

## Project proposal

Project title	<input type="text" value="Use of simulation in healthcare education and training"/>	
First Supervisor	Dr <input type="text" value="Reem Kayyali"/>	<input type="text" value="Reem Kayyali"/>
Second Supervisor	<input type="text" value="Diogo Casanova"/>	
School	<input type="text" value="Pharmacy and Chemistry"/>	
Other member of supervisory team (no more than three KU supervisors in total)	<input type="text"/>	
Specific requirements beyond 2:1 degree	<input type="text"/>	

### Project summary (max 4,000 characters)

In 2000, the 'NHS Plan' white paper outlined an agenda to make education and training of all healthcare professionals more practice orientated to enable students to see the "real world". Practice education gives students confidence to interact with other professionals thus improving relationships, increasing employability, and potentially improving healthcare provision. Organising placements has become resource-intensive. Hence, innovative solutions such as physical and virtual simulations and augmented reality are needed. Simulation allows learners to function in an environment that is as close as possible to an actual clinical situation. Simulations improve students' confidence to interact with patients and provide an invaluable learning experience. With the changes in healthcare delivery and team roles, it is essential that a new model of training and education is developed. This project aims to evaluate users perceptions about simulated learning, build learning cases for augmented reality and simulated learning and study the effectiveness of clinical simulation for practice-based health education and competencies. The implementation of simulations in taught programmes in health education is highly desirable and the results of this study may be used to support the design and execution of clinical simulations in various healthcare courses and post-graduation training in the future.