

# Introduction to Augmented and Virtual Reality in Medical Education: How to incorporate AR/VR in the classroom?

Thursday, October 8, 2020  
12:00-1:00PM

RSVP to <http://iime.cloud/vrworkshop/> by September 28, 2020  
For questions, email [educators@nyulangone.org](mailto:educators@nyulangone.org)

3D, virtual reality (VR) and augmented reality (AR) are poised to transform how we teach and learn in education. This course demonstrates methods to adapt what these technologies do well for medical education. Through 3D visualizations in VR and AR, users can participate in clinically relevant simulations, tap into previously inaccessible locations and experiences, deliver appropriate resources to a situation or location, and encourage active, experiential learning.

## Workshop Objectives:

- Evaluate the best uses for the technology in practice;
- Guide learners in a mixed reality experience;
- Design appropriate learning experiences in AR and VR;
- Learn use cases in the age of covid;
- Unwrap the development pipeline for AR and VR.

No prior knowledge of VR or AR necessary. This session will be conducted remotely.

## SPEAKER



**Greg Dorsainville, MPS**  
Manager AR/VR,  
Institute for Innovations  
in Medical Education

**Provided by the NYU Grossman School of Medicine**

### Accreditation Statement

The NYU Grossman School of Medicine is accredited by the Accreditation Council for Continuing Medical Education to provide continuing medical education for physicians.

### Credit Designation Statement

The NYU Grossman School of Medicine designates this live activity for a maximum of 1 *AMA PRA Category 1 Credits™*. Physicians should claim only the credit commensurate with the extent of their participation in the activity. 2020