

Virtual Reality (VR) Simulation Checklist

Onboarding and Introduction	
	☐ Review the OMS Intro email provided by CSC staff. Once finalized send the email to all learners a minimum of one week prior to date of assigned virtual reality (VR) session. <i>The OMS Intro email is essential to walk learners through what VR is, how to access VR, and how to prepare for their assigned VR scenarios.</i> (Criterion 3b) ☐ Conduct a pilot test of the simulation before full implementation. <i>Login to OMS as a learner and run the selected scenario(s) on both VR headset and computer.</i> (Criterion 3a)
Prebrief: Review Prework and Evaluation Methods	
	☐ Discuss psychological safety, the goal is to have an environment where learners feel comfortable expressing their thoughts without fearing negative consequences (Criterion 6a) ☐ The Basic Assumption™: <i>We believe that everyone participating in activities at the Kinney College of Nursing and Health Professions Clinical Simulation Center is intelligent, capable, cares about doing their best, and wants to improve</i>© (Center for Medical Simulation) (Criterion 6c) ☐ Review the OMS provided scenario pre/debrief guide with objectives (Criterion 5e) ☐ Review assigned prework with learners (Criterion 2b) ☐ Review the evaluation methods being used for this experience and notify learners when they can expect to receive measurement tools. <i>Learners will not receive a score from OMS, but student analytics are available for faculty review.</i> (Criterion 5c) ☐ Inform participants about the evaluation process <i>Make learners aware that faculty can review student analytics, including scoring.</i> (Criterion 5c)
Orientation to Environment	
	☐ Discuss the necessity of a mutual fiction contract and suspension of disbelief. <i>“Despite attempts to create a realistic environment, not all aspects of a simulated experience may be totally realistic, and we are asking you to buy into the scenario”</i> (Criterion 4e, 4f) ☐ Discuss physical safety in the environment. <i>Review VR headset boundary creation to ensure learners have enough space to safely run the scenario</i> (Criterion 5d) <i>Learners who react adversely to VR headset use should, when available, opt to run the scenario on a computer. If the VR scenario is not available via computer, contact your faculty for guidance.</i> ☐ Orient to environment, software and virtual environments. <i>Consider a demonstration of a key skill, for example how to move within the scenario using headset hand controllers or computer keyboard.</i> (Criterion 5d, 5f) ☐ Inform learners of plan if there are technical failures (Criterion 5g) ☐ Ask learners if there are any questions, be accessible and approachable (Criterion 6d, 6e)
Debrief	
	☐ Once all learners have completed their VR session, utilizing the OMS scenario Pre/Debrief Guide, walk learners through their session feedback reviewing what went well and where improvements can be made. (Criterion 2)