NARCAN Virtual Reality an Interprofessional Healthcare Experience

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**BACKGROUND**
In a pilot study conducted by creating a NARCAN simulation designed for the lay person, BSN and MSN nursing students at a Midwestern public university, indicated that prior to the NARCAN simulation experience they were not comfortable with administering the opioid antidote, NARCAN. They were also not aware that NARCAN is available over the counter and can be purchased and carried by anyone. Following the experience with the VR 360 simulation, all students reported an increase on knowledge related to NARCAN.

**VIRTUAL REALITY (VR)**
- Virtual Reality for NARCAN: Novel learning approach
- Computer-generated digital environment
- Realistic setting
- Enables users to look around objects

**PURPOSE**
The primary aims of this study were to: 1) evaluate Virtual Reality 360-degrees (cine-VR) video immersion as a teaching strategy for assessment and management of opioid overdose and 2) to evaluate student knowledge and perceptions regarding opioid abuse and nursing care related to this population.

**SPECIFIC AIMS**

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<th>METHODS</th>
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<td>• IRB Approval was obtained 19-X-16</td>
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<td>• Participants were recruited</td>
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<td>• Participants screened for eligibility</td>
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<td>• Viewing of the NARCAN VR Simulation occurred</td>
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<td>• Seven focus group (5-6 participants each) were formed from the randomly selected participants</td>
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<td>• Focus groups were audio recorded and sent for transcription</td>
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<td>• Thematic Analysis was completed for common themes</td>
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**RESULTS**
Focus Group Themes:
- Presence in situation
- Reality of situation
- Successful Learning

**CONCLUSIONS**
Perceived competence in providing NARCAN is increased with cine-VR in overdose situations

*References available upon request*