
curve

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Improving lives with digital health

Project

Jasper VR / Virtual U

Lead Organisation

Curve Tomorrow - Digital Health & Innovation

Collaborative Partners

Holmesglen Institute & Swinburne University of Technology

Workforce Training Innovation Fund, Victorian State Government

VIRTUAL U

COMPLETE VIRTUAL EDUCATION PLATFORM

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holmesglen

SWINBURNE UNIVERSITY OF TECHNOLOGY

VICTORIA State Government

Our Why...

Using digital health to solve challenging problems and improve 1 billion lives

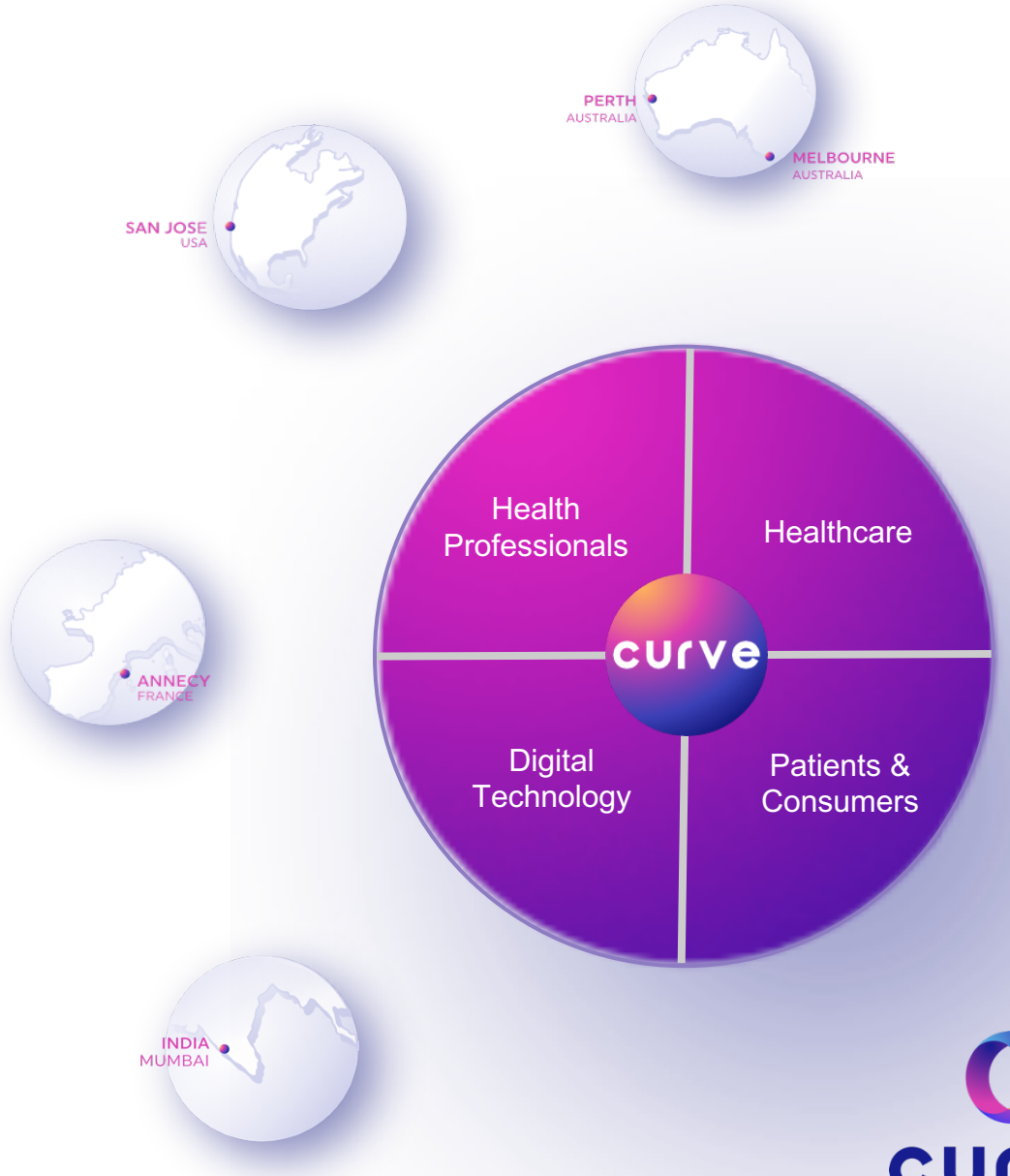
About Us...

We are at the intersection of Healthcare and Digital Technology

Embedded in healthcare systems for over 8 years

We combine Lean Startup, UX Strategy and Iterative Development

Over 25 digital products from idea to market with 20+ clients



Problem

- TAFE and Vocational courses using simulated patient training are a mandatory performance indicator
- Only 10-20% of students actively participate due to cost and time restraints
- Students are unable to practice outside of sim training
- High risk/complex scenarios are hard to teach and get first had experience

How do we get students to learn and make mistakes in a safe, immersive & cost effective environment?

Solution

VIRTUAL U
COMPLETE VIRTUAL EDUCATION PLATFORM

A Choose Your Own Adventure style VR platform for students

- Virtual Reality learning platform for student mobile devices
- Organisation can configure and modify the decision tree and options students experience - typically VR is hard coded.
- 100% participation rate (in and out of class)
- Sim training more accessible, interactive and immersive
- Students can safely make mistakes and truly experience difficult scenarios they will face in the workforce (palliative care, aggressive patient etc.)

Product Demo

How does VR work?

360 Videos captured using specialist cameras and audio

Learning modules are downloaded and viewed on headsets

Interactive videos allow users to makes decisions on what to do next

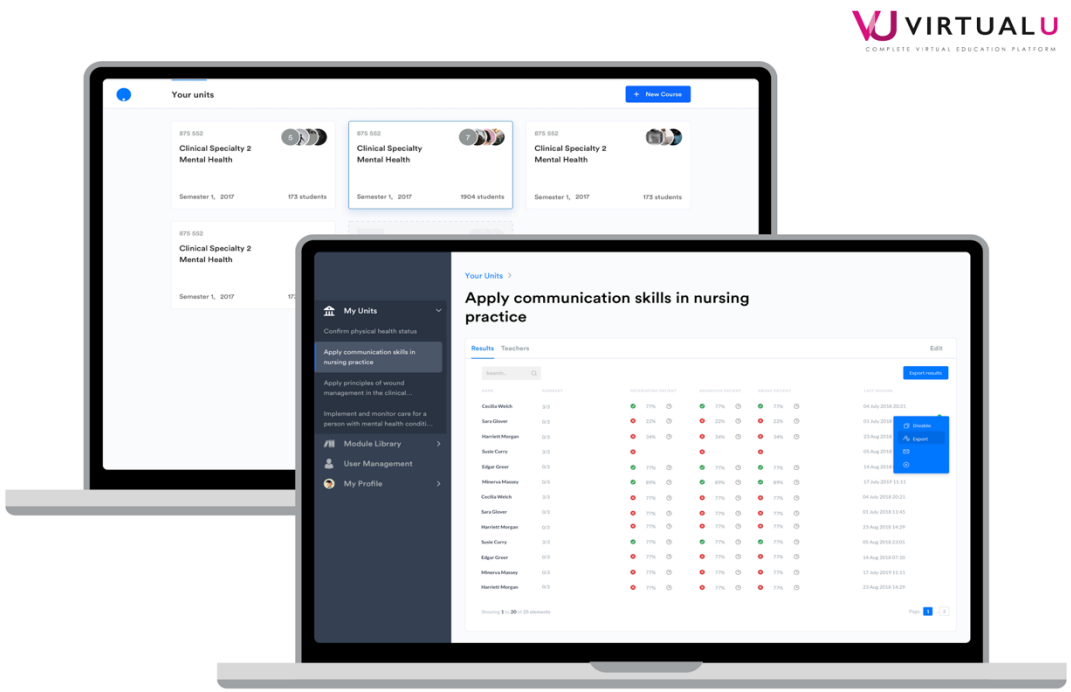
Content Creation

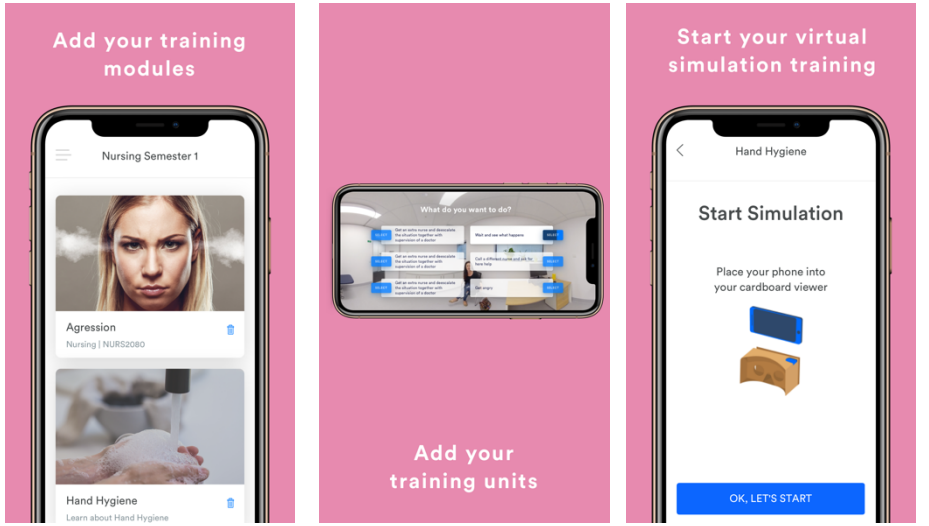
- Content developed with Swinburne and Holmesglen
- 4 Learning Modules created
  - End Of Life Care
  - The Deteriorating Patient
  - The Cognitively Impaired Patient
  - The Verbally Aggressive Person

Project team, filming our first module

Key Features

- Online training platform: Easy, accessible, immersive
- Institutions can create flexible training programs
- Manage users and learning modules online





Validation of Product and solution

- Research Control Trial to validate VirtualU
- Year long study with 400 students
- Validate the impact of virtual reality training on learning outcomes and workplace readiness
- July 2019/20

Project wins and outcomes

- Mobile and Oculus VR application built
- Produced and filmed 4 learning modules
- User experience 8/10 during pilot with Swinburne:
  - Improvement in learning and engagement
  - Highly engaged with quality of material
- Holmesglen trial
  - 400 students
  - 1 year
  - Understand learning outcomes and workplace readiness

Challenges and learning

Flexibility vs. Complexity

Increased complexity and effort developing flexible software that allows on the fly changes to decision making

VR is an emerging technology

Cost vs. Quality for dedicated headsets seen as a barrier to uptake

Prioritise User testing

- Confirm the most important features for end users
- Reveal bugs and issues early in the project
- Build something users love

What's next for VirtualU?

- Integration with curriculums
- Partner with education providers and businesses to improve training, learning and workplace readiness
- Evaluating trail results July 2020

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