



2022 Impact Report Virtual Reality Reentry Program

in partnership with sankofa.org

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Virtual Reality.

In a ground-breaking approach to reentry, we utilize technology and artistic practices to radically reinvent what coming home looks like. State of the art VR technology holds the potential to completely reimagine the reentry experience, whilst transforming the narrative around people serving long prison sentences.



We employ Virtual Reality technology and the Arts to impact the capacity of returning citizens to develop critical core skills for a sustainable successful transition back to the community.

Our VR scenarios are designed to expose our participants to experiences which have been shown to cause anxiety in individuals reentering society after long term incarceration.

The underlying philosophies of the work surfaces--both in how the students shared and how they treat each other and the exercises; individually and collectively.





All of our VR content emerges out of convening with people who are, or were, incarcerated, and we call that our Alumni Lab. The Alumni Lab is our brain trust for developing curricula and adding their experiences of returning home after decades inside. Because of their lived experience they can share the unique stressors and anxieties they project experiencing returning home after long sentences. .



Creative
Acts

Original Content

Lights, Camera... ACTION!

Virtual Reality - Production Stills



"This program is a game changer"

-Expert Advisor who spent 30 years in Solitary Confinement



While most of us have participated in a slow ramp up of society's full computerization over the past few decades, people returning home from a place with no internet, phones or computers are at a serious disadvantage and find great shame and stigma in being unable to function as an adult in a fully computerized society. Imagine not knowing how to pump gas, check out of a supermarket, navigate a car's GPS system, use a computer and phone- all things (and more) that our VR content addresses.

We engage our students by utilizing artistic approaches such as poetry and drawn art to deepen and prolong the effect of the VR experiences. We use theatre games and exercises to heal trauma and prepare students emotionally to reenter society-an area that is crucial to success, but often overlooked.





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In Their Own Words

The development of the Virtual Reality Reentry Program has been funded by The California Endowment, The California Arts Council and the California Department of Corrections and Rehabilitation.

Results: In a report by an independent mental health professional, by the end of the 7 days our inside partners stated feeling able to fully engage by allowing themselves to achieve a level of vulnerability necessary to create change. They also reported that in addition to accessing greater levels of emotion and addressing reentry anxiety, they felt "happier" and felt valued and respected by our facilitators.

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Hector

"When I get angry I could choose to change... change the way that I see how I am viewed."



David

"I have to remind myself of who I am, not who I was."



Daryl

"I know I need this class, the energy these 7 days are going to help me work on myself."



Next Steps

We just received a new CARE Grant from The California Department of Corrections and Rehabilitation to take our Virtual Reality Reentry program into Solitary Confinement in Corcoran State Prison, a maximum security men's prison. This is the first program of its kind in the SHU (Solitary Housing Unit) and we are looking forward to learning new lessons and offering a program that promises to make some radical transformations!



Develop more Original
Virtual Reality Content

Bring our Virtual Reality
Programming into more
Prisons

Grow with YOU, our
Community!

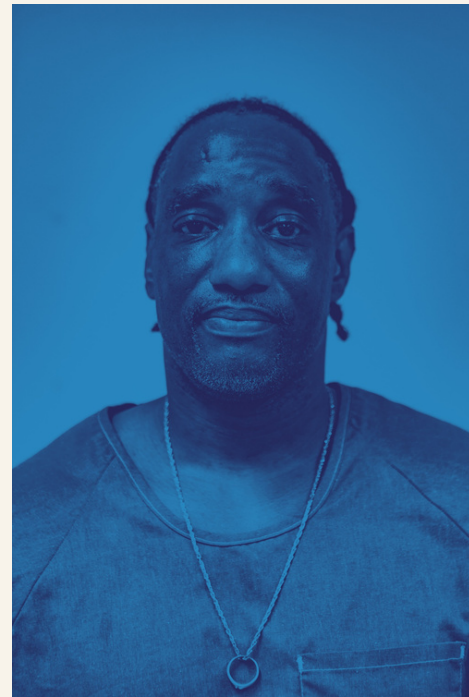


There are no "Next Steps" without your support.
Thank you for making it happen!



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Thank You to Our Partners Inside





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**THANKS TO ETHAN MOELLER FOR SUPPLYING VR
CONTENT AND VALLEY STATE PRISON FOR
HOSTING THE CREATIVE ACTS TEAM**

Anonymous Donors

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Thank You to Our Funders