



Next Generation Online Simulations, Serious Games and Immersive Learning

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Nigel Wynne – Lead



Xi Guo – Software Engineer



Paul Hammond – Interface Programmer – Flash/HTML5



Mark Richards - 3D Artist



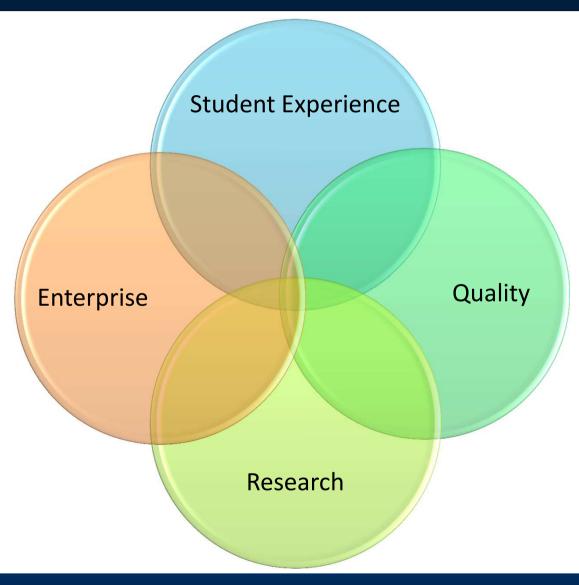
Janine Dantzie – Learning Technologist – Flash/HTML5



Timothy Marquis – Learning Technologist – 3D

OSIME Contributes to a Range of Faculty Agendas





Core Workstreams







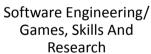


VCC Sims

Discover

Session Capture







Pedagogic Research



3D Sims





GUI HTML5



Virtual Reality

Partner Organisations











































Major Workstream - Online Simulations version 2.6



- 34 sims currently in use internally and externally
- 14 within Health at BCU
- Over 3000 students registered.
- 2013 14988 submissions
- 2014 16265 submissions



Pre – Registration Nursing - Examples



Adult Field: Year 1



Asthma



Falls and Stroke



Stroke Care



Renal Colic

Adult Field Year 2



DKA



Post Operative Risk



Ruptured Spleen

Main Scenes





















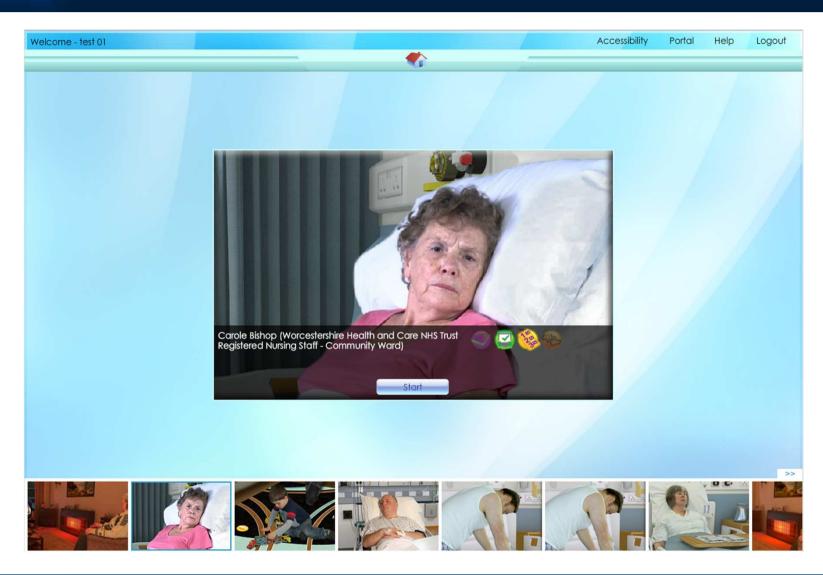
Sim Selection





Check Performance Awards





Performance Awards











Video Introduction





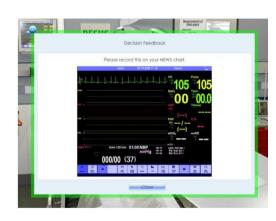
Making Decisions











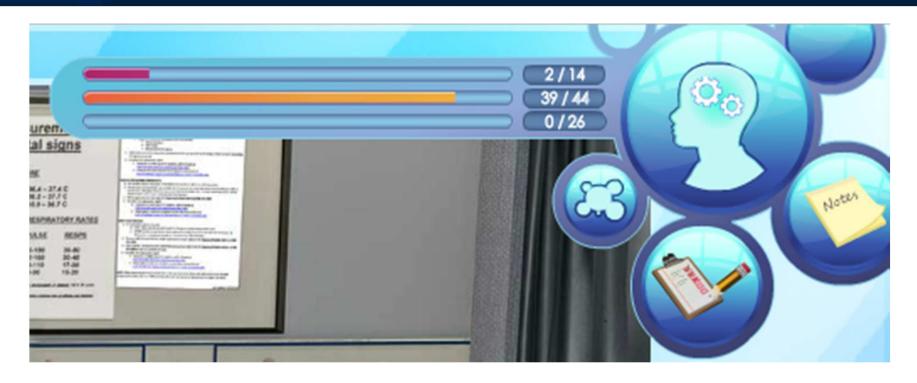
Decision Feedback



Decision Review

In Game Feedback – Performance Meters

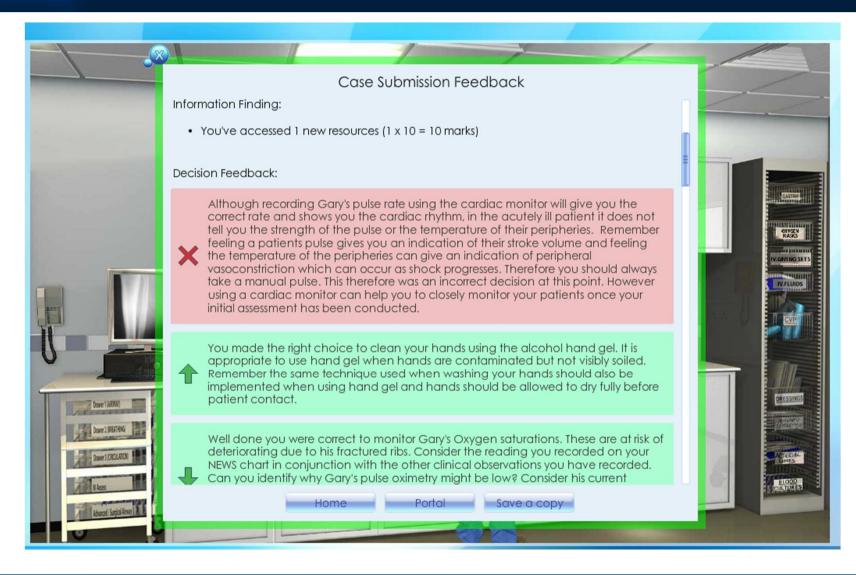




Resources Accessed Decisions Explored Decisions Made

Post Submission Decision Performance





Leaderboards, Analytics and Benchmark Performance



Case Summary

Home Visit and Fast Stroke Assessment Adult 2013

Student Name: Abigail Wrigley

Benchmark

The benchmark is not set for this case.

Awards Graphs

Resources Explored Chart

2 4



You have explored all 6 resources.

You have achieved the Resource Awards! Well done!

Correct Decisions Explored Chart





You have explored all 19 correct decisions.

You have achieved the Correct Decisions Award! Well done!

Correct Decision Order Chart



This award is not available.

Decision Explored Chart





You have explored all 20

You have achieved the All Decisions Award! Well done!

League table



• Student's view



Performance result analysis page



Submissions

Date/Time	Correct decisions	New resources	Order Correct	Score
28/10/2013 15:51:035	22/28	13/17	No	742
28/10/2013 16:16:001	26/28	16/17	No	872
28/10/2013 16:44:016	27/28	13/17	No	902
04/11/2013 15:24:025	25/28	0/17	No	672
04/11/2013 15:49:015	26/28	0/17	No	712
04/11/2013 17:34:021	28/28	0/17	No	1944
04/11/2013 18:01:009	28/28	0/17	No	1624
06/11/2013 14:27:057	28/28	0/17	No	1824
06/11/2013 14:45:010	28/28	0/17	Yes	4928
				14220

Automatic certificate generation & benchmark setting



Acute Asthma 2013

Student Name: Aimee Mcconnell

Benchmark 🥯 🕝 🗞







Certificate

Aimee Mcconnell has achieved the benchmark. Please click here to download the Certificate

Awards Graphs

Resources Explored Chart



You have explored all 11 resources.

You have achieved the Resource Awards! Well done!

Correct Decisions Explored Chart





You have explored all 19 correct decisions.

You have achieved the Correct Decisions Award! Well done!

Automatic certificate generation & benchmark setting







Certificates and Placement Portfolio.







Certificate
Template
Uploaded to
Software

Certificate
automatically
produced for
learners that
Achieve
Performance
Benchmark

Learners add certificate to insert in **Ongoing Achievement Record** and show mentor in practice

GUI Enhancements

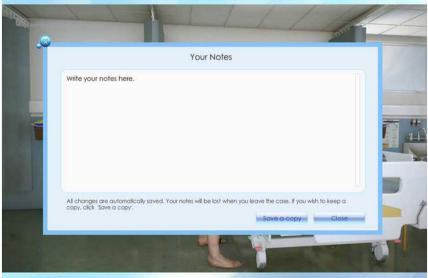


Panorama hint



Notes









Reveal Hotspots Button





GUI Enhancements





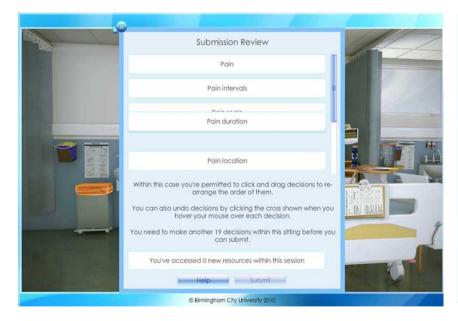
Decision Review button relocation





Drag and drop decision reorder

Help







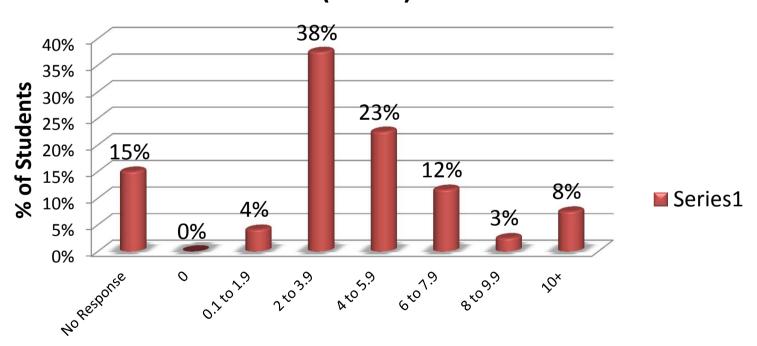
Headline Research Findings

Average Hourly Usage per week per student



Mean weekly usage of VCC by student: 4.73 Hours

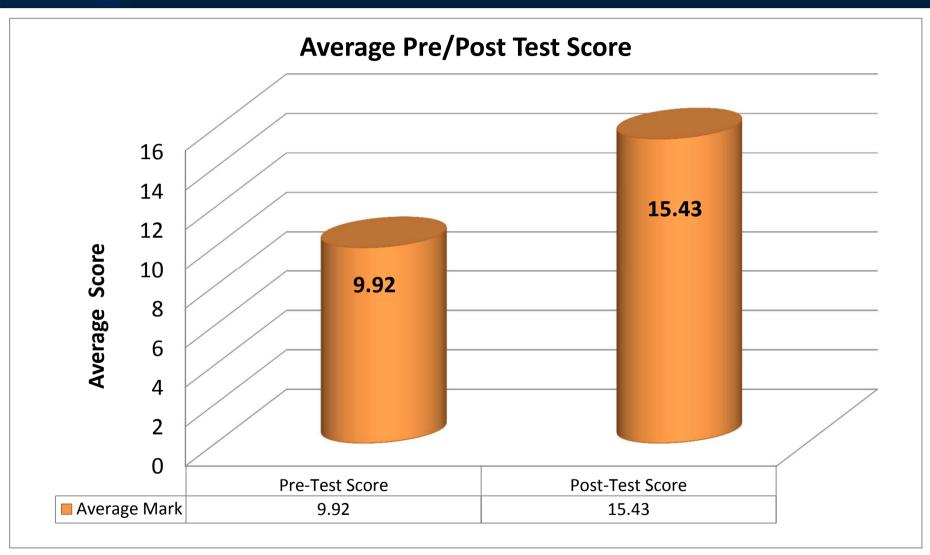
Hourly Time Expenditure Distribution Per Week (n=120)



Average Hours P/W on VCC

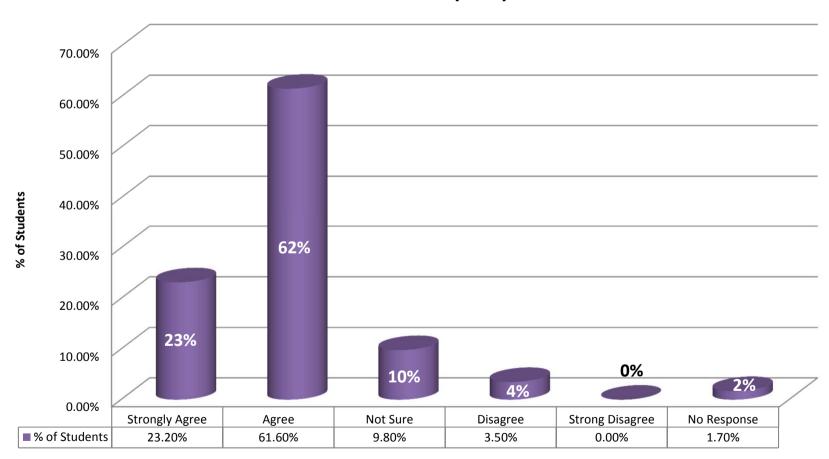
Pre and Post Test Comparison Scores





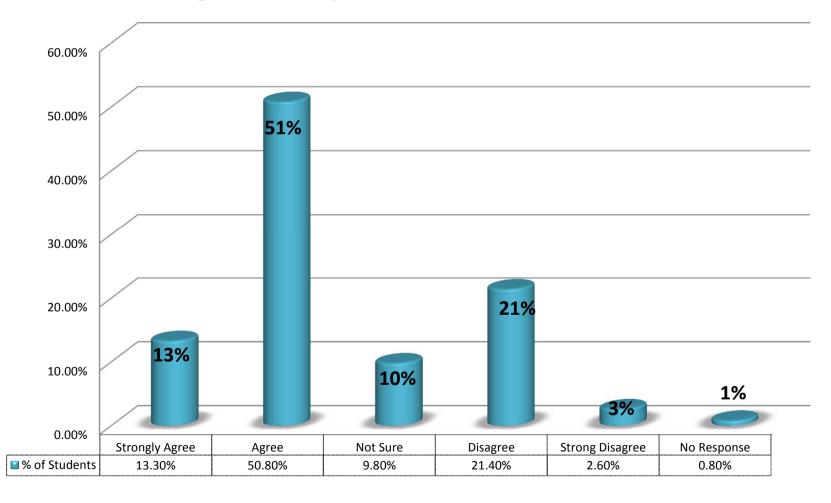


Q22 Using VCC Improved My Ability to Make Structured Patient Assessments (85%)



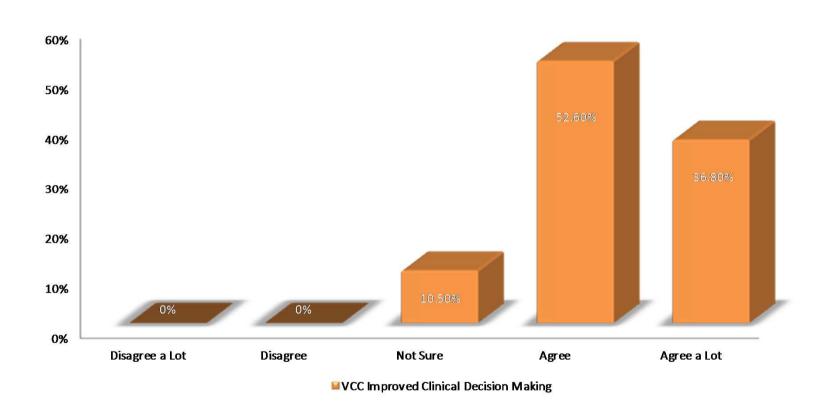


Q23 Using VCC has Helped me Conduct a MEWS Score (64%)



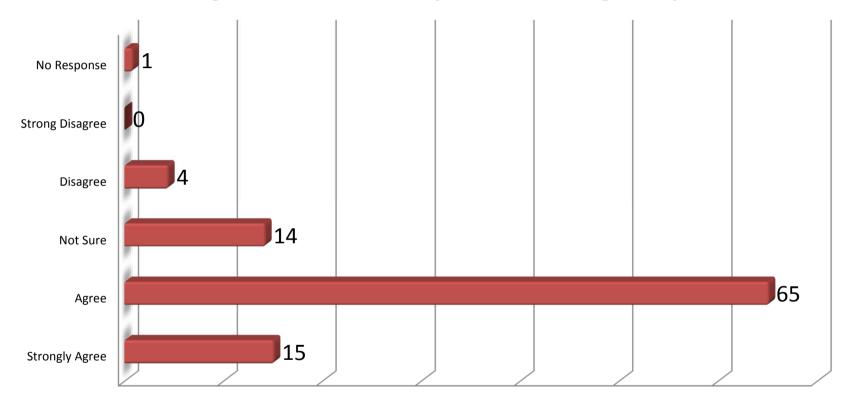
Using VCC Has Improved Clinical Decision Making: 89% ind. value







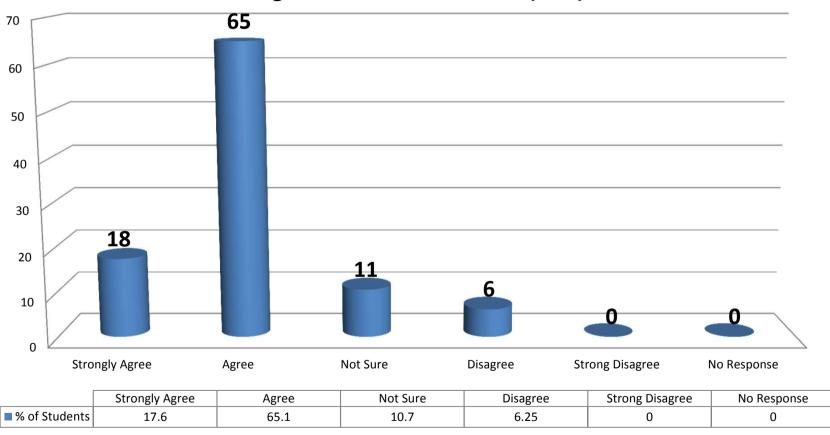
Q26: Using VCC has Enhanced my Problem Solving Ability (80%)



	Strongly Agree	Agree	Not Sure	Disagree	Strong Disagree	No Response
■ % of Students	15.1	65.1	14.2	4.4	0	0.8

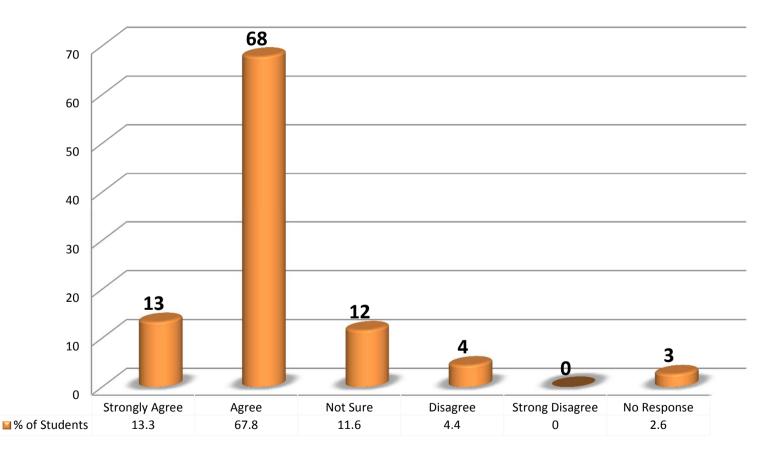


Q25: Using VCC will Have a Positive Impact on my Performance During Next Clinical Placement (83%)



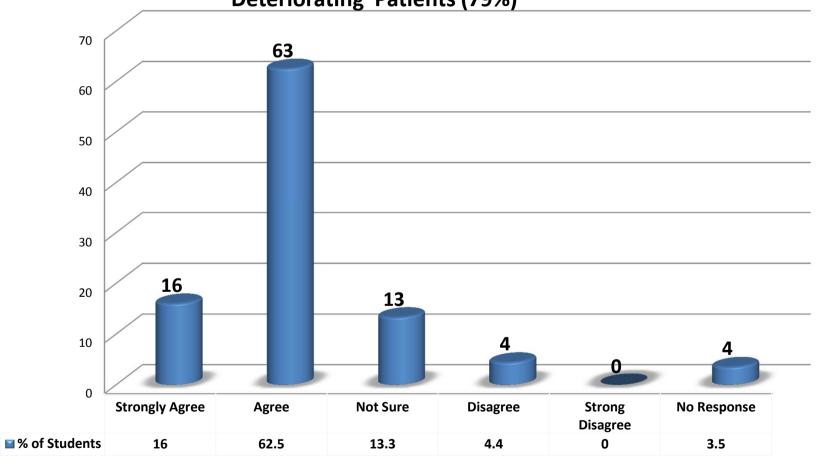


Q27 Using VCC Has Helped me Quickly Identify Patients at Risk of Deterioration (81%)





Q28: Using VCC has Helped me to Respond More Effectively to Deteriorating Patients (79%)

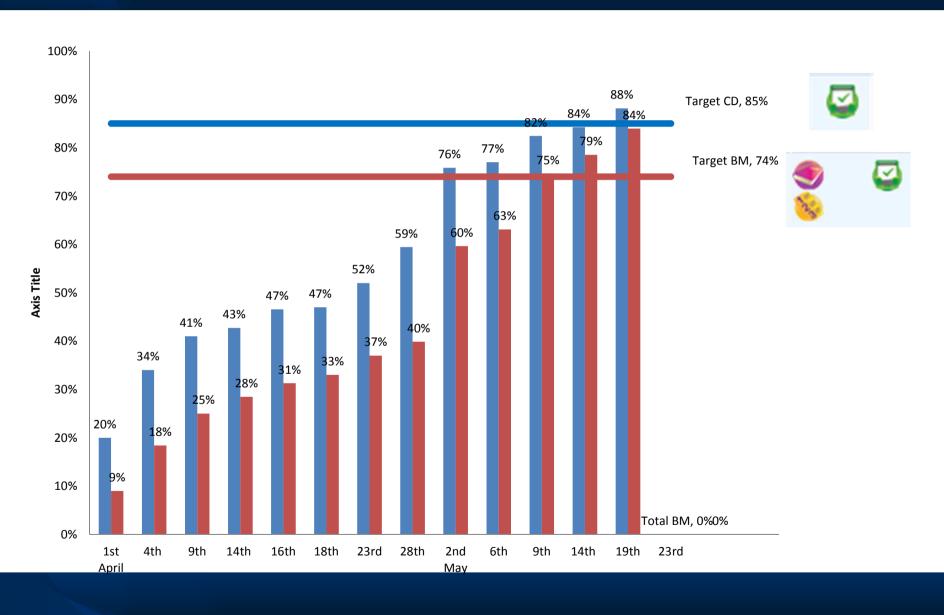




Increasing Learner Engagement with simulations

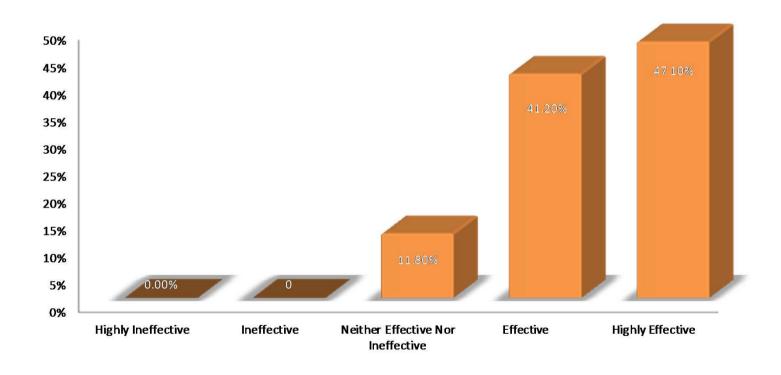
% Achievement of Benchmark and CD awards across whole cohort





Value Placed Upon Certificates: 88% ind. value

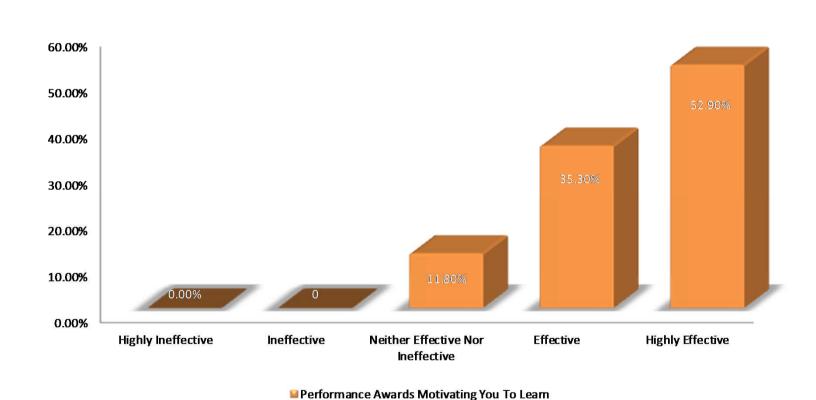




■ Value of Certificates to Demonstrate Skills to Employers

Performance Awards Motivating You to Learn – Frequency; 88% ind. Value







New Simulation and Serious Games platform version 3.0

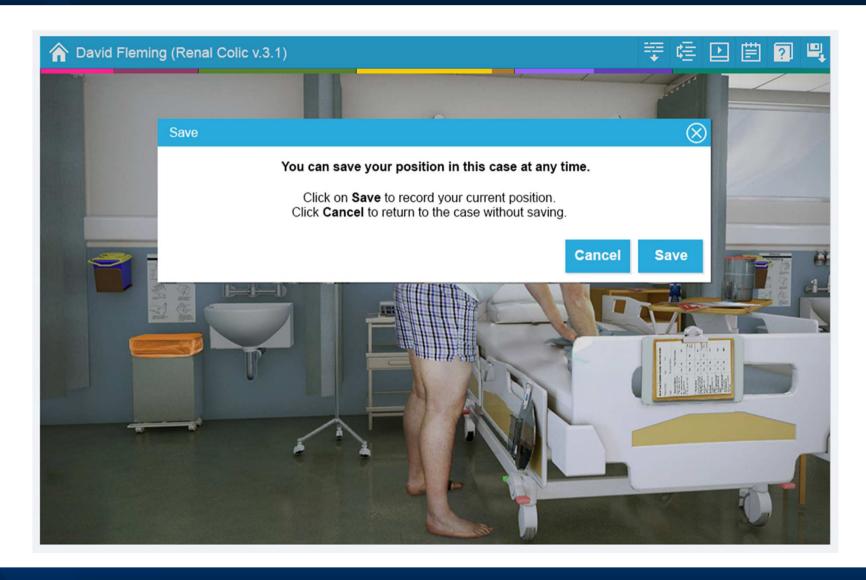
Mobile Friendly





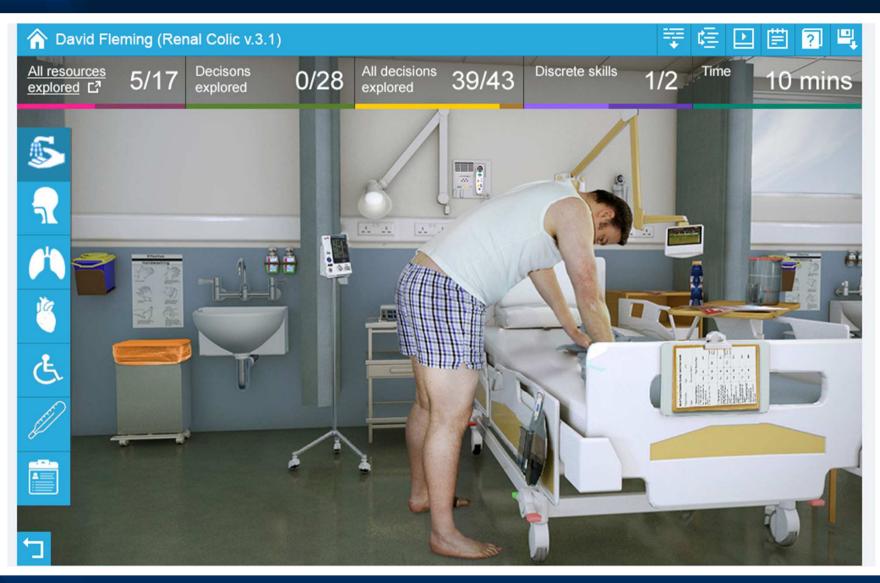
Save Progress





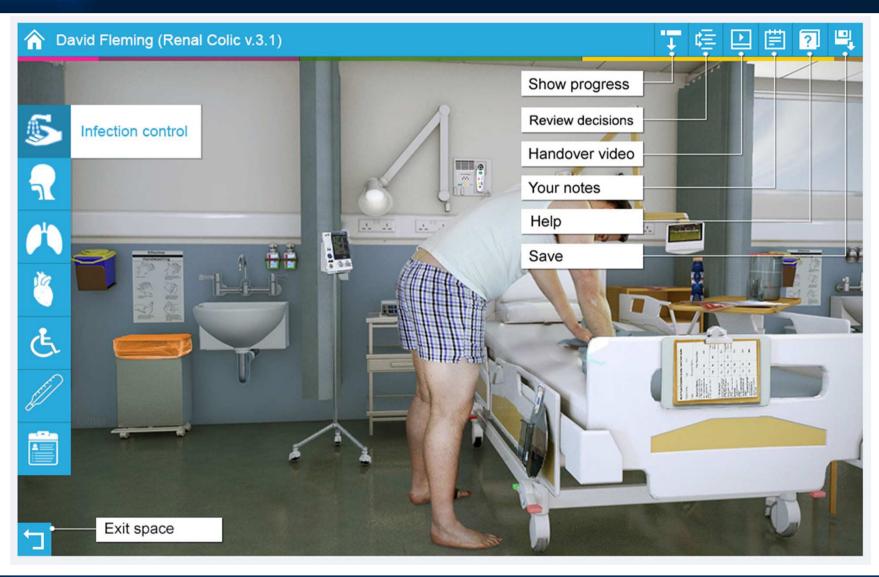
Meters and Cognitive Schemas

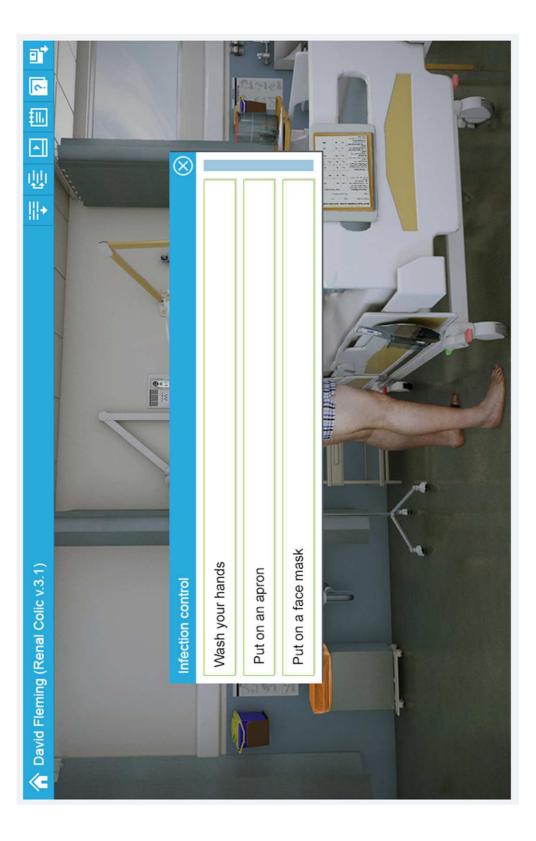




Cognitive Schemas

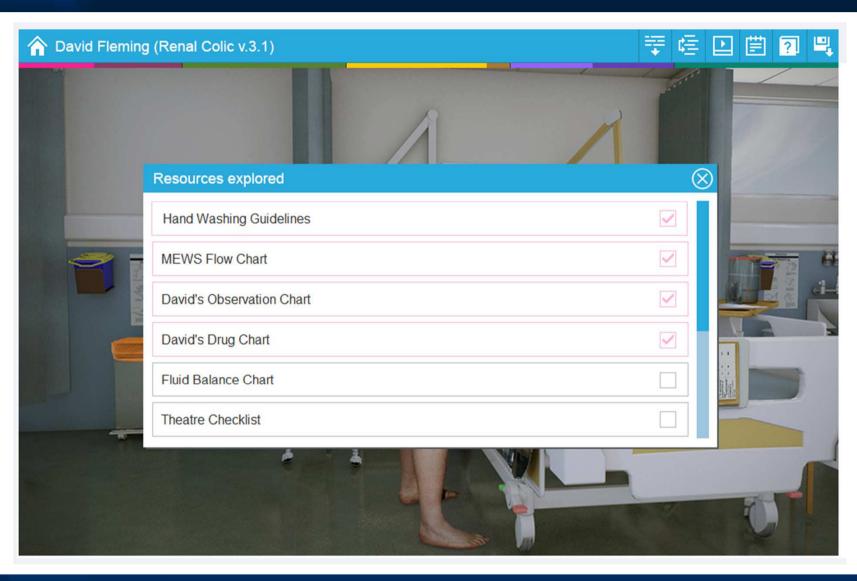






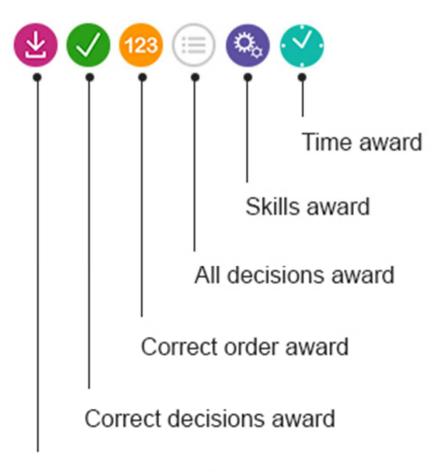
Advanced Handling of Resources





More Awards – Increased Flexibility

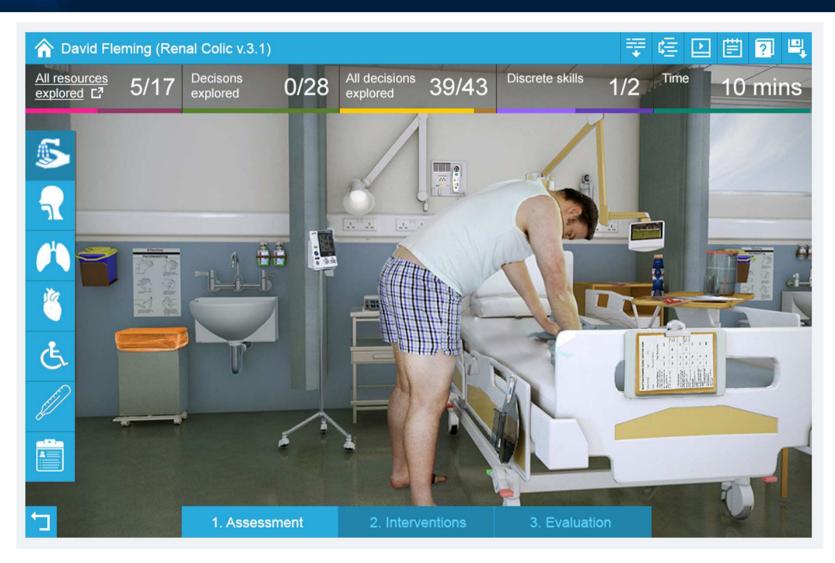




Resources award

Staged Simulations

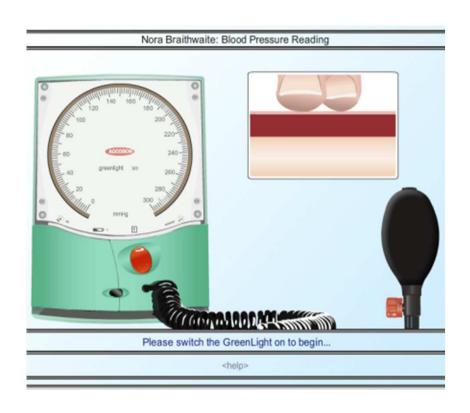




Discrete Skills Simulations



- All Mobile Friendly
- To be used separately or integrated with online simulation
- Can be linked with Skills Awards
- Promotes Spiral Curricula



3D Simulations



- More immersive Learning
- Opportunity to manipulate environment
- Present multi client stimuli – new skills opportunities
- Plugs into same engine as rich media sims



Virtual Reality

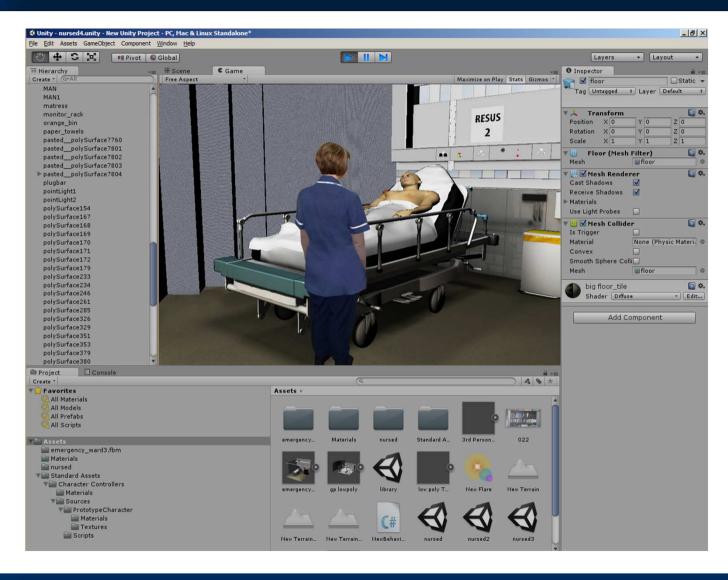


- Highly Immersive Experience
- Cheap Headsets
- Easy conversion from 3D to VR
- Link with Gesture Control
- Hardware in Beta
- Facebook owned
- Future Gazing?



Unity 3D





Increased Capacity to Create 3D Content



- Mobile 3D Scanner
- Creates fully textured colour models
- Reduced Lead time for resource creation
- Models Used in Rich Media and 3D simulations
- Commercial licenses for software



Mobile Light Scanners to reduce 3D Design time





Dedicated Servers to Reduce Render Times

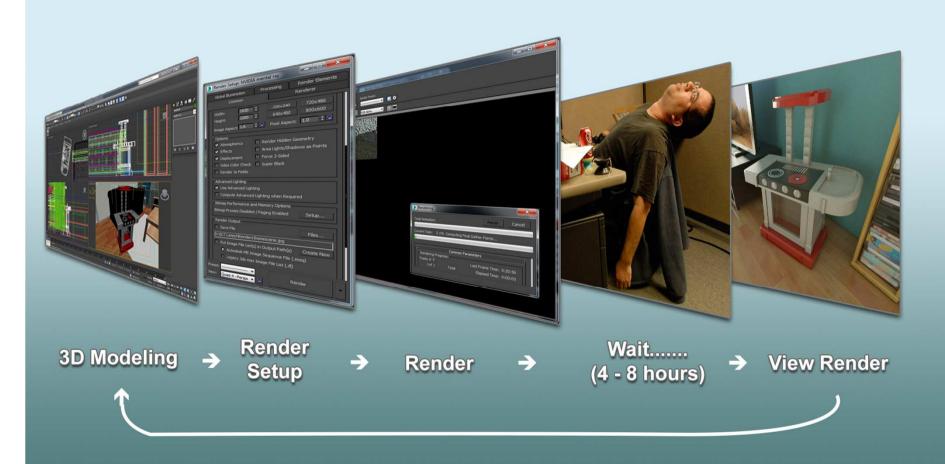




Previously



Previous 3D Work Flow





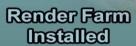
Deadline Render Output

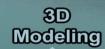


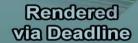












Continue Modeling

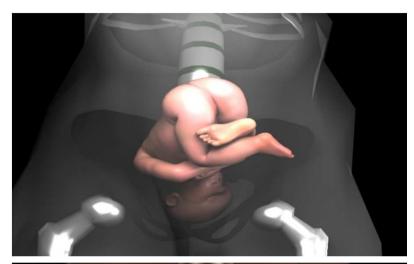


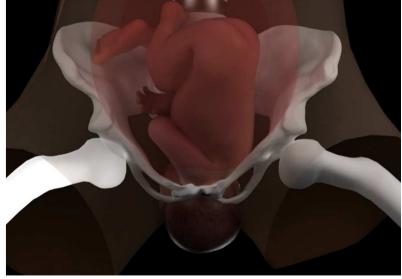
Queue Next Render

3D Visualisation



- Baby Sam Project
- Visualisation of potential Complications that Can Occur During Birth



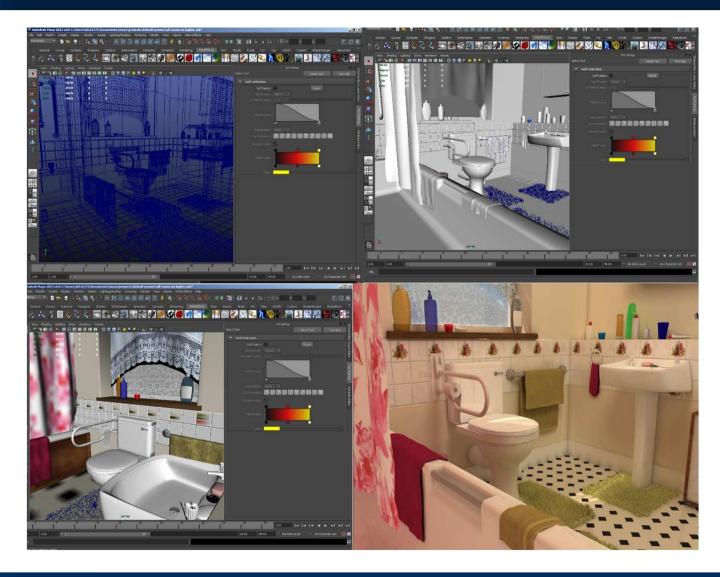


3DS Max



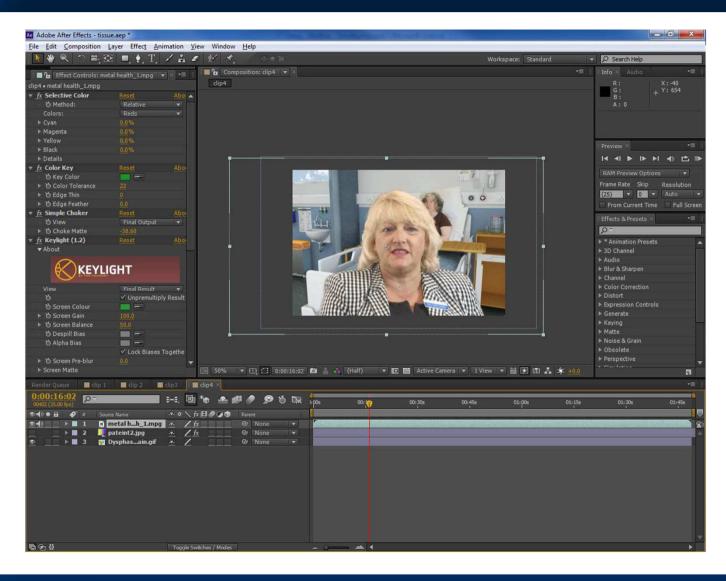






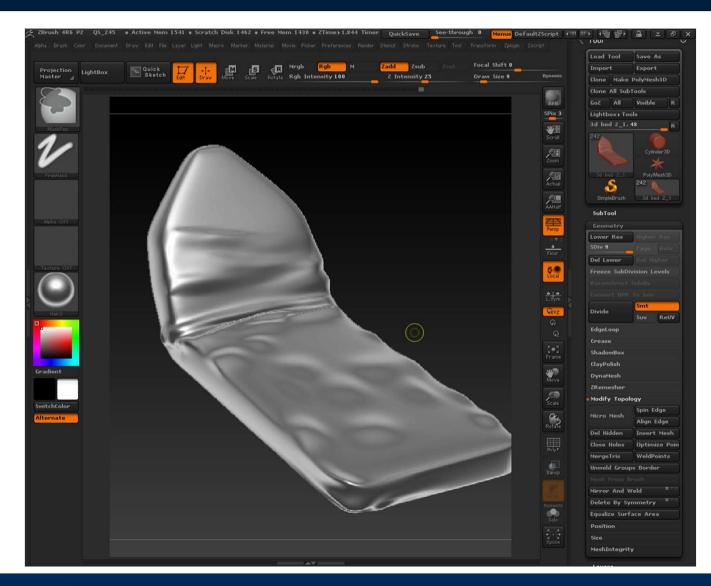
Adobe Premiere





Z-Brush to produce realistic high performance textures





Adobe Illustrator





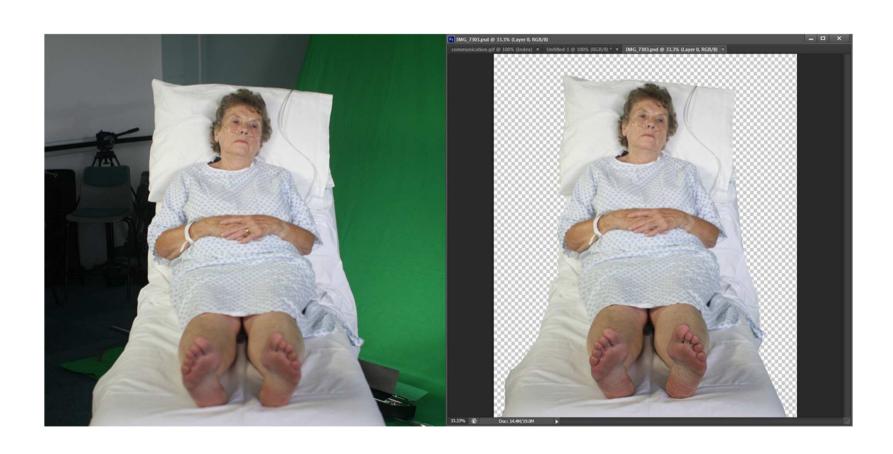
Green Screen Video Capture





Chromakeying





Mobile Light Scanners to reduce 3D Design time





Session Recording and Webcasting



- Over 70 staff participated
- Several hundred recordings
- Over 20,000 views
- System to be updated and expanded during 2015.

