

Be Ready with Virtual Reality Simulation Training

Pediatric emergencies are challenging. Compared to adults, children have anatomical and physiological differences that mask early indicators of severe illness. Consequently, making it difficult to recognize. Additionally, resuscitation interventions are age and weight dependent. Unless providers are practicing pediatric assessment frequently, the nuance and critical skill sets needed to effectively assess and treat a child will decay over time.

This is why we've developed the first VR simulation solution for pediatric assessment training. Health Scholars' VR simulation training provides a risk-free environment for first responders to practice recognition of severe illness and resuscitation management, effectively scaling deliberate practice. First responders can now practice pediatric assessment and care anytime, anywhere, and as often as needed.

VR is ideal for training on the pediatric assessment triangle (PAT) given that real-life exposures to critical pediatric physical findings are highly infrequent. Our VR training recreates the pertinent findings in a real-to-life patient and graphically teaches the association of PAT patterns with life-threatening health conditions.

Additionally, our PAT simulation training graphically reenacts the management priorities for each category of illness (i.e. bag-valve ventilation, glucose assessment, etc.). And our VR platform enables the easy deployment, management and measurement of VR simulation making deliberate practice scalable, repeatable and affordable.

And ask about our Pediatric Emergency Care VR Simulation Training, which addresses resuscitation skills.

Developed in partnership with the AAP

American Academy of Pediatrics

DEDICATED TO THE HEALTH OF ALL CHILDREN®



AT-A-GLANCE:

First responders need to recognize the subtle indicators of severe illness in infants and children without delay and initiate stabilization or CPR when indicated.

Accurate and timely pediatric assessment requires an always-on readiness for applying the principles of the pediatric assessment triangle. PAT is integral to pediatric acute care and has become a cornerstone for the prehospital pediatric education pathways endorsed by the American Academy of Pediatrics.

Our Pediatric Emergency Assessment VR Simulation Training contains a series of in-home VR scenarios focused on critical pediatric assessment and stabilization. This VR training is specifically developed for first responders and includes the following assessment and management content:

1. Abnormal Work of Breathing
2. Abnormal Circulation to Skin
3. Abnormal Appearance
4. Normal & Abnormal Vitals by Age
5. Respiratory Distress
6. Respiratory Failure
7. Cardiopulmonary Failure
8. Compensated Shock
9. Decompensated Shock
10. CNS/Metabolic Disorders
11. Stable Patient

Pediatric Emergency Assessment Product Overview

CAPABILITIES

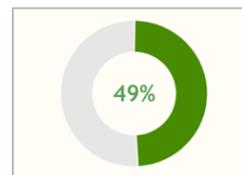
- Realistically models nuanced pediatric scenarios and physical findings in a low-risk environment.
- Utilizes adaptive learning technology to instruct, evaluate and refine PAT proficiencies based on provider performance.
- Provides learners a readiness score, determined by assessing core competencies throughout the simulation.
- Features Health Scholars' AI-enabled voice technology.
- Ultra-realistic in-home environments specific to first responders.
- 24/7 accessibility and schedule training software to incentivize repeated practice.
- Delivers in application micro-debriefs to reinforce learning gains.
- Compatible with Oculus Quest, Rift S and HTC Vive Pro hardware.



BENEFITS

- Learners have the ability to make mistakes and learn critical diagnostic skills within a zero-risk environment, reducing error once back in the field.
- VR learners are 275% more confident to apply skills after training. (The VR Advantage, 2020)
- Assess learner readiness on an individual, team and organization level.
- Cost 83% less than traditional mannequin simulation training. (Katz, 2020)
- Reduces time providers are out of service to train and can be completed during down time.
- Platform provides turnkey implementation and administration specifically for VR Training.
- Easily scaled across small and large organizations.

OVERALL READINESS



READINESS DETAIL (16 PARTICIPANTS FROM 2020-08-18 TO 2020-08-18)

