

# Preparing Nursing students for future healthcare: Virtual reality in paediatric settings

Inge Tency<sup>1</sup>, André Posenau<sup>2</sup>, Ana Barata<sup>3</sup>, Ľubomíra Lizáková<sup>4</sup>, Julien Tesse<sup>5</sup>, Joke Lanoye<sup>1</sup>

<sup>1</sup>Odisee University of Applied Sciences, Midwifery and Nursing Department, Sint-Niklaas, Belgium, <sup>2</sup>University of Health Sciences, Nursing Department, Bochum, Germany, <sup>3</sup>Polytechnic Institute of Porto, Graphics Interaction and Learning Technologies, Porto, Portugal, <sup>4</sup>University of Presov, Nursing Department, Presov, Slovakia, <sup>5</sup>Chief Product Officer, Oncomfort, Waver, Belgium

## BACKGROUND

Virtual Reality (VR) decreases pain, stress and anxiety in children during nursing procedures. As the use of VR is becoming more widespread in healthcare, it is important that innovative healthcare technologies are integrated in Nursing curricula.

## OBJECTIVE

The VRNurse4KIDS project intends to increase awareness and attention for VR among students, teachers and healthcare professionals and optimize their knowledge, competences and skills.



## APPROACH

### PROJECT RESULT 1



Needs assessment – barriers and facilitators towards VR among different stakeholders (e.g. healthcare providers, nursing students, lecturers).

### PROJECT RESULT 2



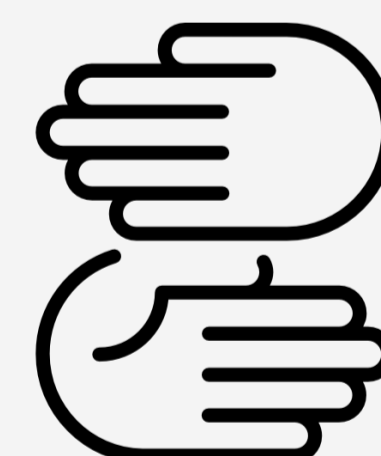
Digital competence framework for nursing education, focused on VR.

### PROJECT RESULT 3 - 5



Design and development of an open source e-learning training course on VR, consisting of 6 modules and course manual, including pilot testing among nursing students.

### PROJECT RESULT 6 - 7



Development of an instruction film to implement VR in paediatric setting, including skillslab training, followed by implementation in clinical practice.

© www.flaticon.com & www.freepik.com

## CONCLUSION

The stepwise and total approach of this project contributes to the innovation of nursing education. This project triggers nursing students for new technology, making them pioneers for implementing digital innovations into practice, thereby optimizing paediatric care.

