

Peer Reviewed Journals & Publications

Listed alphabetically by date

2024

Flood, Lisa Sue DNP, RN, CNE. Use of Virtual Reality Simulations to Embody a Patient: Exploring the Impact on Nursing Students' Confidence, Feelings, and Perceptions. Nurse Educator 49(1):p 36-40, January/February 2024. | DOI: [10.1097/NNE.0000000000001442](https://doi.org/10.1097/NNE.0000000000001442)

2023

Gómez-Morales A, Coon D, Joseph R, Pipe T. Behind the Scenes of a Technologically Enhanced Intervention for Caregivers of People With Dementia: Protocol for a Feasibility and Acceptability Study. JMIR Res Protoc 2023;12:e42655. <https://www.researchprotocols.org/2023/1/e42655> DOI: 10.2196/42655

Tomy, T., Neumann, C., Vognsen, J., & Major, S. (2023). Immersive and screen-based virtual reality simulations enhance empathy. International Journal of Healthcare Simulation, 2(2), 58–61. <https://doi.org/10.54531/grkb7114>

2022

Hess, S.P., Levin, M., Akram, F. et al. The impact and feasibility of a brief, virtual, educational intervention for home healthcare professionals on Parkinson's Disease and Related Disorders: pilot study of I SEE PD Home. BMC Med Educ 22, 506 (2022). doi.org/10.1186/s12909-022-03430-7

Bard, Jason T., et al. Increased medical student understanding of dementia through virtual embodiment. Gerontology & Geriatrics Education (2022): 1-12. doi.org/10.1080/02701960.2022.2067850

2021

Balas, Johanna and Emily Broman Phelps, Erin Washington, Annabelle Santos Volgman, Debra Fleischman, Neelum Aggarwal. Virtual Training of CNAs as Essential Dementia-Care Personnel in the Age of COVID-19 (1362) Neurology Apr 2021, 96 (15 Supplement) 1362 pubmed.ncbi.nlm.nih.gov/34971052/

Elzie, C.A., Shaia, J. A Pilot Study of the Impact of Virtually Embodying a Patient with a Terminal Illness. Med.Sci.Educ. (2021). doi.org/10.1007/s40670-021-01243-9



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Huber, Aleshia and Jennifer K. Embree, Amy Gay & Neyda V. Gilman (2021) Becoming immersed: Using Virtual Reality technologies in academic libraries to expand outreach and enhance course curricula, College & Undergraduate Libraries, [doi/abs/10.1080/10691316.2021.1902892](https://doi.org/10.1080/10691316.2021.1902892)

Tannous, Wadad Kathy, and Kathleen Quilty. Ageing: Everybody's Doing It–Life-Affirming Technology and the Longevity Economy. Technological Breakthroughs and Future Business Opportunities in Education, Health, and Outer Space. IGI Global, 2021. [240-254](#).

2020

McDonagh D., Reardanz D. (2020) Experiencing Aging: Analogue Versus Virtual. In: Woodcock A., Moody L., McDonagh D., Jain A., Jain L. (eds) Design of Assistive Technology for Ageing Populations. Intelligent Systems Reference Library, vol 167, Springer.

springer.com/gp/book/9783030262914

Strong, J. (2020) Immersive Virtual Reality and Persons with Dementia: A Literature Review. Journal of Gerontological Social Work. Vol. 63, No. 3, pp 209-226 doi.org/10.1080/01634372.2020.1733726

2019

Aggarwal, N., Broman, E. et.al. (2019) Being Beatriz: A Virtual Reality Depiction of Dementia to Challenge Ageism and Build Empathy Among Medical Students. Women in Medicine Summit 2019, Sept. 3, 2018. researchgate.net/publication/337559845_Being_Beatriz_A_Virtual_Reality_Depiction_of_Dementia_to_Challenge_Ageism_and_Build_Empathy_Among_Medical_Students

Bottenburg, F. (2019) Using Virtual Reality to Simulate the Experience of Dementia. Conference Proceeding, Southern Gerontological Society. southerngerontologicalsociety.org/docs/2019_SGS-Book-of-Abstracts.pdf

Buchman, S. and Henderson D. (2019) Interprofessional empathy and communication competency development in healthcare professions' curriculum through immersive virtual reality experiences. Journal of Interprofessional Education & Practice, Vol. 15, pp 127-130 doi.org/10.1016/j.xjep.2019.03.010



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Susan Chapman, Jacqueline Miller and Joanne Spetz. (2019) The Impact of Emerging Technologies on Long-Term Care and the Health Workforce. UCSF Health Workforce Research Center on Long-Term Care. healthforce.ucsf.edu/publications/impact-emerging-technologies-long-term-care-and-health-workforce

Gugliucci MR. (2019) Virtual Reality Medical Education Project Enhances Empathy. Innov Aging. 2019;3 (Suppl 1): S298–S299. doi.org/10.1093/geroni/igz038.1096

Washington, E. and Shaw, C. (2019) The Effects of a VR Intervention on Career Interest, Empathy, Communication Skills, and Learning with Second-Year Medical Students in Educational Media & Technology Yearbook Vol 41. eric.ed.gov/?id=ED601893

2018

Aggarwal, N., Potts, D., Broman, E., et al. (2018) Enhancing dementia care and building empathy through the integration of virtual reality technology and art therapy. Alzheimer's & Dementia Journal 14(7), 934-935. doi.org/10.1016/j.jalz.2018.06.1214

Gugliucci M. Virtual Reality Labs: Advancing Empathy within Health Professions and medical education. Innov Aging. 2018 Nov 11;2(Suppl 1):132. doi.org/10.1093/geroni/igy023.483. PMID: PMC6229580.

2017

Swartzlander, Barbara; Dyer, Elizabeth; and Gugliucci, Marilyn R., We Are Alfred: Empathy Learned Through A Medical Education Virtual Reality Project (2017). Library Services Faculty Posters. 2. dune.une.edu/libserv_facpost/2 (Published also in the Journal for Medical Librarianship)

