

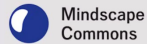


## ALPSP Awards 2021

Innovation in Publishing

**Winner**

**Mindscape Commons**  
from Coherent Digital



## Best Reference Databases of 2021

 **Mindscape Commons**

**LIBRARY  
JOURNAL**



## The Charleston ADVISOR

**2021 WINNER**  
**BEST INTERFACE**

CHARLESTON ADVISOR  
ANNUAL READERS  
CHOICE AWARDS



A PUBLISHING UNIT OF ACRL, A DIVISION OF ALA

**“Highly Recommended”**

# Mindscape Commons

**Elizabeth Robey, Publisher**

**Eileen Lawrence, VP of Sales and Chief Inspiration Officer**



# Mindscape Commons—what is it?

The first online database of immersive and interactive video content in mental health

- Experiential, interactive, and immersive videos
- Viewed on HMD, mobile phone with cardboard—or just a laptop
- Directory with links to Coherent-created video, faculty research, commercial projects, and select open resources
- Collaborative—registered users can contribute content or links to their research



# Mindscape Commons— what will it do?



**Child Protection Simulation 6:  
Maryam and Joe BCD**

University of Kent, United Kingdom

- **Build empathy**—VR lets the user walk in another’s shoes to build understanding—it’s an “empathy machine”
- **Develop clinical skills in a safe setting**—immerse students in high-risk situations with low risk, help them develop confidence
- **Achieve mastery**—repetitive practice for skill improvement
- **Opportunities for research**—Measure empathy, implicit bias, comprehension, efficacy...

Building long-term empathy: A large-scale comparison of traditional and virtual reality perspective-taking, *PLoS ONE* 13(10): e0204494.  
<https://doi.org/10.1371/journal.pone.0204494>

[Counseling students’ experiences viewing virtual reality case studies](#). *Teaching and Supervision in Counseling*, 2019.



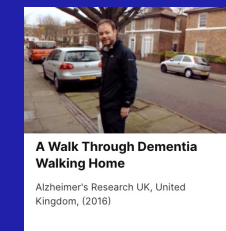
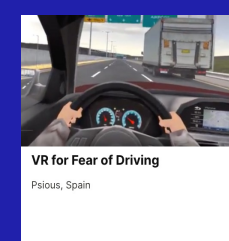
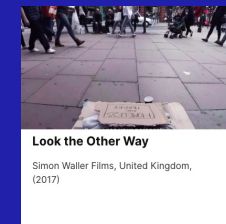
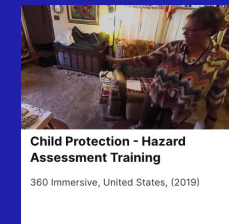
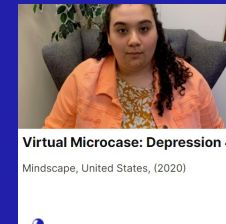
# Mindscape Commons—what's included?

## Hundreds of films, including

- **Premium content available *exclusively* to members**—original videos created by Coherent or licensed from premium producers
- **Select open-source 360-degree videos**
- **Faculty research projects** that members have uploaded
- **Commercial VR listings**

## We've added support, with

- Teaching guides, instructor materials, transcripts, summaries, discovery service, indexing—all to *Mindscape Comment* and created by Coherent





# “Moments of Excellence” series—members only

- 12-15 minutes each
- Demonstrate positive relationship techniques in 180-degree interactions
- Teach viewers how to tailor therapy to various client characteristics, teaching guide included



Assessment questions teach how to

- Identify the client’s issue
- Predict the best pathway forward
- Anticipate the client’s response

## Question 1

Which one of the following best summarizes the client’s issue?

The client is having issues with her parents.



The client is lonely and disconnected from friends.



The client feels disconnected from her religion.



Created by and available only in *Mindscape Commons*



Collaboration with  
Dr. Carlos Zalaquett  
Penn State University



## “VR Microcases” series—members only

- 3 to 5 minutes each—immersive and experiential, unlike written case studies
- Clients respond to the question: “What brings you into therapy?”
- Teaching Guide included



- Clients present with anger, suicidal thoughts, anxiety, depression, identity, relationship issues, trauma, grief...
- A “virtual encyclopedia of presenting emotions”
- Prepare learners in a controlled setting for field experience, practicum, and work

**Created by and available  
only in *Mindscape Commons***



Collaboration with  
Dr. Tyler Wilkinson  
Mercer University



# “Moments of Excellence in School Counseling” and “Moments of Excellence in Career Counseling” series—members only

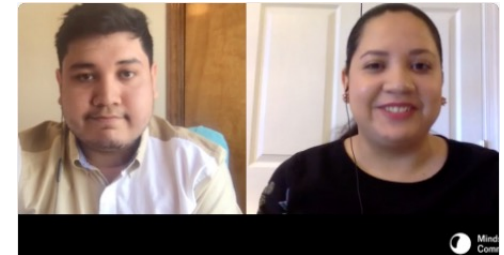
- 10 to 15 minutes each—interactive videos demonstrate positive relationship techniques
- Address empathy, goal setting, positive regard, alliance ruptures, stages of change, culture, coping style, client preferences, evaluating suicide, and more
- Assessment questions sprinkled throughout the video for increased engagement and understanding

**Created by and available only in *Mindscape Commons***



**Moments of Excellence in Career Counseling: Cultural Adaptation**

10:00 | 10:00 | 10:00

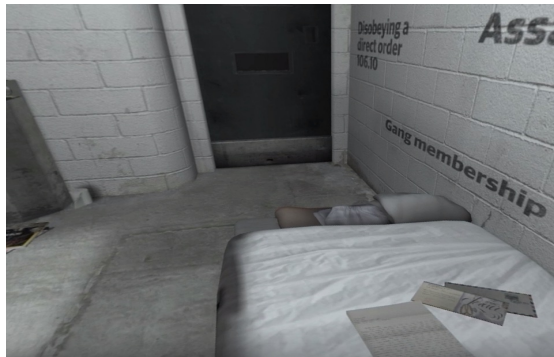


**Moments of Excellence in School Counseling: Religion/Spirituality**



# VR (virtual reality) experiences

Premium (members-only) videos from major producers



**Welcome to Your Cell: A VR Experience of Solitary Confinement** (The Guardian)



**Child Protection - Hazard Assessment Training**

360 Immersive, United States, (2019)



**The Party: A Virtual Experience of Autism**

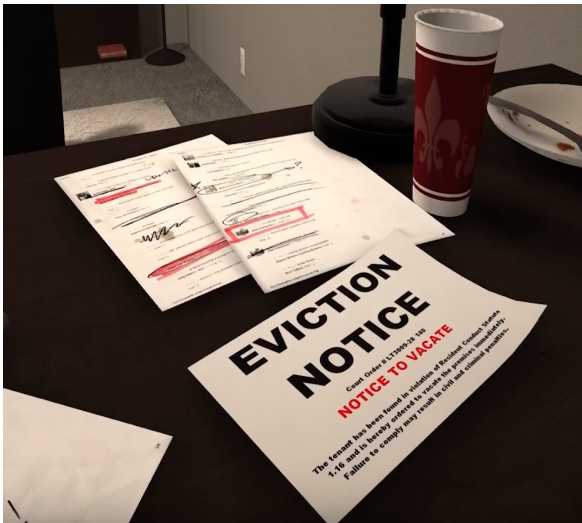
The Guardian, United Kingdom, (2017)



# Select open-source VR (virtual reality) experiences

Through arrangement with major producers

*Becoming Homeless: A Human Experience*  
(Stanford University)



*Inside Anxiety 360* (BBC)



*Veteran Homeless in VR* (StoryUp)





# Supports programs in counseling, clinical psychology, and social work... and also:

- **Nursing and medical**—demonstrating various mental health issues across a wide range of populations
- **Sociology**—courses in gender, marriage and family, race, culture, and religion
- **Criminal Justice**—retraining police to recognize suicidal thoughts, sexual trauma, substance use, and react appropriately
- **Business**—for Organizational Management and Human Resource courses, emphasizing the need for mental-health awareness and empathy
- **Sensitivity training**—related to sexual harassment and trauma
- **Residential life and counseling centers**—addressing important issues affecting students, including substance use, suicide, loneliness, anxiety, depression, and trauma

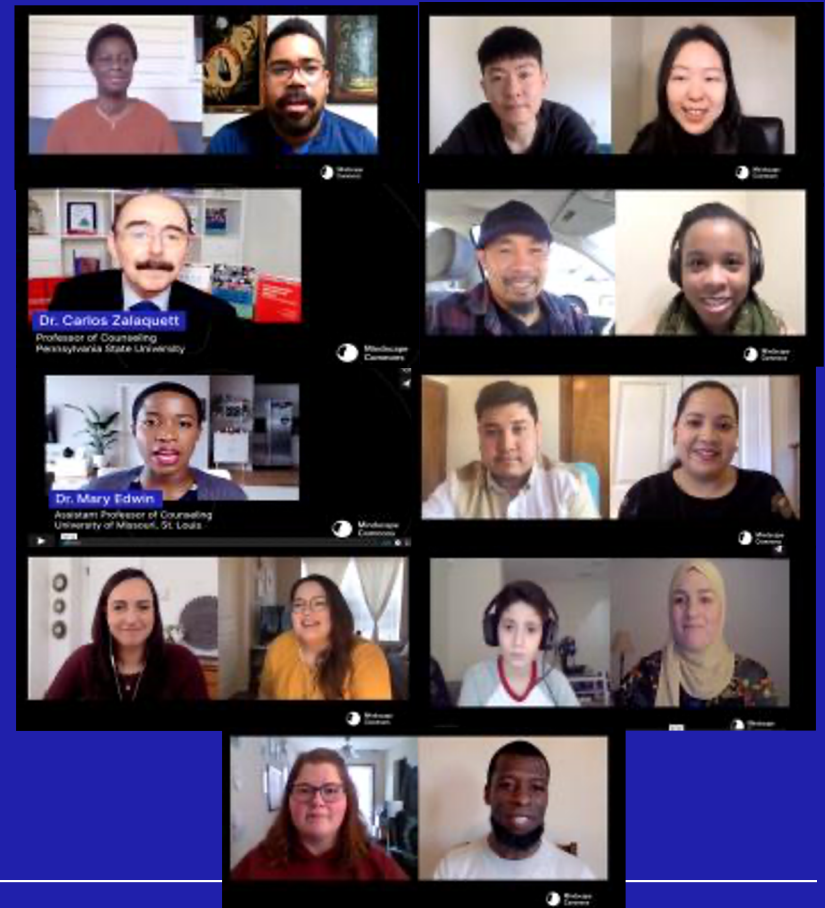




# Content developed to represent a diverse community

Diversity, inclusion, and representation are core values of content creation

- Multicultural dynamics
- LGBTQ+
- International voices
- First-generation stories
- Socioeconomic status
- Immigration experiences
- Religion and spirituality



# Develops skills for addressing intersecting issues— with empathy

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## Students will learn to:

- Validate and honor clients' diverse identities
- Help clients reconcile intersecting issues of race, class, gender, and more
- Gain confidence with culturally sensitive topics through simulations



# Challenge learners to dive deeper into overlapping identities

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- *African American* college student feeling loneliness being one of few people of color in her graduate program.
- *Arab* middle school student expressing confusion and distress around navigating two cultures between home and school.
- *Muslim* client uncomfortable with new flashy dress code policies at the restaurant where she's employed.
- *Filipino* college student interested in arts and humanities, feeling pressure of his parents' dream of his becoming an engineer.
- *Mexican-Pakistani* client in PhD fellowship program, feeling imposter syndrome.



- *Gender-fluid client* worried about parents; reaction to changing pronouns to they/their/them.
- *International* college student in a job search process facing dilemma about staying in the U.S. vs going back to Canada.
- *First-generation*, low-income student feeling ambivalent about pre-med major, wanting to please family.
- *21-year-old Mexican American* transfer student seeking part-time work, needing to balance family responsibilities.
- *Nigerian refugee* mother sought a better life in the U.S., only to find her son being bullied at school and called racial epithets.
- *Latino* high school student questioning Catholicism, wants to explore other faiths, not wanting to hurt his mother's feelings.



Search for experiences..

### Featured Experiences



#### Moments of Excellence in Counseling: Religion/Spirituality

Religious or spiritual beliefs can have an important influence on relationship building and the outcome of therapy. For example, some...

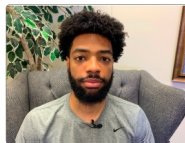
By Mindscape



#### Becoming Homeless

In this immersive virtual reality experience from Stanford University's Virtual Human Interaction Lab, spend days in the life of someone...

By Stanford University



#### Virtual Microcase: Anxiety 1

Josh is very concerned about his future in terms of his job prospects, making rent, obtaining health insurance, and other...

By Mindscape



#### Coping with Alzheimers 360

Walt and Aline Zerrenner have found a range of coping mechanisms to deal with her memory loss. Join them as...

By New York Times



#### VR Social Work Home Hazard Assessment

360 video of a social worker listing sights, sounds, and smells outside a home before entering...

By 360 Immersive

### Featured Browsers



#### Subjects

Mindscape Commons covers over 90 subjects in Counseling, Psychology and Mental Health



#### Publisher

Mindscape Commons has interactive and immersive experiences from over 90 VR developers including faculty-developed concepts and commercial publications



#### Titles For Your Device

Many VR experiences are published for selected VR headsets. Use Mindscape Commons to find the experiences compatible with your device.



#### Virtual Microcases


These three-to-five minute cases feature clients coming to therapy for the first time and responding to the question: "What brings you into therapy?"



#### Interactive Simulations

Interactive Simulations bring the viewer through a multi-scene conversation with a client presenting an issue. Between scenes, the viewer is asked questions about the best way to guide the conversation with the client.

# Facets for precise searching



**Mindscape Commons**

Search for experiences..

EL Logout  
Your Plan: Institution

294 results Sort by Title

Content Type

- All Content Types
- Commercial Resources 57
- Membership Video 155
- Open Access Video 60
- Research Project 22


Subject

Search for a Subject

- All Subjects
- Interviewing Skills 38
- Engage in Diversity and Difference in Practice 30
- Clinical Mental Health Counseling 28
- Depression and Depressive Disorders 27
- Intervene with Individuals, Families, Groups, Organizations, and Communities 27


Demographics


Search



**A Trip to the Supermarket**


SG Enable, Singapore, (2019)






**A Walk Through Dementia Walking Home**


Alzheimer's Research UK, United Kingdom, (2016)







**A Walk Through Dementia at Home**

Alzheimer's Research UK, United Kingdom, (2017)






**A Walk Through Dementia at the Supermarket**



**AVenueS for Child Welfare: SCENARIO 1 - Sophia's Safety**



**AVenueS for Child Welfare: SCENARIO 2 - Sophia's Safety**



### Demographics

Search

- All Demographics
- Client / African American 23
- Client / Asian American 15
- Client / Chinese 2
- Client / Female 83
- Client / Filipino 1
- Client / Indian 1
- Client / Korean 1

### Publisher

Search for a Publisher

- All Publishers
- Mindscape 71
- Wiley Publishing 63
- University of Leeds 10
- Psious 9
- New York Times 8
- University of Kent 6
- Scott Barker Films 5

### Release Year

Year From Year To

### Scenery Type

- All Scenery Types
- 180° Video 26
- 2D Video 99
- 360° Image 2
- 360° Video 97
- App 5
- Augmented Reality 2
- Computer Generated 2D Animation 11

### Target Platforms

- All Platforms
- Desktop/Mac OSX 236
- Desktop/Windows 237
- Gear VR 1
- HTC/Vive 111
- Ipad 1
- Mobile/Android 220
- Mobile/Android/HMD 117

### Immersion Factor

- All
- None 119
- VR/monoscopic 61
- VR/stereoscopic 78

### Interactivity Factor

- All
- 3D objects 2
- 3DOF 128
- 6DOF 2
- Alternate pathways 56
- Avatar 2
- Clickable Hotspots 94
- Free form input 2



Mindscape  
Commons

## Publish, preserve, collaborate

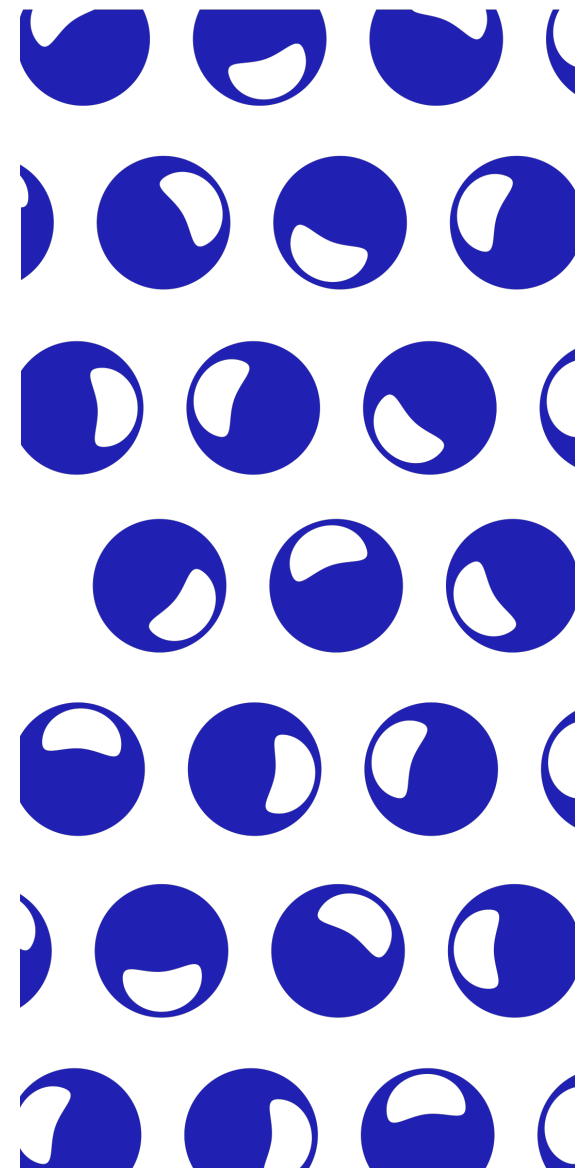
- Users can **upload** their created experiences
- Users can **post links to their current projects** and research on their websites
- We immediately assign a permanent identifier and tags—the item is **discoverable**
- Faculty, students, practitioners can **collaborate**, find potential research projects, publications, grants, etc.
- We can **host your virtual experiences** on the *Mindscape Commons* platform

## Easy for users

- Use *Mindscape Commons* with a current browser and a regular PC or Mac—nothing extra
- For going further—works with Android; iOS with Google cardboard; or Oculus Go, using point-and-click, no special controllers
- No training is required

## Easy for librarians and faculty

- Assign it in remote teaching—students need only a laptop
- Use it across campus, in VR labs, in media centers
- COUNTER usage stats, MARC records
- Items have permanent, shareable links
- Working with discovery services (such as EDS)



# Institutional membership in *Mindscape Commons*

Annual membership includes:

- Access for your entire institution
- All the content—originally created, licensed, directory links to open access and commercial, and uploaded faculty projects
- All content added during your membership year
- Library tools (COUNTER stats, reports, etc.)
- Uploading rights for your own projects
- Conversion and hosting options
- **Option to purchase perpetual rights**





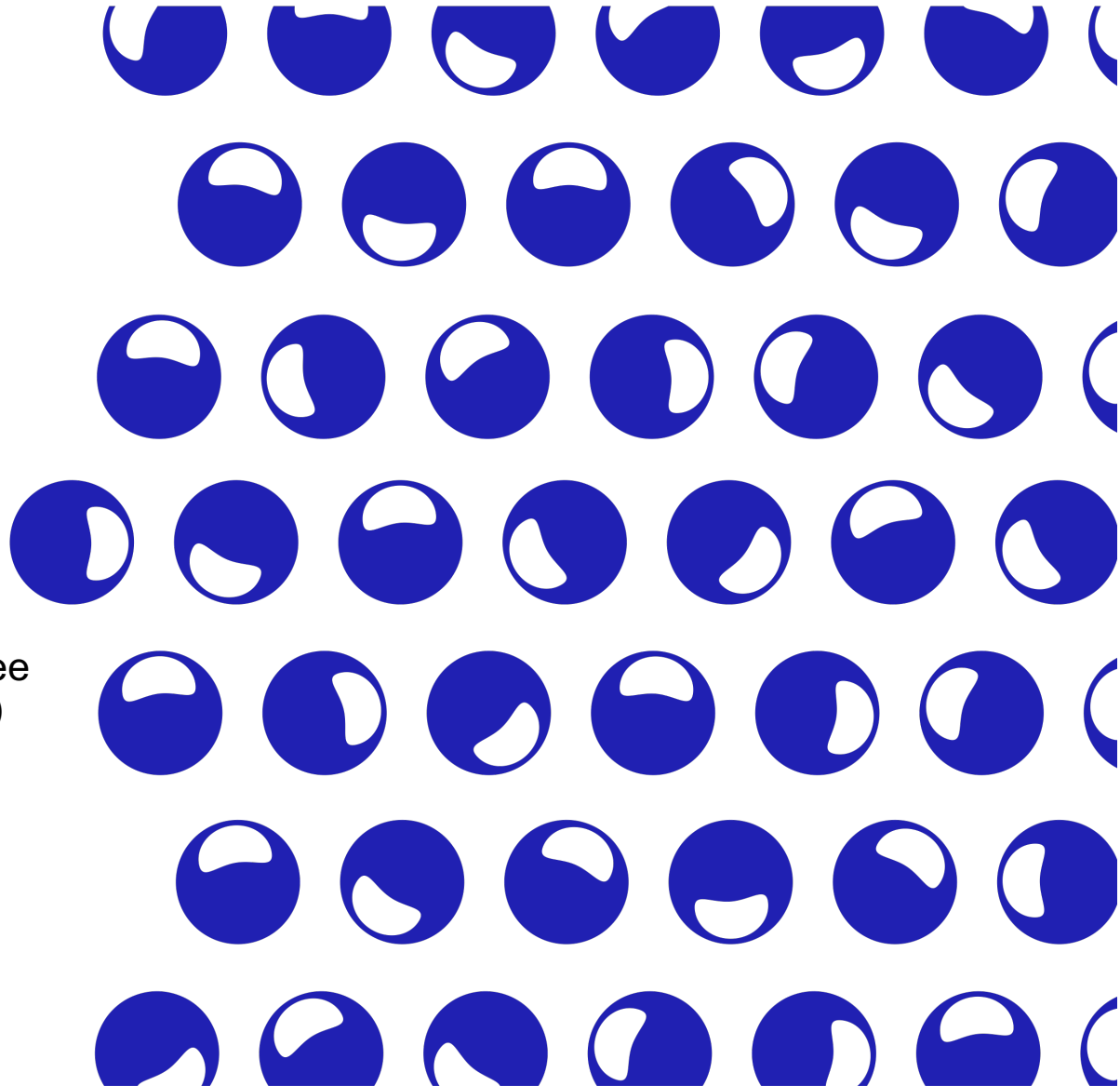
Mindscape  
Commons

**Thank you!**

(and keep scrolling if you'd like to see  
some links to supporting research)



COHERENT  
DIGITAL



# Built on a growing body of research—a few examples

[Building long-term empathy: A large-scale comparison of traditional and virtual reality perspective-taking](#), Fernanda Herrera, Jeremy Bailenson, Erika Weisz, Elise Ogle, Jamil Zaki. *PLoS ONE*, 2018.

[Counseling students' experiences viewing virtual reality case studies](#), Tyler Wilkinson, Kathleen E. Bazile *Teaching and Supervision in Counseling*, 2019.

[Learning in virtual reality: Effects on performance, emotion and engagement](#), Devon Allcoat, *Research in Learning Technology*, 2018.

[Virtual reality in the assessment, understanding, and treatment of mental health disorders](#), Cambridge University Press, 2017.





“An innovative training tool for use in my teaching and research...allowing me to create safe, authentic experiential environments that help students gain greater confidence by exposing them to advanced client mental health scenarios.”

--Dr. Tyler Wilkinson, Associate Professor of Counseling, Mercer University



Dr. Wilkinson's research using  
Virtual Microcases follows...

# Limitations to current student training

- Creating experiences like those actually experienced in counseling can be difficult
- Applies to other professions with clinical interaction
- Role play with peers can lack consistency across students
- Ability to accurately portray clinical situations
- Practicum and internship experiences are often capstone experiences at the end of the program
- Students often portray anxiety related to taking on the role of counselor (Granello, 2010)

# Virtual Reality

- Virtual reality (VR) shows incredible promise for creating opportunities for controlled, experiential learning within virtual, clinical contexts
- Other professions such as pharmacy and nursing have use simulated experiences (i.e. Cenden & Lok, 2012)

# Student Findings

- **Authentic and immersive experience**
- **Awareness of self and other non-verbal cues**

*“Honestly...you have a realistic experience. And I also found myself nodding to let him know that I was still engaged, and I’m not even here.”*
- **Awareness of potential responses**

*“It makes you think about your presence in the room.... I felt comfortable running through questions in my head, what should I ask, what should I do next, and what would work for them? And when they responded with some- thing in a way that coincided with something I thought—it was like, oh okay I am on the right path”*
- **Preference to traditional role plays**

# Student Findings

- **Comfort with advanced cases**
- **Felt preparedness and anxiety reduction with earlier exposure**

*“with people saying things...like...the last one talking suicide, like suicide attempts or rape and death...those kinds of things and being comfortable seeing...somebody saying that or hearing that spoken to you in a way. I think [it] is really helpful because...the scariest part is like, what do you do with that?”*

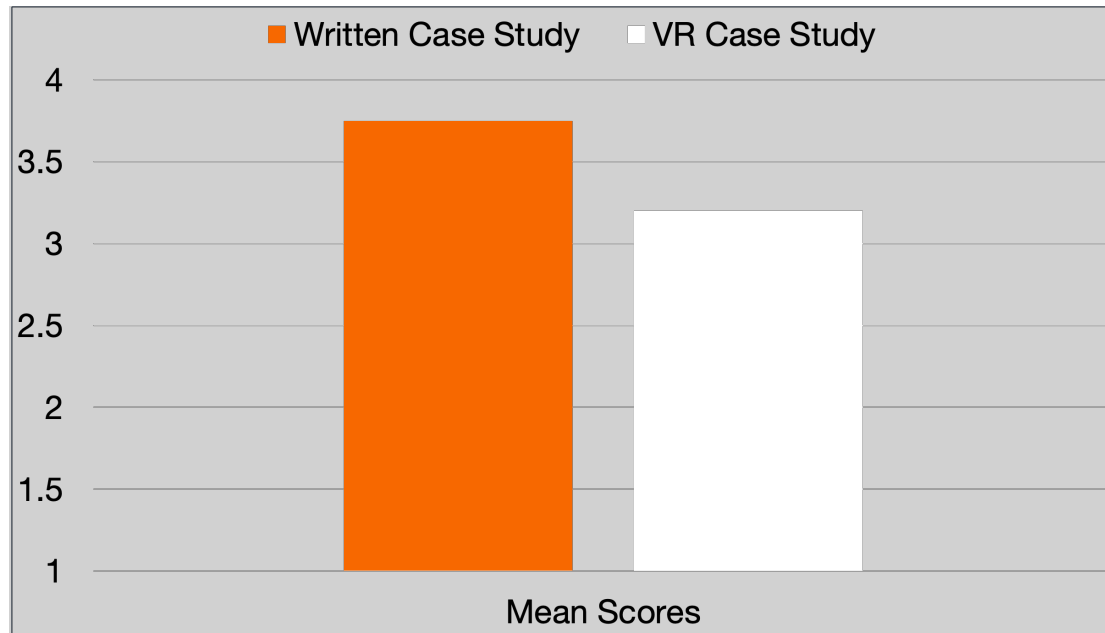
*“The first time at my internship was the first time I had to sit in a room alone with somebody who was actually talking about stuff that was pretty intimidating. So, [this experience] may [help] being prepared for that, since you can look around and it feels pretty real and emotionally engaged.”*

- **Desire to Engage**



**Figure 1.**

***When I think about counseling a suicidal client, I feel anxious***

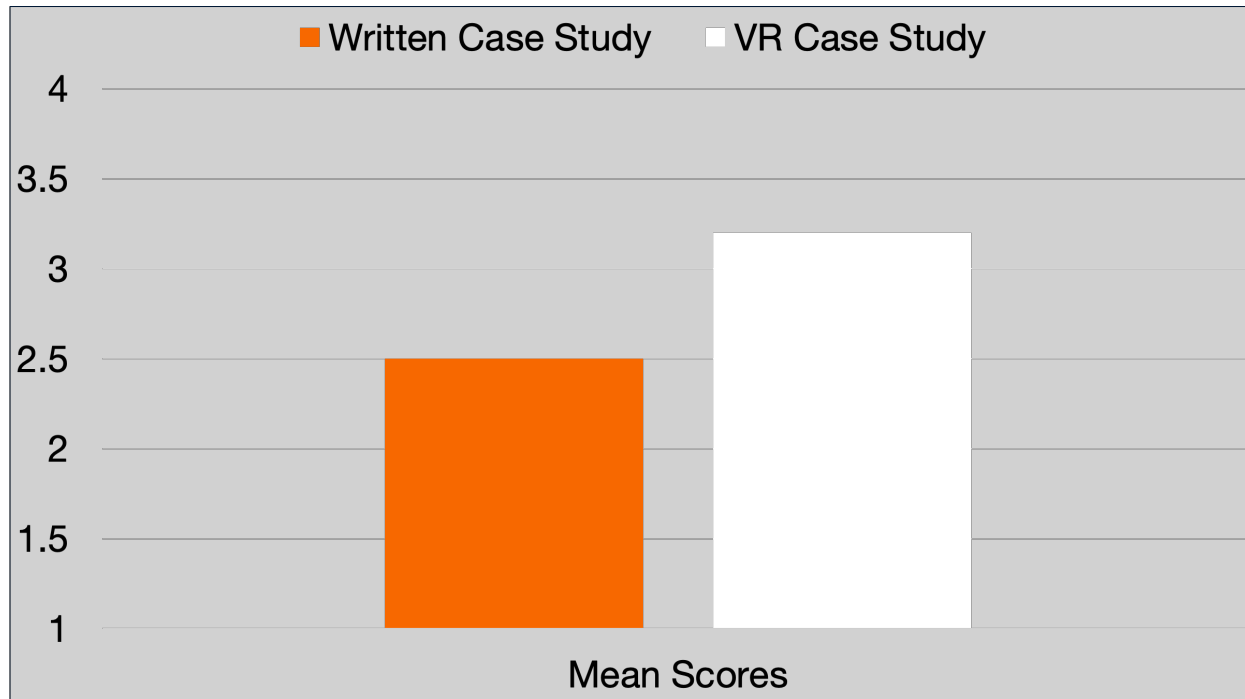


***Note:*** Higher scores indicate higher levels of agreement to the statement.

***=> Less anxiety using VR case study versus written case study.***

**Figure 2.**

***I know what to say to a client who is talking about suicide***



**Note: Higher scores indicate higher levels of agreement to the statement.  
=> More confidence using VR case study versus written case study.**