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Virtual Reality Based Serious Games for STNA Training

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Virtual Reality Based Serious Games for STNA Training

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Abstract

In this project, exploratory steps have been taken towards the development of a set of serious games for state tested nursing assistants (STNAs) education and training, which promises to make the training more engaging and effective. Tasks include getting familiar with developing 3D scenes with Unity, human activity recognition with Microsoft Kinect, creating holograms with Microsoft HoloLens, and help implement a gaze-based mechanism for performance assessment in patient transfer skills.