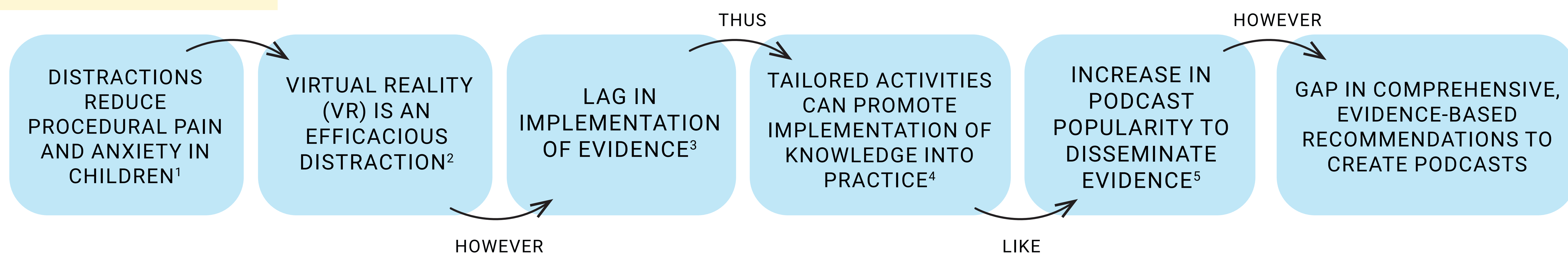


COLLABORATIVE CREATION OF PODCASTS TO PROMOTE THE IMPLEMENTATION OF VIRTUAL REALITY IN CHILDREN'S HEALTH CARE

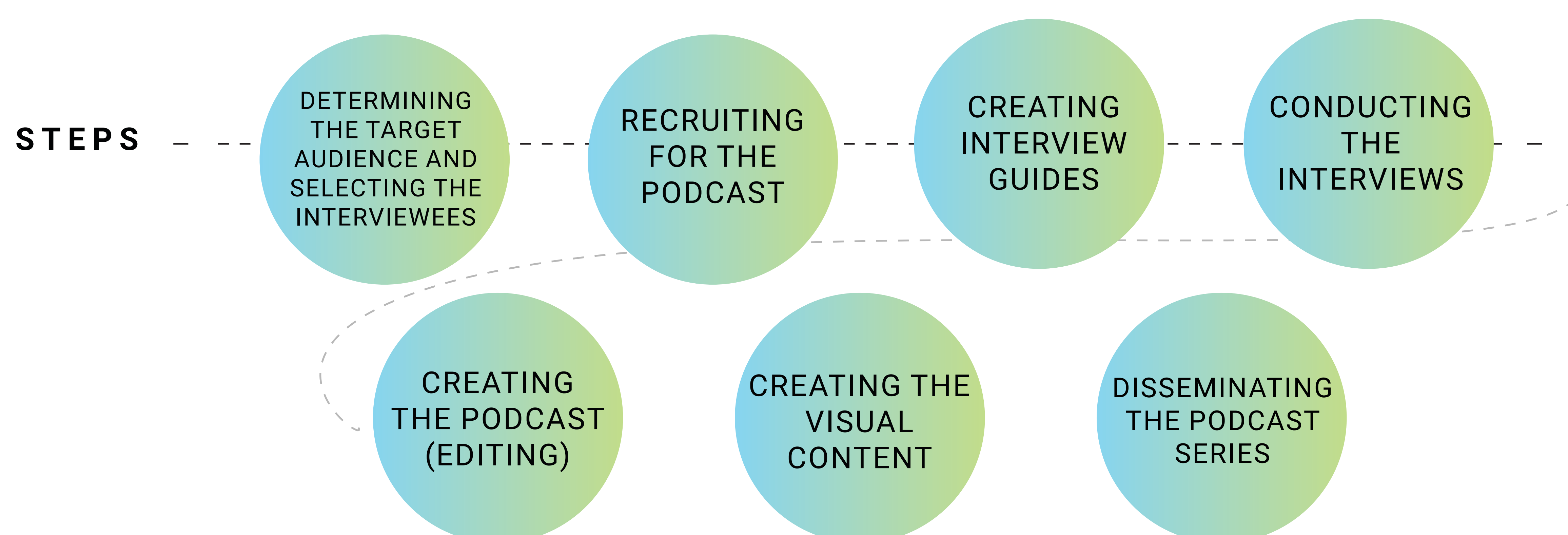
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INTRODUCTION



METHODS

A practice-based study will be conducted to create a podcast series aimed at promoting VR in children's healthcare. The process will be guided by two theories: **Adult Learning Theory (Andragogy)**⁶ and **Mayer's Cognitive Theory of Multimedia Learning (CTML)**⁷.



PROPOSED PODCAST EPISODES

FIVE 15-MINUTE EPISODES WILL BE CREATED ADDRESSING BARRIERS, FACILITATORS AND CONTEXTS OF USE OF VR IN CHILDREN'S HEALTHCARE:

- 01 Evidence and Knowledge on VR Use in Children's Health - A VR Scientist.
- 02 Obtaining the Skills Required to Use VR in Children's Health - A Child Life Specialist.
- 03 Resources and Costs of VR Implementation, the Process of Decision Making for Hospital Use - A Director of Nursing and Patient Services, a Clinical Nurse Specialist (CNS), and an Executive-level Physician.
- 04 VR Immersion and Technicalities - a Game developer, a Scientist, and two Registered Nurses (RN) who apply VR into Practice.
- 05 Implementation Protocols and Time to Learn and Integrate VR into Practice - A RN, and a CNS.

CONCLUSIONS

The podcast series will be a tool to bridge the knowledge-to-action gap in implementing VR in children's healthcare.

Podcasts may be useful in the healthcare context when guided by learning principles.

The podcast creation process will be delineated offering insight for future podcasts that aim to bridge the gap between knowledge creation and implementation.

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