Understanding Acute Pain: Exploring the Use of Virtual Learning Environments (VLE) for Health Professionals.

The Acute Pain VLE is a collaborative multidisciplinary project of Health Science and Humanities researchers. We aim to innovate a state-of-the-art virtual world simulation environment to advance training and education in the physiology and management of acute pain.

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Design Needs Phase

• A review of pain content was conducted within the Medical, Physiotherapy and Occupational Therapy programs
• Pain is a multifaceted experiential and dynamic phenomenon and present educational methods are not meeting the needs of those concerned with the management of patients and clients suffering from pain.

Concept Modeling and Building Phase

• Much of our present activity is concerned with this phase

Evaluation Phase

• The VLE will incorporate experiential learning modules with explicit learning outcomes
• We plan a user-study employing standard usability methodology.