Who We Are

Title of Project, Name of Lead Entity, Partner, Counties in Indiana we are impacting.

Virtual Reality and Learning: Increasing Direct Support Professionals' Skills

Lead Entity: Sycamore Services

Partners: Carey Services, Inc.
Indiana Institute on Disability and Community

Counties Impacted:

Blackford	Grant	Marion	Vanderburgh
Cass	Hendricks	Morgan	Wabash

What We Expect if We Achieve our Vision

Expected short-term and long-term outcomes; and positive impacts on individuals if your project successfully carries out these actions.

Increased number of DSP participants from diverse backgrounds

Increased number of DSP participants where English is not the first language

Reduced number of times to repeat post-tests to meet criteria

User experience of VR based on DSPs, trainers and supervisors' feedback on learning and content

Improved quality of care of individuals served

Increased retention of DSPs

Increased efficiency in training

Increase and/or expanded scenarios to use with VR (e.g.,Behavior; LifeCourse tools)

Increased accuracy of application of skills with individuals with IDD.

Reduced number of remedial trainings

Reduced medication errors

Reduced serious incident reports

Reduced type of incident reports

Increased level of goal achievement by individuals served due to longer-term relationships with DSPs

Increased community access/belonging toward the person's best life by reducing risks

What We Will Do

Specific actions your agency will take to carry out pilot project.

Develop scenarios to use in various situations

Develop protypes for Virtual Reality integration with content and scenarios

Develop opportunities to expand VR to other modules including the PCISP/Life Course

Identify DSPs participants representing different ages, work history, ethnicity, languages, etc.

How We Will Do It

Plan and implementation

Confirm first module for development

Develop scenarios based on topics

Develop Virtual Reality prototype for first module and integrate scenario into module

Test, revise and implement

Identify additional modules, developing them using the steps above

Obtain feedback from DSP on initial prototype

DSPs enroll in each course with Virtual Reality applications

Obtain feedback from DSPs engaged in Virtual Reality applications

What Will Result

Long-term goals to transform services and/ or better support individuals.

Integrate Virtual Reality in up to 6 modules of LifeCourse

Increase skill levels of a diverse group of DSPs

Identified factors that impact learning of a diverse group of DSPs, including those whom English is not their first language

Improved continuity of DSP staffing

Increased continuity of care for individuals served

What We Want to Avoid

Outcomes that may take away from the vision and will serve as "red flags" to consider course correction.

Staff turnover

Technology difficulties

Access to computers or smart phones

Resistance from trainees