

Integration of Virtual Reality in PTA Education

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12:00 - 1:00pm

Communication, Professionalism, Other

The integration of virtual reality applications to enhance learning for anatomy and kinesiology as well as development of empathy and compassion

Objectives

1. Understand what virtual reality (VR) is
2. Understand how VR is being used in health education
3. Identify VR applications that can be useful in the development of soft skills in PT/PTA education
4. Will see how VR has been incorporated into a PTA program for enhanced learning opportunities

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Dyer, Elizabeth, Barbara J. Swartzlander, and Marilyn R. Gugliucci. "Using virtual reality in medical education to teach empathy." *Journal of the Medical Library Association: JMLA* 106.4 (2018): 498.

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5. Colt, Henri G., Stephen W. Crawford, and Oliver Galbraith III. "Virtual reality bronchoscopy simulation: a revolution in procedural training." *Chest* 120.4 (2001): 1333-1339.

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<https://www.educatorsinc.org/post/contextual-learning-and-how-it-benefits-students>

Renaë Gorman is Department Chair for the PTA program at Springfield Technical Community College in MA. She has served the chapter in many roles; most recently as Chief Delegate for MA and Co-Chair of the CEU Task Force.

Alyssa Demetrius is a recent graduate of the PTA program at Springfield Technical Community College. At STCC, Alyssa was the student representative for the Commonwealth Honors Program advisory board and STCC PTA advisory board. During this time she began a Virtual Reality project for the honors program. Using the resources and networking provided by the school, Alyssa worked with faculty to bring virtual reality to the School of Health at STCC. During her time in the PTA program, her focus was on integrating Virtual Reality into the PTA curriculum.

Daniel O'Neill is a technical specialist at STCC responsible for the research, creation, and implementation of Sims Medical Center's Innovation Lab. Dan's professional background includes content creation, hardware/software coding, educational technologies, and experiential marketing. Dan has been involved in emerging technologies since 2008 as a teacher and eventually events coordinator for Apple Inc. In 2015 Dan joined META - a NYC marketing agency that "creates multi sensory live experiences that ignite the human spirit. Whether it's 3d printing, 360 video, IOT or Virtual Reality experiences Dan has a passion and drive to change perspectives and share human experiences through advanced technologies. At STCC we believe in transforming students lives- Our innovation Lab allows us to explore the best technology to make the biggest impact on our students experience."

Dan Taibbi is a Technical Specialist at STCC. In 2016 he joined the medical simulation team to assist in daily operations of simulated healthcare experiences. In 2020 Dan became part of a two person team responsible for the research, creation, and implementation of Sims Medical Center's Innovation Lab. Dan's passion for broadening perspectives through visual media has assisted in bringing custom 360 video and Virtual Reality content to the Innovations Lab. His 15+ years as a professional filmmaker benefits the creation of this content, giving our students the chance to see through the "eyes" of patients, doctors, family members, or other various medical personnel. His growing knowledge of drafting and design in 3D has given rise to a fleet of 3D printers where Dan creates, manages, and builds custom products for use in Sims Medical's simulated experiences. Dan's decade long background as an emerging technologies educator for Apple Inc. is leveraged to provide future forward thinking experiences for our students. Assisting our Innovations Lab in providing the best technology to make the biggest impact on student experiences.