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 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:**
- Identify current AR and VR technology trends;
- Manipulate several AR and VR devices and applications;
- Navigate through a virtual world;
- Outline techniques to manipulate interfaces in VR;
- Evaluate the best uses for the technology in practice;
- Guide learners in a mixed reality experience;
- Design appropriate learning experiences in AR and VR;
- Understand the development pipeline for AR and VR;
- Create content for AR and VR.

Participants who attend this two-part course will receive hands-on experience in the Innovation Room with a range of technologies and begin the road to mastering their benefits. No prior knowledge of VR or AR necessary, however, participants are expected to complete learning tasks outside of the seminar.

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**SPEAKER**

Greg Dorsainville, MPS  
Senior Multimedia Developer,  
Institute for Innovations in Medical Education

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**Provided by the NYU School of Medicine**

**Accreditation Statement**  
The NYU 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 School of Medicine designates this live activity for a maximum of 3.75 AMA PRA Category 1 Credits™. Physicians should claim only the credit commensurate with the extent of their participation in the activity.

Session #1 – 2.25 AMA PRA Category 1 Credits™  
Session #2 – 1.5 AMA PRA Category 1 Credits™