

IMCL2021

"New Realities, Mobile Systems and Applications"

Mediterranean Palace Hotel*, Thessaloniki, 4-5 November 2021

** IMCL2021 is planned as a hybrid event (remote & onsite presentations will be supported)*

Special Session Call for Papers

Immersive Technologies for Health Professions Education and COVID-19 (ITHPE)

Overview

The changes to health care education to address COVID-19 have been transformative [3], with the rapid shift from in-person learning in the classroom to remote learning (both synchronous and asynchronous) being one of the most immediate changes [2]. Similar to in-class learning, the physical presence of trainees for inpatient and outpatient settings has been an integral part of the early health care education health experiences. COVID-19 has also greatly affected residency/clerkship training, more specifically, clinic and hospital outpatient volume have been drastically reduced as many non-urgent outpatient appointments have been cancelled, and inpatient hospital services have been reduced [1]. Furthermore, the reduction of inpatients has decreased trainees' opportunity to perform many essential inpatient procedures while also limiting the diversity of patient-related health care and surgical conditions they are exposed to [1].

Aside from facilitating in-class via remote synchronous and asynchronous learning, technology has also been used to facilitate experiential ("hands-on") learning during the COVID-19 pandemic, as health care laboratories shut down and health care placements and clerkships were not available. Virtual reality- (VR-) based learning environments (including virtual simulations and serious games) are a growing and vital health care education component. VR-based learning environments allow trainees to learn from virtual simulated health care experiences as they would in the real world while allowing health care educators to implement simulated health care experiences to a more significant number of health care trainees in a shorter time [4]. It is clear that technology and virtual learning environments in the form of virtual simulations and serious games have and will play a vital role in health education to facilitate remote learning during the COVID-19 pandemic and beyond.

The proposed workshop will focus on immersive technologies (including AR, and VR), serious games, virtual simulations, and the potential impact to health professions education and society as a whole that they present with an emphasis on the COVID-19 pandemic.

References

- [1] E. Edigin, P. O. Eseatonb, H. Shakaa, P. E. Ojemolonc, A. Iriagbonse R. Asemota, and E. Akunaa. Impact of COVID-19 pandemic on medical postgraduate training in the United States, *Medical Education Online*, 25:1774318, 2020.
- [2] M. N. Ferrel, and J. J. Ryan. The impact of COVID-19 on medical education. *Cureus*, 12(3): e7492. doi:10.7759/cureus.7492
- [3] S. Rose. Medical student education in the time of COVID-19. *Journal of the American Medical Association*, 323(21):2131-2132, 2020.
- [4] S. Tabatabai. COVID-19 impact and virtual medical education. *Journal of Advances in Medical Education & Professionalism*, 8(3):140-143, 2020.

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Topics

Potential topics include but are certainly not limited to the following as they pertain to health professions education:

- Virtual reality (VR) and augmented reality (AR)
- Serious gaming
- Virtual simulation
- Wearables
- Biometrics
- Gamification
- Big data
- Privacy and security
- Cloud-based computing
- Mobile
- Artificial intelligence
- Human factors and user experience (engagement, immersion, usability, etc.)
- Human-computer interaction
- Play
- Societal, psychological, behavioral, and cultural implications

Contribution Types

Papers for the Special Session should have between 8 and 10 pages.

All submissions will be peer-reviewed by at least two reviewers. Accepted papers will be included in the conference proceedings if at least one author pays the registration fee AND the paper is presented. The conference proceedings will be published as IMCL2021 Proceedings in the Springer series "[Advances in Intelligent Systems and Computing](#)".

For further questions, please contact the track chair(s).

Presentation Types

IMCL2021 is planned as a hybrid event, therefore remote & onsite presentations will be supported.

Important Dates

| | |
|-------------|--|
| 10 Jul 2021 | Submission of complete papers for special sessions |
| 26 Jul 2021 | Notification of acceptance |
| 06 Sep 2021 | Camera-ready due & author registration deadline |
| 04 Nov 2021 | IMCL2021 Conference Opening |

Submission

Please visit: <https://www.conftool.org/imcl-conference> and submit your paper by selecting the respective special session.

Program Committee

Chair(s)

Bill Kapralos, Associate Professor, Ontario Tech University, Oshawa, Canada.
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Members

(TBA)