

OBJECTIVE

The VR PAIN project seeks to promote inter-connected higher education systems, collaborating to standardize and enhance clinical reasoning skills in pain science education in Physiotherapy programmes through sharing knowledge and skills across boundaries.



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Developing user requirements and collecting feedback.

Develop a framework to map pain science education in Physiotherapy programmes against the EFIC Core Pain Curriculum for Bachelor / Pre-registration Physiotherapy programmes. Identify learning gaps in curricula & topics for VR clinical cases using feedback-sessions with stakeholders. Develop clinical cases scripts that reflect identified conditions from the mapping matrix.



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Development of the VR components and training materials, including gamification.

Design of the essential components of the VR environment.
Design and Development of Training Mechanisms



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Evaluating the project through developed metrics.

Develop appropriate VR training materials for physiotherapy educators and students. Integrate the VR cases into programmes. Evaluate the implementation and fidelity of VR cases from academic and student perspective pre-and-post education and post clinical placement.



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