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Summary

Immersive Virtual Reality Teaching Nursing via VR:

With immersive virtual reality (immersive VR), users can suspend disbelief and totally immerse themselves in a constructed environment that effectively mimics their actual surroundings. Applications for virtual reality, such as VR gaming and VR therapy, depend heavily on immersion.

The degree of immersion is measured on a scale or continuum, ranging from the least immersive to the most intense. User engagement will typically vary appropriately, albeit it will also depend to some part on individual variances. While a perfectly realistic environment may have unanticipated psychological impacts, one that is only partially realistic will not engage the user. The latter situation has not yet become a problem because that degree of immersion has not been attained.

A completely digital, computer-generated, three-dimensional immersive experience is called virtual reality. In contrast to conventional user interfaces, which limit users from viewing a screen, virtual reality (VR) enables users to immerse themselves in and interact with a 3D world that can mimic or be completely different from the real world. (Related: VR medical education, AR + VR medical education, augmented reality medical education)

A computer can become a gatekeeper to a new world by as closely replicating the senses as possible, including vision, hearing, and occasionally touch. The availability of content and computational power are the only constraints on a VR experience.

Non-immersive, semi-immersive, and fully immersive simulations are the three main types of virtual reality games utilized today.