

Is Virtual Reality a Valid Teaching Model for Neonatal Procedures?

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INTRODUCTION

- Neonatal procedures are **high risk events that occur infrequently**.
- Umbilical venous catheterization (UVC) is an emergent procedure to catheterize a newborn baby using the umbilical vein (Figure 1).
- **Virtual reality (VR) simulations can be used by providers to practice technical skills without risking patient safety.**
- We have **developed a prototype for teaching the (UVC) procedure in a virtual environment** to allow practitioners to repeatedly practice the UVC procedure at their own pace and when needed.

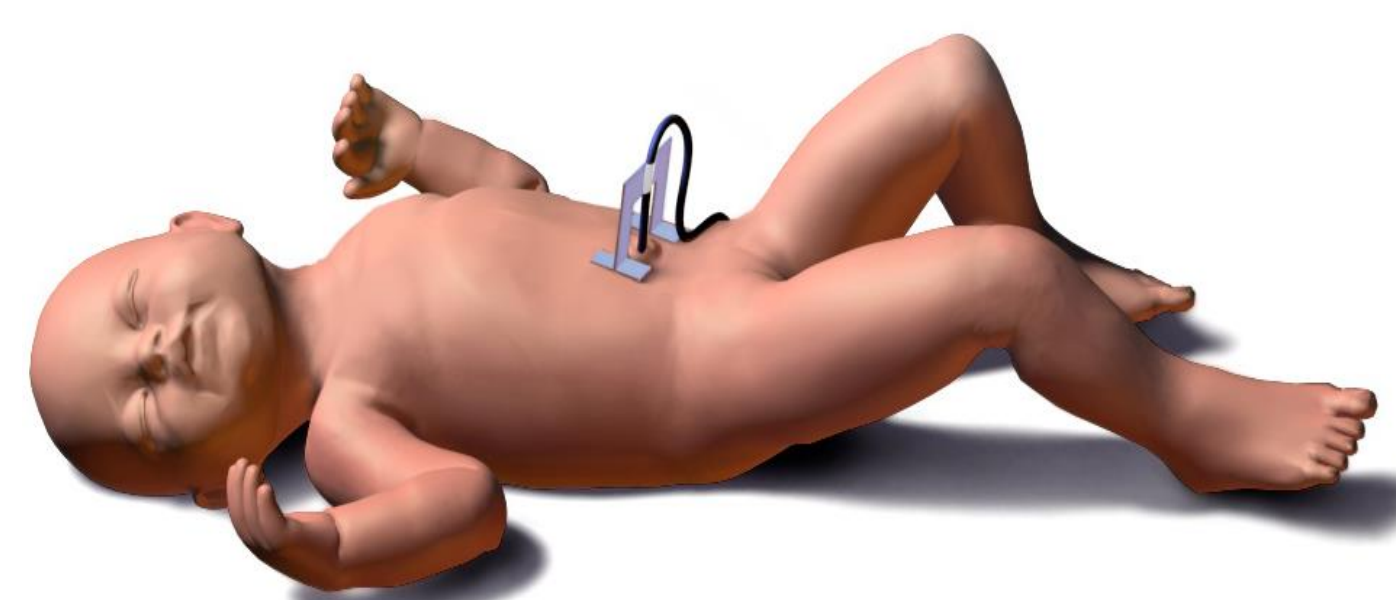


Figure 1. Completed UVC procedure

OUTCOMES

1. Developed a curriculum to teach low lying umbilical venous catheter placement in VR.
2. Created a tutorial mode that teaches users the VR interactions needed to complete the walkthrough.
3. Create a walkthrough mode that teaches users the procedure step-by-step.
4. Assessed the realism and potential efficacy of the simulator with experts

METHODS

- A **cross-disciplinary team** of engineers and neonatologists developed the simulator following a **participatory design approach** (Figure 2).
- **Unity was used to develop the software** and Unity's XR interaction toolkit was used to implement interactions (Figure 3) in the head mounted display (HMD).
- The **"Step System"** was developed in Unity to structure the steps of the procedure to deliver instructions (Figure 4).
- The software was **deployed to the Meta Quest 2 HMD**.
- **Initial simulation testing occurred with seven NNPs (Group 1).** An **additional seven NNPs were recruited for testing (Group 2) after feedback from Group 1 was incorporated.**

METHOD CONT.

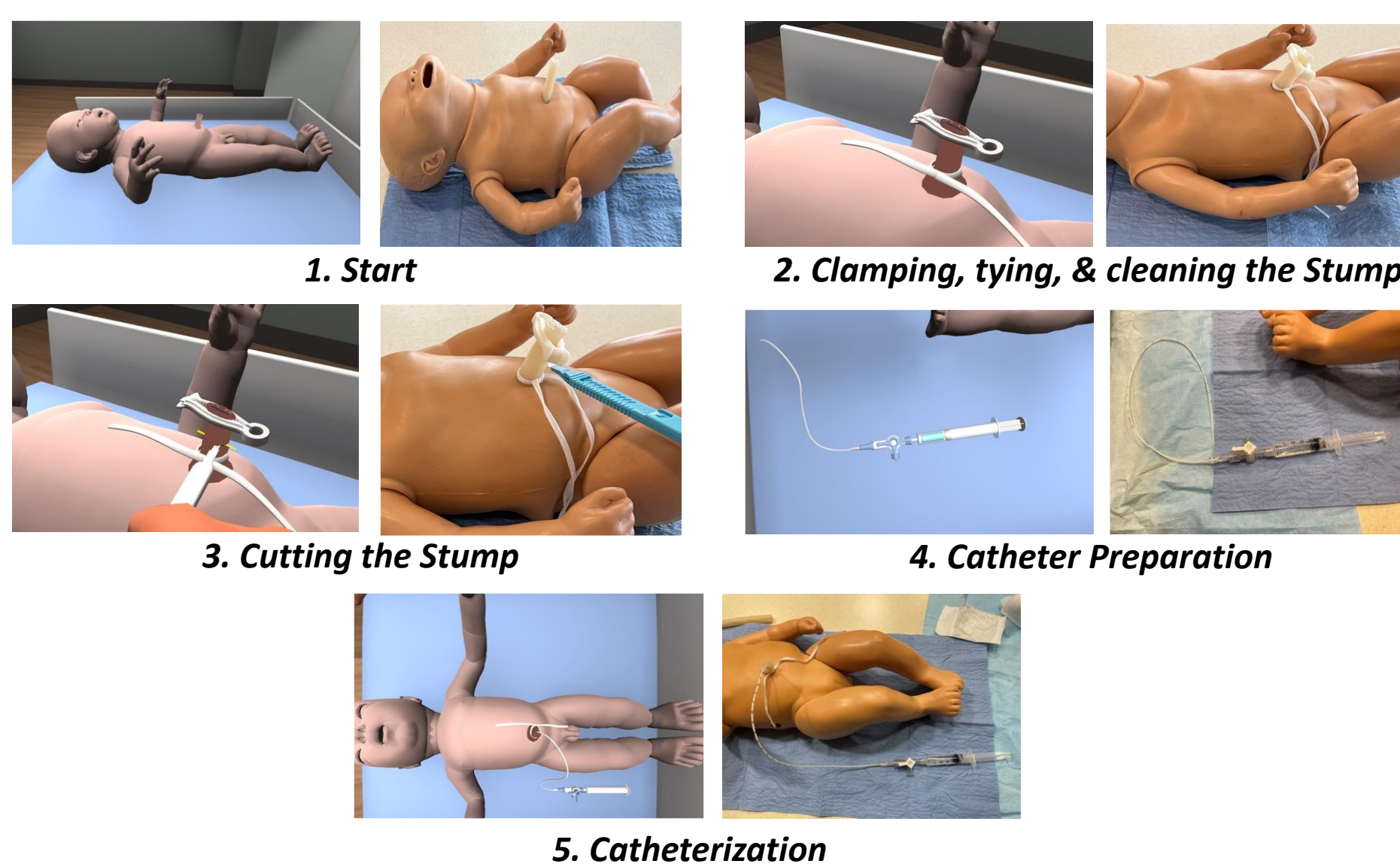


Figure 2. Implemented steps

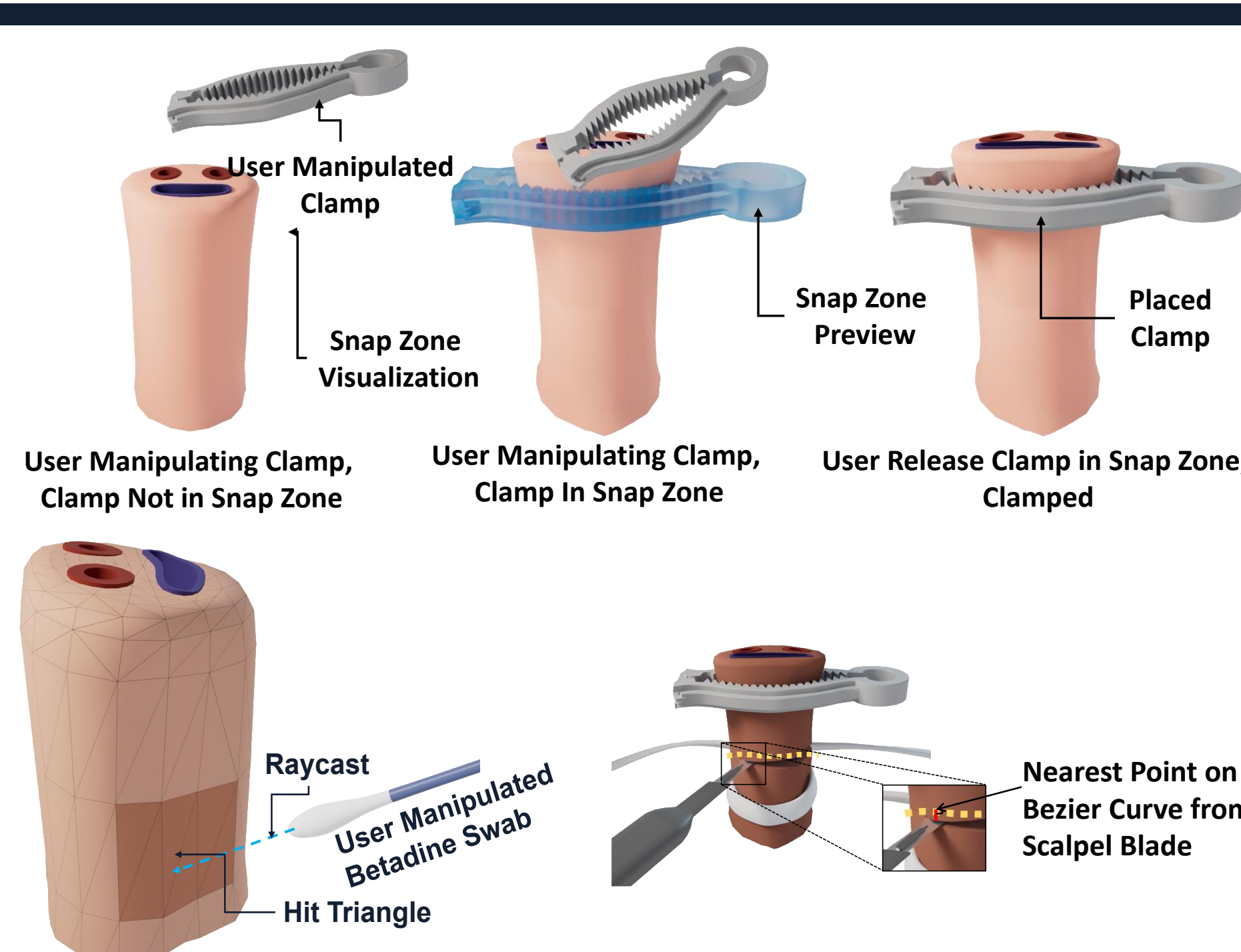


Figure 3. Virtual interactions

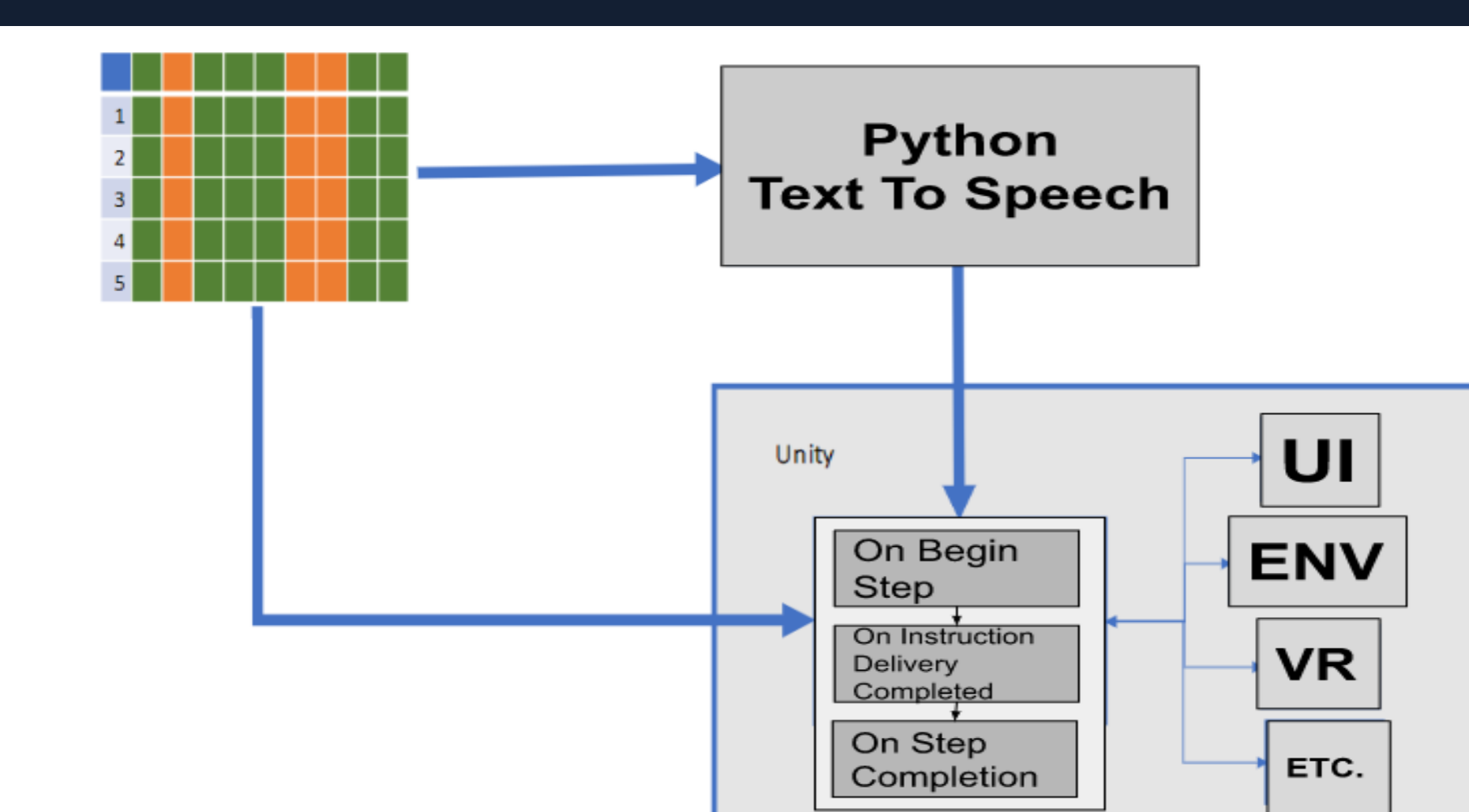


Figure 4. Software architecture

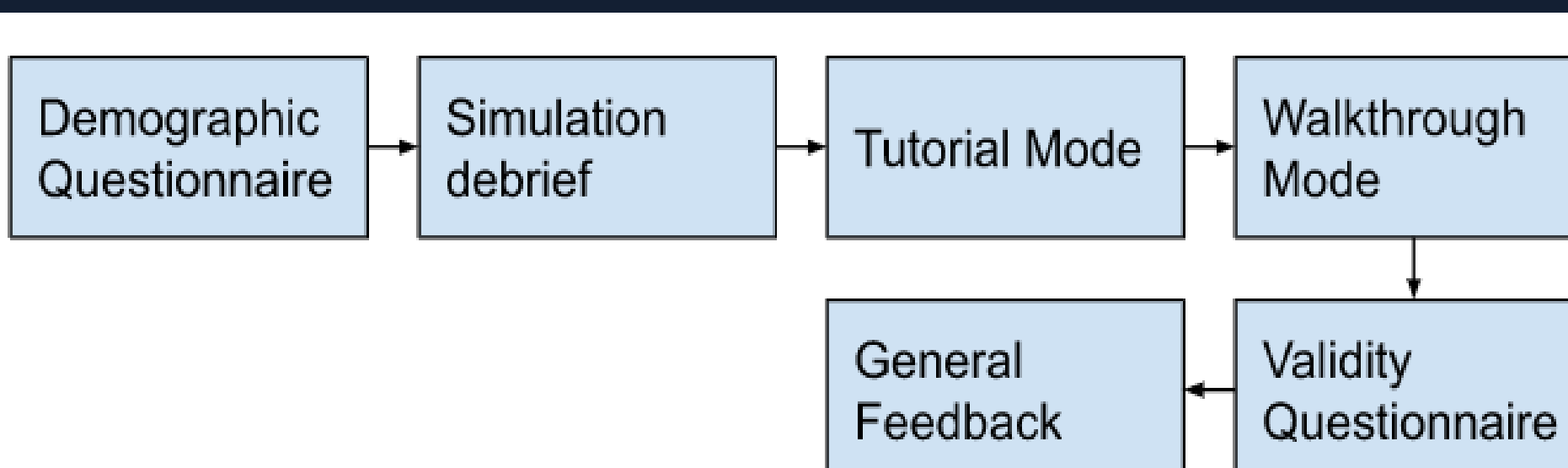


Figure 5. Data collection protocol

CONCLUSIONS

After optimization, **Group 2 found the UVC simulator to be realistic and effective.** Both groups felt the **simulator was easy to use and did not cause physical or cognitive strain.** All participants felt the UVC simulator **provided a safe environment to make mistakes, and the majority would recommend this experience to trainees.** Our framework allowed for **rapid incorporation of feedback from Group 1** which led to a **marked improvement in the feedback from Group 2.**

Future Work:

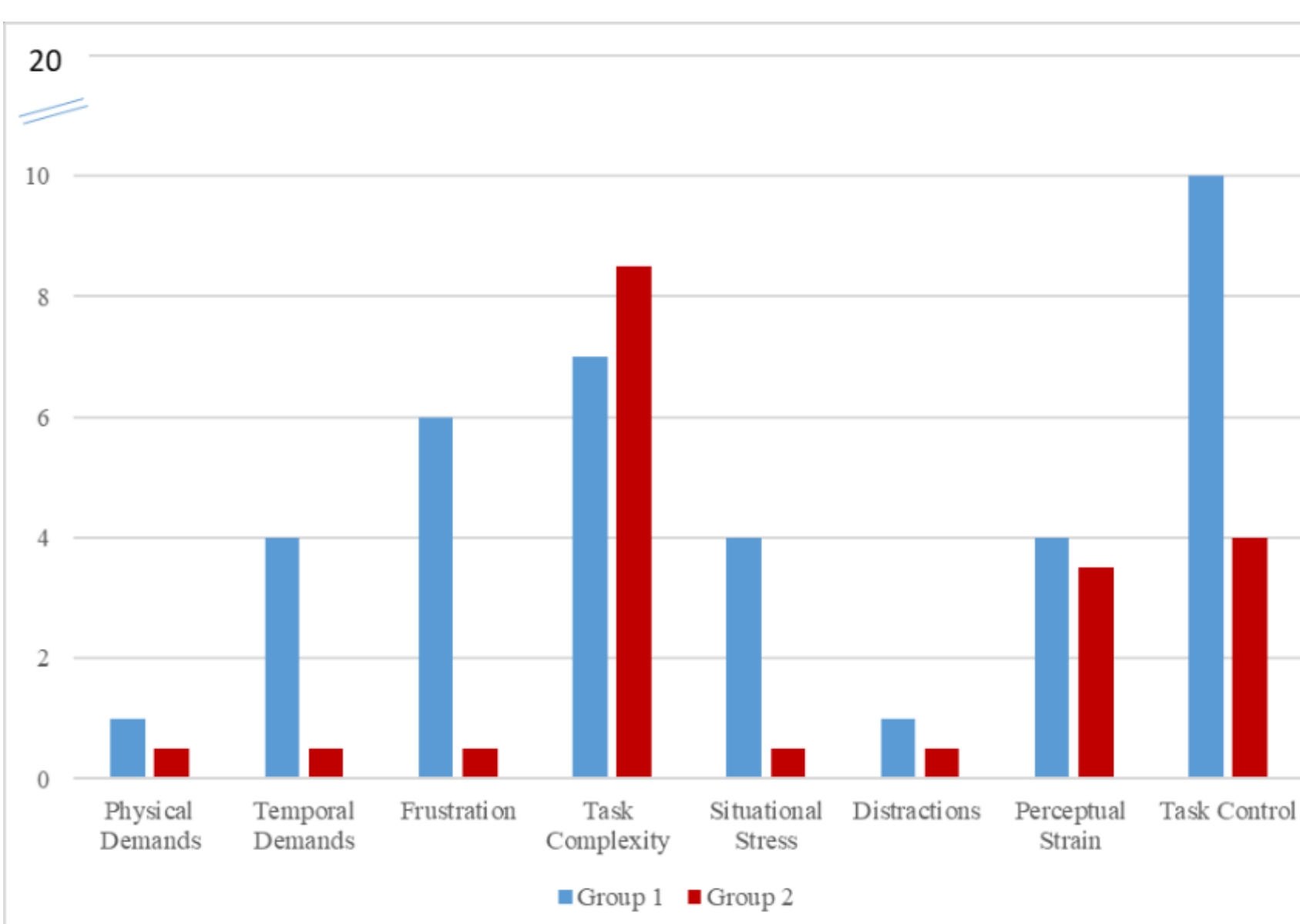
- Conduct transfer validity study with novices.
- Develop VR modules for other neonatal procedures.
- Explore other Extended Reality (XR) technologies to understand the best method for educational delivery.

RESULTS

Demographics:

	Total	Group 1	Group 2
Gender			
Male	1	0	1
Female	13	7	6
Age (years), mean (range)	45 (33-67)	48 (35-65)	42 (33-67)
Years of experience, mean (range)	12 (2-37)	13 (3-28)	12 (2-37)
UVC proficiency			
Novice	0	0	0
Beginner	0	0	0
Proficient	0	0	0
Expert	14	7	7
VR proficiency			
Novice	12	6	6
Beginner	2	1	1
Proficient	0	0	0
Expert	0	0	0

SIM-TLX:



Content & Face Validity:

Statement	Group 1 Median, (Range)	Group 2 Median, (Range)
The baby model is realistic	5, (4-5)	4, (4-5)
The patient preparation for UVC is realistic	4, (2-5)	4, (2-5)
The UVC tools are realistic	3, (2-4)	4, (3-5)
The instructions are very clear	4, (4-5)	4, (4-5)
The environment is realistic	4, (3-5)	4, (3-5)
The simulation was effective in teaching umbilical cord anatomical landmarks	3, (2-4)	4, (3-5)
The simulation was effective in teaching patient preparation	4, (3-5)	4, (3-5)
The simulation was effective in teaching catheter preparation	3, (2-5)	4, (2-5)
The simulation was effective in teaching UVC placement	3, (2-4)	4, (3-4)
The simulation was effective in simulating the environment	4, (3-5)	5, (3-5)
Overall teaching utility	4, (3-5)	4, (3-4)

System Usability (AVG ± STD):

- **Group 1: 67.14 ±7.8**
- **Group 2: 71.02 ±14.1**
- **Marked improvement between groups**