

2021-12-02

The use of Virtual Reality technology for Domestic Violence cases

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Agenda

- E-health in forensic mental health
- What is immersive VR?
- Immersive VR in forensic settings
- Krim-VR: Swedish prison and probation service pilot and experiences so far
- VR in SPPS domestic abuse programs

E-health in forensic mental health

— Objectives:

- Examine E-Health potential in forensic mental health and identify advantages and disadvantages for both patients and treatment, including effectiveness.

— Method:

- *Syst. Lit. rev*; Studies were included if they focused on technological interventions to improve the treatment of forensic psychiatric patients.

— Results and discussion:

- The results confirmed the benefits of technology, for example, the acquisition of **unique information** about offenders, **effectiveness**, and **tailoring** to specific characteristics, but indicated that these are not fully taken advantage of.
- To bridge the gap between the current situation and **eHealth's potential**, further research on development, implementation, and evaluation should be conducted.

(Kip et al 2018)



Virtual Environment



Immersive VR

”Presence”

The psychological state where a participant **accepts, interact** and are **physically, socially and emotionally engaged** in the virtual world

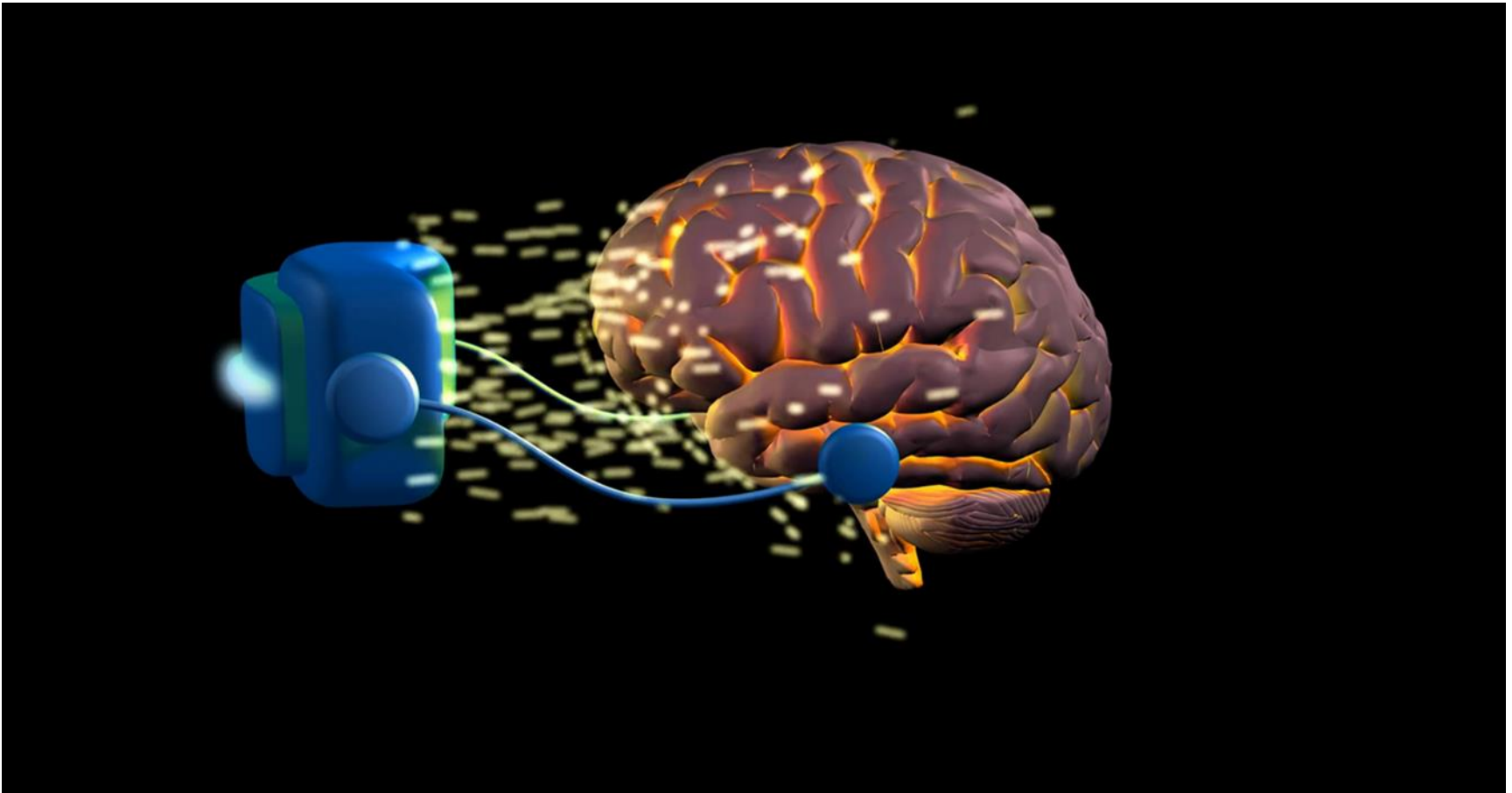
Presence mediated by information technology

Presence has three critical functions which cannot be explained by other cognitive processes:

1. Presence is an intuitive process.
2. Presence provides feedback to the self on its activity status
3. Presence facilitates self-development through the use of technology

Riva & Mantovani, 2012

The brain tends to process VR as reality



Immersive VR in forensic settings...

— Objectives:

- Analyzing current, clinically relevant assessment and treatment methods applying immersive VR in forensic or adjacent clinical settings.

— Method:

- *Syst. Lit. rev*; on the practical use of immersive VR in forensic psychiatry and relevant adjacent psychiatric and forensic fields from 2016 to 2020

— Results and discussion:

- Insufficient evidence to recommend immediate and large-scale implementation of any one VR intervention.
- None of the studies reported serious adverse effects.
- Several VR-interventions have been shown to be feasible and acceptable to the participants and to provide insights and inspiration for future research and development.

Krim-VR

Thesis: Virtual environment in
the refinement of interventions
in forensic settings

VR in RVP

Virtual environment in the refinement of interventions in forensic settings

- **Study I:** *Treatment of aggressive behaviors in violent offenders with the support of Virtual Reality. A pilot study of Virtual Reality Aggression Prevention Training (VRAPT) in the Swedish Prison and Probation Service.*
- **Study II:** *User experiences and feasibility of Virtual Reality Aggression Prevention Training (VRAPT) in the Swedish Prison and Probation Service.*
- **Study III:** *Virtual Reality (VR) as an aid in the improvement of treatment quality in manualized treatment of violent offenders.*
- **Study IV:** *Prison staff training using virtual reality (VR) in core correctional practice (CCP)*

Summary

- In sum, the suggested thesis will provide much needed knowledge on:

how VR can be used to enhance the clinical practice in forensic settings.

-**provides knowledge needed for the design of large-scale studies** on effectiveness of VR-assisted interventions in forensic settings.



VR: Social worlds



The VR-tools in Social Worlds



Walking around/"exposure"



Emotion recognition/differentiation



Role-play



Perspective shift

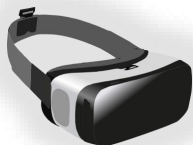
The city



Taking the bus



At the café



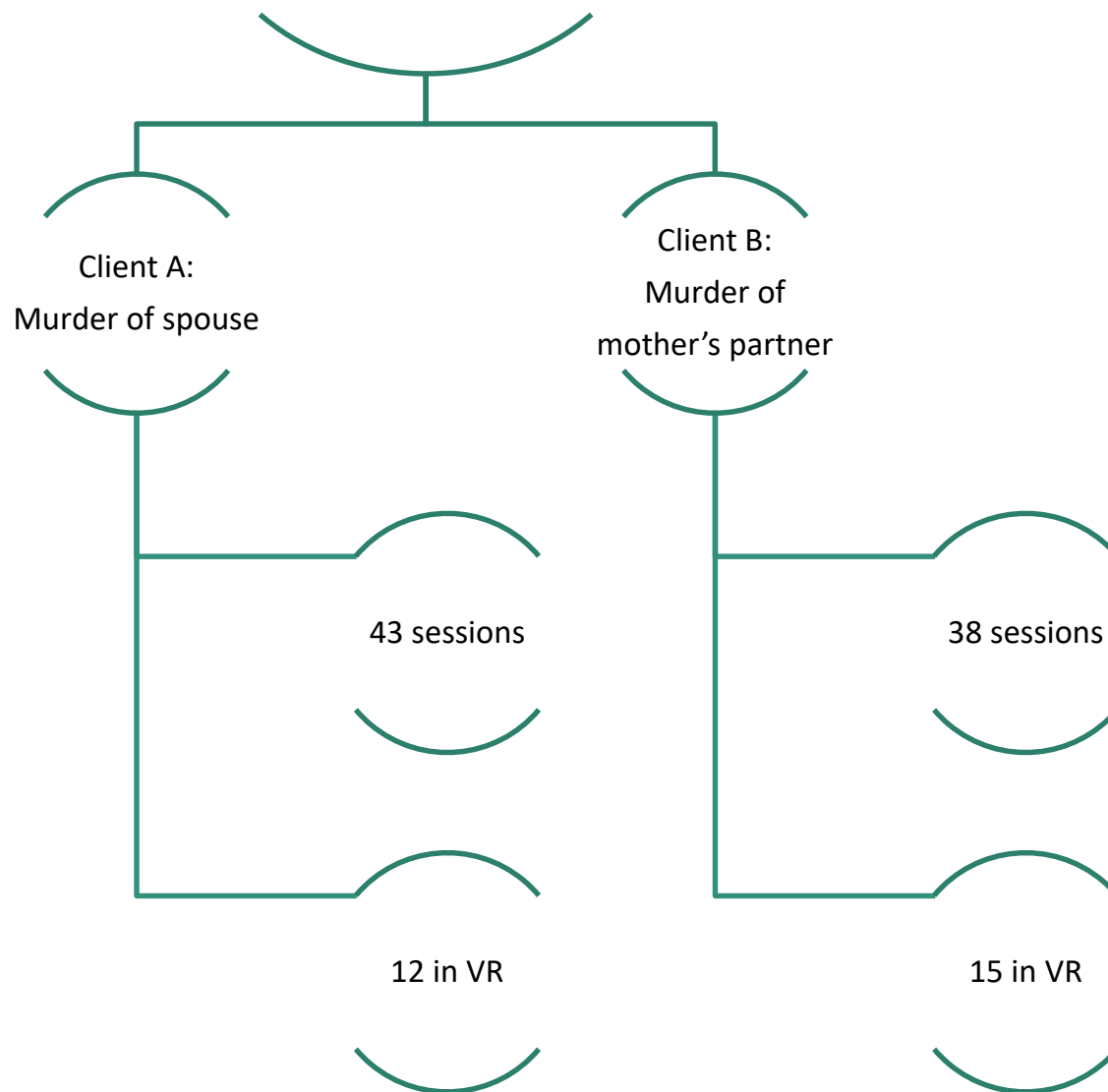
Home environment



VR in SPPS domestic abuse programs

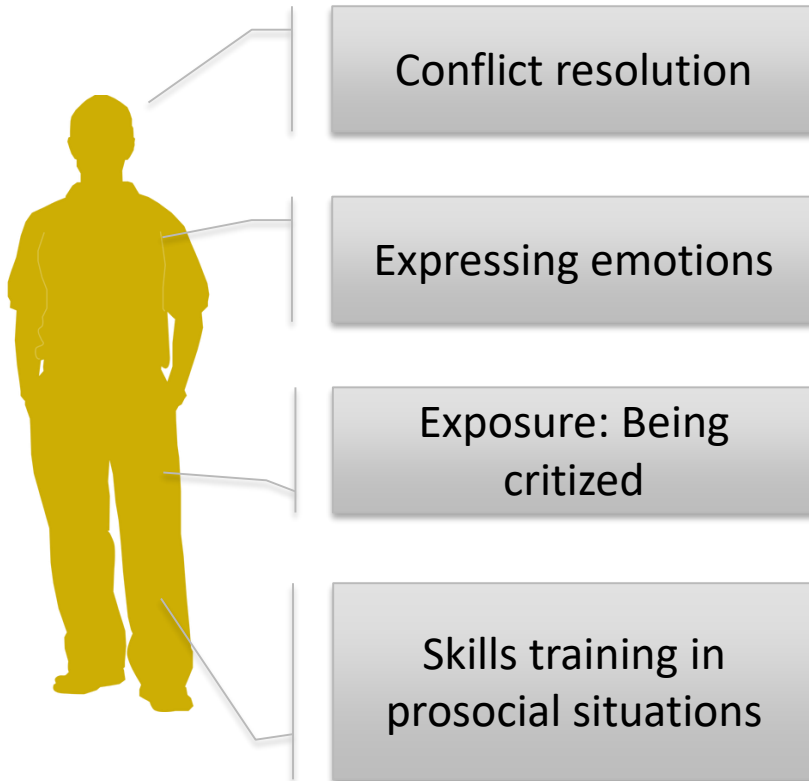
Experiences and visions of the future

VR in RVP

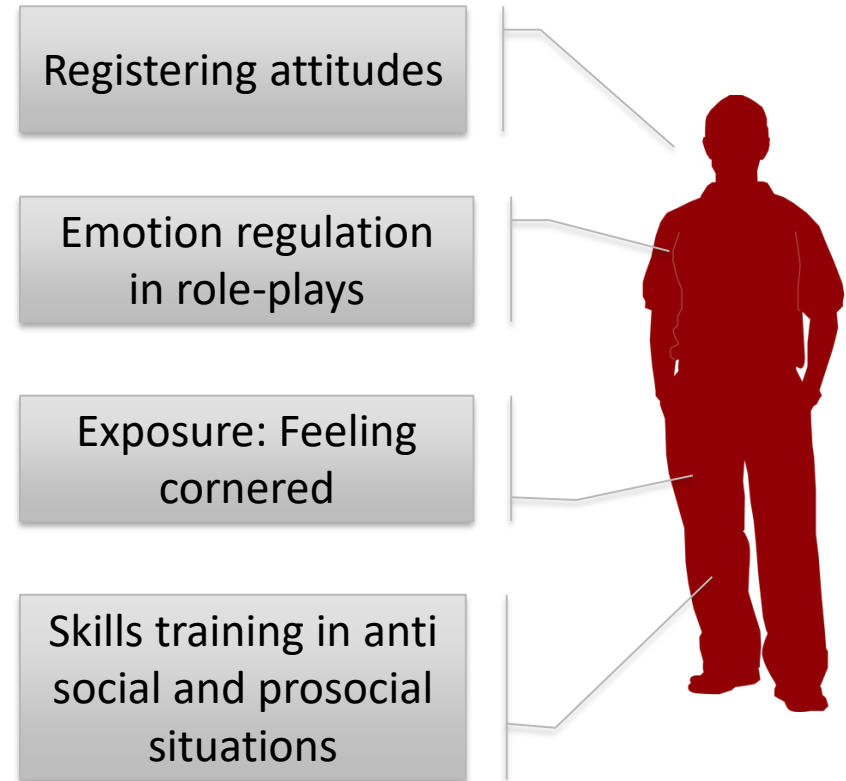


VR in RVP: Experiences

Client A



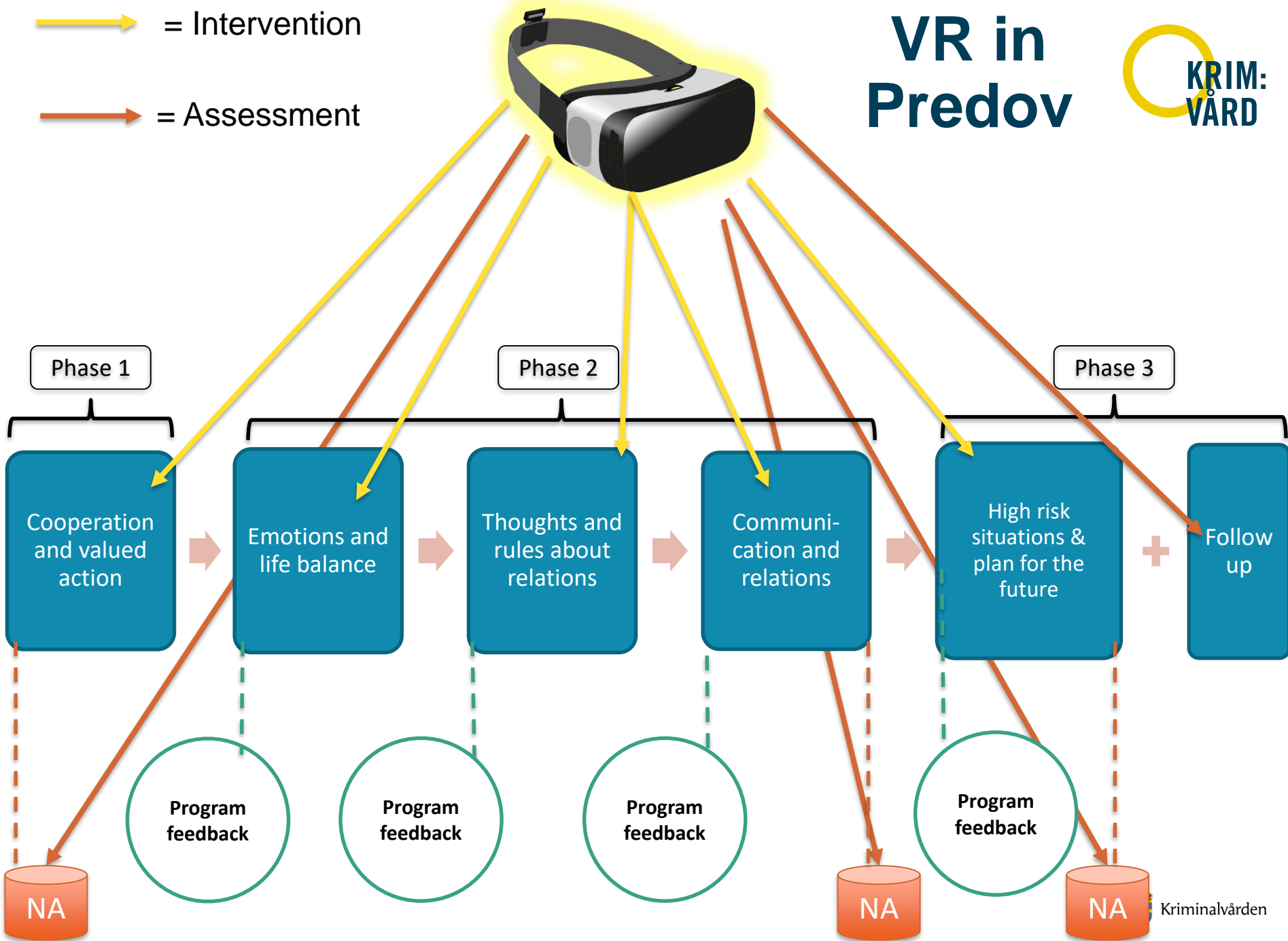
Client B



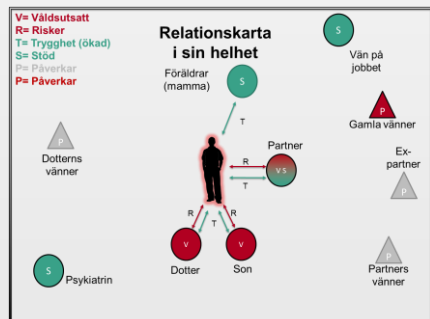
→ = Intervention

→ = Assessment

VR in Predov



Individual learning tools in Predov



Map of relations
(genogram)

Map

Strategies targeting
emotions

Strategies targeting
cognitions

Valued
action

Communication and
problem solving
strategies

Strategies targeting
alcohol and
substance use

Strategy board

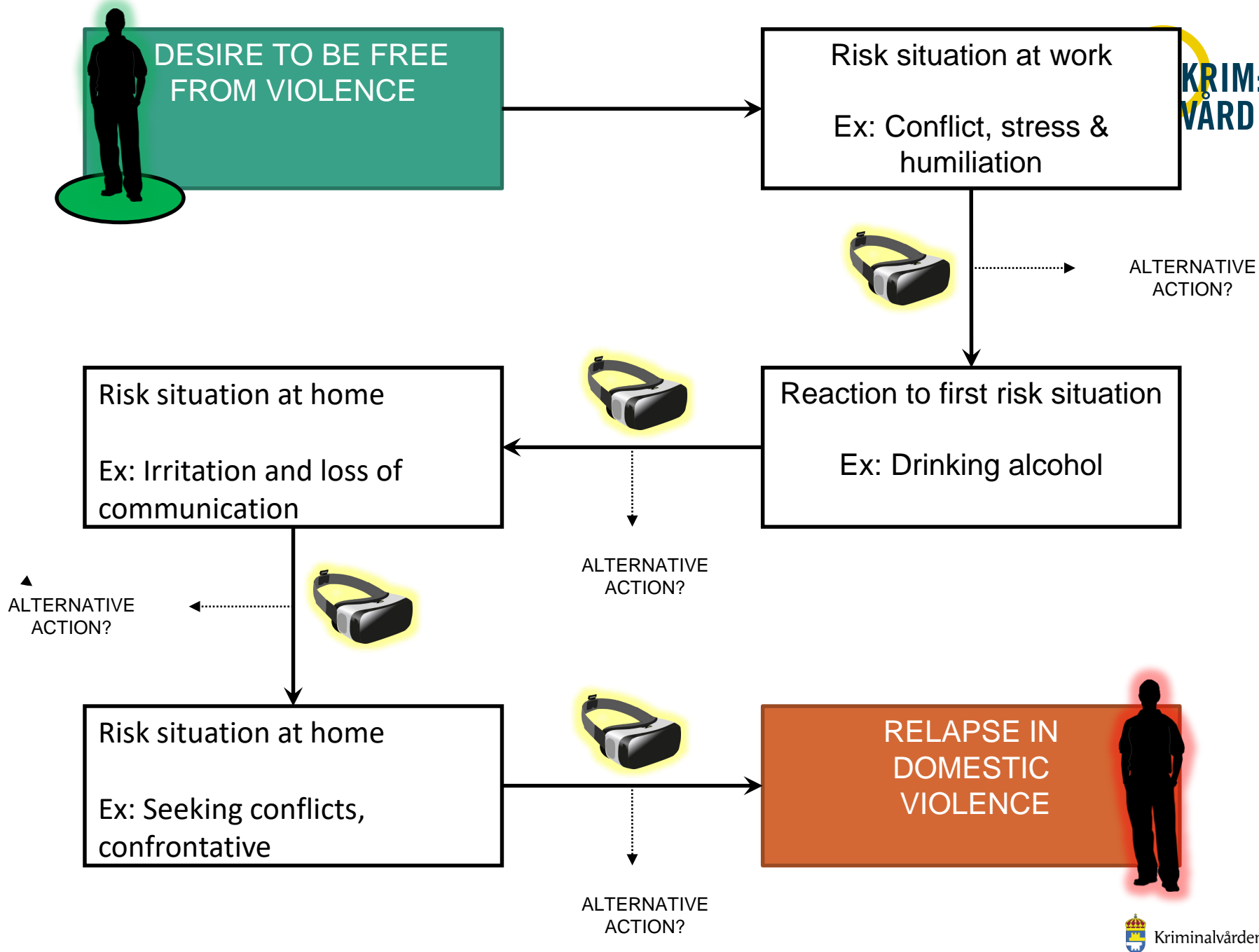
Compass

My partner is too
nice to someone
else.

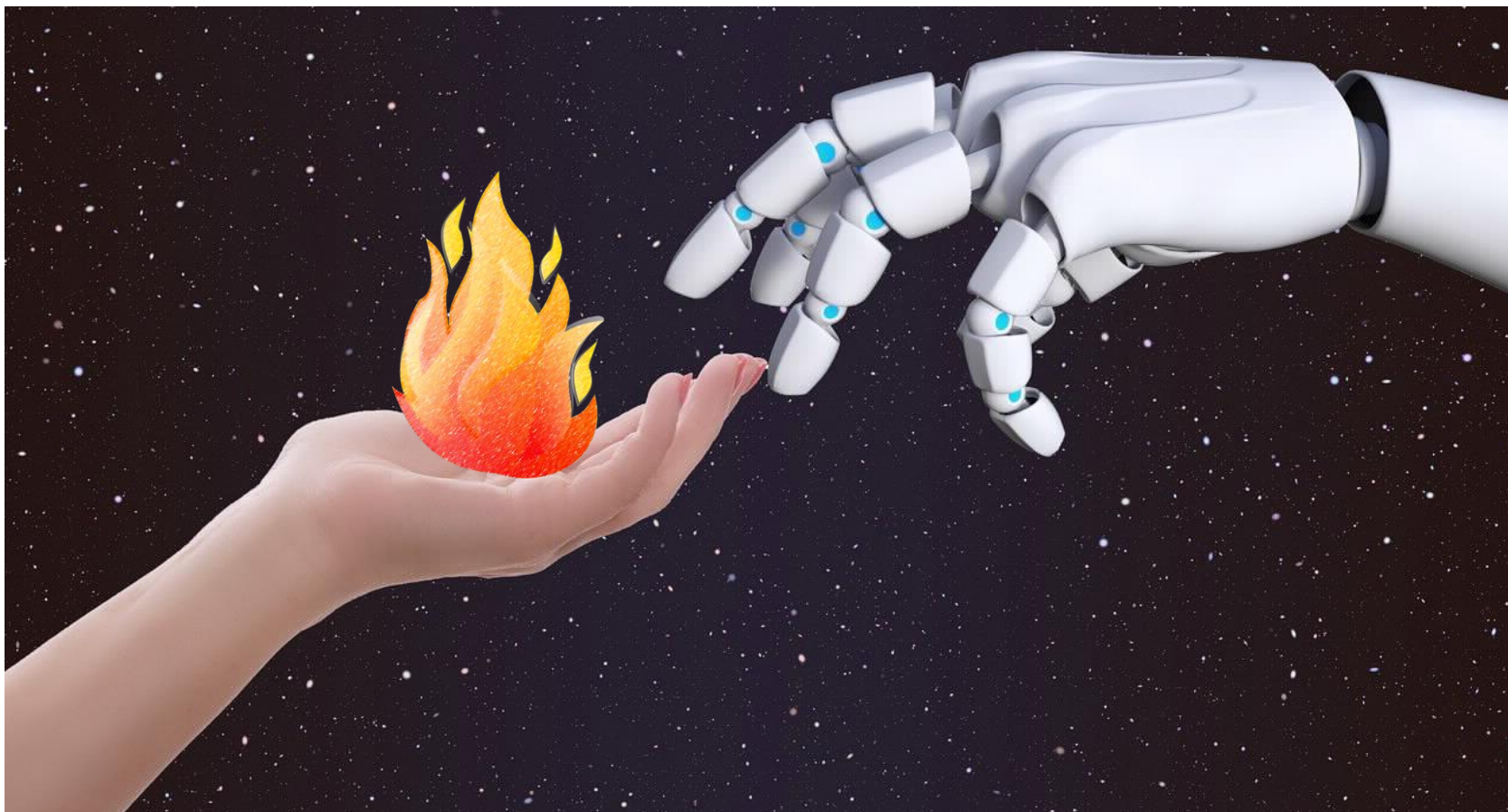
Situation cards

Premisses for
navigation (weather,
terrain, climate etc)

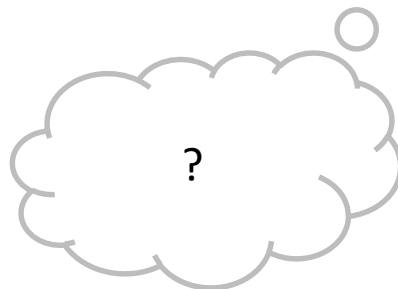
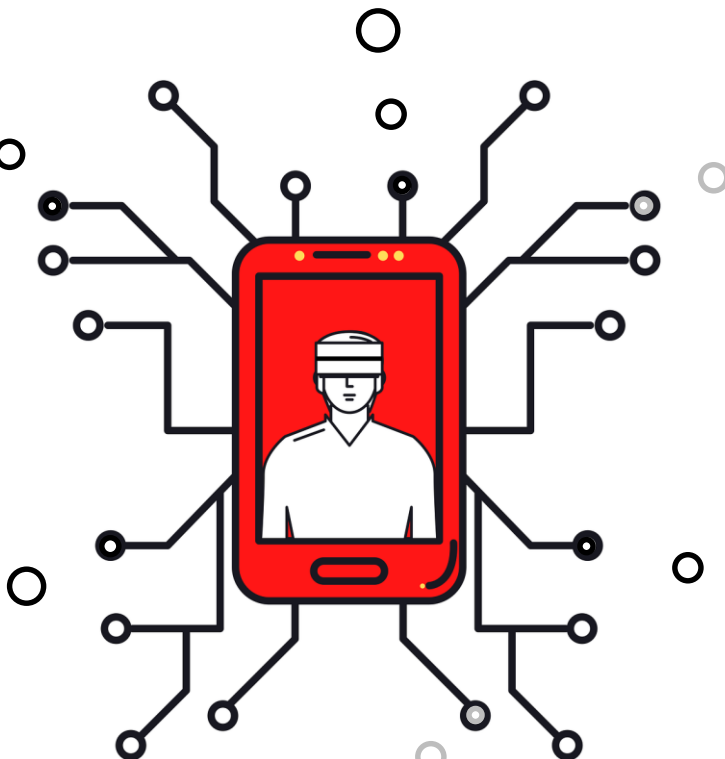
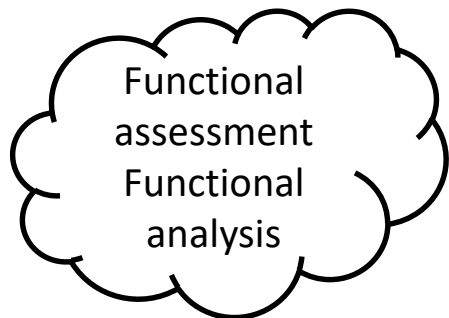
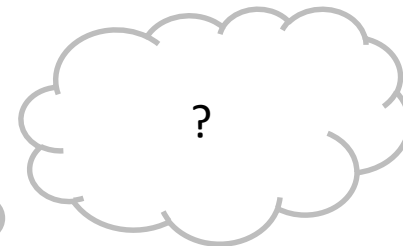
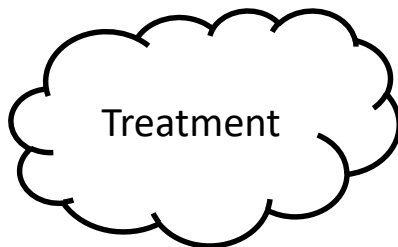


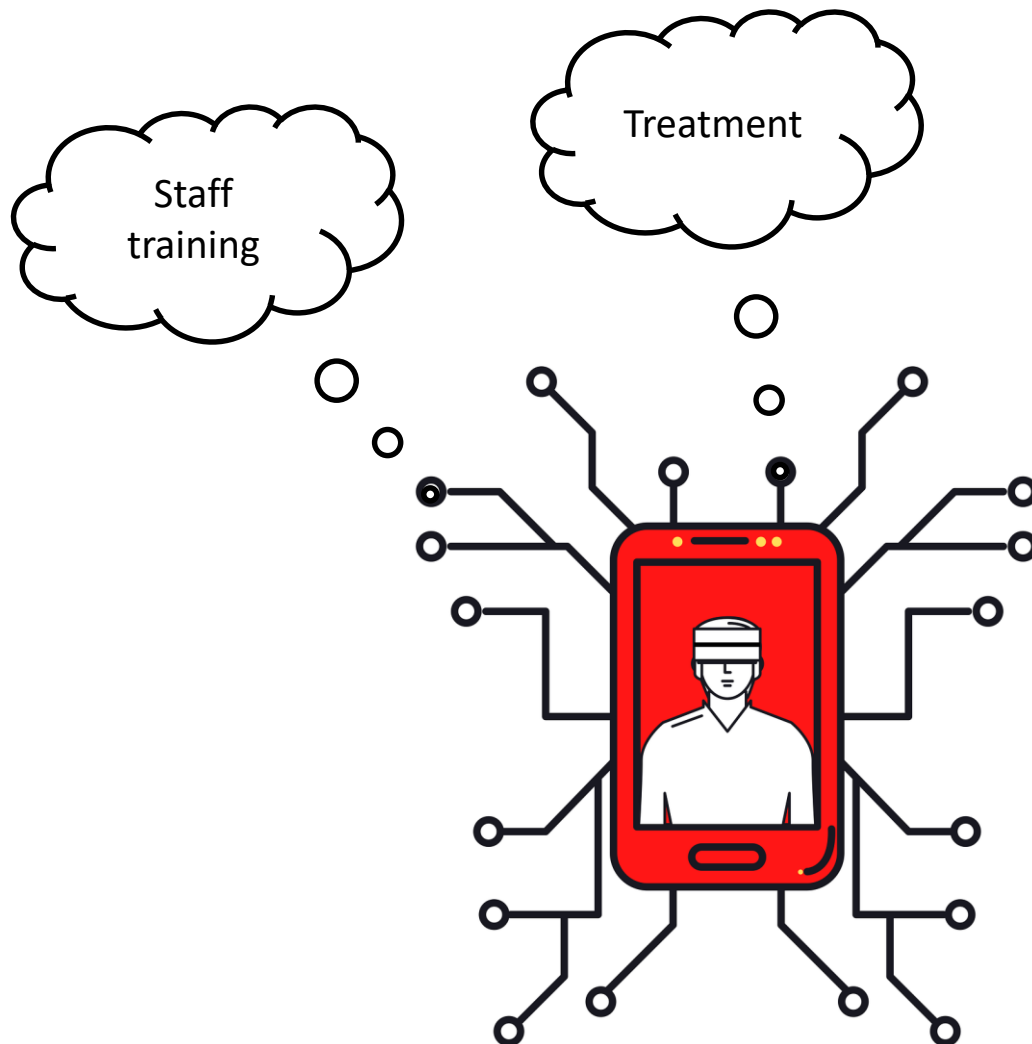


VR-assisted treatment – a cyborg in the treatment of DA-offenders



VR- potential





**The next
steps...**

Some concluding remarks....

- Offender programs (also for domestic abuse) have modest, unclear or non-existing treatment effects
- Let us not stare **to much** on **just** on technology as a solution
- Tailoring to client needs and responsivity is key!
- VR isn't better than the person wielding it and the program facilitated
- VR has potential but we are still in its early years of development and application - Especially in forensic settings!

**THANK YOU FOR
YOUR ATTENTION!**

QUESTIONS?



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