

PROJECT CHALLENGE 3

Improving quality and comfort in hospital long stays, reducing stress, pain and uncomfortable treatments

Virtual reality (VR) is an immersive experience that can let patients a new way of evasion in long hospital stays and pain and uncomfortable treatments



Long stays periods in a hospital, pain treatments, stress situations etc. are too much usual, mainly with people with special needs or children. VR can offer a way to evade, relax, and even reduce the pain and consequences of unpleasant treatments.

Taking into account the current possibilities of the current devices, students are asked to conceptualize possible applications for different profile of patients:

- Children, with special needs to play, relax, and even keep in contact with friends, relatives and follow educational activities
- Patients with long-stays and/or important pain or consequences due to their treatments

Possible suggestions for what the solution might look like

- Exploring current VR headsets and solutions and what kind of applications can be developed for relaxing difficult and hard stays in hospitals
- Stress reduction and evasion

- Immersive communication with relatives and friends
- Possible virtual assistance to classes and educational activities

What skills are needed to produce a solution?

- Social and health skills, services for patients
- Digitization and application skills
- Service design, customer experience, customer orientation