VR project provides nursing students with new learning experiences

Seneca XR's Simulating Injectable Medication Dosing and Delivery for Nursing Students virtual reality (VR) project has received support from Epic Games' Epic MegaGrants program.

The VR simulation, powered by Epic's Unreal Engine technology, will allow nursing students to practice the preparation and delivery of injectable medications. Through this project, students will be able to strengthen their skills anywhere, at any time.

 "This VR program offers students a fun, interactive and alternative way to learn nursing skills in a low-risk, non-threatening immersive environment," said Elisheva Lightstone, Professor, School of Nursing. "Students have the opportunity to master their techniques and be better prepared for clinical placement."

Learning through VR provides students with the flexibility to experience situations repeatedly with guided feedback. Through the app developed with this funding, nursing students will be able to strengthen and learn skills in environments that would be difficult to replicate in the real world.

Seneca XR, is an Au Large initiative led by The Teaching & Learning Centre, in partnership with the Faculty of Communication, Art & Design and Information Technology Services. It provides exploration and the development of immersive extended reality experiences at Seneca.

 "The Epic MegaGrant will allow our team to discover and incorporate accessible VR design strategies into our simulations to accommodate the needs of diverse learners," said Linda Facchini, Professor, The Teaching & Learning Centre.

The Simulating Injectable Medication Dosing and Delivery for Nursing Students VR project team includes: Linda Facchini, Professor, The Teaching & Learning Centre; Elisheva Lightstone, Professor, School of Nursing; and, professors Sean Guadron, Jeremy Rayment, Thiago Carneiro and Eyal Assaf from the School of Creative Arts & Animation.

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