

Co-funded by the Erasmus+ Programme of the European Union 	BeWell – XR technologies applied in the clinical practice Matrix		
EQF Level	5	ESCO	<u>Augmented reality (knowledge)¹</u> <u>Virtual reality (knowledge)²</u>
Aggregated Units of Learning Outcomes	BeWell – NEOP 6		XR technologies applied in the clinical practice

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Generic Title of the Training programme:	NEOP 6 – XR technologies applied in the clinical practice		

¹ **Description:** The process of adding diverse digital content (such as images, 3D objects, etc) on surfaces that exist in the real world. The user can interact in real-time with the technology by using devices such as mobile phones.

² **Description:** The process of simulating real-life experiences in a completely immersive digital environment. The user interacts with the virtual reality system via devices such as specifically designed headsets.

Description:		This Training programme explores the integration of Extended Reality (XR) technologies in health and care settings, focusing on their impact on clinical workflows, patient care, and professional training. Learners will develop competencies in applying XR for operational efficiency, overcoming adoption barriers, and anticipating future trends in immersive health and care solutions.	
EQF Level:		5	
Learning Outcomes			
NEOP 6 – XR technologies applied in the clinical practice	Training Module # in MOOC	Competence (Autonomy and responsibility)	
		Knowledge	Skills
6.1 Integrating XR Technologies into Health and Care Practice		Is able to explain the principles of XR technologies and assess their relevance in modern health and care environments.	
		Knows the fundamentals of XR, including Virtual Reality (VR), Augmented Reality (AR), and Mixed Reality (MR).	Identifies the core components and functions of XR in clinical practice.
			Explains the applications of XR in patient care, medical education, and rehabilitation.
		Understands the concept of virtual sedation and its clinical implications.	Assesses the benefits and limitations of virtual sedation for patient management.

			Compares virtual sedation with traditional pain management strategies.
6.2 Enhancing Clinical Workflows with XR for Clinicians and Nurses		Is able to integrate XR tools into clinical workflows to enhance operational efficiency and patient engagement.	
		Knows how XR optimizes clinical workflows and addresses operational challenges.	Identifies common clinical scenarios where XR improves efficiency and decision-making.
			Implements XR solutions to reduce procedural errors and enhance workflow management.
		Understands the role of XR in immersive training and professional development.	Utilizes XR-based simulations for clinical skill enhancement.
			Develops interactive training scenarios using XR technology.
6.3 Overcoming Practical Challenges in XR Adoption		Is able to identify and address challenges related to the implementation of XR in health and care environments.	
		Knows the barriers to XR adoption and strategies to overcome them.	Evaluates financial, technical, and cultural barriers to XR integration.
			Proposes solutions for ensuring smooth XR adoption in clinical settings.

		Understands best practices for ensuring patient safety during XR use.	Develops safety guidelines for XR-assisted procedures.
			Monitors and mitigates risks associated with XR in patient care.
6.4 Driving Innovation and Responsible Use of XR in Health and Care		Is able to analyze ethical, psychological, and practical considerations for the responsible use of XR in health and care settings.	
		Knows the emerging trends and future implications of XR in health and care.	Assesses the potential of XR in new medical applications, including mental health and rehabilitation.
			Predicts the impact of AI-driven XR advancements on patient care and training.
		Understands ethical and psychological factors affecting XR adoption.	Advocates for inclusive and equitable XR deployment in health and care.
			Develops strategies to address psychological impacts and ethical concerns of XR technologies.