

Using visualisation technologies and 3D immersion to teach anatomy, physiology, pathophysiology and pharmacology in Nursing and Midwifery

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Introduction/background:

The growing interest in 3D virtual and augmented reality and game-based simulation in healthcare education acknowledges the opportunities technology affords learners. The sense of being able to “touch” what is not there coupled with allowing students to move about and view images from different perspectives, creates a learning environment that is very different to traditional approaches.

Aim/objectives:

To share new practices and teaching innovations using 3D immersion and discuss pedagogical approaches and factors influencing learning

Discussion:

In this presentation, a series of case studies will be used to illustrate how leading-edge 3D technology including Cave2™ and HoloLens™ are being used at an Australian University to teach anatomy and physiology and pharmacology in Nursing and Midwifery. This will highlight the pedagogical approach, challenges of using new technology, lessons learnt and recommendations for future development. The presentation will be of interest to academics seeking to incorporate advanced simulation and visualisation teaching methods in curricula. The content of this presentation is transferable to other disciplines

Issues/questions for exploration or ideas for discussion:

Challenges and strategies for successful implementation of advanced technology in simulation