

Nursing Education in 3D: Leveraging Virtual Worlds and Immersive Learning Simulations



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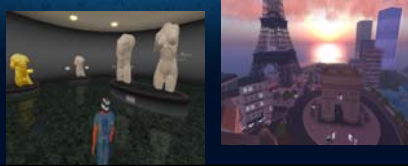
Objectives

1. Create objectives for learning using a virtual world that will use interaction, patient simulation, support groups, communication, and application.
2. Develop a plan for entering and using virtual worlds for education that is fast and easy.
3. Collaborate with others interested in teaching using virtual worlds for education as well as health support.



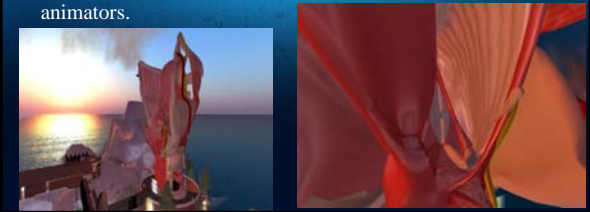
World Interaction

1. Second Life Evergreen Island
2. Live virtual world interaction with people in the US as well as worldwide.
3. 70,000 simultaneous users
4. 1.4 million accounts logins last 60 days
5. Music, the arts, science, literature, corporate, non-profit, higher education



Create, own, buy objects.

1. Most things are cheaper than real life.
2. Personalize avatar.
3. Shop for clothes, shapes, skin, hair, animations, houses.
4. Basic building is fairly simple.
5. Complex building is done by skilled builders, scriptors, and animators.



Simple objects for interaction in 3D

1. Pictures from web and other sources placed on 3D display boards with web links.
2. Move object, rearranging as an evidence of knowledge.
3. Basic objects to represent real life pathophysiology



Medical support groups

1. Many medical support groups in Second Life (VirtualAbility.org)
2. Students and medical professionals can interact and contribute.



Patient Simulation

1. Interactive objects for assessments, medications and other treatments
2. Single or group
3. Programmed robot avatar as patient
4. Training for students and faculty
5. Recorded interactions



Tools created for simulations

1. Limits within Second Life for building, scripting, and animations, which have to be respected.
2. MUI, a GUI HUD for avatars to wear.
3. Instructor presentation MUI for demonstrations, modifications.
4. Searchable student [database](#) with records of performance for

