

Involvement Opportunity

Are you creative? Do you have lived experience of psychosis?



About

[The McPin Foundation](#) and [The Helen Hamlyn Centre for Design, Royal College of Art](#), are looking for people to be involved in workshops and interviews who will help to redesign virtual reality (VR) environments used in a new therapy to help people with psychosis or paranoia.

This work is part of a larger research project which will be investigating whether VR technology can be used as a form of therapy for people with psychosis or paranoia. This is part of the [gameChange](#) study. The therapy involves wearing a virtual reality headset which immerses the wearer into everyday situations and interacting with different people. Uniquely, in this VR therapy, a virtual coach will guide a user through their thoughts, feelings, and responses in social situations. This study also hopes to find out whether virtual reality is suitable for widespread use in the NHS as a form of therapy for people with psychosis.

We are particularly looking for people to support this study who have (or had) experiences of psychosis. You do not need to have experience of virtual reality.

For more information about the study please click [here](#).

When is it happening?

We will be running a series of six workshops starting in July 2018. The workshops will be held locally to the study trial sites of Bristol, Manchester, Newcastle, Nottingham and Oxford. Currently, we are looking for 7 people who may be interested in attending the workshop in:

- **Oxford – Thursday 24th January 2019 (time TBC)**

For this workshop you must live locally to Oxford

The locations and timings will be confirmed nearer the time of the workshops. The workshops will include a break and refreshments and lunch will be provided. **Payment of £60.00 per workshop will be offered, and all reasonable travel expenses will be reimbursed.** This payment includes any preparation for the workshops which may be required beforehand.

What can you expect?

The workshops focus on understanding the background of therapy for people with lived experience of psychosis, practical issues of VR, and finding out what VR environments may work best in the therapy. Activities in the workshops will include VR demonstrations, group work, presentations of prototype VR environments and discussions. It is hoped that these workshops will provide the designers with ideas and areas to try out and help them to understand how people with psychosis may participate in therapy. Further workshops will focus on gaining further feedback from workshop attendees and selecting the best features of the VR environments and finalise the overall concept of the environments and complete some later stage initial testing of the VR.

Workshop attendees will need to:

- Have had lived experience of psychosis
- Have an interest in mental health research
- Be able to travel to workshops which will be run during the week, in the daytime
- Be able to try the VR, which involves wearing a headset and interacting with a designed virtual environment
- Be able to work with research assistants and answer questions about the VR, applying their experiences of psychosis to their responses.

The following will be asked of workshop attendees:

- You will help to design the VR environments
- You will test the VR therapy intervention
- You may need to respond to occasional correspondence via email between workshops

How to register your interest and find out more:

Please contact **Tillie Cryer** by email (TillieCryer@mcpin.org) or phone (**020 7922 7874**) to find out more information about the workshops and to register your interest. In your email, please include your full name, telephone number and address.

Who is involved?

This research study is led by Professor Daniel Freeman at the University of Oxford and funded by the National Institute for Health Research (NIHR) [Invention 4 Innovation](#) funding stream. The research team will be collaborating with the Royal College of Art to design the VR environments and the McPin foundation will facilitate service user involvement for the study.