#### Virtual Simulation Training System





R01OH010425

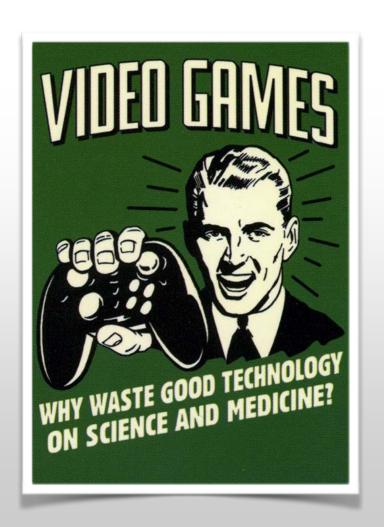






#### Gaming Technologies

- Accelerate design
- Lower costs
- Facilitate dissemination





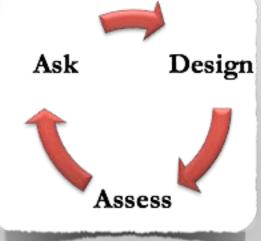


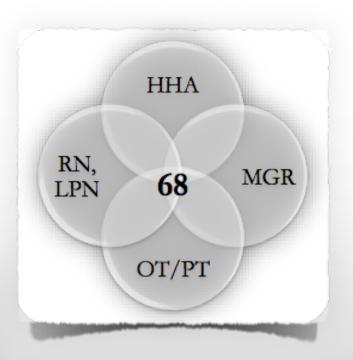


#### **Key Features**



Multidisciplinary team





Participatory design

Iterative approach

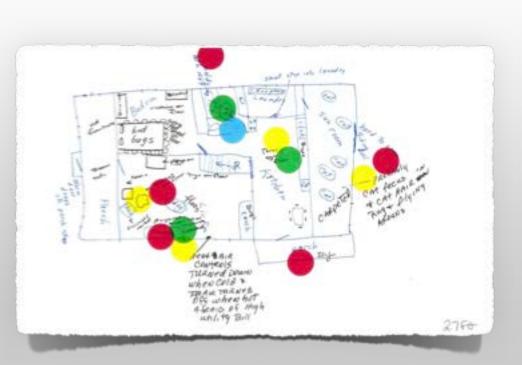






#### Identify and Prioritize Hazards







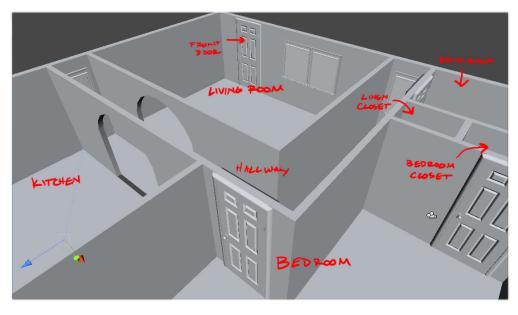








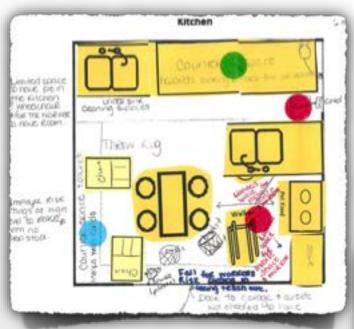
## Building the Virtual Environment











### Integrating Assets









#### **Environmental Tour**









#### Hazards









#### Electrical and Fire Hazards









#### **Identify**

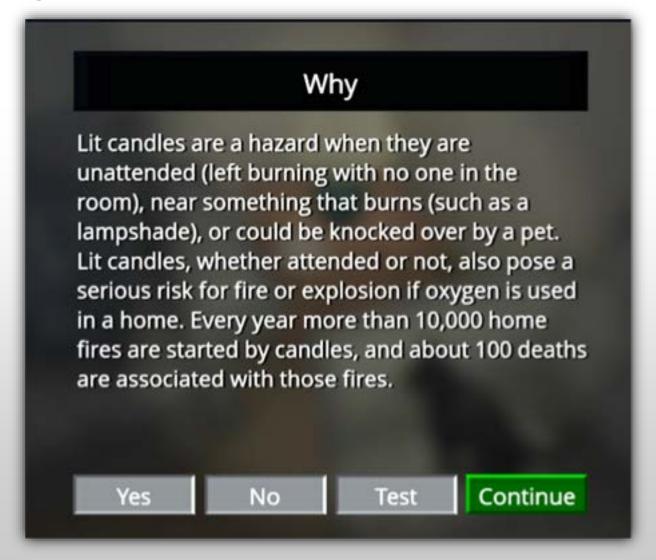








#### Rationale









#### Respond









#### Consequences









#### Context

# Introduction 1/2 Elizabeth is a 65 year old female, 5 ft. 4 inches, 150 lbs. She has COPD, is on continuous oxygen and she is a smoker. Continue

#### Introduction 2/2

Because this client uses home oxygen, the risk of a fire increases because fires burn hotter and faster in an oxygen enriched environment. If your client uses home oxygen, eliminating electrical and fire hazards is very important for her safety and yours. It is important for you to educate your client about this when you see these types of hazards in a home.

Continue

















#### Results

"This is so much better than reading"









#### Lessons learned

Low computer literacy



Simulator sickness





Paper







#### Looking Forward











#### **VSTS** Team

Barbara Polivka, PhD, RN, FAAN
Amy Darragh, PhD, OTR/L, FAOTA
Celia E. Wills, PhD, RN
Carolyn M. Sommerich, PhD, CPE
Steve Lavender, PhD
Don Stredney, MA
Bradley Hittle, BS
Hector Medina-Fetterman, BS
Renee Chen, MFA





