

## Cleveland State University EngagedScholarship@CSU

Undergraduate Research Posters 2018

Undergraduate Research Posters

2018

# Virtual Reality Based Serious Games for STNA Training

Ryan Thomas Kall  
*Cleveland State University*

Follow this and additional works at: [https://engagedscholarship.csuohio.edu/u\\_poster\\_2018](https://engagedscholarship.csuohio.edu/u_poster_2018)

**How does access to this work benefit you? Let us know!**

### Recommended Citation

Kall, Ryan Thomas, "Virtual Reality Based Serious Games for STNA Training" (2018). *Undergraduate Research Posters 2018*. 72. [https://engagedscholarship.csuohio.edu/u\\_poster\\_2018/72](https://engagedscholarship.csuohio.edu/u_poster_2018/72)

This Book is brought to you for free and open access by the Undergraduate Research Posters at EngagedScholarship@CSU. It has been accepted for inclusion in Undergraduate Research Posters 2018 by an authorized administrator of EngagedScholarship@CSU. For more information, please contact [library.es@csuohio.edu](mailto:library.es@csuohio.edu).



This digital edition was prepared by MSL Academic Endeavors, the imprint of the Michael Schwartz Library at Cleveland State University.

## *Virtual Reality Based Serious Games for STNA Training*

Washkewicz College of Engineering

**Student Researcher:** Ryan Thomas Kall

**Faculty Advisor:** Wenbing Zhao

### **Abstract**

In this project, exploratory steps have been taken towards the development of a set of serious games for state tested nursing assistants (STNAs) education and training, which promises to make the training more engaging and effective. Tasks include getting familiar with developing 3D scenes with Unity, human activity recognition with Microsoft Kinect, creating holograms with Microsoft HoloLens, and help implement a gaze-based mechanism for performance assessment in patient transfer skills.