Critically caring for Spatial Computing

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Abstract:

In 1977 Atari invented Pong, one of the most influential video games ever created. By 1982 in their Sunnyvale research laboratory, they secretly started working on a new, far out concept called virtual reality (VR). VR has been defined as the use of interactive simulations created with computer hardware and software to present users with opportunities to engage in environments that appear and feel similar to real-world objects and events. (Weiss, Kizony, Feintuch, & Katz, 2006). A body of evidence supports VR simulation asan effective pedagogy.

Prioritization should examine curricular design and best practice methodology. It is understood that technology in education has a tendency to focus on pedagogy learners engagement, which is totally reasonable, as it is all about learning & teaching. Technology such as VR dissects education through a variety of integrated modalities & adoption of immersive tech is a digital transformation journey that absorbs all stakeholders from executives to ground staff.

ing the British Army in Afghanistan, Australian Federal Police in Papua New Guinea and a multitude Oil & Gas projects across Mexico, Guinea and Norway for companies such as Exxon and CGGveritas and Commissioning new and revised services at two hospitals in South-East Queensland

Biography:

VR Evangelist - Nurse Educator - Education disruptor - Researcher

Bradley has mixed acute tertiary intensive care nursing experience along with remote medicine. Deployments have been within Mosul, Iraq, Afghanistan, Mexico, Norway and many more and he is even registered as a nurse in Papua New Guinea. During his career he has always taken pride in ongoing knowledge and skills development and has recently worked very hard to establish a new nursing education startup company launched in July / August 2018 - Bundle of Rays. Innovating with innovation.

Bradley is a well-qualified clinician, mainly working in acute specialties with a focus on intensive care. He fits in well into established teams and also enjoys the responsibility that accompanies a high degree of managerial autonomy. This has been consolidated through a variety of international projects involv-

Publication of speakers:

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4. Colin J. McCarthy, Raul N. Uppot, Advances in Virtual and Augmented Reality—Exploring the Role in Health-care Education, Journal of Radiology Nursing, Volume 38, Issue 2, 2019, Pages 104-105, ISSN 1546-0843,.

5. Pottle J. Virtual reality and the transformation of medical education. Future Healthc J. 2019;6(3):181-185. doi:10.7861/fhj.2019-0036