Virtual Worlds
for Health Education

Funded by the "Targeting Skills Needs in Regions Programme", a COAG Initiative
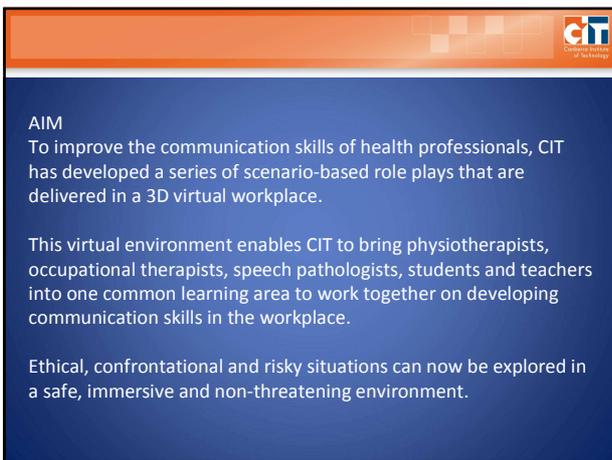
Is tailoring scenarios to learners needs effective in a virtual environment?

April 2010
Presented by: Penny Neuendorf

Project brief

•Funding
•Target groups
•Pedagogical approach

AIM
To improve the communication skills of health professionals, CIT has developed a series of scenario-based role plays that are delivered in a 3D virtual workplace.

This virtual environment enables CIT to bring physiotherapists, occupational therapists, speech pathologists, students and teachers into one common learning area to work together on developing communication skills in the workplace.

Ethical, confrontational and risky situations can now be explored in a safe, immersive and non-threatening environment.
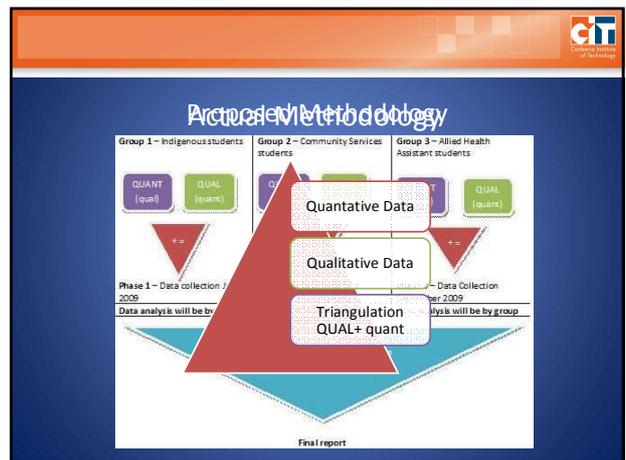
Proposed Methodology / Actual Methodology

Group 1 – Indigenous students | Group 2 – Community Services students | Group 3 – Allied Health Assistant students

QUANT (qual) | QUAL (quant) | QUAL (quant)

Quantative Data

Qualitative Data

Triangulation QUAL+ quant

Phase 1 – Data collection 2009 — Data Collection er 2009

Data analysis will be by lysis will be by group

Final report

CIT Virtual World Trial Survey - Angry client
1. Default Section

Scope of Works
Eduversal Studios platform
Reference Group
Supporters
ID workshops
TWIGGY

Resources
Project Manageme
Educational Design
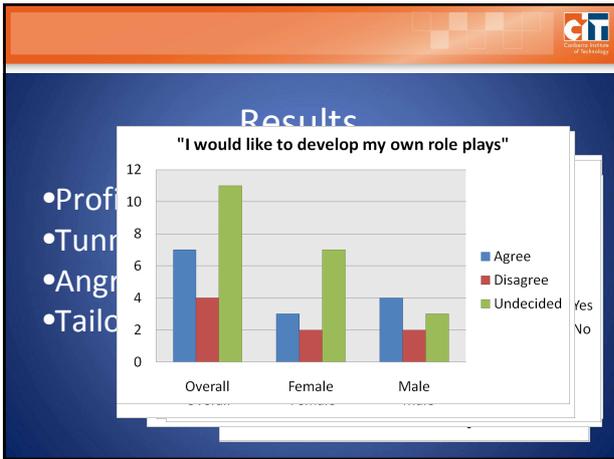Virtual World Development
Champions
Technical Support
PRG3 CD Samples

9. Safe pla

Page 1

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2. Angry client
3. Tailored Scena
    a) Angry ma
    b) Multiple S

Slide 1 (Results)

Results

"I would like to develop my own role plays"

- Profi...
- Tunr...
- Angr...
- Tailo...

Legend:
- Agree
- Disagree
- Undecided

Yes
No

Slide 2

Success

- 68% of students and teachers thought that these scenarios allowed them to demonstrate professionalism and communication skills
- 81% would recommend virtual worlds to others as a place to practice communication skills

Slide 3

Issues problems and resolutions

Technology
Time
Number of participants

Slide 4

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Project wiki
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