# CGT Capstone Project

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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 VR, AR, or web space environment for nursing students to spot errors and hazards in a medical setting.

Project Description (750 words or so): We have a task where students need to identify risks in a room e.g. a patient's bed is in a high position where they could fall out. Here is a link for a [Google Doc](#) of the training. In the past we have set up a room with these issues. A virtual reality and web space game have been created and we would like to expand it for educational and scholarship opportunities.

Anticipated obstacles (if any): Maintaining quality and continuity between the games is the largest anticipated challenge.

Anticipated outcomes: Nursing students will have multiple simulations to use via a VR headset or webspace to train them to spot environmental hazards

Resources provided by the company (i.e., financial support, software licenses, hardware, etc.): We have five (5)Oculus Go headsets available for testing and experimentation. We have a bank of nursing students available to trial software as well. We also have documentation and assets from the previous build for students to expand upon.

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