

CGT Capstone Project

Company Name: Purdue School of Nursing

Contact Person: Benji Milanowski, Diane Hountz

Email address: bmilanow@purdue.edu; dlhountz@purdue.edu

Phone number: 765-494-4009

Semester and Year: Spring 2019

Each project must have a sponsor and an advisor. The *sponsor* is the person that proposes the project and has the overall project vision and idea. The *advisor* is the person that provides operational support and guidance to the project, as well as potentially technical expertise. Each role could be a CGT faculty member or an industry representative; however, each project must have CGT faculty and industry (external) participation and engagement.

Project Title: Nursing room of errors: AR/VR to spot medical setting errors

Anticipated problem to solve (in general): Create a virtual reality (VR) and/or web space role playing game (RPG) for nursing students resolve conflicts between patients, healthcare providers, and nurses.

Project Description (750 words or so): We want nursing students to develop their conflict resolution skills by playing a game in virtual reality. We believe an RPG format

Anticipated obstacles (if any): Asset creation and making a decision tree will be the largest obstacles. We need enough decisions to be made and options available that nursing students have to grapple with the action, but not so many as to overwhelm production of the game.

Anticipated outcomes: Nursing students will have a game to hone their conflict resolution skills.

Resources provided by the company (i.e., financial support, software licenses, hardware, etc.): We have five (5) Oculus Go VR headsets available for testing. We are storyboarding the game and we look forward to input from the CGT students

Resources expected from student team (i.e., time, software access/availability, transportation, etc.): Time and know-how from the students.