

We're Virtually There: Providing Health Sciences Education and Wellness Through Virtual Reality Experiences

Lachelle Smith, MSLIS

Gail Kouame, MLIS

Jennifer Davis, MLIS

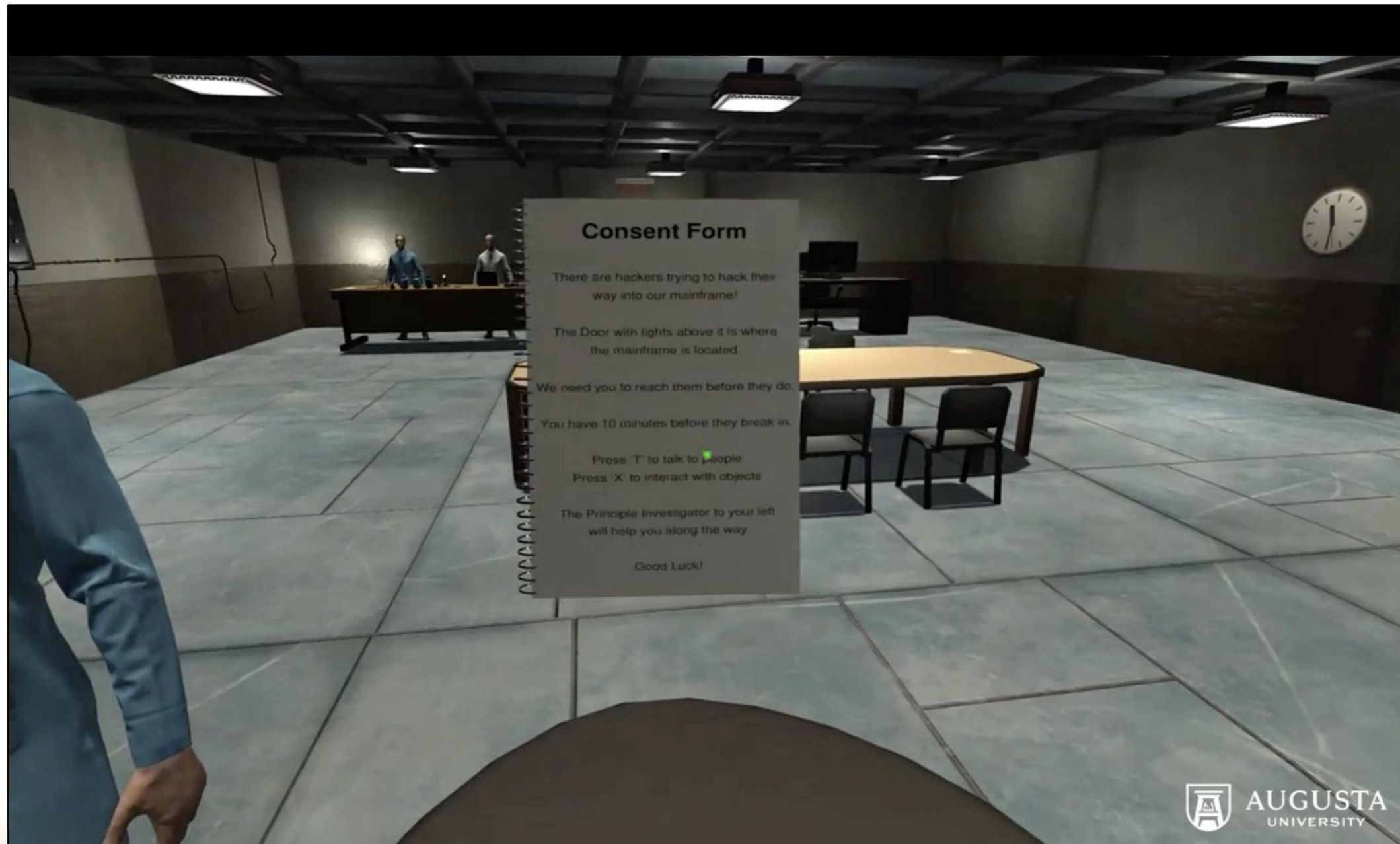


AUGUSTA UNIVERSITY

University Libraries

Robert B. Greenblatt, M.D. Library

The Projects – VR Escape Room

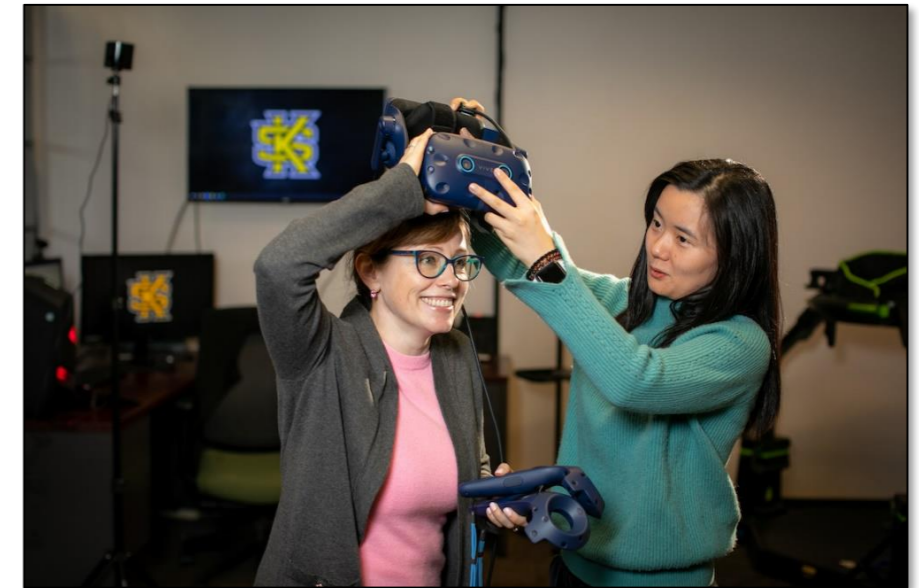


The Projects – VR For Health Education and Wellness



Things Projects Have In Common

- Funding Source - Network of the National Library of Medicine (NNLM)
- Same equipment for both - interoperable
- Partnership with AU School of Computer & Cyber Sciences



news.kennesaw.edu/stories/2020/game-design-medical-simulation.php



Lessons Learned...

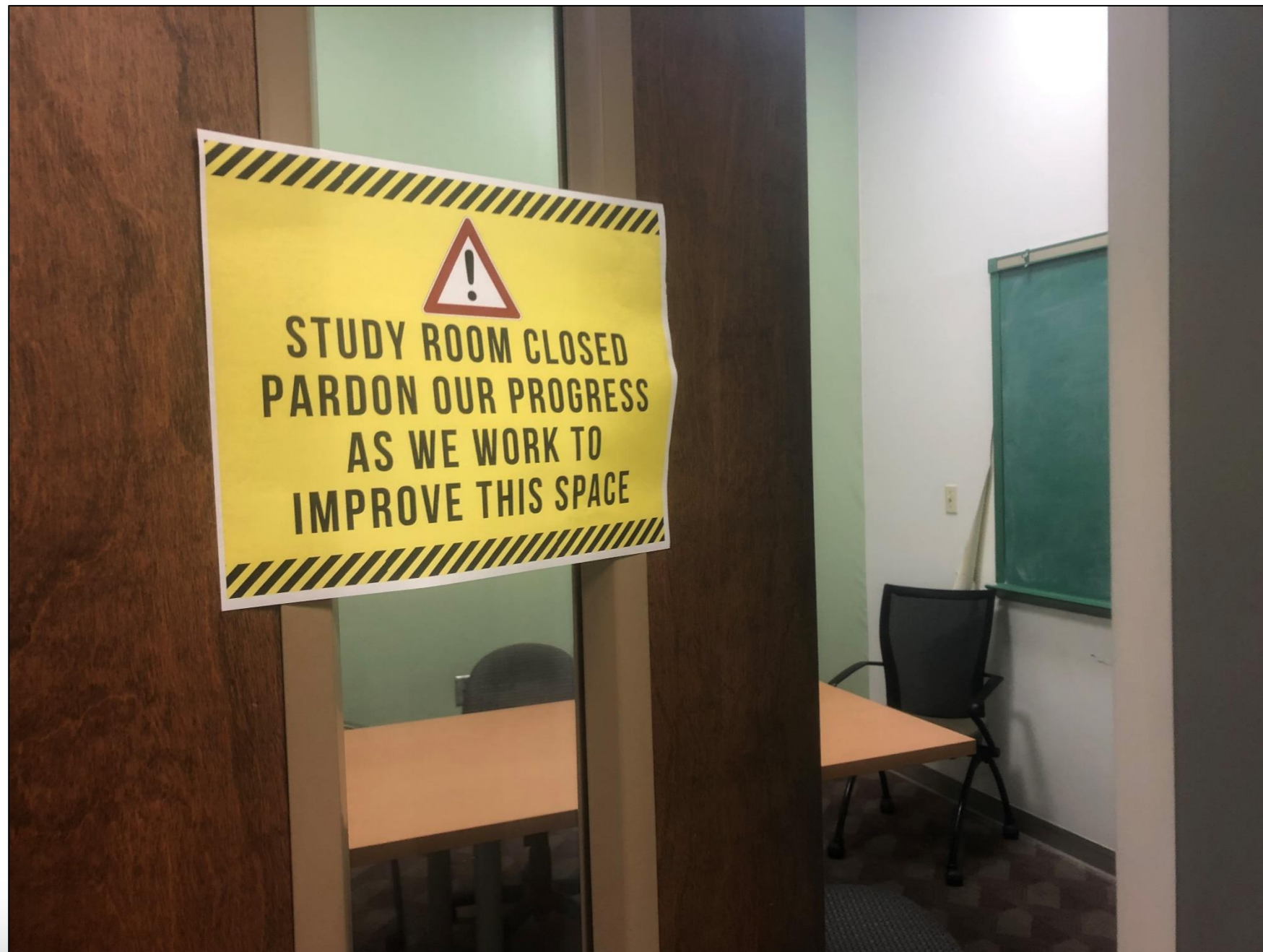


Things Take Time!

- Getting funded projects up and running
- Getting equipment ordered
- Getting VR systems set up



Things Take Time!



Communication Is Key!

- Assure that everyone is on the same page and timeline
 - Use project management tools such as a Gantt chart or Trello
- Don't rely on others – do your own leg work to make it easier (ex: Determining which equipment to purchase)
- Hold people accountable and ask for regular/frequent updates



Future Plans...

- For both projects:
 - Create more VR modules in partnership with AU Computer Science and Kennesaw State students
 - Develop orientation for users
 - Promotion and marketing
 - Eventually allow users to check out VR systems
- For escape room:
 - Incorporate into future medical education classes
 - Conduct study on gaming and learning
- For Greenblatt Library space:
 - Open house when ready



A user in the VR escape room



Thank You!

Lachelle Smith

lsmith24@augusta.edu

Gail Kouame

gkouame@augusta.edu

Jennifer Davis

jdavis14@augusta.edu



Medical students engaging with VR simulations

