

Using Virtual Reality to Compare Design Alternatives Using Subjective and Objective Evaluation Methods

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Course ID # HERD79

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Learning Objective 1: Learn how VR can support an evidence-based design process.

Learning Objective 2: Discover how VR can be used to provide objective data that is complimentary to subjective user insights.

Learning Objectives 3: Understand the benefits and challenges to using VR to conduct scenario-based simulation evaluations.

Learning Objective 4: Learn how VR can be leveraged to effectively evaluate multiple design options.

Question 1: VR can be a viable method for collecting both subjective and objective insights of a user's response to a simulated healthcare environment.

- a. True
- b. False

Question 2: VR can support clinically relevant structured scenario-based simulations.

- a. True
- b. False

Question 3: Data gathered through the VR platform can completely address all design characteristics.

- a. True
- b. False

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