Developing & Standardising Ad-hoc Virtual Simulation

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Background

Increased use of virtual reality as part of technology enhanced learning

Emerging area for provision of education, particularly in a time where face to face is limited, there is good scope for utilisation across the NHS

Source: Shutterstock

Benefits

Potential low cost to resource

Quick to setup teaching sessions

Elements of immersion

Flexibility around work schedules

Challenges

Content creation takes time and resource

No current standardisation of delivery or debrief

Making access difficult despite potential for quick setup and run through later on

Continued work is needed to justify educational benefit of:

- Time spent on setting up resource banks
- Acquiring equipment
- The best way to standardise the process to make access to non specialists easier

Aim

To gather data on the best way to deliver VR education:

   Specific 360 headset technologies vs lower "fidelity" options

   Structure of introduction

   Flow through content

   Structure and timing of debrief

We would aim to create a tool kit that can be used to help guide clinicians using this technology, and plan to validate its use as an educational tool

Thoughts?

We are aware of the large amount of work already done in the region and not aiming to "reinvent the wheel"

Ongoing projects with scaleability?

Hidden challenges others have faced?

Contact

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