





ANTSER

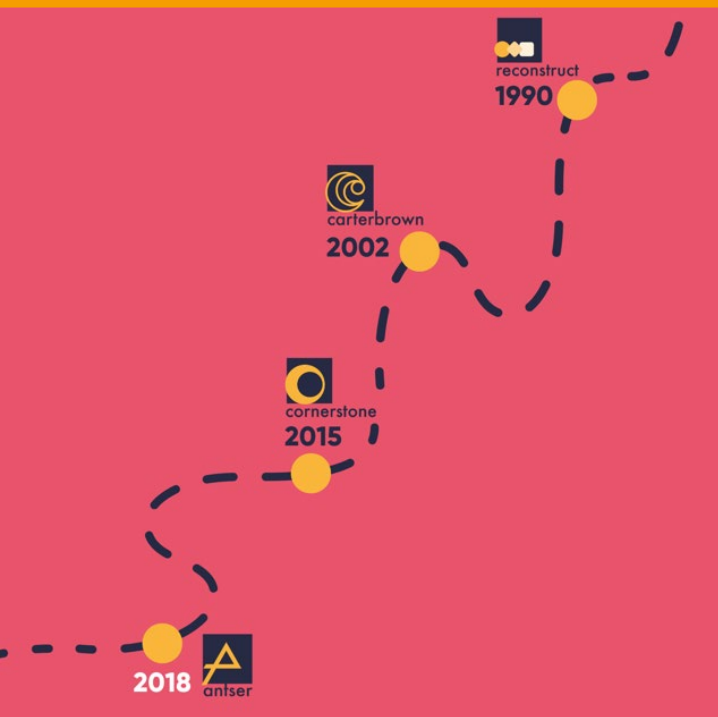
AWARD-WINNING VIRTUAL REALITY-LED
BEHAVIOUR-CHANGE SOLUTIONS



Challenging perspectives



WELCOME TO ANTSER



OUR JOURNEY

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

We deliver end-to-end services to the children's and adult's social care sector, in partnership with local authority and independent providers. We also support the wider team working with children in, or on the edge of care in the areas of health, education, community teams, police and judiciary.

Our solutions range from core compliance to transformation, training and technology, all with one aim in mind – to deliver better outcomes.



A NOTE FROM OUR CEO, RICHARD DOONER

Thank you for visiting our stand at the National Children and Adult Services Conference 2022!

We are delighted to be here at NCASC, surrounded by so many like-minded organisations. The health and social care sectors are currently going through their own challenging transformation, but by coming together we are all taking a step in improving services for the people that need them the most.

We look forward to speaking to you during the show!

ANTSER VIRTUAL REALITY & ANTSER LEARNING

“The VR is a useful example of how our reaction affects whether a situation can either escalate issues or build positive relationships with children”

Southend-on-Sea City Council

“I could quickly see how powerful the VR was and how the immersive experience would help staff understand and recognise certain situations with more empathy.”

Sonya Stocker, Senior Sister for Safeguarding at Dartford and Gravesham NHS Trust

“The opportunity to stand in the shoes of the children has the power to bring about a great change in the way we work with our most vulnerable children”

West Sussex Virtual School

A 360 APPROACH TO LEARNING

Antser Learning offers a range of training and intervention solutions to support front line practitioners, parents and carers across the health, education and social care sectors.

Our offer includes long term contracted behaviour change programmes, underpinned by pioneering technology; VR enabled 1- or 2-days courses accessible online or via face-to-face sessions; and a complete suite of core training focused on essential safeguarding with an ever-evolving library of courses to meet the needs of new and emerging themes in the sectors we serve.

We are both pioneers of innovation for change, and an established and respected core learning provider who has been serving the health and social care markets for more than 30 years.

Our flexible delivery model includes online, in-house and open courses supported by a nationwide network of consultant trainers all of whom are experts in their field.



The Programme

Proximity is a key driver for empathy. Our VR Programme closely follows the lives of children and young people from pre-birth to adolescence as they experience trauma, abuse, neglect and exploitation placing the user at the heart of their experiences through a series of immersive VR films.



Antser Virtual Vision

Our simple, intuitive technology supports vital human connections and continuity of relationships – personal or professional – when other factors prevent contact in person. Our secure technology can be used in a variety of 1:1 settings within children's and adult social care, health and education.



VR Enabled Learning

Our Virtual Reality enabled courses are a learning and development tool that enables positive change focusing on the everyday challenges for those working with children, adults and families. This includes social work professionals, provider services and partner agencies.



Core Training

We have been delivering and developing our core training offer for over 30 years. Our library of courses, ever evolving to meet the demands of the sectors we serve, covers all aspects of safeguarding and child protection for social care and associated services/agencies.



ANTER VR: TRIED AND TRUSTED BY OVER 40 LOCAL AUTHORITIES, SCHOOLS, NHS TRUSTS, CONSTABULARIES AND INDEPENDENT AGENCIES



AN INTRODUCTION TO ANTSEr VIRTUAL REALITY

The immersive nature of Antser Virtual Reality (VR) allows the user to experience the impact of trauma, abuse and neglect through the eyes of the child. Our established programme is a clinically-led, technology-enabled behaviour change tool. It is designed to enhance the adults' understanding of a child's emotions, trauma and potential triggers to improve the care, support and guidance they provide.

"You never really understand a person until you consider things from their point of view - until you climb into their skin and walk around in it." Harper Lee

We have undertaken user evaluation since the programmers' inception 5 years ago. Our data, gathered from over 3000 certified practitioners across 3 continents and 6 countries, demonstrates the power of the impact and change that can be realised:

92% of practitioners agreed to having a deeper understanding of the child's perspective

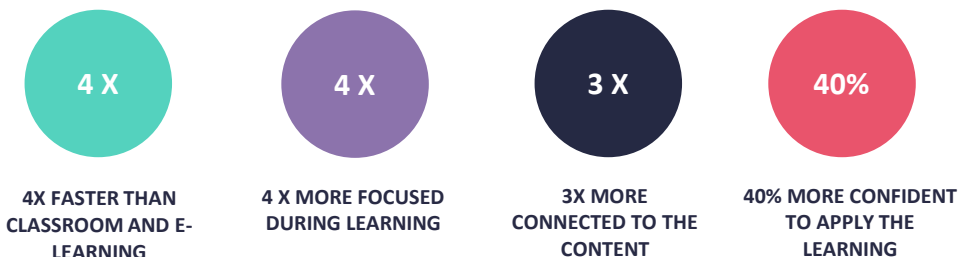
86% of practitioners agreed that they would consider alternative ways to approach situations in their work

96% of practitioners agreed the VR helped them understand how their behaviour and responses affect children



WHY VR?

The evidence: a proven technology that delivers change



PWC Report 2020 - Putting learners in VR allows for a 'greater depth' learning experience compared to online, classroom, self-study or work packs.



Understanding

With VR you will experience trauma and neglect through the eyes of a child, from pre-birth to adolescence



Empathy

By understanding the journey of children and young people that experience trauma, you will enhance your empathy



Behaviour change

When you change your behaviour, the outcomes for children and young people can improve significantly.

THE ANTSE VR PROGRAMME IN CHILDREN'S SERVICES

EXAMPLES OF OUTCOMES ACHIEVED IN CHILDREN'S SERVICES USING ANTSE VR:

- ✓ Improved understanding of children's behaviour, needs and actions ensuring decisions reflect the best interests of the child.
- ✓ Increased empathy and understanding of children who have experienced trauma facilitating more targeted support.
- ✓ Creating a shared understanding of trauma and attachment helping to bridge communication barriers.
- ✓ Improved motivation and resilience of social workers, family workers, psychologist; social care practitioners, teachers, carers and managers working in challenging environments.
- ✓ Cost efficiencies associated with improved recruitment, retention and stability

SCAN THE QR CODE TO
EXPLORE CASE STUDIES



A FLEXIBLE TRAINING AND INTERVENTION TOOL APPLICABLE TO ANY SAFEGUARDING CONTEXT



TRI-BOROUGH PARTNERSHIP SUPPORTING YOUNG PEOPLE IDENTIFIED AS AT RISK OF EXTRA FAMILIAL HARM

In 30 of the 34 cases where VR was used, practitioners said that it helped in discussing alternative behaviours. In 32 out of 34 cases, practitioners also reported that the VR helped to open a conversation with the young person about their risk of EFH.

MET POLICE PARTNERSHIP ENHANCING RESPONSES TO DOMESTIC ABUSE [DA] INCIDENTS:

50% of officers reported being more aware of the impact of DA on children and a third of participants considered a different approach when dealing with DA incidents after undergoing VR training.

DARTFORD & GRAVESHAM NHS PARTNERSHIP WORKFORCE DEVELOPMENT TO IMPROVE REFERRALS:

To date, 306 staff members have now completed the level 3 safeguarding VR training programme. Staff recorded an increase from 48% to 75% in staff percentage for having a better understanding of a child's safeguarding context after viewing the VR content.

THE USE OF ANTSEER VIRTUAL REALITY ACROSS OTHER SECTORS

HEALTH

Antseer Virtual Reality can be used in A&E, and many other clinical settings, within a wide range of family scenarios including alcohol abuse, domestic abuse and smoking cessation – all of which would have an impact on a child. Used as a learning and intervention tool within the hospital workforce, the Antseer VR Programme can be fully embedded into practice.

EDUCATION

The VR is used in education to understand the impact of trauma or adverse experiences on a child and young person, minimising disruption to learning. The immersive nature of our VR programme for schools allows the team around the child to experience the impact of trauma, abuse and neglect through the eyes of the child.

POLICE

The training with EA BCU (MET Police) was conducted virtually for 48 police officers across four individual training sessions, with around 12 officers on each. Organisers wanted to grasp the officers’ understanding of domestic abuse and the expectations on them as first responders, while establishing the challenges they face and how they currently overcome them.

YOUTH OFFENDING TEAMS

The use of our immersive virtual reality films around grooming and criminal exploitation allowed the young person to see how situations can escalate and become exploitative/ increasingly dangerous using realistic examples that young people may encounter. Ultimately, they also displayed the stages a young person may go through and how a seemingly fun and positive friendship can escalate and pose a risk.

INDEPENDENT PROVIDERS

Using Antseer VR, staff and foster parents were able to walk in the footsteps of children and young people, helping them to better understand the root cause of difficult or disruptive behaviours, thereby increasing empathy and insight, allowing them to modify their responses to de-escalate and manage difficult situations.



AN AWARD-WINNING TECHNOLOGY



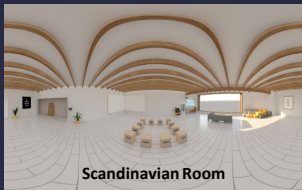
ANTSER SOCIAL VR ROOMS

SOCIAL VR ROOMS (METAVERSE)

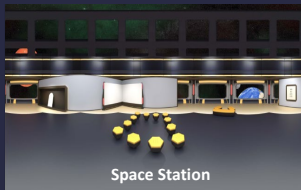
We have further developed our VR capability to deliver a safe and secure virtual environment allowing individuals to meet, connect and engage with their wider support team. Our simple, intuitive technology supports vital human connections and continuity of relationships – personal or professional – when other factors prevent contact in person. Our technology is being used in a variety of 1:1 and group settings within children's and adult social care, health and education.

FUNCTIONALITY

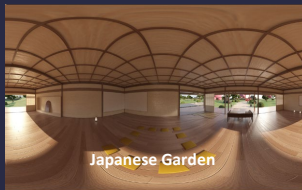
- ✓ Sessions are created and hosted by Professional users in the Control Panel
- ✓ Sessions can include a maximum of 12 participants including the professional
- ✓ Sessions are joined via headset and/or the web-app control panel.
- ✓ Professional users can upload videos and documents on the control panel to share on the Social VR room screen.
- ✓ Single-use Guest accounts can be instantly created to bring guests without a VR Headset or AVV login into Social VR.
- ✓ Four different environments are usable in Social VR. Professional users can control which environment is used in a session.
- ✓ Professional users can download Session Archives
- ✓ CMS Analytics captures data on Social VR usage, this can be downloaded and used for usage reports.



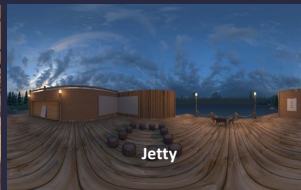
Scandinavian Room



Space Station



Japanese Garden



Jetty



A GROWING RANGE OF USE CASES:

- ✓ Linking adopters through support sessions and delivering supervision to staff
- ✓ Using the VR content in parenting groups and workshops hosted in the social rooms which removes the barrier of parents feeling judged and more able to engage
- ✓ Using the VR content in young people's groups where they can watch films together, with the opportunity to pause and have discussion. A creative way of engaging young people when discussing complex issues
- ✓ Direct work with young people and offering alternative ways to engage in their meeting. The social room environment removes the intensity of being face to face to build and develop relationships with the young person to increase engagement and deliver a more successful intervention
- ✓ Adoption pre-approval training, to deliver and co-ordinate films at the same time and engage with group throughout

Social VR Rooms include a choice of 4 environments designed to invoke differing ambiances. Any user can choose an environment when in the Social VR Room on their own. However, in sessions the environment is chosen by the Professional (host).

ANTSER VR-ENABLED AND CORE LEARNING

"I found the VR Trauma Informed Care course very informative, and it really helped me to understand the affect trauma has on children and young people."

Training Participant

"Today's training has definitely given me a deeper insight into safeguarding, reporting and handling a variety of situations. The guidance and advice around how to approach situations with families of different ethnicities was really interesting and great knowledge to gain before beginning this role."

Training Participant

"I enjoyed the course. I felt that the group discussions were a really effective way of keeping engagement. I learned about how to escalate safeguarding concerns which are not severe enough to call 999. I will definitely apply the knowledge gained today in my role as a deputy designated safeguard lead."

Training Participant

ANTSER LEARNING & VIRTUAL REALITY ENABLED TRAINING

Antser Learning, previously known as Reconstruct Training, has a history of over 30 years of training and practice within safeguarding and child protection across the social care spectrum in the UK.

We offer a wide range of online and face-to-face safeguarding training courses for all practitioners working with children, young people, families and vulnerable adults. Our courses can be delivered in a variety of sectors and are suitable for social workers, safeguarding practitioners across children services, education, health and other partner agencies.

Our flagship Virtual Reality (VR) enabled 'behaviour change' courses – an innovative addition to our core training offer – address key themes of care and practice enabling learners to experience the depth of trauma through the eyes of children and young people.



OUR DELIVERY METHODS



In-House

Delivered on-site in a classroom environment or remotely.



Open

Facilitated online or at a conveniently located training venue.



Virtual Reality-Enabled

Facilitated online or on-site by our certified VR trainer using the VR headsets.



ABOUT OUR VIRTUAL REALITY ENABLED TRAINING

Recognising the value that the use of VR can bring to traditional learning; we have recently developed a programme of VR-enabled trauma informed courses.

This spot purchase option offers an alternative to our contracted programme, particularly suitable for smaller or independent operators, and is often used as a pilot by those considering a longer-term investment.

Our VR technology is intuitive for trainers and delegates; it does not require integration with any other system – simply plug and play; and is fully supported by our dedicated Virtual Reality Tech team. Once training is commissioned, VR headsets are deployed to the organisation prior to the training date for distribution to delegates.



OUR VR-ENABLED COURSE DIRECTORY

- ✓ IMPROVING OUTCOMES FOR CHILDREN
- ✓ BEHAVIOUR MANAGEMENT
- ✓ SAFEGUARDING LEVEL 2
- ✓ SAFEGUARDING LEVEL 3
- ✓ DOMESTIC ABUSE
- ✓ CHILD SEXUAL EXPLOITATION (CSE)
- ✓ WORKING WITH DANGEROUS, DIFFICULT, AND EVASIVE BEHAVIOURS
- ✓ GANGS AND SERIOUS YOUTH VIOLENCE
- ✓ MOTIVATIONAL INTERVIEWING



SCAN THE QR CODE TO
EXPLORE OUR VR ENABLED
TRAINING OFFER



ABOUT OUR CORE TRAINING

Our trainers are all highly experienced frontline practitioners with years of experience across multiple subjects and sectors.

Our courses are purchased on both a spot basis or via local authority frameworks.

CHILDREN'S SOCIAL CARE

Our safeguarding and child protection courses are designed to help social work and safeguarding professionals develop a better understanding of circumstances surrounding the child and use proven frameworks to facilitate better outcomes for children and families.

ADULT SOCIAL CARE

Our Adult Services courses offer a wide range of tools and proven frameworks that equip social work and safeguarding professionals to confidently navigate and respond to the challenges surrounding vulnerable adults.



OUR CORE TRAINING DIRECTORY

SPECIALIST AREAS:

- ✓ SAFEGUARDING CHILDREN & YOUNG PEOPLE
- ✓ CHILDREN'S SERVICES
- ✓ ADULTS & TRANSITION 16+
- ✓ FOSTERING
- ✓ PRACTICAL CORE SKILLS
- ✓ EDUCATION

DELIVERY METHODS:

- ✓ IN-HOUSE
- ✓ OPEN
- ✓ VR-ENABLED



SCAN THE QR CODE TO
EXPLORE OUR CORE
TRAINING OFFER



MEET YOUR ANTSE NCASC TEAM

SENIOR LEADERSHIP

SIOBHAN HARPER CHIEF OPERATING OFFICER



siobhan.harper@antser.com

As COO at Antser, Siobhan is a highly skilled executive with over 25 years' experience within the social care sector. Siobhan's track-record of enabling organisations to work collaboratively across a wide range of services has led to the discovery of new and innovative solutions, all aimed at building a better tomorrow for those in care and the teams around them.

KIERAN DARNELL OPERATIONS DIRECTOR



kieran.darnell@antser.com

As Operations Director at Antser, Kieran is responsible for service delivery across several Antser and Carter Brown. Kieran is responsible for new service developments in technology and data. Integral to his role at Antser are information sharing, service and process development, relationship building, and culture change

MOHAMMED HUSSAIN COMMERCIAL DIRECTOR



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As Commercial Director Mohammed's focus is on revenue growth, leading the business development team, through planning and the strategic delivery of our solutions across the health and social care sectors. Mohammed has 18 years' experience in successfully delivering technology-based transformation services across a wide range of sectors.

We are a subject matter-led organisation, bringing together a wealth of experience to support children, adults, families, communities and professionals.

MANAGEMENT

SERENA HADI HEAD OF VIRTUAL REALITY



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Serena brings a wealth of knowledge having worked across statutory and independent children's services. Social Work England registered, Serena has over 10 years' experience of managing teams within local authorities, engaging stakeholders, quality assuring services and implementing and managing service improvement plans.

LEANNE MCGOWAN HEAD OF LEARNING



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Leanne is currently leading Antser Learning and our efforts to directly support practitioners working in children's and adult social care through our learning and development solutions. Leanne has over 20 years' experience in delivering training to the care sector and ensuring that practitioners receive a tailored solution to their needs.

MEET YOUR ANTSEr NCASC TEAM

CLIENT SERVICES



shalene.lemmie@antser.com

SHALENE LEMMIE
VR SERVICE MANAGER

As VR Service Manager and registered Social Worker with 15 years focus on children and families, Shalene brings a wealth of knowledge around the complex issues facing children and families, and, crucially, a clear understanding of how best to integrate VR into the care system.



abby.cooke@antser.com

ABBY COOKE
VR SERVICE MANAGER

Abby brings a wealth of experience from working across Children's Social Care as a registered Social Worker, and most recently a team manager in Adoption with a Regional Adoption Agency and has a strong understanding of the issues facing children and families and ways in which Antser VR can support positive outcomes.



callum.hurley@antser.com

CALLUM HURLEY
VR OPERATIONS AND TECH SUPPORT

Callum works closely with our partners as a VR specialist, helping enhance their VR experiences to suit their target audience. Callum is responsible for the admin, manages the headset inventory and assists with technical support.

MARKETING & PR



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Antser was born out of a desire to achieve positive change in the health and social care sectors through a connected and transformative approach. Combining talent, technology and innovation with one goal in mind – to achieve better outcomes for children and families.

Why? Because we care and we know things can be done better; this drives us daily and to continually grow to provide solutions which are fundamentally designed to ensure they make a real difference to those who use them.



CONTACT INFORMATION



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