



# WE IMMERSED SOCIAL WORKERS INTO VIRTUAL SCENARIOS



### Objective

Develop a fully immersive VR training experience for social workers to interact and react in three specific scenarios.

### Solution

Seisan developed a Virtual Reality experience for the Meta Quest 3 to immerse social workers into actual real life scenarios via 360 degree video. Users were able to choose their path forward and learn best practices.

### LEVERAGED TECHNOLOGIES

- Unity
- 360 Video
- Meta Quest 3
- C#
- 360 UI
- SideQuest

### PLATFORM INTEGRATION

- Custom API integration
- VR Quest Hand Controls

### CORE CAPABILITIES

- High-Performance Video Streaming
- Spatial UI
- Emerging Technology
- Agile Process

### EXTENSION OPPORTUNITIES

- Reusable VR Training Functionality

Seisan worked with Acenda to develop a real life experience through virtual reality, empowering social workers to interact with various scenarios and make the most informed decisions in real-time.



Acenda is at the forefront of behavioral health and community-based social services, offering over 100 innovative programs to support children, adults, families, caregivers, and the communities through results-focused protocols and driven, experienced staff.

Seisan worked closely with Acenda to develop an immersive virtual reality experience delivering several real life use cases to social workers. Social workers were dropped into a 360 degree videos for a hands on experience and prompted with options to learn best practices.

# SEISAN'S APPROACH / VR APP DEVELOPMENT

## PROJECT OVERVIEW

Seisan collaborated with Acenda to develop an immersive VR training application designed to prepare social workers for real-world interactions through dynamic, scenario-based learning. This cutting-edge solution leverages adaptive feedback, dynamic scoring models, and user behavior tracking to create a training experience that goes beyond passive observation.

By integrating reinforced learning principles, the platform enables social workers to experience, assess, and refine their decision-making in simulated yet realistic high-stakes scenarios. Each user's responses are dynamically evaluated, offering personalized feedback that adapts based on their interactions.

With a growing number of universities and behavioral service leaders integrating immersive training methodologies, this solution serves as a scalable tool for professional development, competency-based education, and organizational training programs.

## TECHNOLOGY DETAILS

Seisan developed the VR training experience using Unity and C#, integrating advanced adaptive learning mechanisms to create a high-performance, immersive training platform. This experience combines interactive 3D asset models, 360-degree video, and dynamic user feedback, allowing social workers to engage with realistic scenarios while receiving real-time, personalized insights into their decision-making process.

Developers engineered a robust and scalable solution with dynamic scoring algorithms, behavioral tracking, and branching pathways that adjust based on user responses. The user interface was designed using Unity UI and custom 3D UI components, ensuring seamless interactions and intuitive navigation. Integrated real-time feedback loops and scenario-based reinforced learning help users understand the impact of their choices, reinforcing critical decision-making skills.

Optimized for Meta Quest 3, the application takes advantage of spatial UI, hand tracking, and immersive controls to create a natural and engaging user experience. By incorporating adaptive scenario progression and data-driven feedback, the system transforms traditional training into a dynamic, interactive learning environment, positioning it as an essential tool for universities, behavioral service organizations, and professional development programs.

## RESULTS

Seisan launched a next-generation VR training experience for the Meta Quest 3, immersing social workers in real-life scenarios while incorporating dynamic feedback, behavioral tracking, and adaptive scoring models. This platform goes beyond traditional training by providing real-time insights into decision-making, reinforcing best practices, and allowing users to see the immediate impact of their choices within each scenario. By adapting to user responses, the system ensures that every training session is a personalized learning experience that enhances critical thinking and professional judgment.

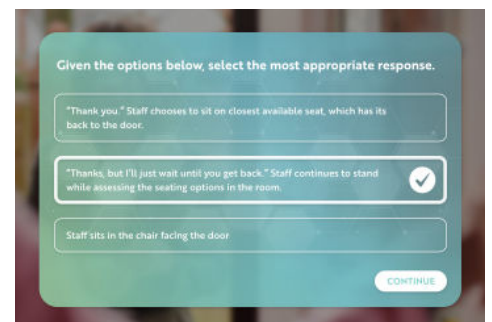
The application received overwhelmingly positive feedback from the Acenda team and early adopters, with many praising its intuitive interface, real-time feedback mechanisms, and interactive learning approach. Even first-time VR users found the system easy to navigate, thanks to clear in-app guidance and responsive UI interactions. As interest grows among universities and behavioral service leaders, the platform is positioning itself as a scalable, data-driven training tool that enhances competency-based education and professional development in social work.



### META QUEST 3

We chose to utilize the power and cost-effectiveness of the Meta Quest 3 and its Touch Plus Controllers for the Acenda VR app.

With its competitive price point and simpler new user onboarding process, Acenda was able to purchase more units, allowing for more clients to partake in the experience.



### ANYONE CAN DO IT

Simple, clear in-app instructions, controller button overlays and custom voice-over interactions allowed even first time VR users to jump right into the experience. Users advanced through the scenarios and were delivered feedback in real-time.

