

BROADCAST- Making careers real through virtual reality

Junior High students in the heartland learn medical careers are within reach

ANCHOR LEAD-IN:

The United States faces a looming shortage of health care workers, with projections indicating a deficit of over 100,000 workers within three years. OSF HealthCare is trying to build a pipeline and it's starting in middle school with new virtual-reality and game-based apps to introduce young people to careers they didn't even know existed.

VO or Radio Package

Payton Glinkski learned through a virtual reality (VR) controller and headset not every job in health care has a potentially gory element.

"I just knew there were nurses, doctors, dentists and social workers but it kind of went into more depth into every part of what a doctor does or (what) everyone in a hospital does ... all the workers." (:14)

HealthCare offers a web-based app and virtual reality technology with immersive learning in health care settings that would otherwise be off-limits to students due to federal privacy and safety regulations. Science Teacher Kirsten Sweeney says next, students will use an OSF STEAM-developed healthcareers.guide app to explore more deeply one health career including such things as duties during a typical day and of course, salary.

"They always want to know how much they're going to make so we'll be looking at what the average pay is for those positions, and we'll actually have them create a resume and a cover letter as if they were sending it off to OSF." (:15)

ANCHOR TAG:

Schools interested in learning more about OSF STEAM programs can contact events@jumpsimulation.org.