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Professional Experience and Project Development 55-403325

Task 1a – Project Specification LSEPI Analysis

Project Specification 1

The first issue with the project specification is the need of data from a previous project and the type of data needed for this project. The data in question would be very personal to the patients that are to use the VR treatment, things such as medical information. The data that was obtained from a previous project would also be a problem as it would need the previous users to agree to the use of it again. All the data that is needed within this project would need to comply with GDPR, meaning it would need to be well protected. This would mean that the data that is used for the project would need to be obtained with the consent of the patients that are using the VR treatment, meaning it will need to be asked for again. The data would need to be secured correctly, this would include in a well-protected location and well encrypted. On the ICO web site (Information Commissioner's Office, 2019) it explains that when obtaining the data that it must be presented clearly and understandable so that the customer would be able to fully understand what they are agreeing to, this must be done in this project as the consequences could be very costly, an example of this is a new article from Wired (Burgess, 2019) this shows some of the consequences that can occur if GDPR is not followed correctly, the la Liga incident is a good example as they used their users data without consent, this resulted in a fine of €250,000. (Clark D. , 2019) This article show that it is expected that the fines given from a GDPR breach will rise as it has used the example of google receiving a fine worth "€50 million".

Another issue with this project are the health issues that could be associated with it, as the use of a VR headset could become more damaging then useful without the proper supervision. The extended use of the VR gear could become a risk to the patients that are using it, especially patients with existing health problems such as epilepsy, as it could cause negative effects. Too much time in VR would also contribute to the negative effects including aliments such as eye strain or becoming addicted. If the gear were to work and stop patients being in pain, this could cause them to want to stay within VR for longer periods of time, allowing them to become addicted, not to mention the extra effects it could have, along with eye strain the VR could cause nausea, making them feel dizzy, epileptic seizures, which could be very dangerous if there is no supervision, vertigo, which could disorientate them, dry eyes or vision problems making it more difficult to use the VR treatment. This might mean that the patients that are to use the VR treatment would need to be supervised or monitored. If the patient is frail, then the headset could also cause some sort of neck strain while they are using it. (OptoCrypto, 2019) lists some of the effects of the VR gear over a long period of time, including some of the ones that have already been mentioned, also recommending that VR breaks which are between 10 and 15 minutes, every 30 minutes. (Clark P. A., 2018) Shows one of the effects of VR, this new report is about a player that had suffered from a seizure within virtual reality, showing some of the risks when being used, the patients in this project would need to be supervised due to the chances of this happening to them.

The final issue with this project would be the equipment that is used, this is because it has requirements that are needed to be met for it to work at its full effect, these may include firstly the cost for both the VR gear, the security needed for the data used and the space needed to set it up the VR gear. The effectiveness of the VR would also be limited to the patient. If the patient is bed bound is it more than likely that they are not going to be able to use the VR to its fullest, as the VR is generally used when standing. They may be able to obtain a specialised bed that may help them with the VR however this would also add to the cost of the treatment. The patient may have to have a room specified for the VR so that it is more easily accessible, again increasing the cost of the gear, as well as this they would need supervision during the use of the VR so that if anything were to happen it could be sorted out more easily. The VR gear itself would cost the patent a lot, this is because it would be private health care, however this would not include the extra costs of the supervisor and the space while it is in use, not to mention there would only be room for a few patients to use the treatment at a time. If the VR treatment is to be personalised to the needs of the patient, then they may be more costs for their personal experiences. Depending on the control the user would have over the VR set it would cost them differently in terms of both room and money, (Robertson, 2019) shows the different types of VR headsets and the prices of them, showing that if the patient is wanting a full headset and gear it could cost them $999 (£776) for the Valve Index which some patients may not be able to afford or even the patients not seeing the use in the VR over cheaper options.

References

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