AR/VR Healthcare: The Rx For Higher Engagement in Health Science Classrooms

Sheena Shoemaker

Former CTE Instructor Health Science Pathway AR/VR Success Manager





"Technology will not replace great teachers, but technology in the hands of great teachers can be transformational."

—George Couros



398

of students compared*

3-5

zSpace interactions per week

+11.9%

Lab exam score increase

*2017 vs 2019 at Maize Career Academy-WSU Tech

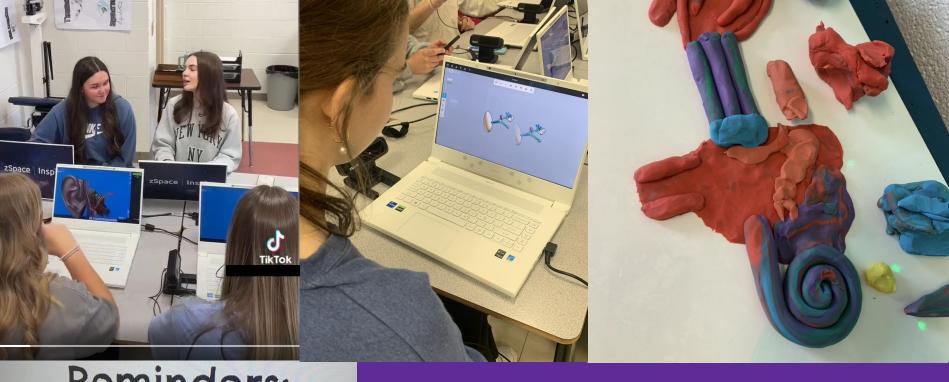
Terry Sanford HS Fayetteville, North Carolina

Engaging students in the classroom

&

Excelling in HOSA





Reminders:

zSpark EAR
Sense of Hearing
(zSpace Integration

Engage to Learn

- zSpark explore the 3D Ear
- Build a clay ear to accentuate key areas
- Brainstorm and design solve a problem



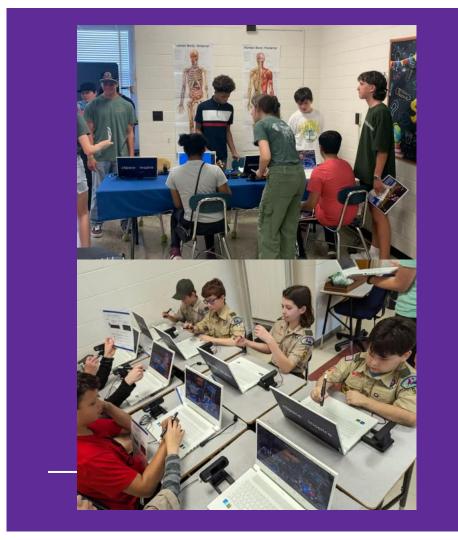
ILC 2024 - Houston, TX

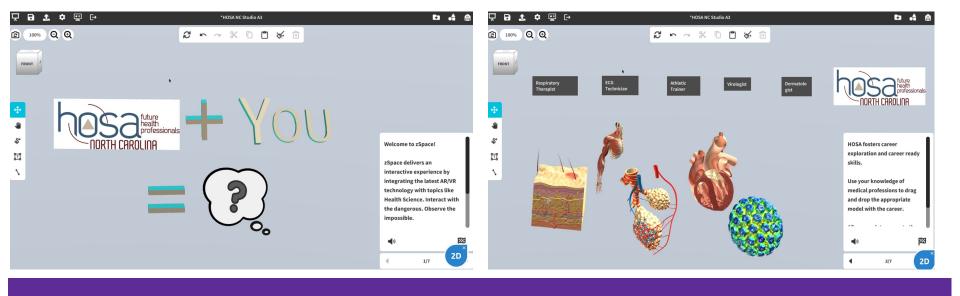




Engage for Recruitment







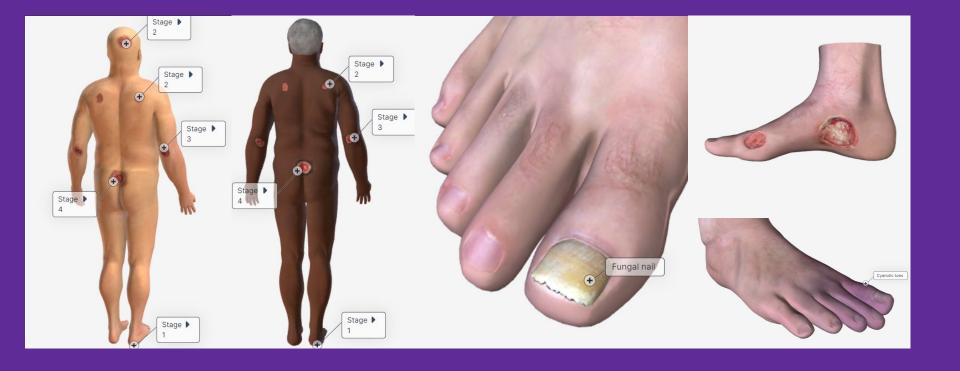
Create to Engage

Cape Fear HS Fayetteville, North Carolina

Engaging students in the classroom &

Preparing for Clinicals





Engage to Prepare

Texas Tech University

Engaging students in the classroom using technology

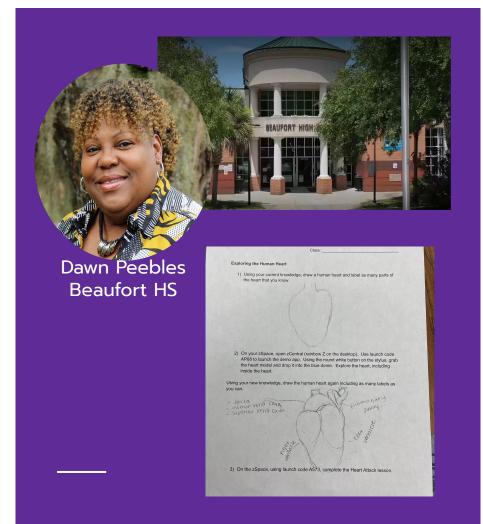
Affordances of zSpace - Cognitive Factors



__ Research by Dr.
Rebecca Hite (Texas Tech)

Beaufort HS Beaufort, South Carolina

Engaging students in the classroom based on research





Engage through Exploration

Exploring the Human Heart

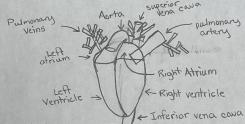
 Using your current knowledge, draw a human heart and label as many parts of the heart that you know.



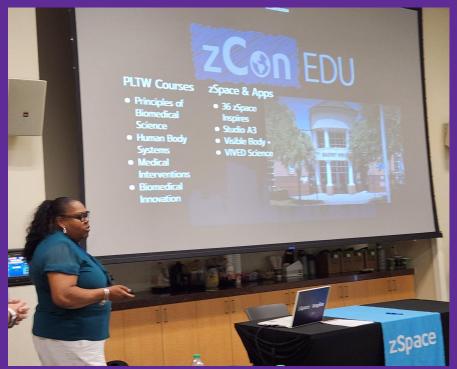
2) On your zSpace, open zCentral (rainbow Z on the desktop). Use launch code AP88 to launch the demo app. Using the round white button on the stylus, grab the heart model and drop it into the blue dome. Explore the heart, including inside the heart.

Using your new knowledge, draw the human heart again including as many labels as you can

Aorta, test Alrium, Right Atrium, Inferior vena cara, Superior vena cara lest ventricate, right ventricate, pulmorary actors, pulmonary veins



3) On the zSpace, using launch code A573, complete the Heart Attack lesson.





Engage for the Future



Free classroom resources, inspiration, and support.

Classroom Ideas

TECHNOLOGY

The 11 Coolest Finds We Spotted at ISTELive 24, the Biggest Teacher Tech Conference

Minds blown. 😽

Whew! This last week has been such a whirlwind, and we can't wait to tell you about it. We were lucky enough to exhibit at ISTELive 24 in Denver, the biggest educational technology conference in the United States. We had so much fun meeting so many of you, handing out posters, tote bags, and T-shirts, and even getting down on the dance floor at the Vivacity '90s party! But the best part was definitely scoping out all of the amazing new tools headed to classrooms this fall. Here are a few favorites you *need* to know about.



zSpace

1. zSpace AR/VR Learning Experiences

zSpace offers a tabletop virtual reality program that truly blew our minds. Using a zSpace computer and stylus, students can manipulate 3D objects right in front of them, including planets, shapes, and parts of the human body. It's hard to describe how amazing this technology is in person, so we recommend watching this short video for an overview.

zSpace has software for many different grade levels and curriculum areas, including STEM and Career and Technical Education (CTE).

University of Wisconsin - Green Bay

Engaging learners of all ages

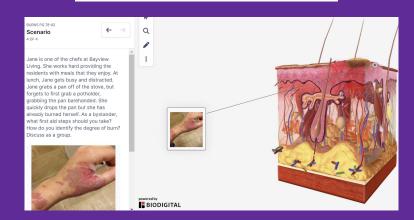
First Aid and Choking Training



Facilitator Guide

Developed by:

Wisconsin Community-Based Care and Treatment Training Registry
University of Wisconsin-Green Bay



zSpace Learning Station

+

Apps









zSpace





Sheena Shoemaker

sshoemaker@zspace.com

Do you have any questions? Find more info at zSpace.com

