

# Explore and Experience: Utilizing Virtual Reality to Enhance Assessment Skills

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## PURPOSE

Utilize virtual reality for first-semester prelicensure nursing students to improve environmental and patient observational assessment skills and identify issues that could impact patient safety.

### BACKGROUND

Virtual reality (VR) is useful for competency-based education activities

VR helps students improve their knowledge and clinical judgment

#### VR Activity designed to:

- ➔ Safely simulate a hospitalized patient experience
- ➔ Provide students opportunity to visualize and identify threats to patient and environment

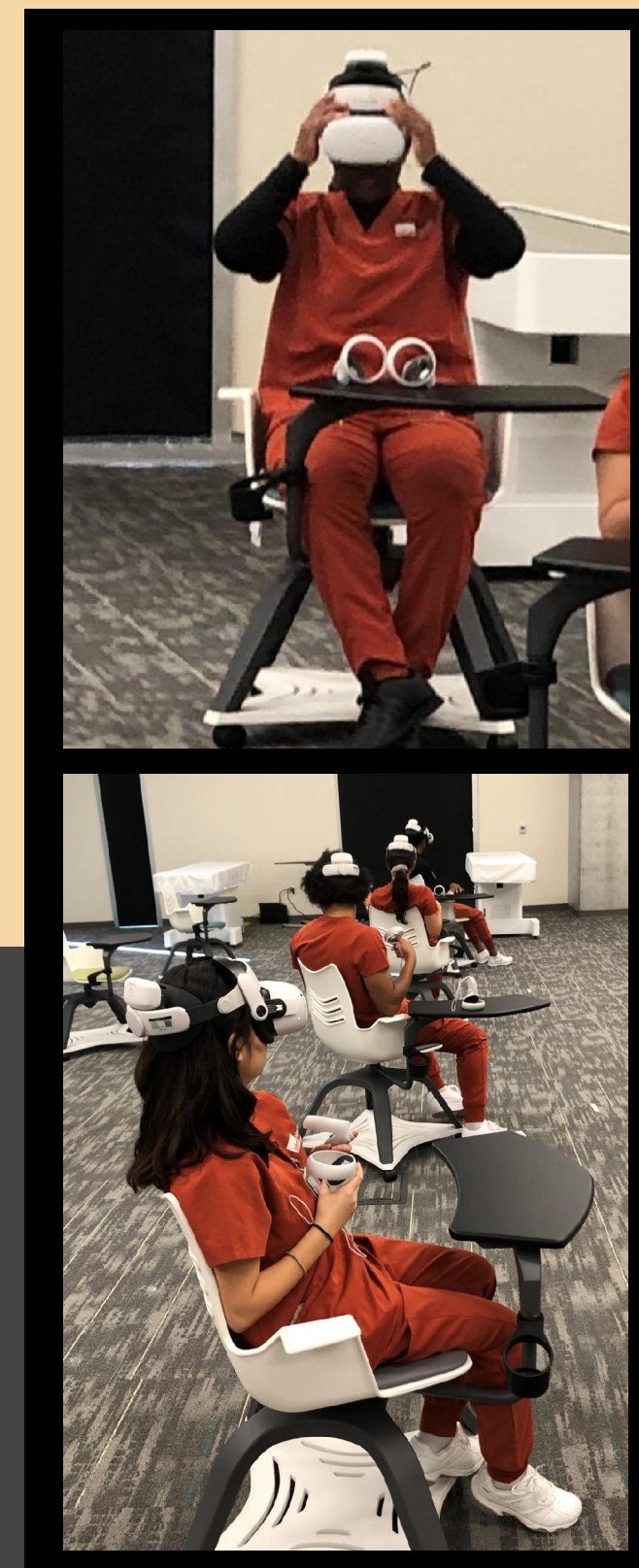


### PROCESS

**Scenario:** Standardized patient in hospital room with threats impacting patient safety

- 1 Faculty collaborated with Instructional Technologists to develop activity
- 2 Activity filmed using 360-camera for unobstructed view of patient and room
- 3 Scenario edited to 4 minutes and uploaded to VR platform

360-video VR simulation enables students to be fully immersed



### RESULTS

- 8 question Likert survey about the benefits of VR technology
- 2 open-ended questions on suggestions for improvement

<p><b>&gt;80%</b></p> <p>"Strongly agree"/"agree" the VR activity was <b>Useable, Valuable, Credible, &amp; Beneficial</b></p>	<p><b>94.12%</b></p> <p>Rated experience as "excellent"/"very good"</p>
<p><b>94.12%</b></p> <p>Want to <b>continue participating</b> in future VR activities</p>	<p><b>Qualitative Analysis</b></p> <p>determined VR activity <b>enhanced learning opportunities and professional experiences</b></p>

### CONCLUSIONS

A variety of teaching techniques help students improve their knowledge and clinical judgment.

Incorporating virtual reality provides students with a safe and immersive environment for learning and preparing for clinical settings.

Virtual reality is useful for developing competency-based education activities, thus improving clinical judgment.

### LIMITATIONS

The activity limitations include the large cohort size and the small number of VR headsets available.



“It was an immersive experience without the stress of a real situation”

“It felt real, and utilized real-life scenarios we might come across”

“It gave me an idea on what to ... keep an eye out for inside of a patient’s room” ”