Anatomy is an integral part of medical and healthcare education. While cadaver-based anatomy education remains the golden standard, the time students are able to use a cadaver laboratory is limited. This may not allow adequate time to practice and consolidate knowledge. Virtual reality (VR) and augmented reality (AR) are some of the latest technologies that have the ability to overcome these challenges and provide learning opportunities for students outside the cadaver laboratory. These technologies promise to enhance learning anatomy by enhancing student experience and revolutionising distance learning. While VR and AR hold many promises, these technologies are still new and research on the effectiveness of these technologies is scarce. This presentation will discuss the current use of VR and AR in anatomy education, our experience with it in the past two years and what is known about its effectiveness and its potential in the near future.

About Michelle Moscova

Michelle has a truly multidisciplinary background. She is an expert anatomist, has a PhD in cancer research, practiced law and is a medical educator with expertise in educational technology and innovations. A key part of her work in improving student learning has been in developing effective teaching methods that can be used with the latest technology. Her approach avoids “gadget chasing” for the next big thing and instead focuses on practical, realistic solutions to improve anatomy education by using sound educational practices in concert with technology.

Event date:
11th Apr 2018, 1:00pm to 2:00pm
Location:
Access the presentation and Echo360 recording of this seminar here

Add to calendar