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### Virtual reality

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## Digital Health Conference – Poster Abstract

### Abstract Criteria:

- Title
  - Introduction
  - Methods
  - Results
  - Discussion
- 
- Present a digital health and care service development or, research project which is currently underway or completed in the past 12 months.
  - Explain (briefly) how this work relates to the wider digital health and care agenda.
  - Identify target end users for the digital health and care service or research project.
  - Clearly articulate the objectives for service users / patients / citizens and for the service providers.
  - Include a brief explanation of the research methodology used for research studies.
  - Include a brief explanation of the approach e.g. improvement methodology used for service developments.
  - Clearly present outcomes/results/recommendations in a way that can be readily understood by those working outside your own area of practice.
  - Include any references (year, author, title) cited in a bibliography section.

### **Title:**

Virtual reality: enhancing the person centred therapeutic care environment.

### **Introduction:**

There are significant numbers of individuals within the UK who live with sensory processing and sensory perception differences. It was identified that there is a gap in the current nursing workforce development in the area of sensory processing and the potential impact of sensory processing differences on service users and their carers. This novel, innovative idea harnesses the use of new, developing virtual reality (VR) and immersive technology to enhance the knowledge and skills of health and social care practitioners to support therapeutic environments which optimises communication with individuals who have sensory processing differences.

### **Methods:**

This is a multi-phased study. Phase 1 of the project evaluated the use of VR application within a workshop using questionnaires. Phase 2 of the project is nearing the end of completion with a prototype VR film developed. Phase 3 will aim to evaluate the use of the VR films.

### **Results:**

The quantitative data analysed from phase 1 demonstrated a clear rise in perception after the workshop with over 91% stating that they felt VR is an extremely useful tool to use in understanding sensory processing. The qualitative data revealed significant changes in attitudes, values and beliefs

with strong core themes around person centred care, perception, empathy, education, adaptation and change.

**Discussion:**

The Scottish Government's Digital Health and Social Care Strategy (2018) considers digital technology to be central in promoting opportunities to achieve improved outcomes for patients. There is a growing body of research which supports the idea that using VR, can be enable healthcare professionals to better empathise with service-users and their carers (Poore, Cullen and Schaar, 2014). The Scottish Government (2017) 2030 vision emphasises the need for nurses to be equipped with the technical and communication skills required to nurse patients and promote independence. It is therefore essential that our student nurses, as the social and health workforce of the future, have the knowledge and skills to support person centred, safe, effective health and social care and are digitally ready.

# Poster

**Title:**

Virtual reality: enhancing the person centred therapeutic care environment.

This novel, innovative idea harnesses the use of new, developing virtual reality (VR) and immersive technology to enhance the knowledge and skills of health and social care practitioners to support therapeutic environments which optimises communication with individuals who have sensory processing differences.