

The Innovative Future of Nurse Education: Immerse yourself in the world of Virtual Reality

Hannah Russon, Clinical Nurse Educator, Velindre Cancer Centre



Background

Velindre Cancer Centre currently offers a six weekly rolling bespoke teaching programme for student nurses on placement. Since its inception the programme has been generally successful. Recently attendance figures have been dropping due to shift patterns and tutor availability meaning that some students were missing out on valuable teaching sessions affecting the equity in the educational experience of each student.

Action Taken

All teaching sessions were filmed using a 360° camera allowing the content to be delivered through virtual reality, an interactive experience taking place within a simulated environment.



Dr. Ricky Frazer delivering Immunotherapy

Students that missed particular teaching sessions due to not being on shift or tutor cancellation were able to attend sessions in the virtual world at a time suitable to them. Over a six month period attendance rose from 58% to 91% using both traditional classroom delivery and virtual reality.



Student Nurse using the virtual reality equipment



What are the Current Issues?

- ◆ Compliance with mandatory and statutory training in nursing is low
- ◆ Increased pressures on clinical areas is affecting the release of nurses for training and education sessions
- ◆ There are only two options available for taught sessions: classroom and E-learning

So What Can Be Done?

Based on the positive results of the student nurse teaching sessions being delivered in virtual reality it was decided to pilot this method amongst nursing staff employed by the organisation. Mobile virtual reality goggles with uploaded content will be available at all times in the pilot area. The following objectives achieved:

1. Funding secured through a service improvement grant to purchase equipment and virtual reality content
2. Stakeholder 'buy in' sought from the executive management board, head of nursing and inpatient & outpatient project boards
3. Due to funding and compliance figures it was determined that a mandatory topic would be the focus of the pilot project
4. Subject area experts asked to submit story boards for the content and following a panel review fire safety level 2 was chosen. This was because of the quality of the storyboard and also due to the fact that it can only be delivered via the classroom
5. Creative content business identified to produce the virtual reality content following storyboard
6. Pilot area identified : Integrated services (chemotherapy day units and outreach clinics which run Monday—Friday). This area has the lowest compliance rates and both RNs and HCSWs require level 2 fire safety which can only currently be delivered via a classroom
7. Early engagement with staff and managers and three willing champions identified

Prevents disruptive behaviour from other students and allows concentration

The Possibilities are Endless.....Big Dreamers!

We own the intellectual property rights and if the pilot is a success will be able to sell the content to other health boards in Wales. With that funding we will be able to commission new content with our partner digital content. We will also be putting in a business case for a permanent post in collaboration with our IM&T department to produce 'in-house' content. The content could be anything from radiation protection to virtual resuscitation scenarios and we dream big!



@hannahrusson1 @VCC_EdAndDev