

Pediatric Emergency Care VR Simulation Training

First responder 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 resuscitation training. Health Scholars' Pediatric Emergency Care training complements the evaluation and identification modules from our Pediatric Emergency Assessment with advanced resuscitation exercises and instruction, for a comprehensive, scalable, repeatable VR solution tailored to first responders.

First responders practice the role of team lead and care for acutely ill pediatric patients in multiple home settings. Learners evaluate infants and children to identify underlying conditions and intervene with pediatric resuscitation workflows in accordance with AHA and Red Cross Guidelines.

VR is ideal for training on the pediatric assessment triangle (PAT) and pediatric resuscitation given that real-life exposures to critical pediatric physical findings are highly infrequent. 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 assessment 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 Care 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. Respiratory Distress
5. Respiratory Failure
6. Cardiopulmonary Failure
7. Compensated Shock
8. Decompensated Shock
9. CNS/Metabolic Disorders
10. Stable Patient
11. Opioid Overdose
12. Hypoglycemia
13. Asthma
14. SVT
15. Hypovolemic Shock
16. Distributive Shock
17. Cardiogenic Shock
18. Unstable Wide Complex Tachycardia
19. Coarse and Fine Ventricular Fibrillation
20. Bradycardia due to hypoxia
21. Asystole
22. Pulseless Electrical Activity
23. Torsade de Pointe

Pediatric Emergency Care Product Overview

CAPABILITIES

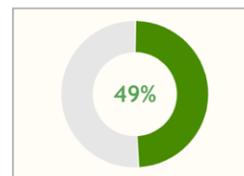
- Realistically models nuanced pediatric scenarios and physical findings in a low-risk environment.
- Utilizes adaptive learning technology to instruct, evaluate and refine PAT proficiencies based on provider performance.
- Provides learners a readiness score, determined by assessing core competencies 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)

