Case Study | The Simulation Crew

VR & AI game changers in health

Virtual reality and artificial intelligence are not just two buzz words in the media, but can really make a difference to people's lives. A good example is the training of staff in hospitals.

Challenge

The Dutch company The Simulation Crew started a project to bring these two innovative fields together in the health sector. The company develops virtual training simulations for strong and effective learning. They created a virtual environment to train interns and new employees at a hospital in the Netherlands.

The challenge in this field lies in the training of new staff. A hospital is an environment where mistakes can be critical and the staff has to communicate very cautiously and empathically with the patients. New employees have to train this kind of communication first and needed a safe environment to do this.

the simulation crew

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The Simulation Crew develops serious games and game concepts to train communication and social interaction skills using intelligent avatars in a realistic 3D environment.

Nijmegen, Gelderland, Netherland

Founded 2016

Solution

The idea behind the project is that the staff engages with non-playable-characters (NPCs) without the risk of making mistakes. In the real world those mistakes could be critical due to the fact that patients at the clinic are in a sensitive emotional state because of their condition. So, the virtual environment offers the new employees a safe area for learning.

The environment basically looks like a video or computer game. The user plays the main character and interacts with patients in a hospital, which are NPCs. These virtual characters are equipped with devAIce® XR (former entertAIn play) to simulate the emotional reaction of real-life patients. They perceive the emotion of the player from his or her voice through audio AI.

The training application is designed in a way, that helps the new employees to learn how they react in a way that matches the sensitive state their patients are in. Therefore, the application focuses mainly on emotions like anger and nervousness, which could arise in the patients, if the staff does not treat them empathically enough.

Result

The goal of the project is to make the application as natural and immersive as possible so that the staff and thus the hospital profits as much as possible from it. So far, there is great progress and the application will soon be used for all new employees in the hospital.

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Eric Jutten, CEO
The Simulation Crew

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