

Virtual Reality in Health Sciences Education

There is a desire to shift the focus of health sciences education from traditional lecture-based learning to experiential learning. This shift is driven by the increasing drive for medical simulation, which provides a safe and controlled environment for students to practice clinical skills (Oxford Medical Simulation, 2019).

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VR definition

What is Virtual Reality? Merriam-Webster defines it as an artificial environment which is experienced

bleeding. This project is late in the design stage and will be available in 2022. Development on this scene will advance as our VR skills become more advanced.

Our other VR plans in 2022 include the expansion of the tool into Pediatric Simulations, the Regional Campus adoption, and Standardized Patient Adoption. Early pilots of meditation apps began in Fall 2021 and will continue.

Uses

VR scenarios are built out of assets, and within the Academicus platform students have access not only to those that MCW creates but of other similarly minded health science universities. For a complete list of current assets and scenes that are available, please see the [Content Library Index](#)

The patient in this scene is named Sofia. The person who is managing the scene van

Acadicus has many medical demo scenes that are available for teaching or editing in our Pro.Space

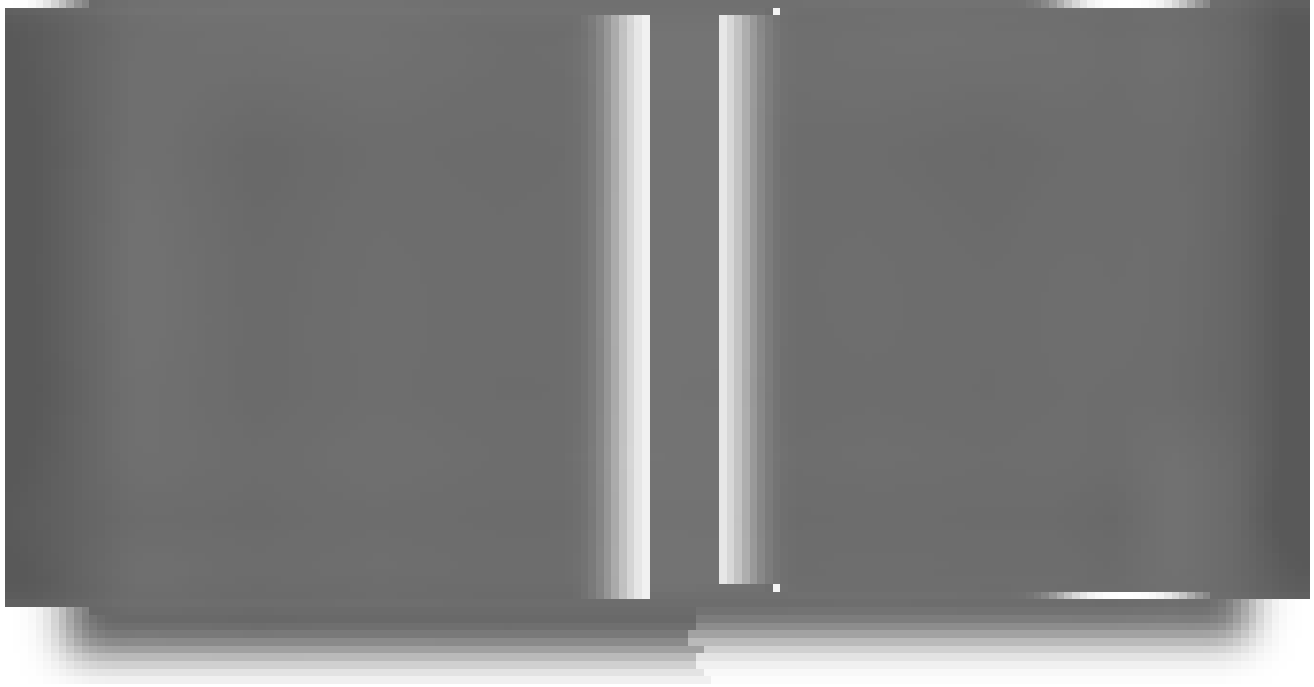


Figure4

One of the collections is the ACLS presentation narrated by Dr. Nick Slamon, this collection takes a user through a variety of Cardiac Rhythm disturbances. All scenes have the Simulation manager menu available for practice and reinforcement of the lesson objectives

Links and articles of interest

1. Krokos, E., Plaisant, C. & Varshney, A. Virtual memory palaces: immersion aids Virtual Reality 23, 1 t15 (2019) <https://doi.org/10.1007/s10055018-0346-3>
2. Arch Virtual Acadicus Content Library Index https://docs.google.com/document/d/1vj0exuy6w4i1zGt6C5i_NTigblsS1Sg3hrZikSvGw/edit
3. [Acadicus Sim Pulse](#) is a centralized site for information on VR simulation and development. Recorded examples of scenarios, scripts and how to manage VR training session