and attachment, and enhance their understanding of the children they work with:

- "The activity linking the trauma experiences of the child to how this potentially may impact them. I think this would be good to do with adopters".
- "Truly being able to understand the experiences of a child who has experienced trauma".
- "It's useful to re-visit attachment and trauma and discuss with colleagues. The clip showing an example of parenting with PACE is good visual learning".
- "Hearing colleagues and trainers' examples of practice and adaptations to techniques that could be used".
- "Doing the Trauma journey activity. Relating theory to VR".

Question 15: Will you do anything differently as a result of today's session?



Respondents' comments explaining scoring:

- "Speak more confidently to adopters in stage 1. Able to provide more of an insight at recruitment events".
- "Explain the factors influencing children in much more detail".
- "Change the ways we train PLAs".
- "I need to think about it more".
- "I will use VR".
- "Ensure my approach to adopters/carers reflect what I have learned today".
- "This was a good refresher of knowledge, but feel I already have an awareness of a child's trauma history when working with families".

- "Discussions with adopters will be more child focused".
- "Put myself in child's shoes if possible".
- "Discussion with team around its use going forward".
- "Offer more specific case examples- more vivid (hopefully with VR too)."

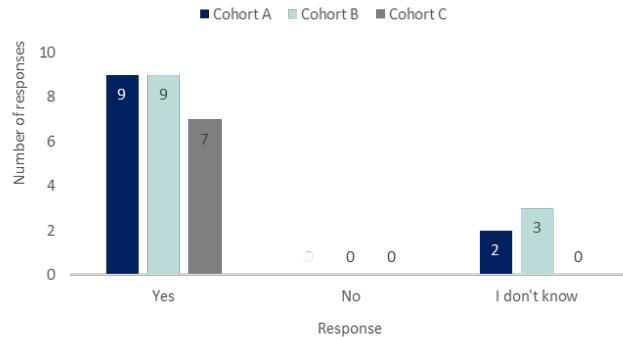
Question 16: Do you have any suggestions for how the session could be improved, in terms of the teaching content, the equipment used, or any other aspects?

Respondents suggested some changes to the films and terminology used in the session, as well as the session structure:

- "Orchid/dandelion exercise could be reframed as the terms do not feel applicable to children. Further exploration of developmental trauma".
- "Clarity of information regarding VR clip and case study and who is the birth father".
- "I feel the course could be condensed into two days".
- "More VR videos within the library to enable different child perspectives to help adopters / carers recognise how reach to abuse and trauma differs on an individual basis".
- "The teachers and adoptive parent video should be from child's POV to show impact of PACE etc".
- "The videos are very extreme and stereotypical - they could be more balanced".
- "Include one or two adopters in the training group to gain their views on VR".
- "Is it possible to have a DVD of VR clips as in some settings this would be easier to use the VR headsets?".
- "Session could be extended to link in therapy, VR exp, and then therapeutic parenting approaches".

Question 17: Would you recommend the VR programme to a colleague?

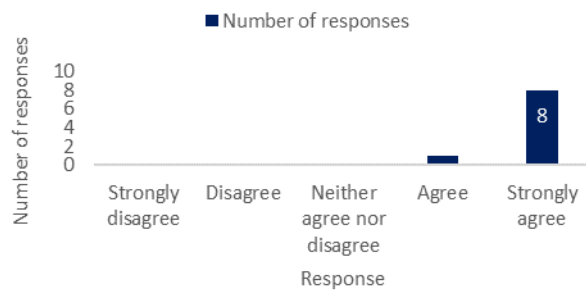
- 25 (83%) of the 30 participants said they would recommend the programme to a colleague, the remaining 5 (17%) did not know if they would recommend it. No one said they would not recommend it.



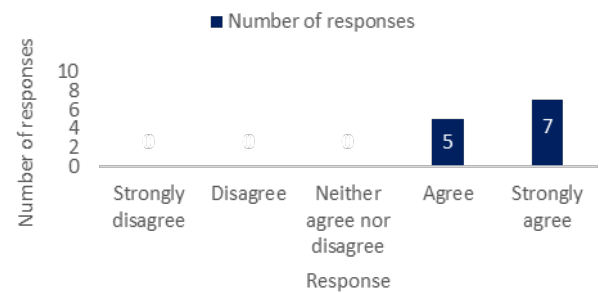
3) DETAILED FEEDBACK - MODULES 2 & 3

Question 1: How strongly do you agree with the following statement? I understand the components of the VR library

Cohort A



Cohort B

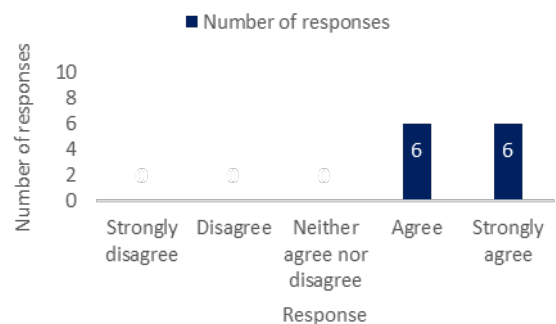


Question 2: How strongly do you agree with the following statement? I feel confident using the Cornerstone VR equipment

Cohort A

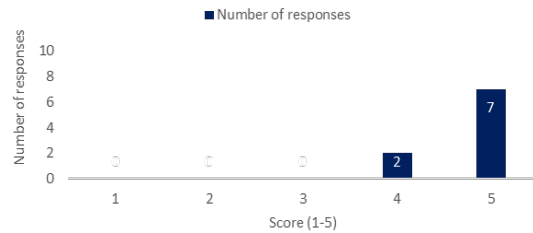


Cohort B



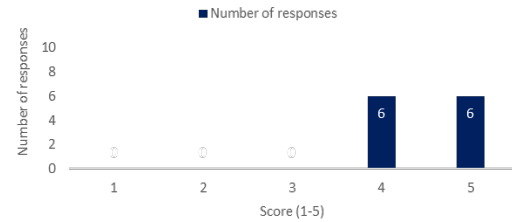
Question 3: How strongly do you agree with the following statement? I know where to go if I need help with the equipment

Cohort A



N = 9	Mean	Range	Mode
Post-session	4.8	4 to 5	5

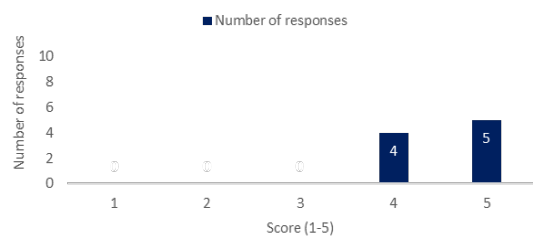
Cohort B



N = 12	Mean	Range	Mode
Post-session	4.5	4 to 5	4,5

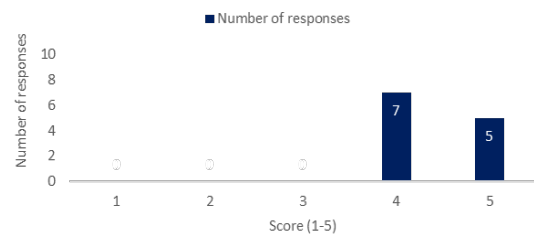
Question 4: How strongly do you agree with the following statement? I have a good understanding of how the Cornerstone technology could impact users

Cohort A



N = 9	Mean	Range	Mode
Post-session	4.6	4 to 5	5

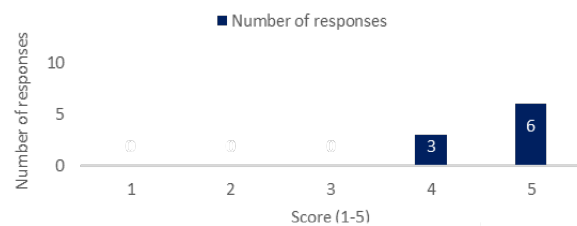
Cohort B



N = 12	Mean	Range	Mode
Post-session	4.4	4 to 5	4

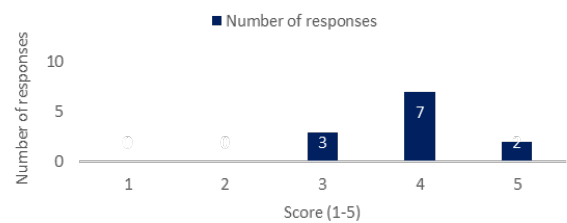
Question 5: How strongly do you agree with the following statement? I understand the restrictions and user preparation required to use VR in a live session.

Cohort A



N = 9	Mean	Range	Mode
Post-session	4.7	4 to 5	5

Cohort B



N = 12	Mean	Range	Mode
Post-session	3.9	3 to 5	4

Question 6: What aspects of the session did you find particularly challenging?

Participants found viewing the VR films to be the most challenging aspect of the sessions:

- "All of the video library - Focusing on the headset was ok, but difficult to use it wearing glasses".
- "Looking at the films".
- "Sometimes the device makes me feel giddy!".
- "Remembering how to navigate the VR, but sure once I am using it regularly this will improve. As a wearer of glasses, I still need to wear these, otherwise the focus was distorted".
- "Actually watching videos. It was quite emotive as it should be. Useful to think about how it made me feel".
- "None in terms of using the equipment. The videos were difficult to watch, careful consideration to how they are used will be needed - I don't think recruitment events are the right forum".
- "The weight of the headset and impact on my vision - need time to recover".
- "Considering some of the appropriate forums for training. Concerns about sensationalism - will adopters think this is the type of background all children are from?".

Question 7: Do you have any suggestions for how the session could be improved, in terms of the information provided or any other aspects?

Some respondents felt that the walkthrough of the equipment would have been better placed in the earlier session under Module 1 and that there could have been more discussion about how to apply the VR:

- "The use of the equipment could have been covered in Module 1".
- "Good use of awareness on the video VR before playing to an audience".
- "Detailed use of VR kit could have been covered in Module 1, this was largely a refresh of what was covered last week".
- "Preparation beforehand".
- "Need to think about how to use the equipment in training and assessments".

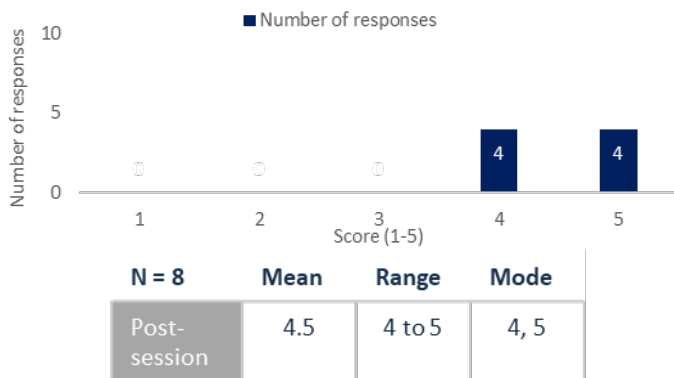
It was also proposed that all the videos be shot from the child's perspective:

- "As a small group we felt it may be more meaningful and have greater impact for teachers if the video was shot from the child's perspective, rather than using the flash words e.g. "empathy", "shame", etc".

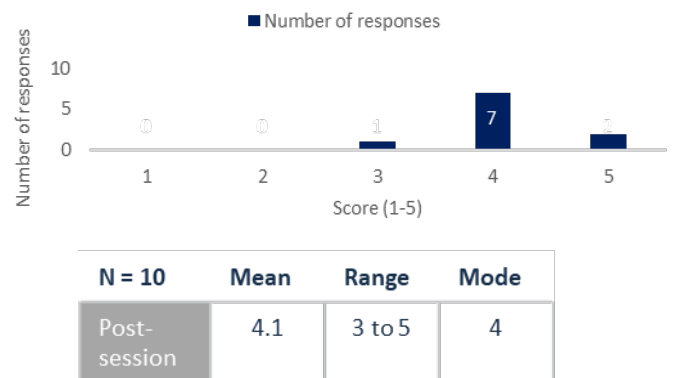
4) DETAILED FEEDBACK – MODULE 5

Question 1: I have a clear understanding of how I can apply VR to my case study

Cohort A

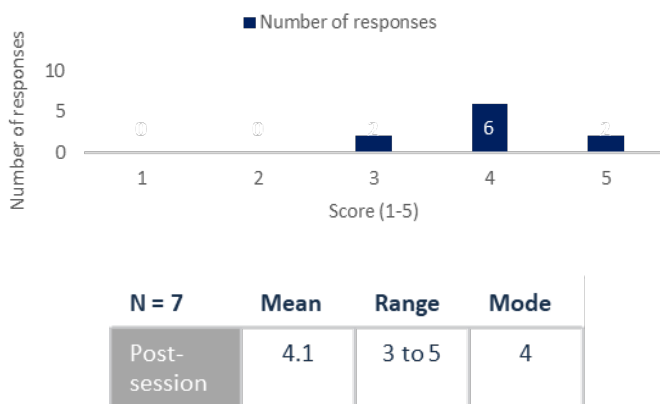


Cohort B

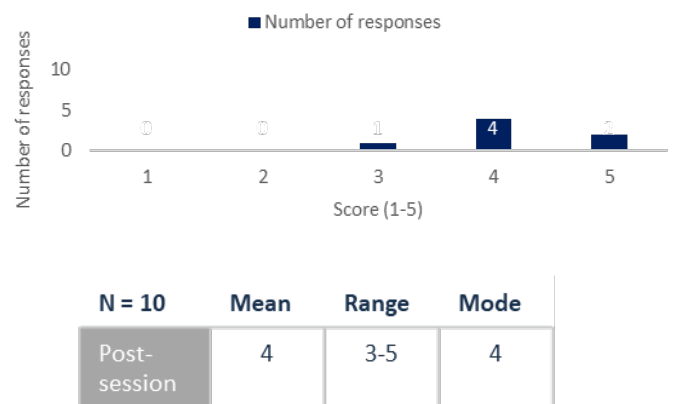


Question 2a: I expect the use of VR for my case study to a significant difference in achieving a positive outcome

Cohort A



Cohort B



Question 2b: Why do you say that?

Respondents believed that using VR as a case study could help to achieve a positive outcome:

- "Is another tool to use".
- "It will bring home the actual trauma experience".
- "It's a very different approach to learning, but powerful".
- "I think it will help to build empathy and understanding with the adoptive parent".

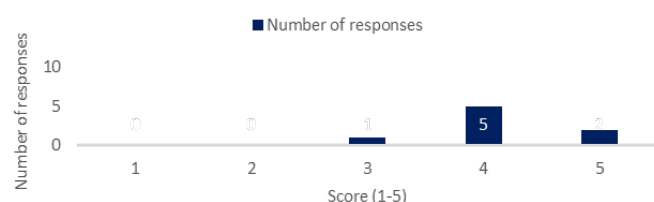
- "I hope it will support the parent to understand their child's behaviour, rather than only responding to the behaviour they see".
- "Because I think this is an opportunity to put yourself in the child's shoes".

Some were unsure about what stage it could be used at:

- "Recruitment maybe too early for prospective adopters/foster carers to be introduced to VR".
- "Rarely have case studies, will reflect to see how I could utilise this in my work".

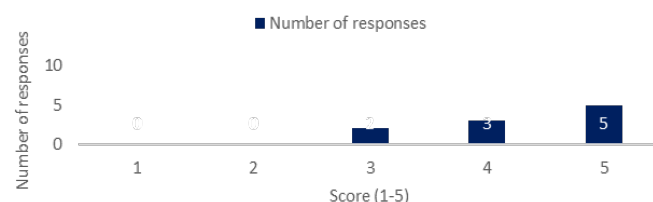
Question 3: I am sufficiently confident using the Cornerstone VR kit and library to administer it to my relevant cases

Cohort A



N = 8	Mean	Range	Mode
Post-session	4.1	3 to 5	4

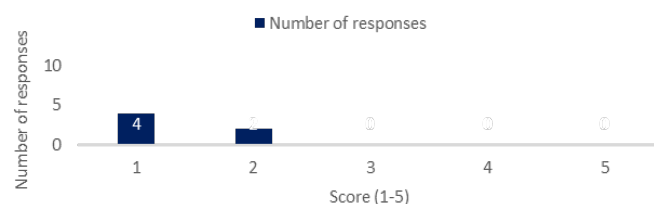
Cohort B



N = 10	Mean	Range	Mode
Post-session	4.3	3 to 5	5

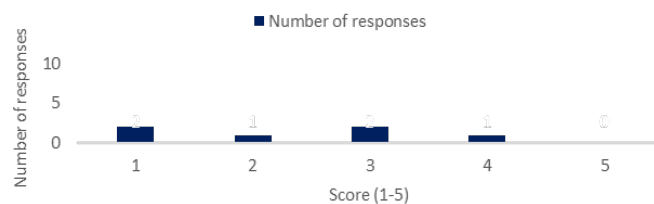
Question 4: To what extent do you believe using the Cornerstone VR will help speed up assessments?

Cohort A



N = 6	Mean	Range	Mode
Post-session	1.3	1 to 2	1

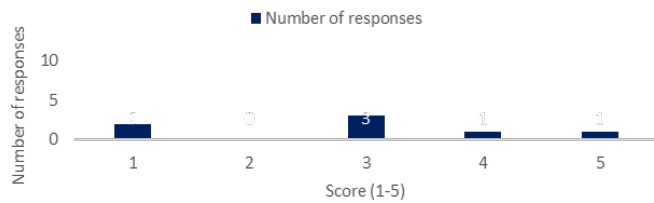
Cohort B



N = 6	Mean	Range	Mode
Post-session	2.5	1 to 4	1, 3

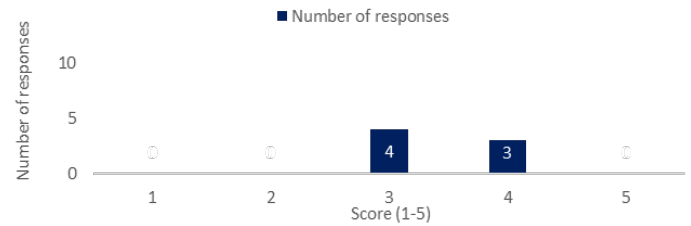
Question 5: To what extent do you believe using the Cornerstone VR will help improve the quality of assessments?

Cohort A



N = 7	Mean	Range	Mode
Post-session	3.4	1 to 5	3

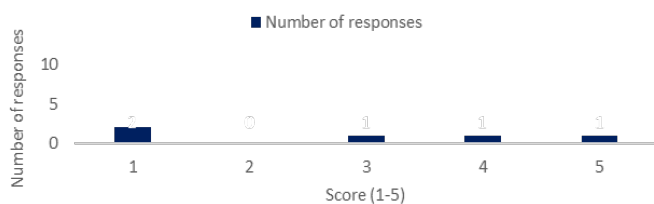
Cohort B



N = 7	Mean	Range	Mode
Post-session	3.4	3 to 4	3

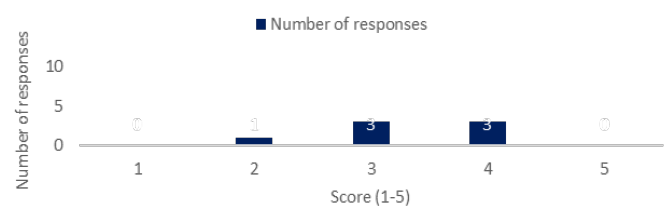
Question 6: To what extent do you believe using the Cornerstone VR will help support better matching?

Cohort A



N = 5	Mean	Range	Mode
Post-session	2.8	1 to 5	1

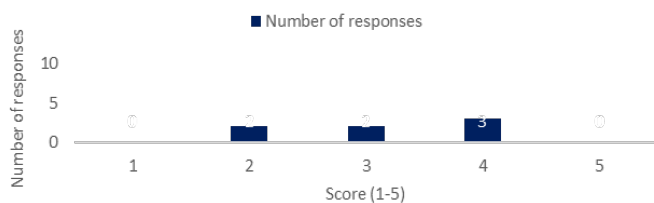
Cohort B



N = 7	Mean	Range	Mode
Post-session	3.3	2 to 4	3, 4

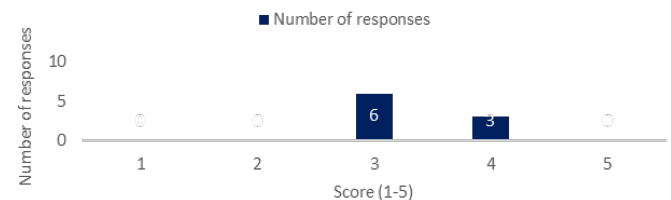
Question 7: To what extent do you believe using the Cornerstone VR will help improve placement stability in individual cases?

Cohort A



N = 7	Mean	Range	Mode
Post-session	3.1	2 to 4	4

Cohort B



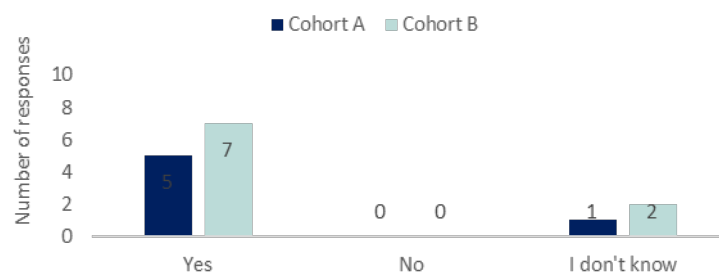
N = 9	Mean	Range	Mode
Post-session	3.3	3 to 4	3

Question 8: In what ways do you believe using the Cornerstone VR will enhance your Social Work practice?

Respondents believed that using Cornerstone VR would better their Social Work practice:

- "Reminded me of the child's experience and the importance of keeping this central to all work".
- "Help to keep adopters informed and also finding good adopters for our children".
- "Because it is using an immersive approach that can generate new levels of understanding and assist conversations".
- "It's an extra tool".
- "Gives parents a more in depth understanding of trauma experienced and how to parent empathetically".
- "Give variety of presenting learning".
- "A basis to my learning and understanding to help form my conversations with applicants".
- "Remind me of what child has experienced - 'walk their walk'".
- "Yes- gives a realistic view of what life was like for children preadoption".
- "Reflective practice is always good".

Question 9: Do you think this technology will change the perspective of carers or adopters?

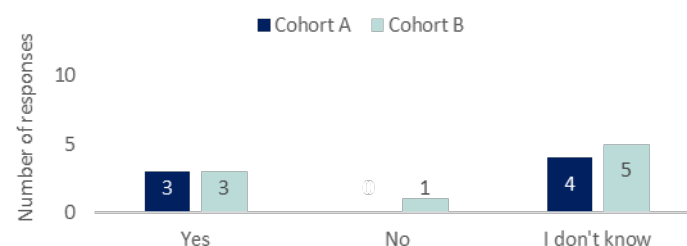


Comments:

- "It is hoped that it will give a greater awareness of the experiences of children and the impact".
- "It will give a better insight into a child's lived experiences".
- "Make it feel more realistic".
- "It is just so real".
- "It can provide greater insight and is an excellent tool, but I would like to see how it goes".

- "Greater understanding- makes it more real".
- "Help adopters/carers empathise with the child and understand behaviours".
- "Emotive, realistic, immersive".
- "They can put themselves in the shoes of that child".
- "As I have not used it yet but hope it would".
- "Possibly- may impact on helping them be more empathetic".

Question 10: Do you think VR can help prevent placement breakdowns?



Comments:

- "It could well be a factor".
- "Greater insight and hopefully greater empathy and understanding of impact of parenting style in children who have experienced trauma".
- "Provide deeper understanding".
- "By reminding carers what the child has been through and helping to focus on the child, not the behaviour".
- "As above but hopefully it will allow a carer to have empathy/understanding for the child's situation".
- "I hope so".

Question 11: What aspect of today's session did you find the most useful?

Participants commented that they found practical aspects of the course useful, as well as the opportunity to work and collaborate with colleagues:

- "All of it".
- "Role play - delivering the video to my colleague as if she were a teacher".
- "Communication with other teams about how we can collaborate in the future".

- "Role play on how we would deliver the usage of VR 1:1 and discussions we would have with prospective adopters using the kit".
- "Thinking about how to use VR in practice".
- "Role play- how to prepare the user and debrief".
- "Identifying where and how I would like to use the VR as part of my work".
- "Talking to others in the group about their experiences. Refresh using the equipment".
- "Discussion with colleagues about where best to use VR".
- "Reflections; using this in practice; how we could use this within our team".
- "Discussions about how we can start using VR in fostering assessments!".

Question 12: Do you have any suggestions for how the session could be improved, in terms of the teaching content, the equipment used or any other aspects?

Participants commented that the session could be shortened:

- "Could this be a two-day course rather than 3 days".
- "Sessions could be condensed into a whole day".
- "I think training could have been condensed to two days rather than three".

**CORNERSTONE VR PILOT PROGRAMME LEARNING JOURNEY/
PARTICIPANT FEEDBACK HEADLINES: MODULE 1 TRAUMA AWARE
SERVICE: BEST PRACTICE IN THE RAA, ADOPT LONDON EAST –
EAST LONDON INNOVATION PROJECT
18TH AND 25TH OCTOBER 2018**

1) SUMMARY OF FINDINGS

Participants from Cohort A found the training events effective in helping them to better understand the concepts of trauma and attachment and enabling them to explore how they could incorporate use of the Virtual Reality library into their teams' work:

- Respondents reported an enhanced understanding of both the concepts of attachment and trauma following the first training day, with 7 participants increasing their scores and 100% scoring 4 or more out of 5 when asked if they could confidently explain these concepts
- People acknowledged the value of the Virtual Reality as a learning tool:
 - "I found the immersive aspects of the VR case studies are a powerful tool, so much more so than the traditional methods we currently use".
 - "The whole training was excellent. VR is such a useful tool and alongside the clear explanations that were delivered from the trainer was both helpful and eye opening".
 - "Headsets- so powerful. Thank you. Day has been amazing-helpful/time to reflect".
- Most respondents reported that the second session on best practice in the RAA had helped them to 'discover best practice' with 90% scoring 7 or more out of 10.
- 9 of the 11 participants said they would recommend the VR programme to a colleague, the remaining 2 did not answer. No one said they would not recommend the programme

Participants highlighted how they would act differently following the training:

- "Will spend longer with adopters talking about the impact of early experience on attachment, behaviour and psychological well-being etc".
- "As a student, this was amazing for me as it is something I will take with me, regardless of which team I work in. It will really influence how I interact with children, foster/adoptive carers and parents and will increasingly make me mindful of how trauma and attachment impact a child and their behaviour".

- “Changing attitude from potential adopters 'not being good enough' to facilitating their journey and asking, 'how can you...?'. Implementing VR into all stages of adoption. Keeping child-focused and remembering trauma, biological, attachment etc that will be impacting a child”.

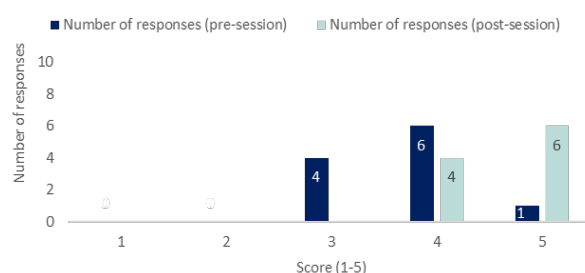
Potential improvements put forward by participants were to:

- “Be able to play the clips more than once.’ This is something which will be considered in future sessions”.

2) DETAILED FEEDBACK

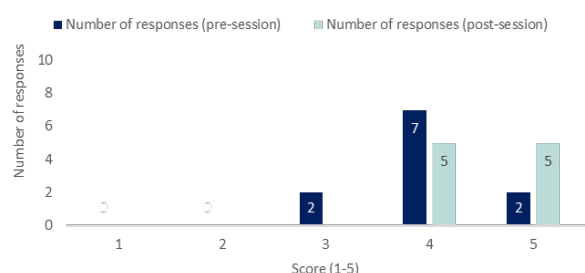
Questions 1 & 5: I can confidently explain the concepts of attachment & trauma & their impact.

N = 11	Mean	Range	Mode
Pre-session	3.7	3 to 5	4
Post-session	4.6	4 to 5	5
Number of people changing their score: 7 increased			



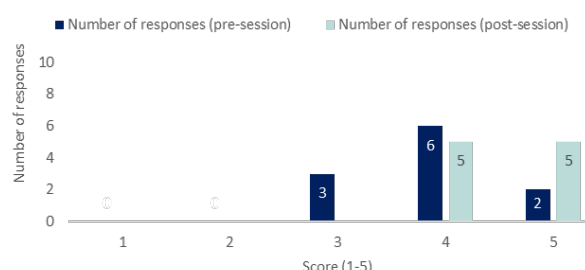
Questions 2 & 6: I understand the potential triggers of children who have experienced trauma.

N = 11	Mean	Range	Mode
Pre-session	4	3 to 5	4
Post-session	4.5	4 to 5	4, 5
Number of people changing their score: 5 increased, 1 decreased			



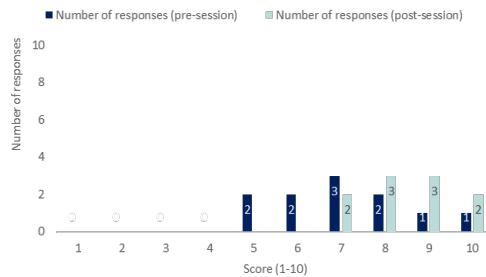
Questions 3 & 7: I have the insight and skills to make the right decisions for the children I work with.

N = 11	Mean	Range	Mode
Pre-session	3.9	3 to 5	4
Post-session	4.5	4 to 5	4, 5
Number of people changing their score: 5 increased, 1 decreased			



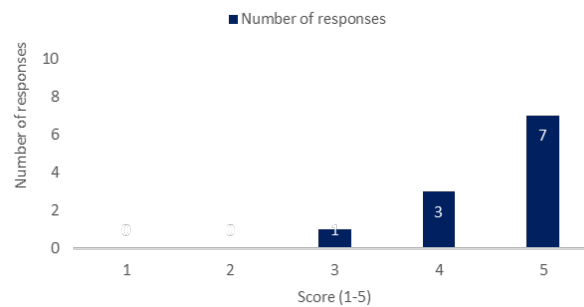
Questions 4 & 8: On a scale of 1 to 10: To what extent do you believe you understand the experiences & feelings of children in care?

N = 11	Mean	Range	Mode
Pre-session	7.1	5 to 10	7
Post-session	8.5	7 to 10	8, 9
Number of people changing their score: 7 increased, 1 decreased			



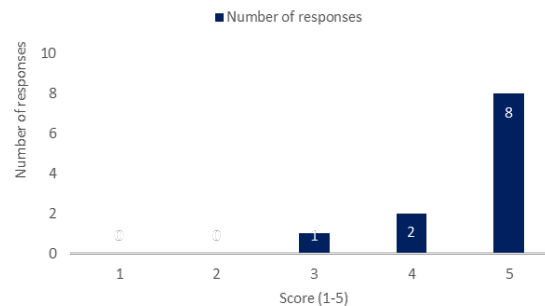
Question 9: To what extent do you think today's session will impact on how you interact with children who have experienced trauma?

N = 11	Mean	Range	Mode
Post-session	4.5	3 to 5	5



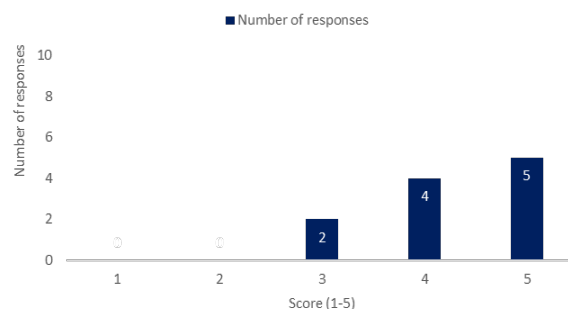
Question 10: To what extent do you think today's session will impact on how you communicate with carers/adopters?

N = 11	Mean	Range	Mode
Post-session	4.6	3 to 5	5



Question 11: To what extent do you think today's session will impact on how quickly you make decisions?

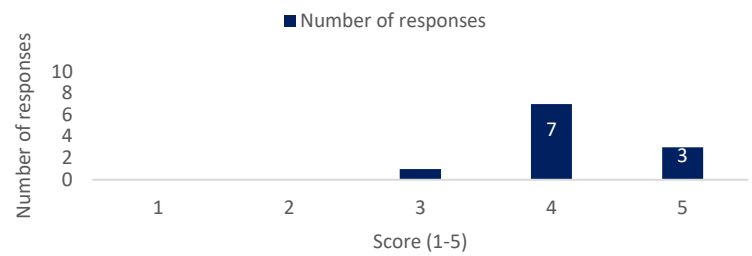
N = 11	Mean	Range	Mode
Post-session	4.3	3 to 5	5



Question 12: To what extent do you think today's session will impact on how confident you feel in your decisions?

N = 11 **Mean** **Range** **Mode**

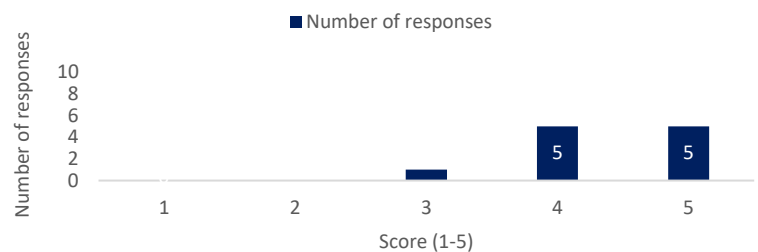
Post-session	4.2	3 to 5	4
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Question 13: To what extent do you think today's session will impact on the type of support you offer to children & their families?

N = 11 **Mean** **Range** **Mode**

Post-session	4.4	3 to 5	4, 5
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Question 14: What aspect of today's session did you find the most useful/impactful?

Participants found the films and case studies to be particularly powerful:

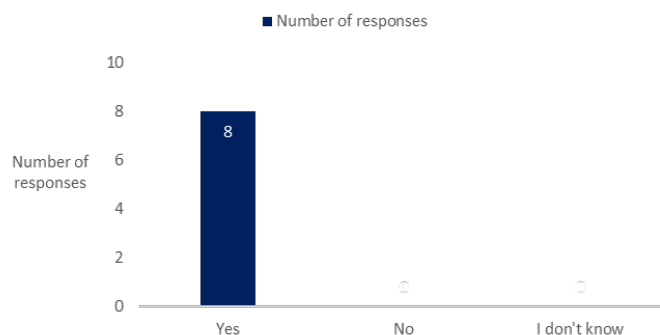
- "I found the immersive aspects of the VR case studies are a powerful tool, so much more so than the traditional methods we currently use".
- "The whole training was excellent. VR is such a useful tool and alongside the clear explanations that were delivered from the trainer was both helpful and eye opening. The VR is so impactful as it allows us to really experience trauma from a child's perspective and really helps us remember to keep the children at the heart of all interactions, reports and assessments".
- "The clips brought it all to life. Thank you".
- "Headsets- so powerful. Thank you. Day has been amazing- helpful/time to reflect".
- "The 'theory' was very clear and helpful, but it was very impactful to see the VR and I am sure this will remain with me".
- "The VR is excellent at bringing the child to focus".
- "The videos were relevant & impactful- will definitely want to utilise this within our organisation/service".

- "The visual equipment".

They also praised the facilitation of the session:

- "Both the facilitators and the VR-excellent training/trainers".
- "Facilitators were clear and communicated very well with participants".
- "The material was good, and the facilitator was able to engage with the group and material".

Question 15: Will you do anything differently as a result of today's session?



Respondents comments explaining scoring:

- "I'd like to think that TH will commit to the pilot to enable us to start using this with prospective foster carers".
- "Will spend longer with adopters- talking about the impact of early experience on attachment, behaviour and psychological well-being etc".
- "Reflection- remembering to break things down. Listen/reflect/think".
- "I will keep listening".
- "Reading CPRS and PARS and thinking about the implications for matches at panel. I'm keen that this can be used broadly, but carefully".
- "As a student, this was amazing for me as it is something I will take with me, regardless of which team I work in. It will really influence how I interact with children, foster/adoptive carers and parents and will increasingly make me mindful of how trauma and attachment impact a child and their behaviour".
- "More confident to deliver a service".

Question 16: Do you have any suggestions for how the session could be improved, in terms of the teaching content, the equipment used, or any other aspects?

Respondents wanted more clarity when films had ended and the opportunity to re-watch specific films:

- "To be able to play clips more than once. Lots to take in when only watching the clip".
- "Tutor to indicate at the end of the VR film that it has ended - I wasn't sure".

Question 17: Would you recommend the VR programme to a colleague?

- 9 (82%) of the 11 participants said they would recommend the programme to a colleague, the remaining 2 (18%) did not answer the question. No one said they would not recommend it.

CORNERSTONE VR PILOT PROGRAMME: PARTICIPANT FEEDBACK
HEADLINES: MODULE 2 & MODULE 3
ONE ADOPTION WEST YORKSHIRE 21ST SEPTEMBER 2018

1) SUMMARY OF FINDINGS

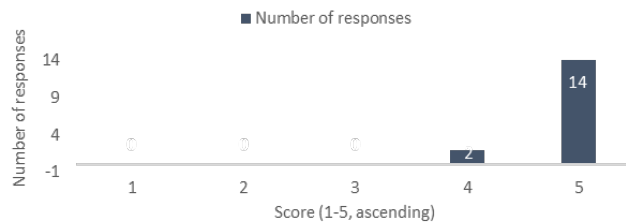
Feedback suggests that participants found Modules 2 & 3 valuable. The sessions gave participants a high degree of confidence in using the VR Kit & the Cornerstone VR Library:

- All respondents scored 4 or more when asked if they understood the VR library.
- **94%** scored 4 or more when asked if they felt confident using the VR equipment following the session.
- All respondents felt confident that they knew where to go to receive help with the equipment.
- All respondents believed that the VR had great potential to impact on users. They commented on how the films could draw an emotional response and encourage reflection on both their own life experiences, as well as those from the child's perspective:
 - "It took me back to experiences in my personal life and put a fresh perspective on those experiences".
 - "Some of the clips and content is emotionally challenging. For me there were specific things which resonated with cases and my own children".
 - "There's a strong emotional content to these clips but I think they are very well made and will be extremely valuable to use".
 - "I thought the session was fantastic & really showed the potential of VR and it also made you think of your feelings around the subject".
- Respondents also commented on how valuable it was that they had been allowed sufficient time to digest and then reflect on the content during the session. They believed that the opportunity for reflection enhanced the impact of the content, and was pivotal to the overall success of the session:
 - "Plenty of time to process the material and my feelings".
 - "Lots of 'space' for us to process our emotional reactions".
- Some of the respondents fed back that there was not enough physical space to conduct the session and that a larger room would have provided more personal space. This supports Cornerstone's understanding that a group of between 10-12 participants is optimum when ensuring that all users are provided the necessary space to reflect whilst maintaining a safe environment.

2) DETAILED FEEDBACK

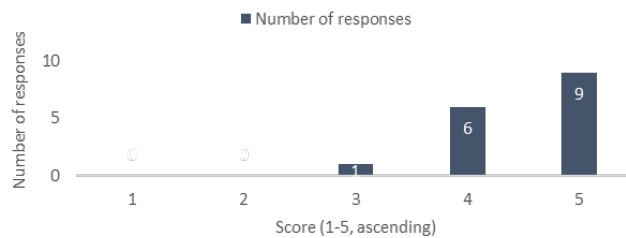
Question 1: How strongly do you agree with the following statement? I understand the components of the VR library.

N = 16	Mean	Range	Mode
Post-session	4.9	4 to 5	5



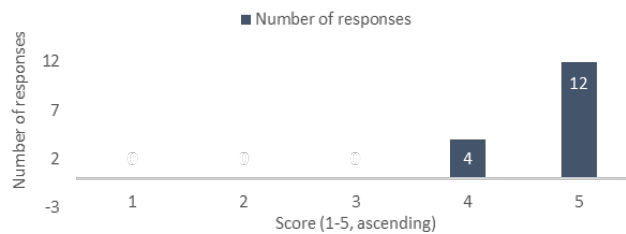
Question 2: How strongly do you agree with the following statement? I feel confident using the Cornerstone VR equipment.

N = 16	Mean	Range	Mode
Post-session	4.5	3 to 5	5



Question 3: How strongly do you agree with the following statement? I know where to go if I need help with the equipment.

N = 16	Mean	Range	Mode
Post-session	4.8	4 to 5	5



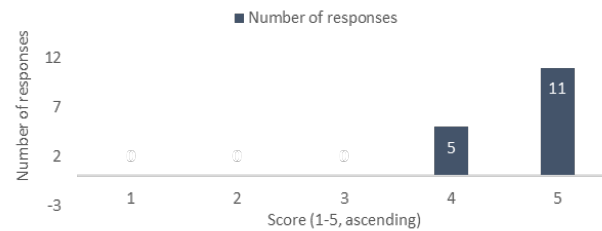
Question 4: How strongly do you agree with the following statement? I have a good understanding of how the Cornerstone technology could impact users.

N = 16	Mean	Range	Mode
Post-session	4.7	4 to 5	5



Question 5: How strongly do you agree with the following statement? I understand the restrictions & user preparation required to use VR in a live session.

N = 16	Mean	Range	Mode
Post-session	4.7	4 to 5	5



Question 6: What aspects of the session did you find particularly challenging?

Respondents commented that the emotional impact of the content was what they found to be most challenging. Although they believed this posed a positive challenge that allowed them to reflect on both their own life experiences as well as those of the child:

- "The emotional impact of some of the videos on me took me by surprise".
- "Took me back to experiences in personal life, put a fresh perspective on those experiences".
- "Some of the clips and content is emotionally challenging. For me there were specific things which resonated with cases and my own children".
- "Plenty of time to process the material and feelings".
- "Nothing, great course & great material - really good content, well presented & lots of 'space' for us to process our emotional reactions".
- "It was an emotional rollercoaster! But a really important one".
- "It was all ok for me. Realistic & useful".
- "None. Well prepared by facilitators about the emotive subject".
- "I felt I was well prepared for the films to evoke a range of emotions which they did. I feel a little exhausted".
- "There's a strong emotional content to these clips but I think they are very well made and will be extremely valuable to use".
- "Emotive impact of some clips, though I had been well prepared for this".
- "Watching the VR clips. Talking through the impact - but also helpful".
- "Watching clips for the first time in a large group".
- "Emotive and challenging clips - different emotions felt throughout the day. Importance of considering how this can be 'safely' used".
- "I thought they were all well devised and not too challenging".
- "The levels of emotion - also initially dealing with the equipment".

Question 7: Do you have any suggestions for how the session could be improved, in terms of the information provided or any other aspects?

Overall respondents were happy with the level of training they received. However, they believed that conducting the session in a bigger room would have allowed more personal space. They also expressed a desire for more films from different perspectives:

- "Really good day. Thought it was great to see the acknowledgement [of the effect] it has on the professionals as well".
- "School clips - could this be from the child's perspective".
- "Not in relation to this session, it was great. I am not sure yet how to use for groups - but I am sure this will come in future sessions".
- "A bit more thought about setting up a session".
- "I thought the session was fantastic and really showed the potential of VR and it also made you think of your feelings around the subject".
- "More explanation of what certain sections will look like whilst in VR".
- "Little cramped in this space, but trainers facilitated it all well. Thank you".
- "Mindful of space, larger room for people to have more personal space. Information & videos were excellent".
- "Very enjoyable session - if that is the right word! Found it informative and has given a lot of thought".

Title: Feedback from One Adoption West Yorkshire Trauma Aware Service training - 6th July 2018
Date of training: 06/07/2018
Version: v.1

Question #	Question	No. respondents	Score (1-5)			Charts / Verbatim Comments
			Range	Mode	Mean	
1	Thinking specifically about children and carers that you have worked with:	14	4.5 to 5	5	4.96	Note 4.5 scoring creates an irregular scale
A	The Cornerstone VR™ has or will help carers to engage with children's emotions and interpret their behaviour					The Cornerstone VR™ has or will help carers to engage with children's emotions and interpret their behaviour
B	The Cornerstone VR™ will improve carers' understanding of the impact of trauma on children					The Cornerstone VR™ will improve carers' understanding of the impact of trauma on children
C	The Cornerstone VR™ increases empathy for children who have been looked after					The Cornerstone VR™ increases empathy for children who have been looked after
D	The Cornerstone VR™ will help to reduce some of the potential frustration of being a carer					The Cornerstone VR™ will help to reduce some of the potential frustration of being a carer
E	The Cornerstone VR™ will assist my ability to communicate with carers in relation to specific children's needs					The Cornerstone VR™ will assist my ability to communicate with carers in relation to specific children's needs
F	The Cornerstone VR™ will contribute to helping make placements more stable					The Cornerstone VR™ will contribute to helping make placements more stable
G	The Cornerstone VR™ provides some useful help and strategies to assist in caring for adopted / fostered or SGO child(ren)	14	2 to 5	4	3.6	The Cornerstone VR™ provides some useful help and strategies to assist in caring for adopted / fostered or SGO child(ren)
2	Virtual reality can teach me new skills and ways of thinking	14	3 to 5	5	4.4	Virtual reality can teach me new skills and ways of thinking

3	Did the session assist you in helping the carer(s) to understand and interpret the behaviour of children who are or have been looked after?	13	Qualitative responses:	<p>People felt the session would be helpful for carers in understanding behaviour of children</p> <p>It really made me think about rephrasing/ modelling things for cases / families I am working with All theory at present but likely it will inform my practice Yes, it felt very powerful Yes, in general training as I don't work directly with families Yes. The awareness of my own attention whilst in the VR situation Better understanding of attachment and trauma and to understand some of the difficulties that looked after children have gone through Yes Would do yes Yes - helpful to think around attachment Yes Yes, helped me think about the issues in a slightly different way Yes - although I thought I knew it, the VR gave me further insights into impact of abuse/ trauma on child A bit but I had expected the training to be much more focused on how we use VR in our prep training</p>
4	Has the session had or is it likely to have any impact on your relationship with the particular child or carers?	9	Qualitative responses:	<p>Participants who work with children and carers mostly felt that the session would impact their relationships with them</p> <p>The concept of talking about individual relationships will be more focused Can see the benefits in my future work Yes it would, I think Yes Thought provoking session but unsure? I don't work directly with children. It may impact on the information sessions for prospective adopters I will be able to explain approaches and the need for collaboration better Not my role at the moment; Not sure</p>
5	What will you do differently as a result of the session?	13	Qualitative responses:	<p>People said they will use their better understanding of trauma and attachment in practice:</p> <p>Consider my use / interpretation of the terms 'attachment' and 'relationships' I will talk more about the difference between attachment and relationship - will talk more about the child as an individual rather than labels. Thinking about relationships/attachments. Explaining and having discussions with prospective adopters Better understanding of the impact of early year trauma enables me to share with the wider business support team Talk more about factors other than attachment and trauma (i.e. genetics, personality in affecting outcome for a child) My understanding of the difference between relationship and attachment will help my understanding More generally, people said they would work and speak differently as a result of the training: Ensure reports are child-specific and focused My conversations with adopters seeking support will change Use different language / ways of explaining complex issues More emphasis within assessment on differing needs of children Consider new ways to work with families Look at more clips we could use and how/where to use it</p>
6	Is there anything else you would like to have seen or any way we could make these sessions more effective?	9	Qualitative responses:	<p>Feedback asked for more videos and are looking forward to the rest of the training</p> <p>Keen to observe and be part of the future training More videos / scenarios please More time using VR - different clips Some more videos would be useful but time constraints Look forwards to the follow up training Thanks very much, really enjoyable</p> <p>Feedback implied that communication on what to expect from the session could have been clearer, particularly so they were aware that future sessions will focus on using the VR in practice:</p> <p>The session wasn't what I expected but has been really interesting and useful I think I didn't know what the session was to be. For me it was much more about attachment and trauma than VR - for me this would have been more helpful. I would have liked to think about how we see VR, how we support adopters within it and how we counteract possible very negative feelings about birth parents. I enjoyed the session and it was interesting but it wasn't what I thought it would be. It was great anyway and well presented and delivery. Thank you Better understanding of how to implement the VR to support adopters. The VR builds empathy but doesn't then give strategies itself</p>