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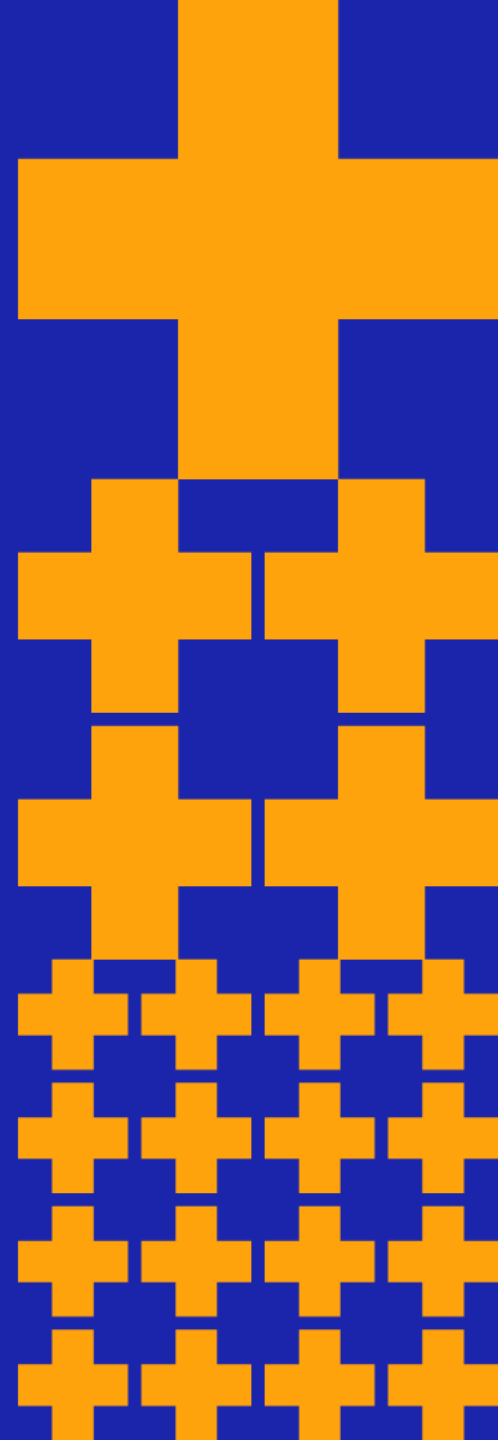
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DESIGNING FUTURE FOCUSED LEARNING THROUGH DIGITAL SIMULATIONS





HEALTH SIMULATION TEAM

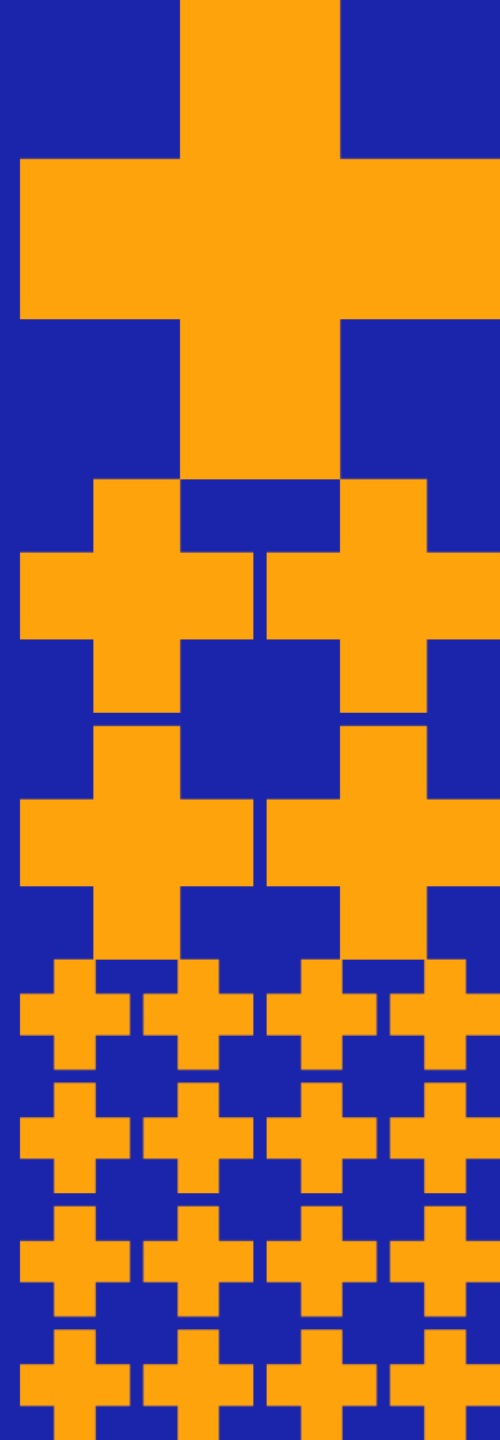
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THE IMPORTANCE OF FUTURE-FOCUSED LEARNING

- Immersive and interactive
 - Experiment, make decisions, and see the consequences
 - Mimic real-world scenarios
- AI can personalize learning experiences
 - AR and VR can transport students to times and places
 - Gamification can increase motivation and engagement



APPROACHING SIMULATION CREATION

- Educational Goals
 - Iterative Design Process
 - Collaboration
- Educational content should dictate the modality
 - Trendy tech can lead to superficial learning
 - Consider the accessibility and usability of the technology



THE ARTS TO ENHANCE FIDELITY

- Storytelling – creating a sense of progression and purpose
- Soundscapes can enhance the realism and emotional impact
- Trained actors can provide realistic responses and behaviours
- Lighting can set the mood and guide focus





SELECT A TOPIC

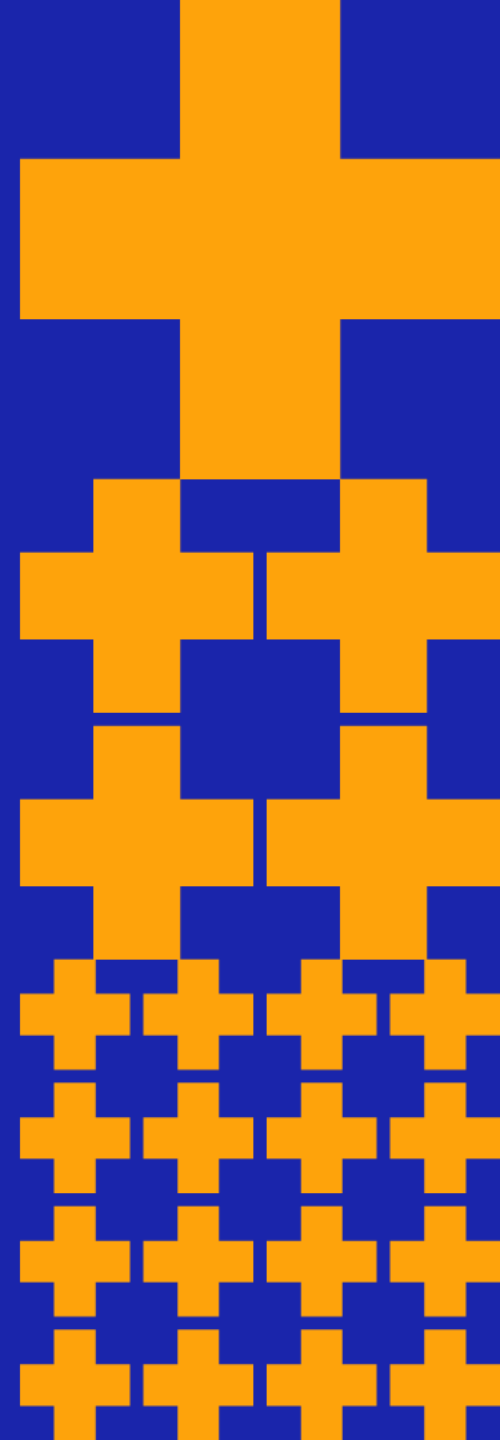
IMMERSIVE SIMULATION

VIRTUAL SIMULATION

DIGITAL SIMULATIONS

REMOTE SIMULATION

GET IN TOUCH!



IMMERSIVE SIMULATION

Our Immersive Rooms allow us to build scenarios that *feel* realistic. These can be used for live simulation activities set in e.g., clinical environments, home environments or rugby stadiums. We are also using the space to facilitate relaxation and mindfulness sessions for staff & students, as well as interactive teaching sessions. All scenarios are developed and built in-house by our Simulation Team.

[CLICK HERE FOR STUDENT FEEDBACK](#)



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IMMERSIVE SIMULATION

Our Immersive Rooms allow us to provide a safe environment for live simulation activities set in e.g. clinical environments, home environments or rugby stadiums. We are also using the space to facilitate relaxation and mindfulness sessions for staff and students. All scenarios are developed and built in-house by our Simulation Team.

“It felt like we were part of the team in theatres”

“I learned a lot and feel ready for real life!”

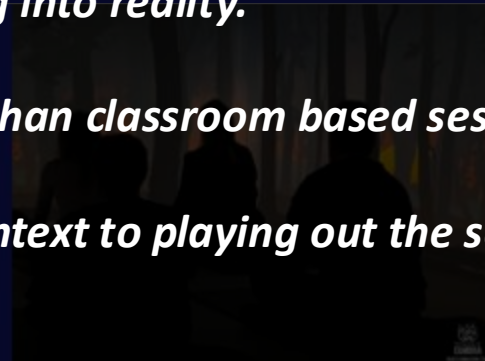
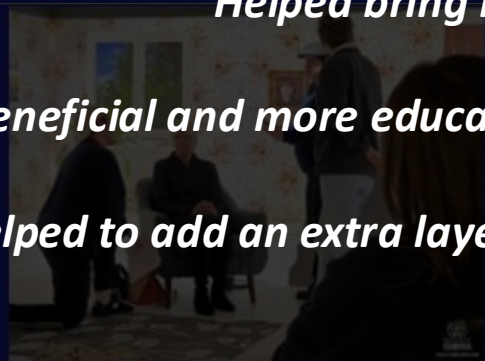
“It gives real feel of how most clinical settings feel like.”

“Very practical, immersive scenario.”

“Helped bring learning into reality.”

“Very beneficial and more educational than classroom based sessions.”

“It really helped to add an extra layer of context to playing out the scenarios!”



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VIRTUAL SIMULATION

We are using VR headsets to enable students to see scenarios from the patients' point of view. For this, we are creating bespoke 360 videos, shot from the point of view of the patient/service user to allow students to fully immerse themselves and get a different perspective on a situation.

For example, as part of a Child Protection case study, students can experience different scenes playing out in the household from the perspective of the 4-year-old child at the centre of the case study.



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DIGITAL SIMULATION

Through interactive platforms like ThingLink, we are able to build digital simulation packages, which students can work through independently. These packages can be additional learning material or can be used as part of online placements.

Students can work through interactive case studies or practice their communication skills with virtual patients.



*“Interactive Case Study:
‘Stan’”*



*“Demo: Interactive
Conversations”*



*“Working with a profoundly
deaf patient”*

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DIGITAL SIMULATION

Through
work
place
Study



*“Interactive Case Study:
‘Stan’”*

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REMOTE SIMULATION

Using RealWear headsets allows us to live broadcast Point-of-View video to students via Teams, allowing remote teaching to still incorporate a level of immersion and interactivity. Students can become active participants or witness procedures from the point of view of the practitioner.

We are currently developing live simulation sessions, which allow students to remotely take control of a person wearing the headset and “puppeteer” them through a scenario, allowing students that can’t travel to campus to still be an active member of simulated sessions taking place.



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