

Transcript of media clips for Mixed Reality VR Training for Opioid Overdose

Video/Audio with Scott Barrows, director of the OSF Innovation Design Lab at Jump Trading Simulation & Education Center in Peoria, Illinois

The mixed-reality portion of this being physical and virtual, will combine the actual spray device and a manikin so that people can practice the actual physical spraying with a manikin perhaps. As well as having this virtual world that is, is available at the same time (:23)

"It has to be simple. It has to be easy to use. It has to be intuitive, but it also needs to be sensitive to the community experience whether it's rural, urban, suburban, no matter what age, so that's going to be the trick of the design process." (:21)

"I've seen dozens of adults of all ages, parents, grandparents, sim lab visitors, etc. navigate our current nursing VR software without issue, and without nurses' training, take lifesaving steps to save a patient with respiratory distress," Willett says. "I personally have no doubt that the intended audience of non-medical adults of all ages will benefit from this experience." (:24)