



Curriculum Development

using VR technology to enhance empathetic communication skills in future health care professionals

Our Innovation for Your Care!

EMPATHY IN HEALTH AT A GLANCE

Empathy is key to effective communication between patients and health care (Halpern, 2001) and has been shown to positively affect health outcomes and patient satisfaction but also improve patient safety (Derksen, Bensing et al. 2013). Communicating with patients is the most frequently used procedure by health care providers, however communications skills training in undergraduate health care programmes are variable and assessment of interpersonal competencies often not reliable or consistent (Kurtz et al 2005). Empathetic communication is also very important for patients receiving home care. EmpathyInHealth project aims in filling in the existing gap in Health Care Education both in the Higher Education as well as in VET.

AIM

The main objective of the project is to equip the health care educational system with the competence of empathy.

MAIN OBJECTIVES

1. Develop an empathetic skills Curriculum and Materials (a complete tutor's guide), certified with ISO that is based on current research evidence and patient participation through their own personal experiences, ideas and expectations (for VET and Higher Education)
2. Use this curriculum to develop high acuity scenarios in the areas of empathetic communication which will:
 - a. provide a consistent clinical communication experience,
 - b. enhance student confidence in developing new skills by allowing them to practice in a safe environment and
 - c. provide student feedback on areas of strength and further improvement.
3. Based on the above scenarios develop virtual reality videos, (sector specific) educational videos (Sector specific) and role plays (sector specific) to develop the empathetic competence
4. Support tutors and trainers to integrate VR in their teaching /training through the development of their skills as far as virtual reality is concerned.

MAIN OUTPUTS

- Development of **two qualification frameworks**. One targets higher education students and the second targets VET students. The frameworks correspond to EQF levels 5 and 7.
- **Certification Scheme** presenting the principles and requirements for the certification of the training material and curricula.
- **ISO Certified Curricula** corresponding to EQF levels 5 and 7 based on the qualification framework.
- **Twelve different scenarios** (nine for the Higher Education and three for the VET). The scenario are based on clinical settings relevant to the field of health care.
- **Four realistic 3D Virtual Reality Videos** for Higher Education and VET students.
- Development of **two educational videos** based on previous scenarios.
- **Two tutor guides**. The guides consist of a complete package of learning materials including lectures, simulation, videos, role plays on specific scenarios, VR videos, presentations etc.
- **Online Virtual Reality Authority Tool**. The authority tool will be a web platform in which the authorized persons will be access the scenario wizards and create new scenarios modifying the existing ones

MAIN ACTIVITIES

- Train the Master Tutor for Higher Education trainers to use all the materials of the project.
- Training activity for training the national tutors on the materials.
- Pilot testing of the tutor guide to Higher Education and VET students.
- Train the master tutor on the use of the VR videos.
- Train the national tutors on the use of the VR videos.
- Pilot the VR videos with students.
- Train the master tutor on the use of the training video.
- Train the national tutors on the training videos.
- Pilot the training videos with students.
- Train the trainers to use the VR authority tool.



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