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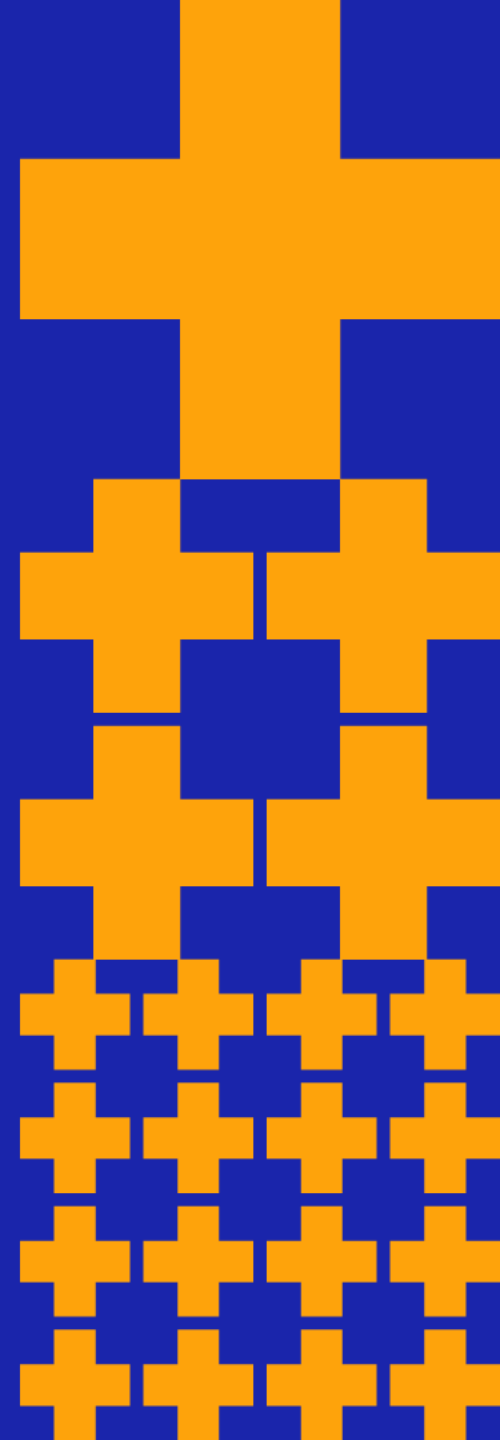
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**THROUGH THE EYES OF A CHILD:
IMMERSIVE VR SIMULATION FOR CHILD
PROTECTION TRAINING**





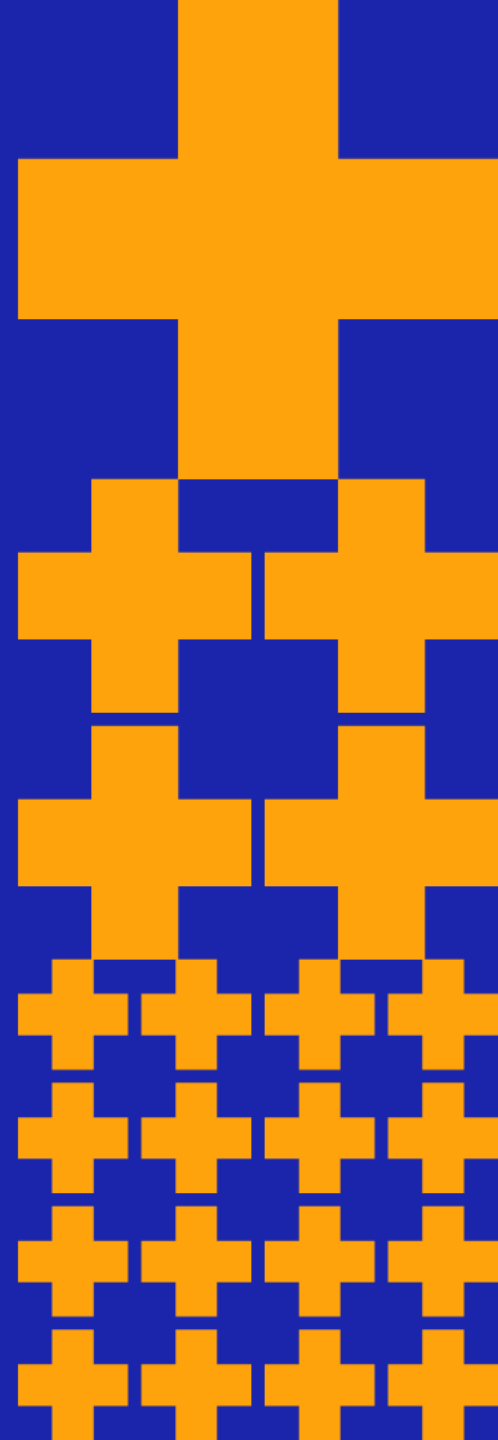
HEALTH SIMULATION @ CUMBRIA UNI

CLAIRE INGLIS (PRINCIPAL LECTURER)

FINN DRUDE (SENIOR TECHNICIAN)

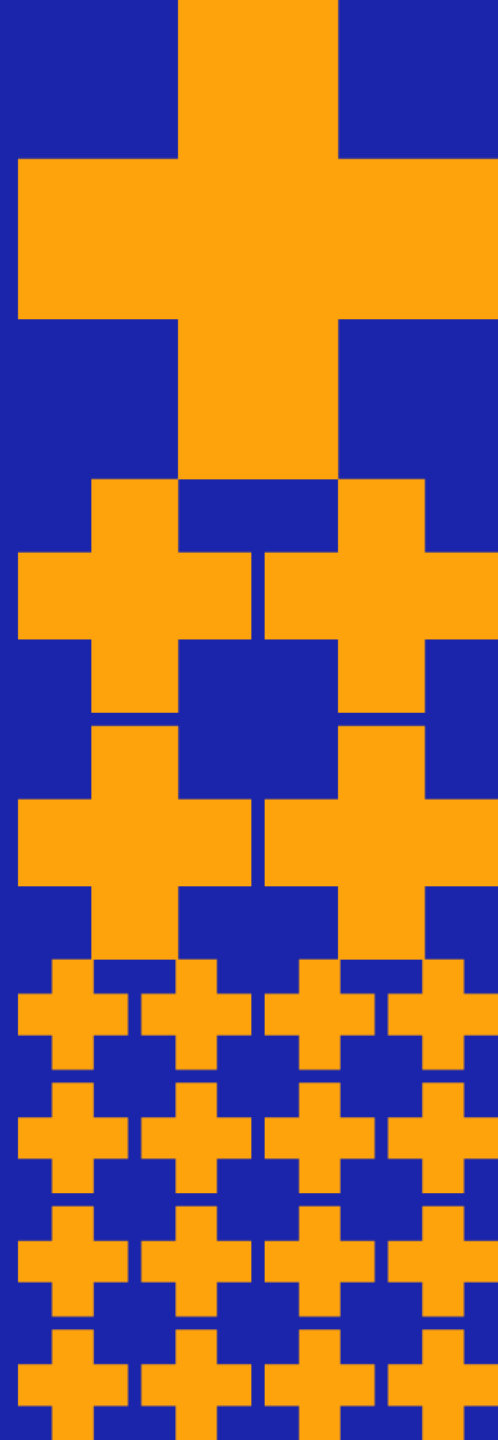
MATTHEW SMITH (SENIOR LECTURER IN SOCIAL WORK)

SARAH HOLMAN (LECTURER IN MIDWIFERY)





TRIGGER WARNING



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



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.



VIRTUAL SIMULATION

We are using powerpoint to create a simulated child protection meeting. This enables the student to be the lead practitioner, something which they would never be able to experience on placement.



FEEDBACK

Matthew Smith - Senior Lecturer in Social Work

Sarah Holman – Lecturer in Midwifery



GET IN TOUCH!

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