



The Virtual Skills Laboratory app



Media & Learning

15th of February 2024

Virtual tours of advanced learning spaces – ViSkiLab app

Faculty of Medicine, KU Leuven

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How was the startup possible?



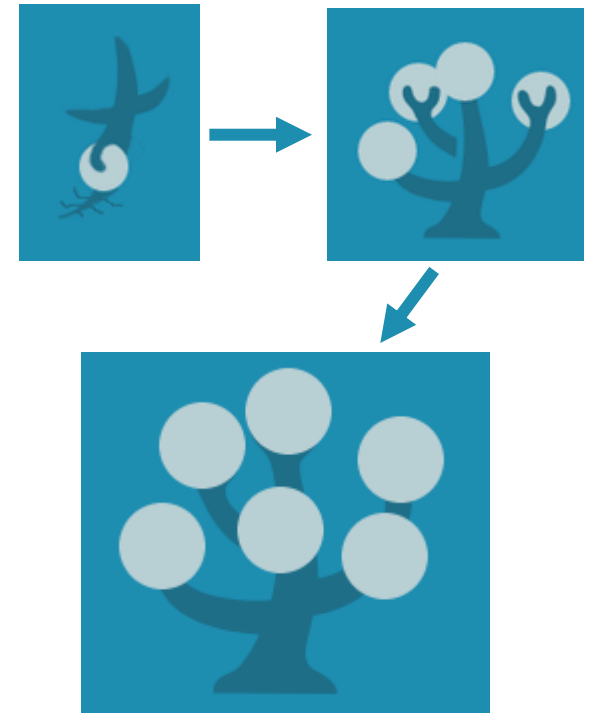
Thanks to an IDL project in 2018

Innovative **D**igital **L**earning project

- Project-based innovation
- Focused on:
 - optimal use of educational technology
 - innovative forms of education
- Opportunity to submit an educational innovation project

ViSkiLab was selected → so we got started. 😊

Funded by KU Leuven Learning Lab



1. Startup in 2018

What do we want/need:

- Innovative educational tool
- **Large and heterogeneous** group of **starters**
- Authentic biomedical L1 lab
- Formative evaluation and feedback

1. Startup

Learning objectives:

- Good Laboratory Practice including lab safety
- Execute experiments properly
- Other skills:
 - correct waste management
 - perform different biomedical laboratory techniques
 - use different biomedical equipment
- **Equal start level**

1. Startup

How to do this:

- Looked at other tools
- Collaboration with other Universities
- Video? Computer application?
Virtual Reality 3D? ...?

→ **360° video in VR**

1. Startup

Storyline – make it interesting:

- Murder Mystery
- Different characters
- Who is guilty?
- Tests to find out



Why?

To engage and motivate our students

360° video

- Advantages
 - Immersive
 - Interactive
 - Recordings made in L1 Lab
 - *'Quick'* to make
 - Easy in use

ViSkiLab app – technical aspects

- 360° recordings by expert videographers (Insta360 pro 2 camera)
- In-house developed in Unity
- All elements integrated in a complex interactive scenario
- Experienced on Oculus Quest 2












ViSkiLab app – interactive elements

- Multiple Choice Question + feedback
- 2D instruction videos
- Posters & images
- Hotspots to be found in the 360° environment



Antwoord experimentenkaart: **Reducerende suikers aanwezig**

Elimineer. Duid alle personen aan die NIET het slachtoffer kunnen zijn door op hun favoriete melk te klikken:

	Melksoort	Eiwitten (g/L)	Reducerende koolhydraten	Lipiden (g/L)
 Nathalie	Magere melk	35	+	<5
 Katrien	Halfvolle melk	35	+	15
 Robert	Lactosevrije halfvolle melk	35	+	15
 Luna	Volle melk	35	+	35
 Wendie	Magere melk	35	+	10
 Maxim	Sojamelk suikervrij	35	-	18
 Yvonne	Amandelmelk suikervrij	<5	-	11
 Lisa	Halfvolle melk	35	+	15
 Mieke	Sojamelk suikervrij	35	-	18

Klik op de naam van de student om het paspoort te zien

Duid aan of er reducerende suikers aanwezig zijn in het onbekend melkstaal:

EXPERIMENTENKAART

 Bepaal de eiwitconcentratie van het onbekend melkstaal.

<input type="text" value="33,4 g/L"/>	<input type="text" value="32,5 g/L"/>	<input type="text" value="33,4 g/L"/>	<input type="text" value="32,5 g/L"/>
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 Zijn er reducerende suikers aanwezig in het onbekend melkstaal?

<input checked="" type="radio"/> Ja	<input type="radio"/> Nee
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 Bepaal de lipidenconcentratie van het onbekend melkstaal.

<input type="text" value="9 g/L"/>	<input type="text" value="9 g/L"/>	<input type="text" value="12 g/L"/>	<input type="text" value="9 g/L"/>
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 Is okadaic acid aanwezig in het onbekende melkstaal?

<input type="text" value="Ja"/>	<input type="text" value="Ja"/>	<input type="text" value="Ja"/>	<input type="text" value="Ja"/>
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Robert



- Leeftijd** 20 jaar
- Interesses** Uitgaan, vlogs maken
- Karakter** Feestbeest, humoristisch
- Relatiestatus** Vrijgezel
- Favoriete melk** Lactosevrije halfvolle melk

Ga terug



FOUT

Dit is wel degelijk een warmwaterbad maar niet op de juiste temperatuur.



Probeer opnieuw



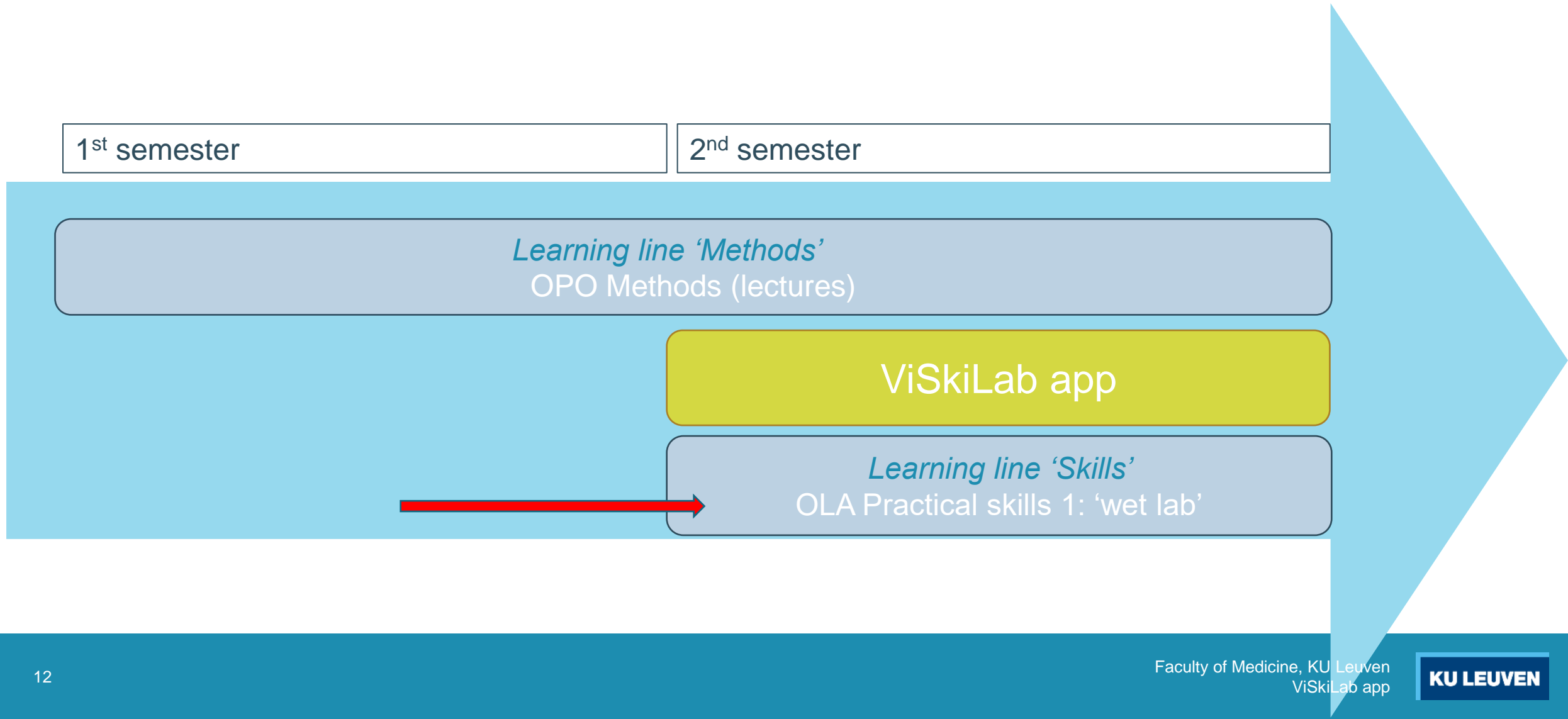
JUIST

Proficiat, dit is het waterbad waar we benedict reagens in moeten voorverwarmen.



Ga verder

ViSkiLab app is integrated in curriculum of 1st bachelor Biomedical Sciences (> 400 students)



ViSkiLab – Educational integration

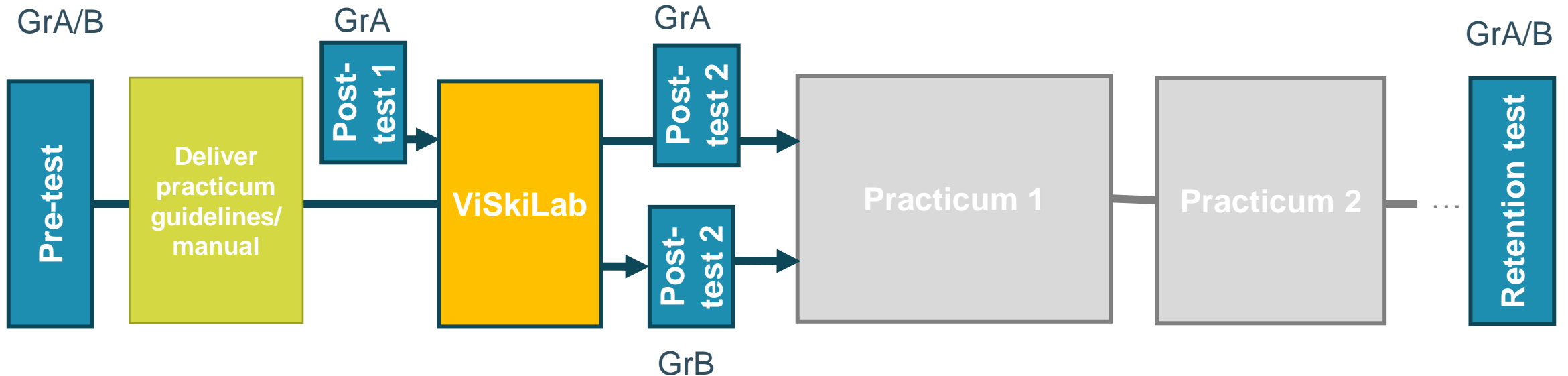


- Instructional video available “how to work with a VR headset?”
- Each student has an individual VR headset
- Always before their ‘real-life’ practica
- In small groups ± 30 students

Evaluation ViSkiLab app

374 students in the 1st bach BMS

- Group A: 181 students
- Group B: 177 students



Pretest → Initial knowledge + motivation and expectations

Posttest → Acquired knowledge + experiences

Retention test → Retaining knowledge + how did the app help during the practicals in the lab?

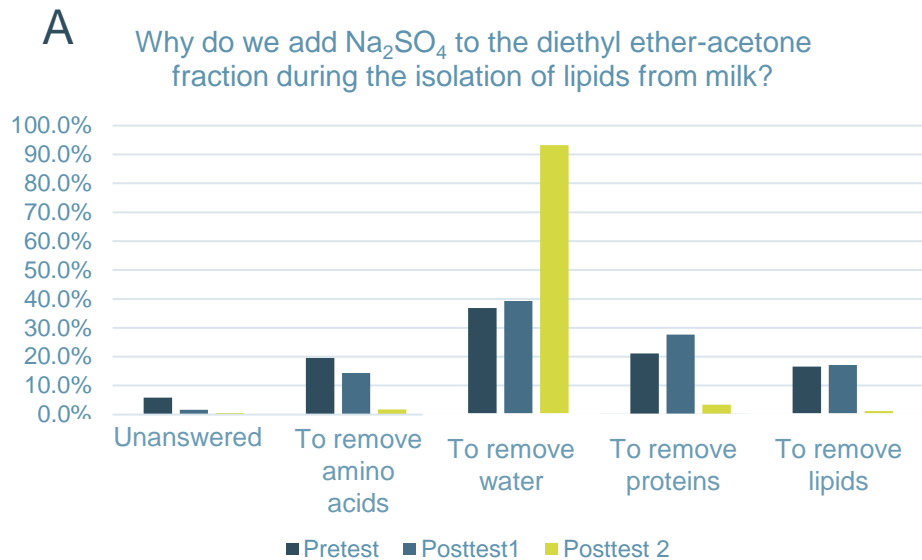
Tests

Testing for knowledge, attitudes, motivation and experience

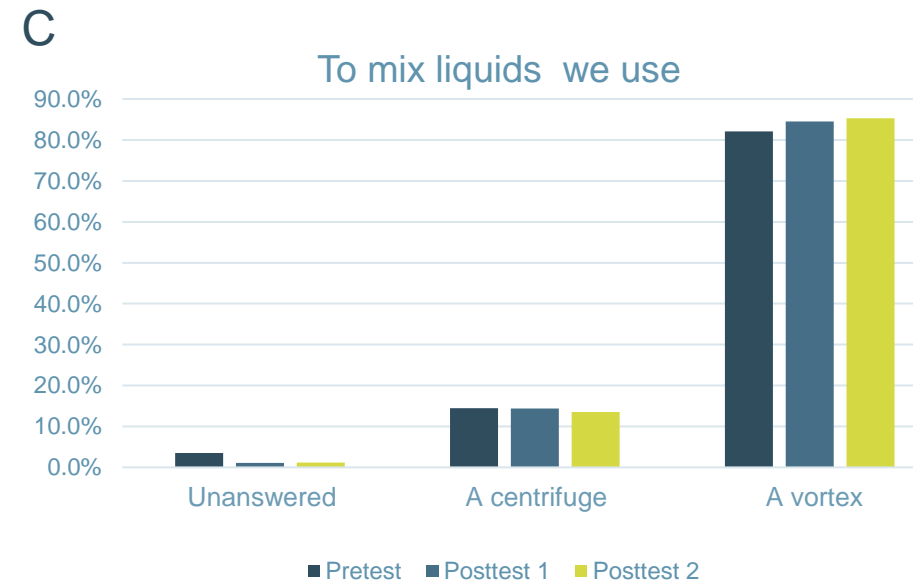
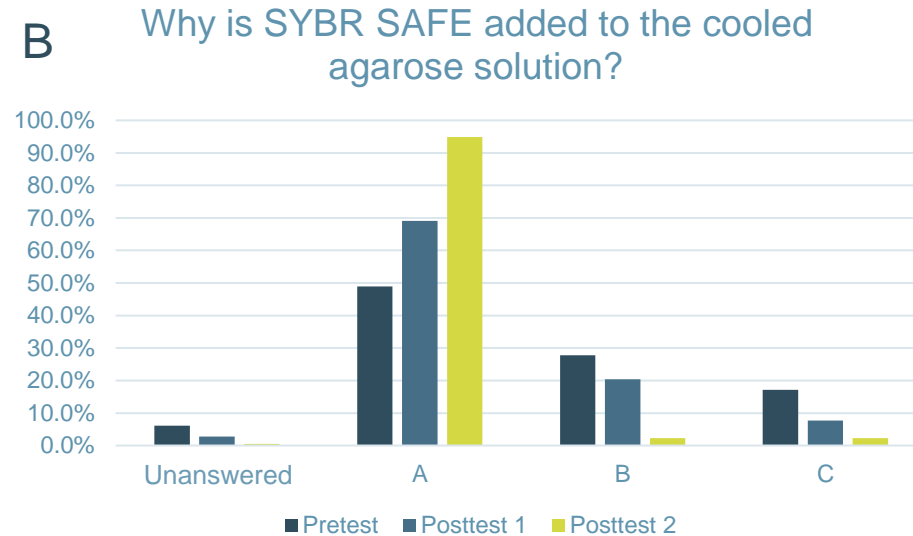
Testing in LMS environment Toledo

- Pretest
 - Initial knowledge + motivation and expectations
- Posttest
 - Acquired knowledge + experiences
- Retention test
 - Retaining knowledge + how had the app helped during the practical sessions in the lab?

Content questions

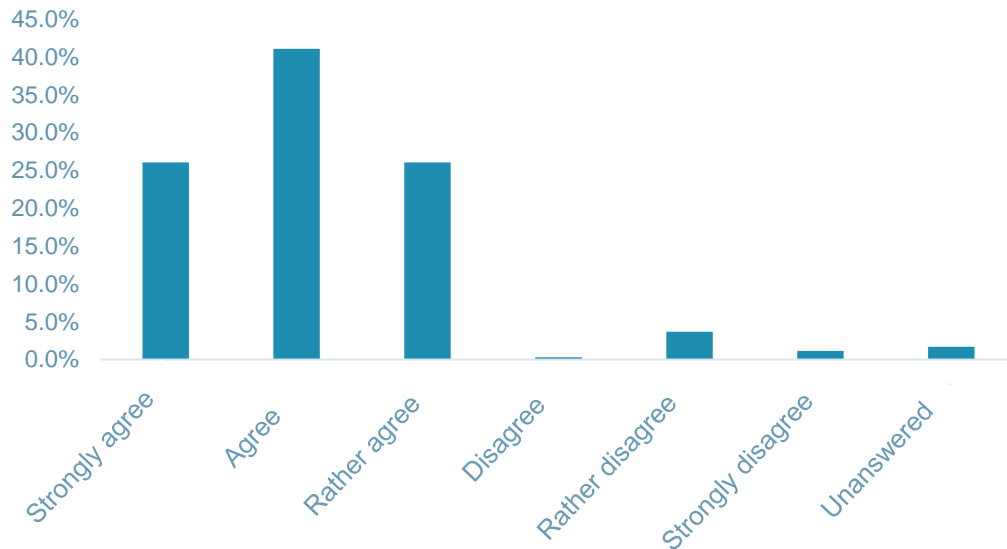


All students got access to the practical manual. The students that followed ViSkiLab in addition (green bar) however, scored often better on knowledge questions (A,B). If the knowledge was already there at the beginning, no difference was observed between the groups (C).

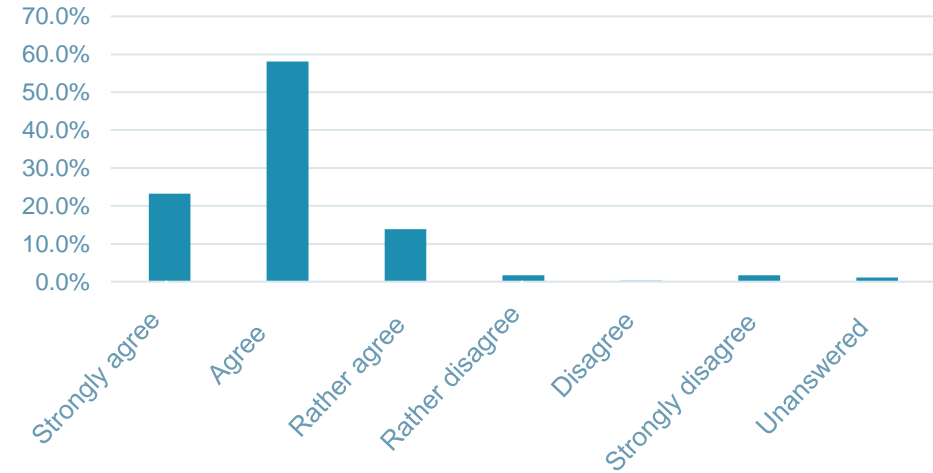


Questions regarding the ViSkiLab app

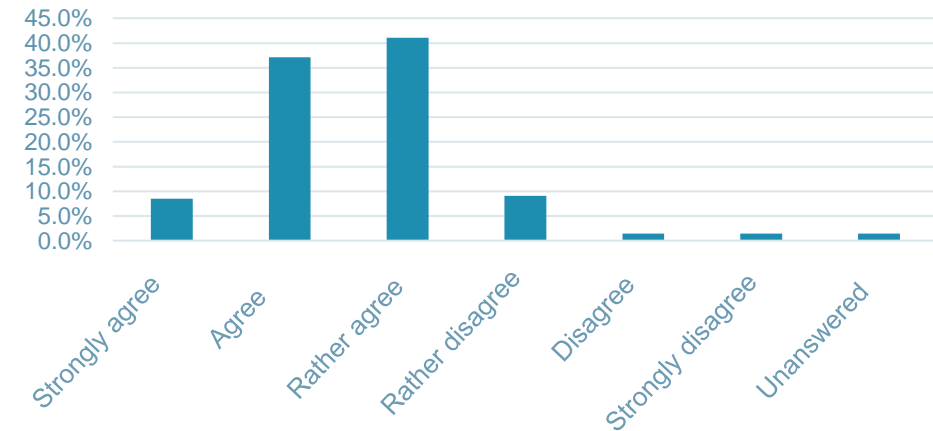
Using ViSkiLab gave me better insights into the subject matter compared to the practical manual



The structure of ViSkiLab is well built

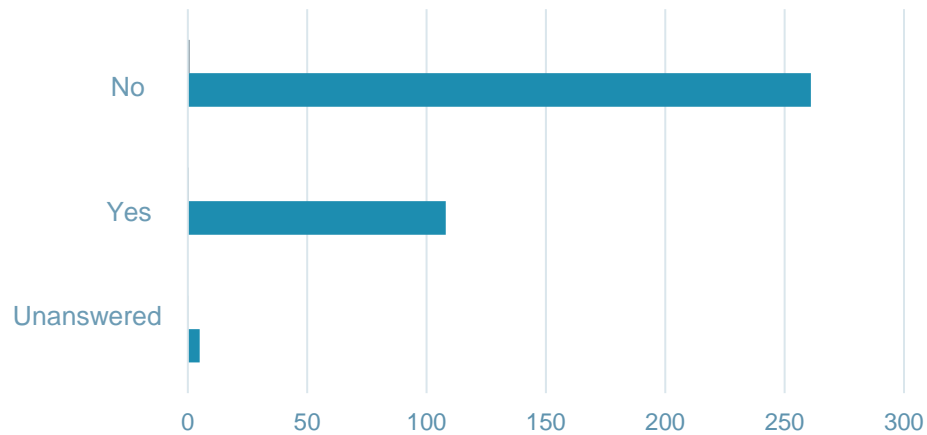


After going through the ViSkiLab app I feel ready to get started in the real lab

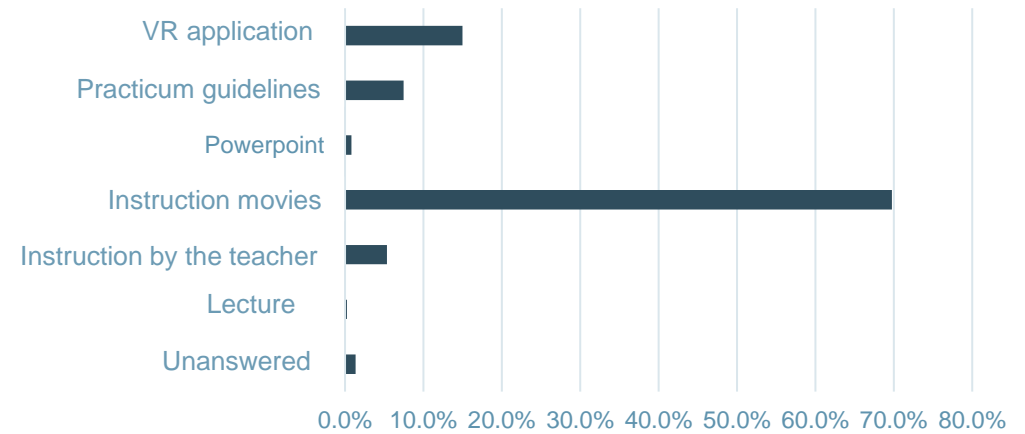


VR related questions

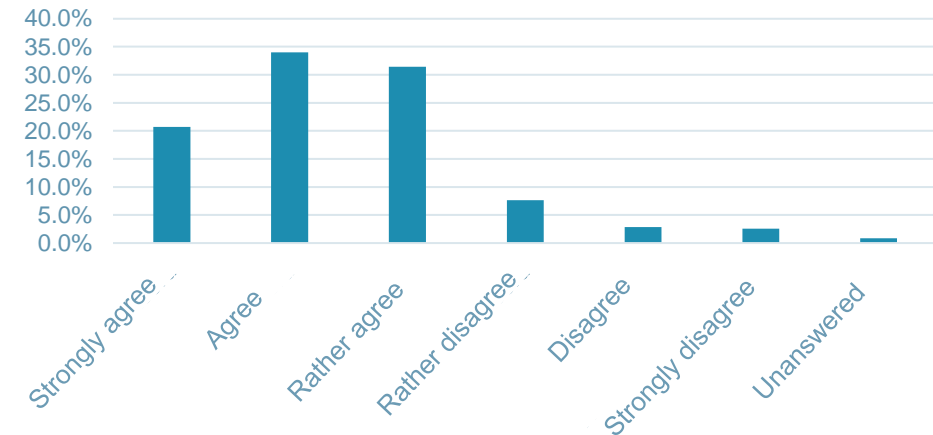
I already have experience with VR applications



What medium would I prefer to be supported with for preparing the practicals?



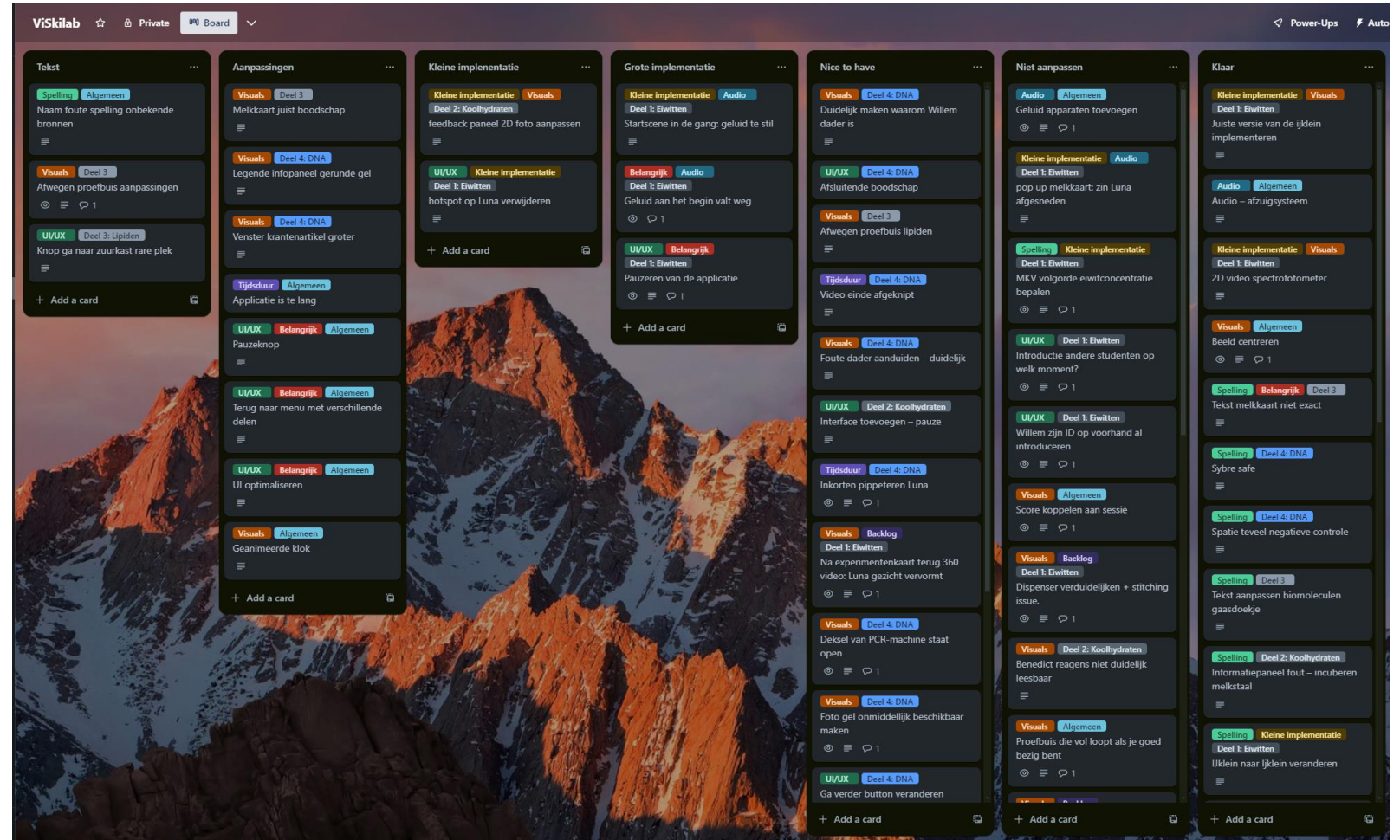
I would like to use more VR applications in our biomedical science education



From ViSkiLab to ViSkiLab 2.0 - optimization

- Finetuning

- Writing mistakes
- Sounds mistakes
- Color changes
- Seperated in:
 - Writing
 - Visuals
 - UI/UX
 - Audio
 - ...



Next steps

Startup English Bachelor Biomedical Sciences:

- All material available
 - videos
 - scrips
 - MCQ
 - inhouse knowledge and experts
- Easy to translate
- New 360° recordings should be made with other actors
- Scientific content = future proof

Should be feasible to make a ViSkiLab 3.0 in English

Take home messages

1. Time consuming project → added value of VR?
necessary?
other equivalent options with same learning goals?
2. We believe in the advantage of in house knowledge and development
“Easy” to adapt
Independent of others
3. Technology should be implementable + easy access for every student

The ViSkiLab Team

The multidisciplinary ViSkiLab team

- Teachers practical skills in the education of BMS Prof. Rita Derua, Dr. Els Melis and Prof. Aleyde Van Eynde
- Teaching and Learning Office, Faculty of Medicine (EcO) Stijn Van Laer, Simon Vangoidtsenhoven and Katrien Alen
- Practical assistant in the education of BMS Els Larivière
- Practical assistant Virtual Reality Ir. Anne-Astrid Agten and Robbe Vanden Brande
- Projectcoordinator and practical assistant in the education of BMS Tula Verhalle
- Students BMS Firoz Taïbi, Tom Verbraeken, Najdat Tracy, Michiel Genar, Jolien Van Dijck, Amber De Koning, Emilia Laura Bialek, Baukje Bijmens and Hannah De Buck

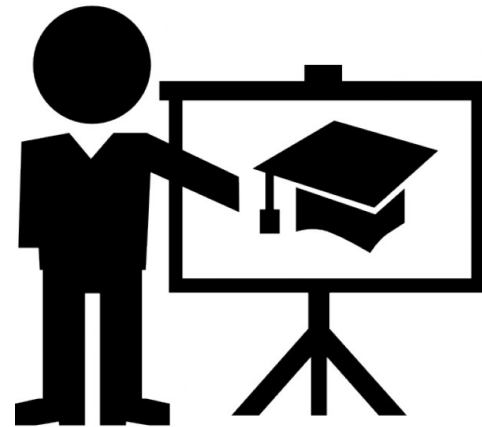
In cooperation with

- BioMedical Technology Lab Sven Graindor and Benjamin Van Iseghem
- Leuven Institute for MEdia and Learning (LIMEL) Jo Mannaerts, Ian Swerts, Raf Lehaen and Dr. Remco Van Schadewijk

Thanks to

- KU Leuven Learning Lab
- Faculty of Medicine
- Education of Biomedical Sciences (BMS)

Acknowledgements





THANK YOU :)

QUESTIONS?