Virtual Reality Lab: Getting Real About Educational Technology at Your Library

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OBJECTIVE

The Health Sciences Library and Informatics Center (HSLIC) brought our Virtual Reality Lab online in November 2018. HSLIC hopes to promote the use of this new, emerging technology to further the collaboration between HSC departments and the library. This poster will showcase use cases of virtual reality in health sciences education and highlight the goals for HSLIC’s lab.

FUTURE GOALS

HSLIC faculty and staff are eager to work with you to find creative ways to best serve your students. The library hopes that this presentation will encourage HSC faculty to include the use of existing virtual reality applications in course curricula and help us to open a dialogue regarding future projects, application purchases, and the possibility of developing custom applications. What technology offerings would you like to see from your library? Please reach out to us with your feedback!

For more information, please see our guide page at: https://libguides.health.unm.edu/VirtualReality

CASE STUDIES

**Empathy for Aging Population**


The University of New England integrated VR into their curriculum using software from Embodied Labs, a company that creates labs for workforce training in aging services. This 3-year project has more than 600 students who have participated from programs in medicine, physician assistant, physical therapy, and nursing. These programs teach empathy by simulating the experience of older adults. The project promotes new faculty librarian collaborations and brings new students into the library. Results indicate that students demonstrate increased understanding of older adults with age-related problems such as Alzheimer’s disease, macular degeneration, and hearing loss.

**Reduction of Pain & Anxiety for Burn Patients**


The use of VR works to focus attention and distracts patients in relation to different environmental stimuli, which can consequently reduce anxiety generated by seeing and experiencing wound care. A methodical review on the use of VR in the treatment of burns analyzed nine studies and showed that this technology, combined with pharmacological anesthetics, contributes to the reduction of both pain and anxiety. In other studies, the results point to the benefits of VR in relation to increased distraction, and patients reported less time thinking about pain.

**Other Uses of VR in Healthcare**

- Improve outcomes for mental health patients
- Improve outcomes for chronic conditions
- Improve stroke recovery time
- Enhance surgical training
- Create digital impressions of dental work
- Decrease children’s stress & fear during care

ABOUT THE HSLIC VR LAB

This dedicated lab space is located on the 4th floor of HSLIC in room 423.

Technical Specifications:
- Dell Alienware custom workstation
- HTC VIVE Pro w/ Wireless Adapter

Our most popular apps to date include:
- 3D Organon VR Anatomy
- Sharecare VR
- Medicalholodeck: The Real Human Anatomy
- The Body VR: Journey Inside a Cell