

360 Simulation Assessing baby Robin

Background

Student nurses need opportunities to practice clinical skills in order to become confident and proficient. Simulation suites have limited capacity and students might want the chance to practice in a different time and place.



Methods

Working in partnership with our local hospital nursing students, we co-created two ABCDE assessment clinical simulations (sepsis and acute respiratory illness), using a 360 camera.

These videos were accessed using a range of devices including low-cost virtual reality headsets, Oculus Quest™, mobile devices, and Microsoft Hololens™.

Semi-structured interviews were conducted with 2nd year children's nursing students (n=7) and staff members (n=5).

Results

3 themes were identified, and thematically analysed: flexibility of access, repetition of learning opportunity and strengthening of the practice-theory link.

Overall students and staff reported that the 360 videos are a flexible and exciting teaching resource.

"I loved that you felt like you were in the room and could see all the elements and the students could pause, go back and view a different element".

"You are in the university setting, then your brain travels to the ward, and you make the connections between the two."

Challenges included user familiarity, quality of the audio recording and time investment.

Conclusion:

Project findings point to:

- a desire for closer hospital/university/ student collaborations
- a need for co-creation of interactive learning materials using 360 cameras
- 360 videos are a welcome enhancement to more traditional classroom offerings