Exploring the Opportunities for Collaborative Interaction in the Architectural Design of Super Hospitals utilizing Virtual Reality Mark Wulff & Mathias Petræus

Virtual Reality: state-of-the-art

High-end Virtual Reality:

- HTC Vive
- Oculus Rift



Smartphone VR:

- Gear VR
- Google Cardboard

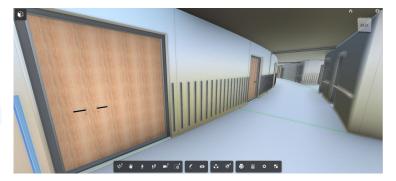


Our project

- Academic focus on collaboration and awareness in VR
- NHN (New North Zealand Hospital)
- Modelling a resuscitation attempt in a cardiac arrest scenario
- Evaluating the architectural design

Using Virtual Reality, in collaboration with New North Zealand Hospital (NHN), we are investigating the collaborative factor in a in-hospital resuscitation attempt by cardiac arrest scenario. While virtual reality is already used to experience building plans prior to construction, we examine whether VR can be deployed to test building plans within the context of collaborative challenging situations.

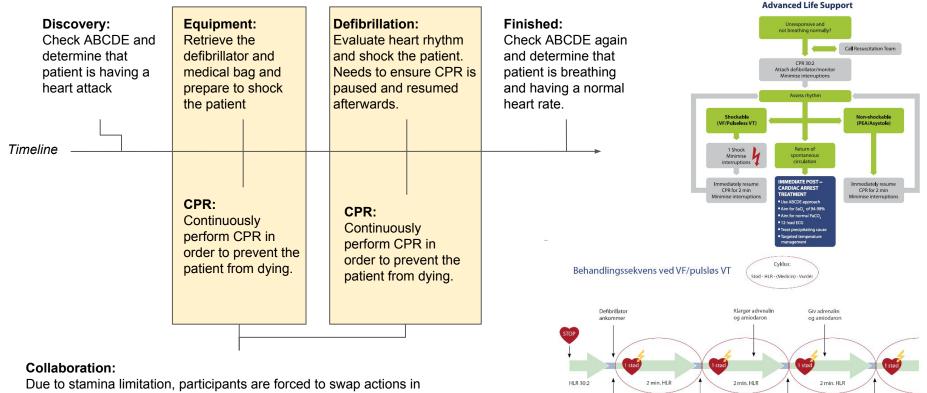




Video showcase

(1 min video)

The Scenario - Cardiac Arrest Resuscitation Attempt



Vurdér rytmen

Vurdér rytmer

Skift person til

hiertemassarre

Vurdér rytmen

Skift person til

hiertemassane

Vurdér rytmen

Skift person til

hiertemassage

order to maintain CPR. The consequence of not performing continuous CPR is a higher death chance for the patient.

Approach & Research

- NHN
- Training Videos
- Epiito
- Laerdal ()
- CAMES (<u>Copenhagen Academy for Medical Education and Simulation</u>)
- COWI









Contributions

- Scenario for detecting possible architectural problems at NHN
- Possible workflow and collaboration training for future hospital personal (doctors, nurses and so on)





Reflections

VR development requires space - a lab

VR technology develops and improves rapidly

Other use cases:

- Medical facilities
- Airports
- Fire stations
- Schools
- Factories







Questions?

Interested in trying it out? Contact Us.



Mark Wulff

LRH211@alumni.ku.dk

https://www.linkedin.com/in/markwulff



Mathias Petræus

msp@di.ku.dk

https://www.linkedin.com/in/mathias-petraeus/