



## Exploring Immersive Learning Through the Classie (Clinically Applicable Student Studies in Ethics) Project – Challenging Students to Incorporate Emotion and Experience into Learning

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**Background:** The CLASSIE project is an innovative project designed to develop educational modules for teaching 'Ethics in clinical decision making' to senior medical students that incorporates emotion, experience and reflection into their learning process. This project involved the development of a series of clinical scenarios presented to the students as an immersive experience via VR technology. Each VR scenario triggered interactive online learning activities based on the ethical dilemma in the clinical scenario.

**Method:** Student feedback was sought on 3 things – engagement, user experience and learning gains.

**Results:** Student ratings on engagement was very high. Most students commented that the scenarios were realistic and engaging. Approximately 40% said that these modules exposed them to scenarios that they hadn't come across clinically. User experience was mixed. Self-perception of knowledge gains was high amongst most students. Knowledge gains as measured by before and after quizzes were not as high. Reflections on these scenarios showed a good appreciation of the relevance of this material relative to real clinical practice and decision making.

**Conclusion:** Incorporating immersive 3D experiences into learning, appears to be beneficial in terms of student engagement and learning. Students however expect seamless delivery and some are still outcome rather than experience focused.