

PROJECT CHALLENGE 5

Training healthcare professionals with Virtual Reality solutions in synthetic and safe environments

Virtual reality (VR) is an immersive experience that offers unique opportunities in training social and healthcare professionals in totally synthetic and immersive situations where they skills can be proved inside totally sound and safe situations



Training healthcare professionals into complex procedures can sometimes only be possible in front of real patients, introducing extra stress to learners in front of possible mistakes and unpredictable situations

Taking into account outstanding possibilities of the new generation of VR devices, students are asked to conceptualize possible applications for training and learning healthcare critical tasks with patients:

- Immersive and real environments in order to train daily activities and procedures in healthcare environments and rutinary tasks
- Provide unexpected situations, high risk procedures in a synthetic environment to evaluate healthcare learners' responses and their future improvement

Possible suggestions for what the solution might look like

- Selection of currently available tools and VR headsets and interaction/haptic devices

- Conceptualization of possible situations for a better skill training
- Conceptualization of high-risk scenarios in a safe virtual environment, with automatic feedback of the best and correct actions in such cases

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