Virtual Reality in Medical Training

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Traditional Procedural Training

- LABOUR intensive
- EQUIPMENT intensive
- QUALITY and QUANTITY of learning
Virtual Reality in Medical Training

OBJECTIVES:
To study if VR is an interesting and effective way of learning in the medical field
💡 To provide more ACCESS to medical training
💡 To enhance EFFECTIVENESS in training
💡 To improve PATIENT SAFETY and quality of care
Results

- N = 68 interns
- 100% with experience in traditional type and screen training

**Percentages of Participants Satisfaction**

<table>
<thead>
<tr>
<th>Activity</th>
<th>Percentage</th>
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<tbody>
<tr>
<td>Interesting means of learning</td>
<td>84%</td>
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<tr>
<td>Initiatives to learn</td>
<td>78%</td>
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<td>Step familiarisation</td>
<td>78%</td>
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<tr>
<td>Concentrated in VR environment</td>
<td>81%</td>
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Real-life interactions
X Real-life ADVERSE consequences

Learning and Practising ANYTIME and ANYWHERE

INTERESTING
AFFORDABLE
EFFECTIVE
IT WORKS !!