

# The Learning Bridge Newsletter n°3

## Virtual Reality Transforms Healthcare Training Across Europe

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### Immersive Learning Takes a Step Forward

The Learning Bridge consortium proudly announces the completion of the **Virtual Reality (VR) scenarios**, the main outcome of **Work Package 3**.

After the success of the 360° videos, the project has now developed **three fully interactive VR environments** that allow students to train in real-time healthcare emergencies:



- **Hyperventilation**
- **Stroke (Ictus)**
- **Heart Attack**

These virtual environments immerse users in realistic situations where they must **observe, decide, and act** according to clinical protocols — all within a **safe and controlled digital setting**.

Through this innovative tool, learners can practice **complex procedures**, improve **decision-making skills**, and strengthen **self-confidence** before moving into real-world clinical placements.

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## A European Collaboration at Its Best

The development of the VR scenarios was a truly collaborative European effort:

### Institut Cal·lípolis (Spain)

Coordinated the work package, defining the **pedagogical framework, healthcare protocols, and learning objectives** for each scenario. The team ensured educational consistency, realism, and alignment with **VET healthcare curricula**.

### Campus FLX (Belgium)

Provided support during the **filming and validation process**, contributed to **usability testing**, and helped assess how the VR tools can be integrated into classroom practice.

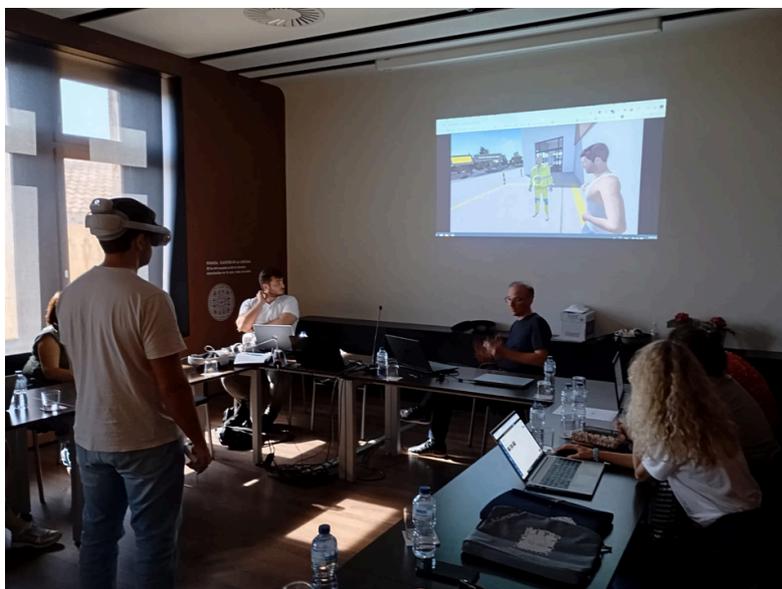
### Klaipėda State University of Applied Sciences (Lithuania)

Reviewed the **clinical accuracy** of all simulations, offering expert guidance on **medical procedures, patient interaction, and professional standards**.

### NorthStone NV – OneBonsai (Belgium)

Led the **technical development** of the VR environments, designing **interactive 3D settings** and ensuring compatibility with **Oculus Quest** and other VR platforms.

Together, these contributions resulted in **high-quality, interactive learning experiences** that blend **pedagogical rigor** with **technological excellence**.



## Pedagogical and Technological Innovation

The VR scenarios were tested with more than **140 students** and **25 teachers** from the partner institutions.

The pilot phase showed outstanding results:

- **94%** of students reported higher motivation and engagement.
- **89%** stated they felt more confident about emergency procedures.
- **95%** of teachers found the VR simulations useful for improving both **technical** and **transversal skills**, such as communication and stress management.

These findings confirm that **VR learning environments** can effectively bridge the gap between **theory and practice**, supporting the core mission of *The Learning Bridge*.

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### Available in Multiple Languages

They are now **freely available** for download and classroom integration via the project website:

 [www.thelearningbridge.eu/](http://www.thelearningbridge.eu/)

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