Student Technology Fee
Grant Proposal Request Form
Fiscal Year 2022-23
Northwestern State University of Louisiana

ALL BLANKS MUST BE FILLED COMPLETELY

Prepared by: **Sherri Voebel**   For: **2 Meeting Owl 3 w/Peripherals**

Department/Unit: **NSU Libraries**   College: **Nursing & Allied Health**   Campus: **Shreveport**

Which <u>NSTEP</u> Goals/Objectives does this project meet? **NSTEP 1,2,3,4,5,7**

Requested equipment will be located/installed/housed? Building **LA-B**   Room **101**

Does the department receive lab fees? No

Are department property policies and procedures in place for requested equipment? **YES**

Which individual will be responsible for property control of the requested equipment?

Signature: **Sherri Lynn Voebel** Digitally signed by Sherri Lynn Voebel Date: 2022.10.24 11:46:40 -05'00'   Date: **10/24/2022**

Proposal Requested Amount:$ **7,685.12**   Budget Attached: (choose one)

Proposal delivered to Student Technology located in Watson Library, Room 113. Date **11/7/2022**

Incomplete proposals will be returned

Funding from the Student Technology Fee is allocating funds to departments and individual grants, awarded on a competitive basis, which advance the **teaching/learning process** within the mission of the University. All requests will be considered in this context, as articulated herein and as reflected in the unit's technology plan. Proposals should enable or enhance the ability of Northwestern students to access and assimilate large amounts of information, further their professional competence, and provide state of the art technologies in their field. The nature of, and rationale for, a request for student technology fee allocation must be consistent with the University's and requesting unit's technology plan.

- **Funding decisions will be made during the month of December 2022.**
- **If your grant is approved by STAT, you will be informed via email.**

The proposal must include all specifications, description, model number, quotation, cost, state contract number, and vendor for each item. If the proposal does not include all requested information, it will be returned.

1. Describe target audience.

2. Describe project/initiative for which you are requesting funds.

3. State measurable objectives that will be used to determine the impact/effectiveness of the project.

4. Indicate how each project objective will be evaluated.

5. If funded, which <u>NSTEP</u> objective(s) will this funding of this project advance? How will funding of the project advance the University and College/unit technology plan?

6. Provide a justification for funding of this project. Estimate the number of student that will be served per academic year and in what ways. Please indicate also any unique needs of the target group.

7. List those individuals who will be responsible for the implementation of the project/initiative and indicate their demonstrated abilities to accomplish the objectives of the project.

8. Describe any personnel (technical or otherwise) required to support the project/initiative.

9. Provide a schedule for implementation and evaluation.

10. Estimate the expected life of hardware and software. Explain any anticipated equipment/software upgrades during the next five years.

11. Explain in detail a plan and policy that will be in place to ensure property security/controls for any equipment received through a Student Technology Fee.
If you are requesting equipment that will be either/or checkout to students or moved within the department, you must provide a checkout/loan policy.

12. Does the department that is requesting equipment receive lab fees? If so, please provide a justification for requesting funds from tech fee funds over using lab fees from your department.

13. Attach a detailed budget.

14. Attach two (2) letters of support for the project from the following individuals: the requesting department's Dean, the appropriate Vice President or for student request, the SGA President from the requesting campus.

#1 Audience:

The target audience are students in nursing, allied health and the general student population.

#2 Scope of Technology Grant. Pilot Project: Mixed - Virtual Reality Training

Our grant addresses how nursing colleges and the hospital industry is exploiting emerging technologies such as Virtual Reality (VR) to enable platform-agnostic, interoperable and cost-efficient training for today's nursing and allied health students and professionals. And how Northwestern College of Nursing and Allied Health can assist in dismantling technical and training challenges for students, how we can address diversity in the Academic ecosystem, how we can provide equity in academic technology and how we as instructors can be inclusive of all students.   Hospitals such as Willis Knighton Healthcare and Ochsner Healthcare are including new VR technology to help build the training systems of the future.

Currently our skills lab addresses many nursing training needs through the use of **low fidelity** manikins. We also have the use of the Willis Knighton skills training lab where students may experience **high fidelity** manikins. There are many uses for VR training in the nursing and allied health fields. One area of high importance is VR programs in areas such as stress reduction provide additional uses beyond the skills lab.

While many **auscultation training programs** are available on the Windows platform (such as **ECGSIM, Vital Sign Simulator, simECG, ECG_Types, Patient Monitor, etc. https://listoffreeware.com/free-ecg-simulator-software-windows/), few of these** products can match the Mixed-Reality experience such as the experience and feedback a student gets with VR-ECG. In order to perform an ECG and see the resulting graphs, you need a live human subject. But unfortunately, in a large class, getting practice for every student can be time-consuming and require numerous live subjects. Tools already exist in virtual reality for learning where to place leads when performing an ECG. The drawback of these programs is that they give no active feedback to the student on the outcome of incorrect placement of leads. Rather, these programs follow a simple 'point-and-click' style of placing the leads, and the program ends. The VR ECG

program addresses these issues by virtualizing the process and simulating the function of a real human heart. VR ECG is re-playable infinitely, and requires only a small playspace (7 ft. X 7 ft.). This allows the program to be used in any layout of the classroom, or used as a homework assignment for students. As a virtual tool, it can be used worldwide by anyone in healthcare with a VR headset. VR ECG will enhance medical training and improve patient outcomes around the world.

ECG is an attractive option to assess stress in serious Virtual Reality (VR) applications due to its non-invasive nature. There are also auscultation games available at low costs that allow students to learn many of the skills needed. One of these programs is the Auscultation VR app by Proven Reality (https://provenreality.com/). It is designed to help simulate a diagnostic environment that enables medical and nursing students to access real-time, quality training without an actual patient or mannequin present at the site. Bottom line, VR lowers the cost of training. A CAE manikin used for auscultation costs several thousand dollars per mannikin. An Oculus Quest 2 Headset cost $399.00 USD. Read more here about Proven Reality: https://www.oculus.com/experiences/quest/7479685118716083/ .

Other practical and innovative learning experiences include: Human Anatomy VR is available through the APP LAB. Human Anatomy VR delivers the most immersive and intuitive human anatomical experience available on market designed for students, medical and nursing schools, universities, healthcare systems, medical associations, and health practitioners. Feature rich content is delivered in a deeply engaging experience with excellent graphics, innovative presentation, and visual delivery. The software provides 15 body systems with more than 10 000 realistic anatomical structures designed by medical professionals. Bone mapping with 5000 bony features organized into Parts, Surfaces, Borders, and Landmarks. 21 Microanatomy models, over 500 movements animations and more. Students can download a FREE TRIAL with full access to the application contents. The guest mode will be activated after the expiration of the trial mode. The guest mode contains the skeletal system,

bronchial microanatomy and preview of muscle motions. The subscription plan is required after trial mode expires.

#3 – Objectives of the Project Initiative

Other **nursing skill rubrics** have been evaluated by NSU Nursing Instructors this past year through the CON-SAH Learning Resources Information Technology Committee **(LRITC)**. While the NSU College of Nursing is evaluating VR Nursing Skills Training and working in conjunction with a local start up, the Nursing Department is not yet ready to pursue a full fledged VR Training Lab. For this reason, NSU Libraries, working with the skills lab at each campus will pursue basic VR training and work with the Nursing and Allied Health Departments to identify suitable programs and determine program costs. In the meantime, students will begin learning VR skills that will assist them in their programs of study.

Direct benefits:

- Familiarize students with Virtual Reality and Mixed Virtual Reality
- Prepare students to use equipment currently being used in hospitals and nursing schools around the country
- Using the Lean Launchpad Method, establish a repeatable process for exploring impact potential of new virtual reality technology.
- Problem and value proposition testing

Supplemental benefits:

- Lower cost of access to additional training opportunities
- Enhanced follow on funding opportunities through the Louisiana Board of Regents and the National Library of Medicine. NLM has been funding VR training within libraries since 2008.
- Training an entrepreneurial workforce and career acceleration – students are accustomed to using mixed-reality and virtual reality. They will be familiar with these methods of learning when they are employed by local hospitals in Northwestern Louisiana.
- Generate broader impacts such as student stress reduction (human well-being VR applications and games)

- Educational skill enhancement: VR provides a more realistic training and allows students to learn from their mistakes
- VR is active learning (book learning is passive learning)
- Enabling economic savings – reduce cost of mannikins
- Nurturing an innovative environment

#4 Evaluation of the objectives

The Learning Resources Information Technology committee (LRITC members) will evaluate free and subscription software that enables students to be accomplished clinicians. The committee meets monthly and will evaluate student use during the pilot program. The program will last one year. At the end of a year, the librarian will survey members to see how the students are best using the equipment to solve real problems in learning. If the Pilot Program is successful, the College of Nursing and Allied Health will move forward in developing VR Labs at each campus, either in the Learning Resource Center, the Skills Lab or through another mechanism.

#5 Description of how project initiative will advance University and unit technology plans

Virtual reality training engages students in an active learning environment. It also prepares students for future VR Training at Hospitals in Northwestern Louisiana. Training and retraining of graduate nurses is a major cost in hospitals and universities. Virtual Reality (VR) has the potential of preparing a well-equipped nursing and healthcare pipeline to local hospitals. Virtual reality and mixed reality also has the potential to reach students who need a progressively stimulating learning modality and creates opportunities for student engagement. Lastly, virtual reality and mixed virtual reality lowers the cost of training and provides equitable training to all students, providing an active hands on learning experience for all students.

#6 Justification of the project initiative

The pilot study will equip each Nursing & Allied Health branch campus with a minimal of 3 units per campus for testing. This cost for 16 units is approximately $6,400. If instructors and students determine mixed reality training to offer significant advantages to classroom teaching and learning, they will move forward

with other virtual reality projects. The low entry cost, excluding software subscriptions, significantly lowers the cost of training. It provides a modern teaching modality and engages studens. Furthermore, virtual reality training prepares and familiarizes students with VR who will later use this modality in the workforce.

#7 Individuals responsible for project implementation

The individuals responsible for **VR Pilot Study** (implementation) are the nursing librarian and members of the Learning Resources and Information Technology Committee. Megan Lowe, Library Director previously established a virtual reality lab at University of Louisiana at Monroe. She will advise on software licensing issues.

#8 Technical support personnel needs

Nette Carter on the Shreveport Campus is the primary technology support person and sits on the Learning Resources and Information Technology Committee. She will provide technical advice on VR applications.

#9 Schedule for project / initiative implementation

- Acquire Oculus VR head sets within 45 days of grant approval
- Upon grant approval, acquire nursing skills free software, stress reduction free software, radiology free software and anatomy free software appropriate for undergraduate students.
- Upon grant approval, acquire free gaming software supportive of wellness, stress reduction, dietary (nutrition) and healthy living habits
- Upon receiving Oculus Quest 2 headsets, librarian will affix security tagging and send to Watson Library for cataloging into the system
- Upon receipt of equipment from Watson Library, librarian will work with instructors at each campus who will become responsible for the equipment
- At the 6 month period, LRITC members will evaluate the Oculus Quest 2 implementation thus far and make suggestions for changes
- After one year of pilot testing, instructors will be surveyed through the LRITC for feedback

#10 Estimated lifespan of hardware, software and anticipated upgrades

- Headsets require upgrades on a regular basis as needed
- Software upgrades will be rolled out when they are available an upgraded on headset
- Lifespan is estimated at 3 years, but this could be further enhanced under careful supervision

#11 Security measures – property control

- The hardware will be enhanced with security tagging to prevent walk-outs out of the library.
- Hardware checkout requires both a valid Louisiana driver license and student ID card – no exceptions.
- Once an instructor checks out the equipment for educational classroom use, he/she is responsible for the equipment

#12 Department Lab Fees

During the pilot study, no fees will be assessed to a department for equipment use

#13 - Budget

Budget: $7685.12 USD capital equipment expenditure for the pilot study

#14 – Letters of Support

The Pilot Study and Rubrics for the nursing VR skills modules listed below (See attachment dated March 14, 2022). This serves as an informal letter of support.

- IV Insertion
- Catheterization
- Nasogastric Tube Insertion
- Blood Transfusion
- Suctioning

Further to this, if the Learning Resource Information Technology Committee and the Dean of Nursing and Allied Health decides that the library pilot study has been successful in objectives initially set out, LRITC members including those who advised on the initial rubrics will apply for a Technology Grant for additional VR equipment to support their labs. Members who have submitted rubrics are

Building Pipelines into Healthcare Organizations

◇ Dismantling Challenges for Students
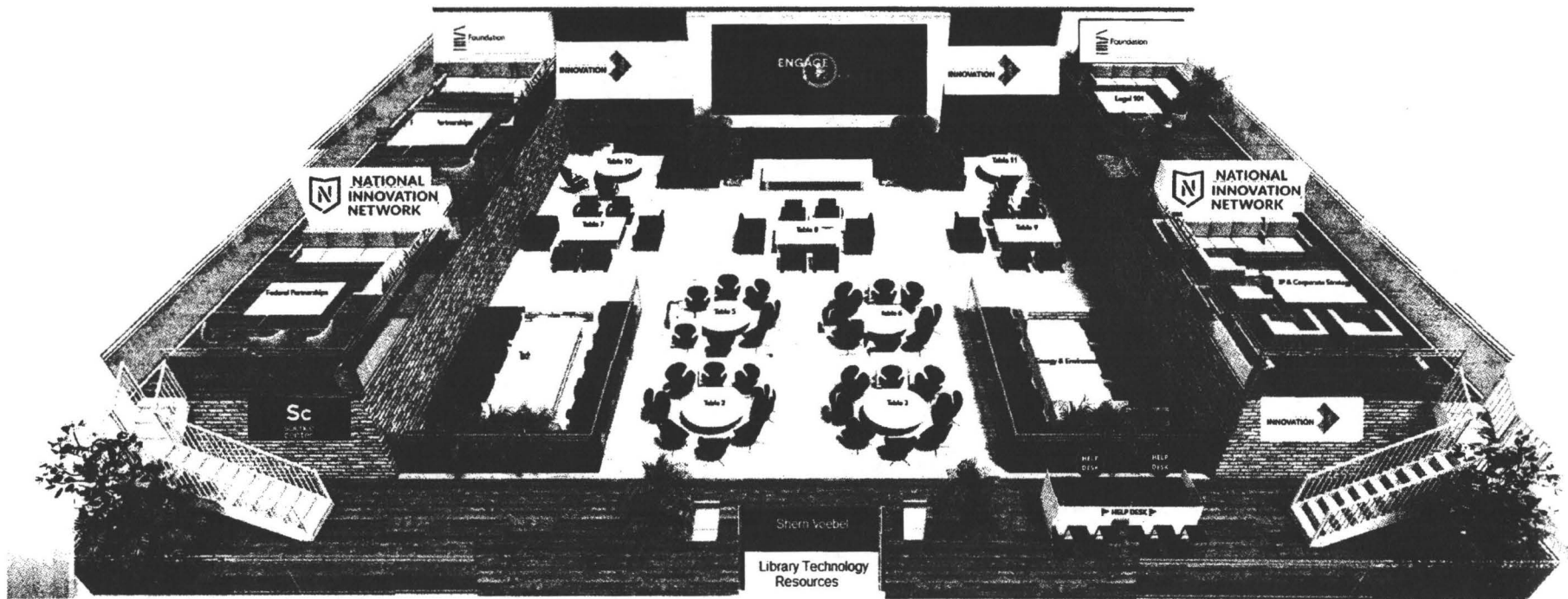
◇ Diversity in the Academic EcoSystem   ◇ Equity in Academic Technology   ◇ Inclusion of All Students

Sherri Voebel, MLIS   NSU Libraries   College of Nursing & Allied Health Library (CON-SAH) 1800 Line Avenue, Shreveport, 71101   (318) 677-3013

Benefits from Participation

Teams

Individuals

Universities

State

Instructors & Mentors

- **Direct benefits:**
  - Training in Lean Launchpad methods - a repeatable process for exploring impact potential of new technology, problem and value proposition testing
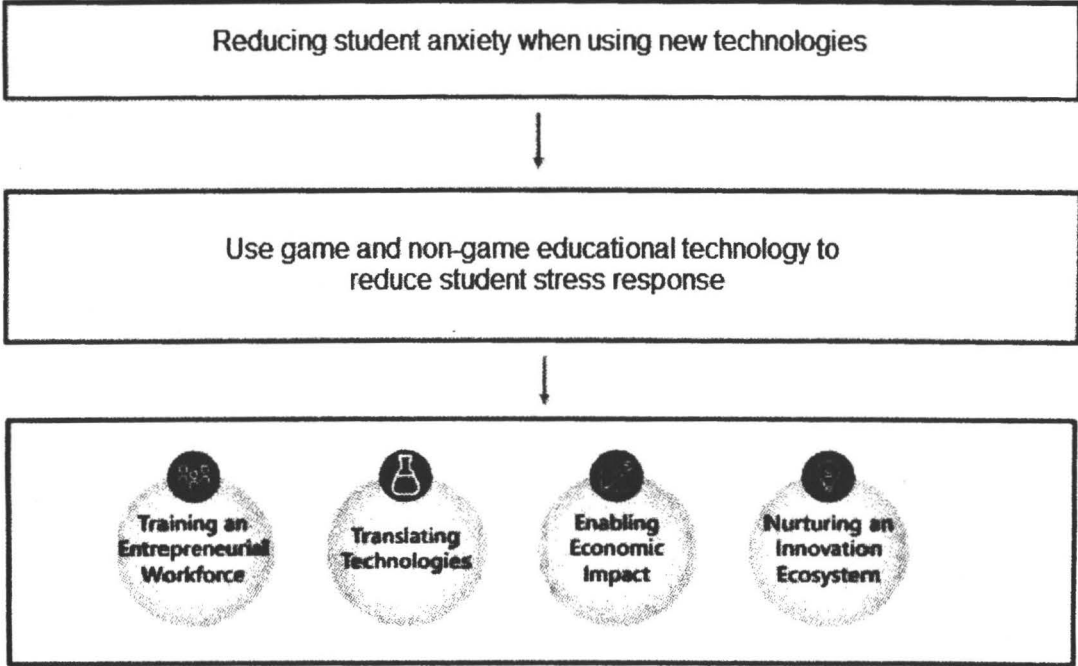 - Mentorship
- **Supplemental benefits:**
  - Access to additional training opportunities
  - Enhanced follow on funding opportunities NLM / NIH
  - Career acceleration
  - Generate broader impacts from scholarship (e.g., technology societal benefits, human wellbeing, job creation
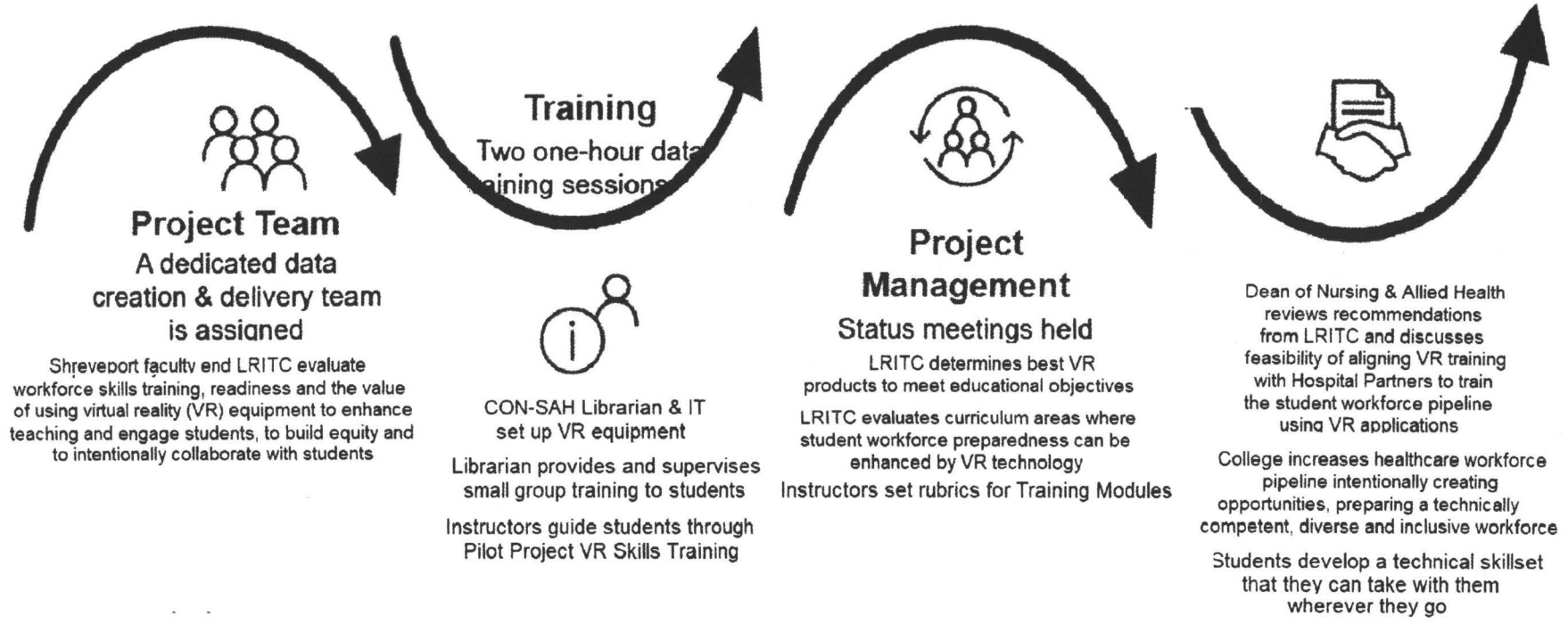
Our Solution

Creating opportunites for Student Engagement

Training students using VR headsets, VR games and VR educational skill enhancement

Reducing student anxiety when using new technologies

↓

Use game and non-game educational technology to reduce student stress response

↓

Training an Entrepreneurial Workforce

Translating Technologies

Enabling Economic Impact

Nurturing an Innovation Ecosystem

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Building Pipelines into Healthcare Organizations

◆ Diversity in the Academic EcoSystem
◆ Equity in Academic Technology
◆ Inclusion of All Students
◆ Dismantling Challenges for Students

Project Team
A dedicated data creation & delivery team is assigned

Shreveport faculty and LRITC evaluate workforce skills training, readiness and the value of using virtual reality (VR) equipment to enhance teaching and engage students, to build equity and to intentionally collaborate with students

Training
Two one-hour data training sessions

CON-SAH Librarian & IT set up VR equipment

Librarian provides and supervises small group training to students

Instructors guide students through Pilot Project VR Skills Training

Project Management
Status meetings held

LRITC determines best VR products to meet educational objectives

LRITC evaluates curriculum areas where student workforce preparedness can be enhanced by VR technology

Instructors set rubrics for Training Modules

Dean of Nursing & Allied Health reviews recommendations from LRITC and discusses feasibility of aligning VR training with Hospital Partners to train the student workforce pipeline using VR applications

College increases healthcare workforce pipeline intentionally creating opportunities, preparing a technically competent, diverse and inclusive workforce

Students develop a technical skillset that they can take with them wherever they go

Sherri Voebel, MLIS   NSU Libraries   College of Nursing & Allied Health Library (CON-SAH) 1800 Line Avenue, Shreveport, 71101   (318) 677-3013

These nursing skills are taught in the first and second level nursing programs

The five (5) skills for initial prototype development include:

    a. IV Insertion

    b. Catheterization

    c. Nasogastric Tube Insertion

    d. Blood Transfusion

    e. Suctioning

The following participants were asked to provide information and a rubric on the skills:

Krystyna Tabor – Assistant Professor
Phone:(318) 677-3077
Nursing Education Center-Shreveport - 3C
tabork@nsula.edu

Melinda Parnell – Assistant Professor
Phone:(318) 677-3091
Nursing Education Center-Shreveport – 305
parnellm@nsula.edu

Dr. Windy Jaep - Assistant Professor
Phone:(318) 677-3089
Nursing Education Center-Shreveport – 337C
jaepw@nsula.edu

Dr. Melissa Rennie – Associate Professor
Phone:(318) 677-3118
Nursing Education Center–Shreveport – 339C
coxm@nsula.edu

Fw: XR Nursing skills training follow up

Anna Morris
To Sherri Voebel

Wed 11/2/2022 12:06 PM

(i) This message is part of a tracked conversation. Click here to find all related messages or to open the original flagged message.

Start your reply all with: | Got it, thanks! | Thank you! | Thanks for the update. | (i) Feedback

On Mar 30, 2022, at 12:13 PM, Anna Morris <morrisa@nsula.edu> wrote:

Hey Don,

Just wanted to see how the BioFlight assignment was going?

Anna

Anna Morris, DNP, RN, CNE
Senior Director of Nursing and Chief Nursing Administrator
Holder, *Carolyn Cole Saunders Endowed Professorship, 2021-2022*

Associate Professor, College of Nursing
Northwestern State University
1800 Line Avenue
Shreveport, LA 71101
318-677-3100

From: Donald Johnston <johnstond@nsula.edu>
Sent: Monday, March 14, 2022 12:22 PM
To: Joel M. Hicks <hicksj@nsula.edu>; Pamela Holcombe <holcombep@nsula.edu>; Anna Morris <morrisa@nsula.edu>; Debra Clark <clarkd@nsula.edu>
Cc: Courtney Reger <regerc@nsula.edu>; Krystyna Tabor <tabork@nsula.edu>
Subject: XR Nursing skills training follow up

Everyone:

Following up on the VR meeting we had on Friday 3/11/2022.

1. As I understand, BioFlight would like for us to send them a list of skills we would like for them to turn into VR.
2. On page 3 of the Nurse Eval document, there were 5 initial scenarios that they asked for. After following up with Mr. Rik Shorten, he asked for those scenarios to be as detailed as possible with any visual references we can provide from our course material.
3. The 5 skills are:
   a. IV Insertion
   b. Catheterization
   c. Nasogastric Tube Insertion
   d. Blood Transfusion
   e. Suctioning.
4. These skills are taught in first and second level.
   a. Krys Tabor, Melinda Parnell, Windy Jape, and Melissa Rennie will need to be asked to provide information and a rubric on the skills.
5. With approval, the LRITSC can then take the information and compile it into a "Skill Technical Manual" to ultimately submit to BioFlight. Windy Jape is on the LRITSC and could be the information hub between coordinators. The coordinators will provide the rubric and the LRITSC members can fill in the gaps between the rubric simulating a skill workflow process.
6. After the Committee creates the "manual" the four-level coordinators can review the material as content experts before it is sent up the chain. When finally Dr. Hicks approves, he can submit to BioFlight. He can also share with Dr. Handel and Dr. Jone what we accomplished.
7. I know there are some other skills we would like to transition into VR, but I figured we need to address what they asked for before we make others.

The LRITSC has a meeting at 1 pm today. I can pitch the idea to them if you are interested.

Thanks
Don

Donald Johnston PhD, RN - MHS, RRT
Interprofessional Research & Instructional Technology Coordinator
Associate Professor of Nursing

Quotation

Review and Complete Purchase

ANTOINETTE CARTER,

Thank you for considering CDW•G for your technology needs. **If you are an eProcurement or single sign on customer, please log into your system to access the CDW site.** You can search for your quote to retrieve and transfer back into your system for processing.

Convert Quote to Order

QUOTE #	QUOTE DATE	QUOTE REFERENCE	CUSTOMER #	GRAND TOTAL
1C93X2X	11/7/2022	SR: 62269 - S. VOEBEL	323018	$7,685.12

IMPORTANT - PLEASE READ

Special Instructions: Beginning of customer text:
Oculus VR Headsets for Campuses
End of customer text.

QUOTE DETAILS

ITEM	QTY	CDW#	UNIT PRICE	EXT. PRICE
Oculus Quest 2 (128 GB) - 3D Virtual Reality System	16	6674711	$480.32	$7,685.12

Mfg. Part#: 899-00182-02
Contract: National IPA Technology Solutions Education (2018011-01)

SUBTOTAL	$7,685.12
SHIPPING	$0.00
SALES TAX	$0.00
GRAND TOTAL	$7,685.12

PURCHASER BILLING INFO

Billing Address:
NORTHWESTERN STATE UNIVERSITY
BUSINESS AFFAIRS - ACCOUNTS PAYABLE
PO BOX 5685
NATCHITOCHES, LA 71497-0001
Phone: (318) 357-6140
Payment Terms:

DELIVER TO

Shipping Address:
NORTHWESTERN STATE UNIVERSITY
ATTN: ANTOINETTE CARTER
998 SOUTH JEFFERSON
NATCHITOCHES, LA 71497
Phone: (318) 357-6140
Shipping Method: UPS Ground

Please remit payments to:

CDW Government
75 Remittance Drive
Suite 1515
Chicago, IL 60675-1515

Sales Contact Info

Jake Lagasse | (866) 522-4734 | jakelag@cdw.com

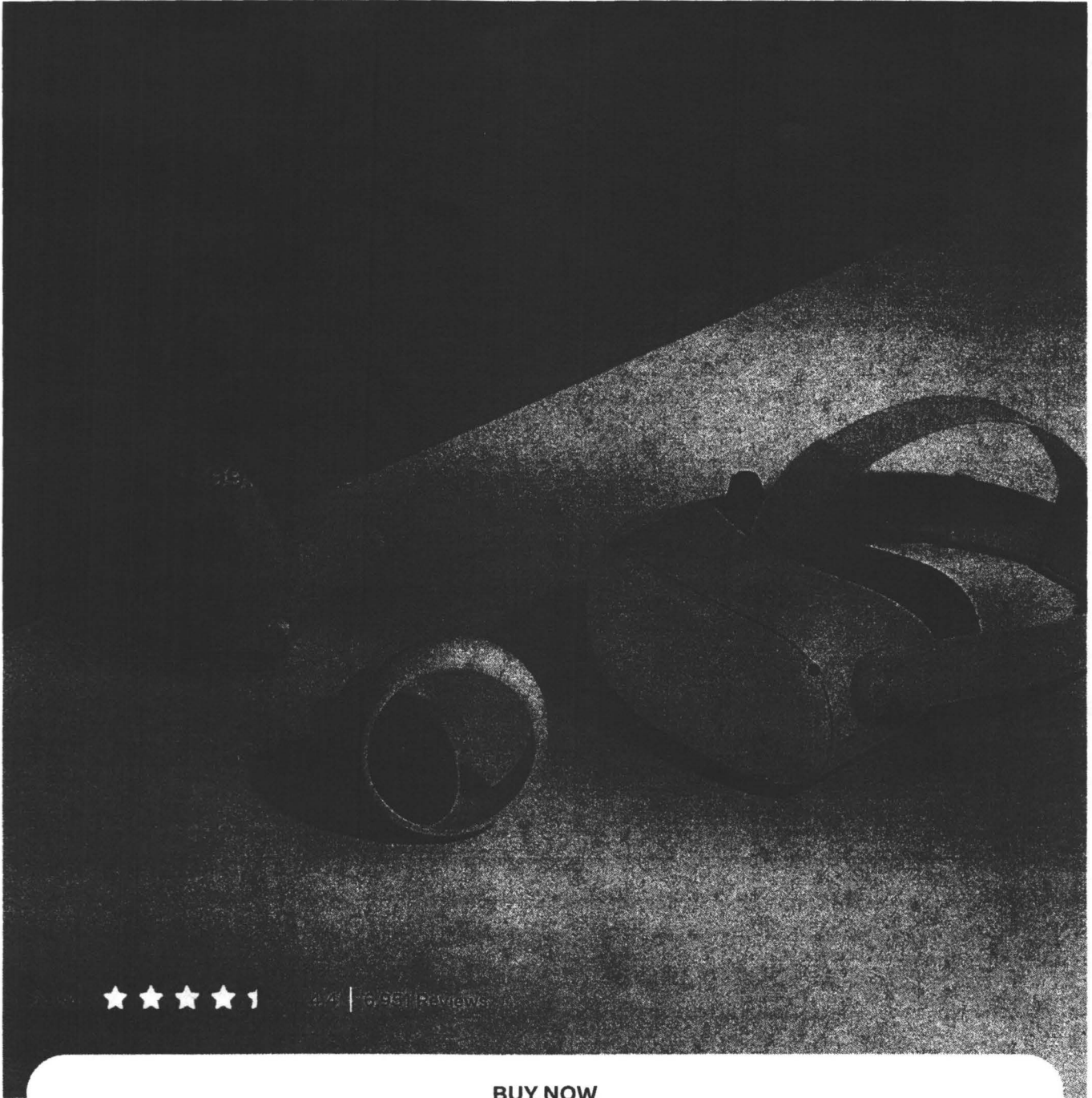FREE SHIPPING AND RETURNS ON ALL META DEVICES!

= ∞ Meta *Specifications* 🛍 🔍

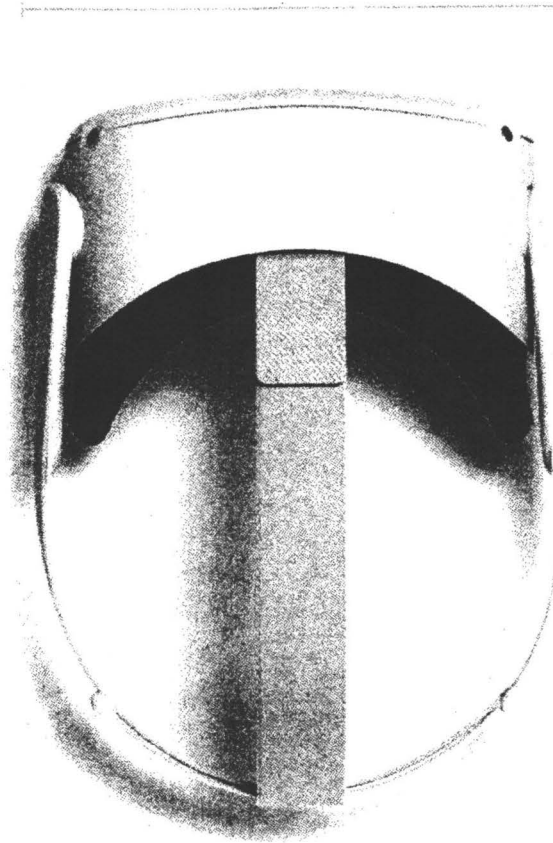Overview   Tech Specs   Reviews

★ ★ ★ ★ 1

BUY NOW

Overview   Tech Specs   Reviews

8.8" (224MM)

17.7"
(450MM)

TECH SPECS

BUY NOW

Overview   Tech Specs   Reviews

Enjoy advanced all-in-one VR with just a headset and controllers. (Smartphone app required.) Or connect to a gaming computer to access Rift titles with Link Cable††

††Meta account required for use.

TRACKING

Six Degrees of Freedom

With 6DOF, the headset tracks the movement of both your head and body, then translates them into VR with realistic precision. No external sensors required.

CONTROLLERS

Redesigned Touch Controllers

Meta Quest 2 Touch controllers have been upgraded with improved ergonomics. A new thumb rest adds stability when needed.

HEAD STRAP

Soft Strap

Designed to offer lightweight comfort for any type of player. This soft strap can be easily adjusted or

BUY NOW

OPTICS

Specifications

Fast-Switch LCD Display

Overview   Tech Specs   Reviews

60, 72, 90 Hz Refresh Rate Supported

Glasses Compatible

SOUND

Positional Audio

3D positional audio is built directly into the headset, allowing you to hear what's all around you. The 3.5 mm audio port lets you play with or without headphones.

APPS & GAMES

Meta Quest Store

Discover new adventures, master epic challenges or revisit classic moments in your favorite all-in-one games, shows and experiences.

STORAGE

128GB | 256GB

BUY NOW

META QUEST 2

Advanced all-in-one VR gaming

Starting at $399.99 USD†††

Overview   Tech Specs   Reviews

Perks when buying

Free Delivery

Get free delivery
and returns.

Meta Quest Warranty

Defect and malfunction
coverage.

Worry-free Trial

Fast and easy returns
within 30 days.

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KEEP YOUR EXPERIENCE UP TO DATE

Get news and updates from Meta

Overview   Tech Specs   Reviews

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Developers
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Legal
Terms of Sale

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Data & Privacy
Safety & Expression

Meta Quest Safety Center

VR for Work

Elections

COVID-19

Regulations

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Giving Together

Social Impact

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For Investors

App Support

Facebook Help Center

Messenger Help Center

Instagram Help Center

WhatsApp Help Center

Workplace Help Center

United States (English)

META QUEST

Extended Holiday Return Period: Products ordered November 1, 2022 through January 1, 2023 on meta.com are eligible to be returned through January 31, 2023. Return requests must be completed by end of day January 31, 2023 (local time) to be eligible. Excludes gift card purchases. Standard return terms otherwise apply. Visit our Store Terms of Sale for more information: https://www.meta.com/legal/terms-of-sale/

Meta Quest: Important! For ages 13 and up. Certain apps, games and experiences may be suitable for a more mature audience. META QUEST FEATURES, FUNCTIONALITY, AND CONTENT NOTICE: Features, functionality and content are subject to change or withdrawal at any time, may not be available in all areas or languages or may be restricted; may require enabled software or service activation, and additional terms, conditions and/or charges may apply.

META QUEST IMPORTANT SAFETY NOTICE https://www.oculus.com/quest-2/removable-facial-interface-alert/

†Offer valid with the purchase of a new Meta Quest 2 device (128GB or 256GB) ("Qualifying Product") between August 1, 2022 12:01 AM PST– December 31, 2022 11:59 PM PST and while supplies last. User account ("Account") required

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BUY NOW

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Beat Saber entitlement previously enabled on such account ("Activation"). Upon Activation, you will receive a notification message via email, in your mobile app, and in VR with a link to redeem the Offer Item from the Meta Quest Store. There are no redemption codes in connection with this Offer. Offer Item must be redeemed within 14 days upon

Activation. Once redeemed, Offer Item remains available for download indefinitely. Limit of one (1) Offer Item per Qualifying Product, regardless of the number of Accounts connected to such Qualifying Product. Qualifying Products first activated through an Account with Beat Saber entitlement previously enabled are ineligible to receive Offer Item. Not valid on prior orders or purchases. Offer is non-transferable, not for resale, and not valid for cash or cash equivalent. Offer may be canceled or modified at any time without notice. Void where prohibited or restricted. For full terms and

Overview   Tech Specs   Reviews

Meta Portal: Portal voice command availability varies. Learn more: https://www.meta.com/legal/portal/usage. Screen images simulated. User experience may vary. Requires wireless internet connection and Facebook or WhatsApp account. WhatsApp is not available on tablets. Features, functionality, and content vary and may not be available on all Portal models or in all areas and languages. Some features may require a Facebook account and downloading the Portal mobile app. Additional account registration, terms and fees may apply. Amazon, Alexa and all related logos are trademarks of Amazon.com, Inc. or its affiliates. Other names and brands may be claimed as the property of others.

RAY-BAN STORIES

Ray-Ban Stories: Ray-Ban Stories requires a mobile phone with Android (location services enabled) or iOS operating system, wireless internet access, and account registration. Not compatible with all smartphones. Ray-Ban Stories only available in select countries. Voice assistant is only available in English, Italian and French. Features, functionality and content are subject to change or withdrawal at any time. Please visit ray-ban.com/faq-ray-ban-stories for the most up-to-date information. For ages 13 and up only. This product may interfere with personal medical devices. Requires updates to be installed from time to time, including prior to first use. While using Ray-Ban Stories, it is always the user's responsibility to comply with any local laws and regulations, especially those relating to privacy and the use of recording devices.

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VR Support Email

Tammy Curtis <curtist@nsula.edu>

Tue 11/8/2022 9:44 AM

To: Jennifer Long <long@nsula.edu>

Hi Jennifer,

I am sending this email in support of Sherri Voebel's proposal for VR technology for use in the library in Shreveport. For allied health students, I feel this would benefit them for their pre-clinical courses in anatomy and physiology. This will also benefit clinical students who may need to revisit human anatomy content.

Thank you for your consideration.

Tammy Curtis, Ph.D., RT(R)(CT)(CHES)
Professor | Director BS Radiologic Sciences
Northwestern State University
School of Allied Health
1800 Line Ave., Office 241C
Shreveport, LA 71101
Telephone: 318-677-3067
Fax: 318-677-3068
<u>Virtual Office</u>

To: Student Tech Fee Committee
From: Dr. Megan Lowe, Director of University Libraries/Associate Professor
Re: University Libraries (CoNSAH Campus) Student Technology and Fee Grant
Date: November 9, 2022

I am writing this letter in support of Sherri Voebel's Student Technology grant to support a mixed-virtual reality healthcare and science applications for all students including Nursing and Allied Health. This is functionally an equipment pilot study in pursuit of establishing VR training labs and serves as a precursor to a grant Ms. Voebel will be submitting to the National Library of Medicine in Spring 2023.

I cannot articulate my support of this grant application enough. Having helped establish a VR lab at my previous institution (University of Louisiana Monroe), I know how challenging creating such a space can be. However, I also know that that lab was frequently used by the ULM nursing program as a way to build its students' technology skills and to offer them a unique opportunity to develop clinical skills. Having seen first-hand how the VR lab there enhanced the nursing student learning experience, I believe in what Ms. Voebel is doing and know that providing NSU's nursing students with such an experience would go a long way to enhancing their learning and making them more competent and competitive as practitioners.

In addition to the clinical skills enhancement offered by such a lab, I also regard this project as an indirect way to addressing the digital divide and concerns surrounding the digital literacy skills of students in Louisiana. As an institution of higher learning, it is incumbent upon us to address such a gap and support the skillsets of our students. The best way to do this is to provide them with the equipment and opportunities to develop digital literacy skills and access technology that may be currently out of their reach. Ms. Voebel's grant reflects an admirable attempt to do just that!

Sincerely,

Megan Lowe

Dr. Megan Lowe
Director of University Libraries
Associate Professor of Library and Information Science

NORTHWESTERN STATE

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November 9, 2022

Jennifer Long, M.Ed.
Instructional Technology & Student Support
Watson Library, Room 113D
Natchitoches, LA 71497

Dear Ms. Long,

This letter will signify my support for virtual reality pilot study submitted by Ms. Sherri Voebel. Northwestern State University College of Nursing and School of Allied Health serves an increasingly diverse student population while advancing the mission of the University by offering excellent and innovative undergraduate, graduate, certificate, and continuing education programs. The use of virtual reality to provide educational opportunities for nursing and allied health students is an initive that the college is currently pursing. This pilot study would aid us in establishing best practices for implementing this technology college-wide.

Respectfully,

Joel Hicks

Dr. Joel Hicks, RT(R)
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Office of The Provost

To: Student Tech Fee Committee
From: Dr. Greg Handel, Provost and Vice President of Academic Affairs
Re: University Libraries (CoNSAH Campus) Student Technology and Fee Grant
Date: November 2, 2022

Ms. Voebel has submitted a Student Technology Grant to support mixed-virtual reality healthcare and science applications for all students including Nursing and Allied Health. This equipment pilot study is necessary prior to establishing VR training labs and is a precursor to a follow-on grant that Ms. Voebel is submitting to the National Library of Medicine in Spring 2023.

Training our students on next-generation equipment benefits our workforce development pipeline with local hospitals in both Central and Northwestern Louisiana. This virtual reality equipment will serve approximately 2600 – 3200 students at the main College of Nursing & Allied Health campus and three other branch campuses.

It is my understanding that the Oculus Quest 2 equipment is established state-of-the art technology that will allow Northwestern State University to create clinician centered sophisticated learning tools that offer an immersive and interactive glimpse into the innermost workings of the human body, in turn, accelerating retention and learning.

Immersive training digital solutions, coupled with the appropriate medical applications, provide a cost-effective training for simulated medical equipment with or without the need for a lab-based simulation manikin. An added benefit is that virtual reality training closes the loop between education, training, and safety in healthcare, providing our students a "safe harbor" to practice on non-human subjects.

Sincerely,

Greg A. Handel
Provost and Vice President of Academic Affairs
Dean of the Graduate School
Professor of Music Education