A Customer Success Case in VR X-Ray Simulation Training

**UCL University College**
- Odense, Denmark
- 250 Students

The radiography program on UCL utilize our VR X-Ray Simulator to increase X-ray hands-on training and prepare students better for clinical rotations.

36 students are grouped into twelves and further into teams of three across four VR stations. Each group get two hours in the lab daily. A team-based learning approach where one student practices inside VR while the others observe and offer feedback is used to promote active engagement and collective skill development. A teacher is present to provide supervision.

The dedicated VR room:
> Increases capacity for and individual amount of hands-on training in X-ray
> Enables each student to take +150 realistic X-ray images before clinical rotation
> Releases UCL's resources so that teachers can focus on other activities
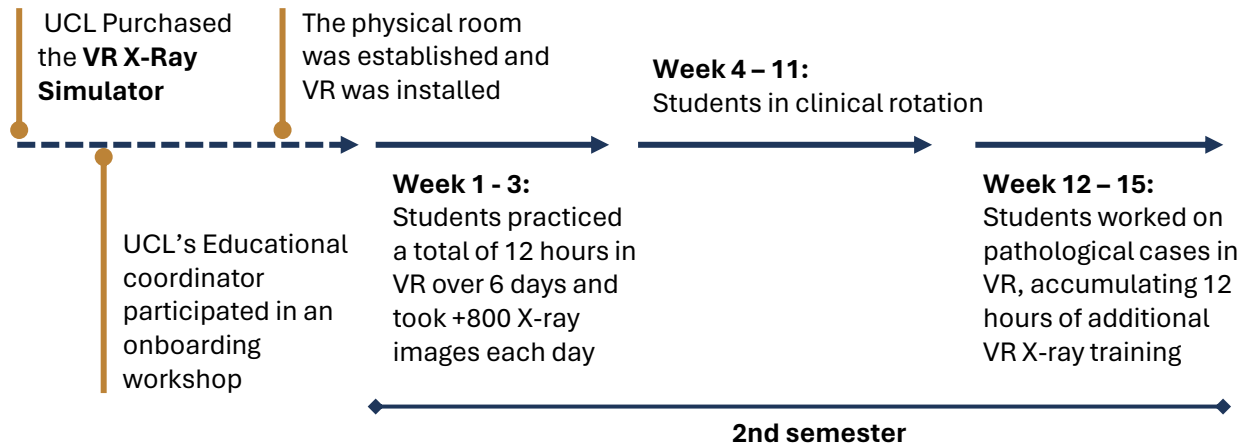
" It's essential that students develop a kind of X-ray vision, allowing them to work more quickly and reduce radiation risk to patients. With VitaSim's solution, they can develop this competency before they encounter real patients

- Jonas Rasmussen,
RT Educational Coordinator

" We're in our second semester and haven't yet had the chance to take 'real' X-ray images. Students in the third semester were just thrown into it, but we'll have had the opportunity to practice in VR first. I believe this makes us better prepared than if we hadn't had the chance to train in VR

- Tobias Vatna, RT Student

UCL Purchased the VR X-Ray Simulator

The physical room was established and VR was installed

Week 4 – 11:
Students in clinical rotation

UCL's Educational coordinator participated in an onboarding workshop

Week 1 - 3:
Students practiced a total of 12 hours in VR over 6 days and took +800 X-ray images each day

Week 12 – 15:
Students worked on pathological cases in VR, accumulating 12 hours of additional VR X-ray training

2nd semester