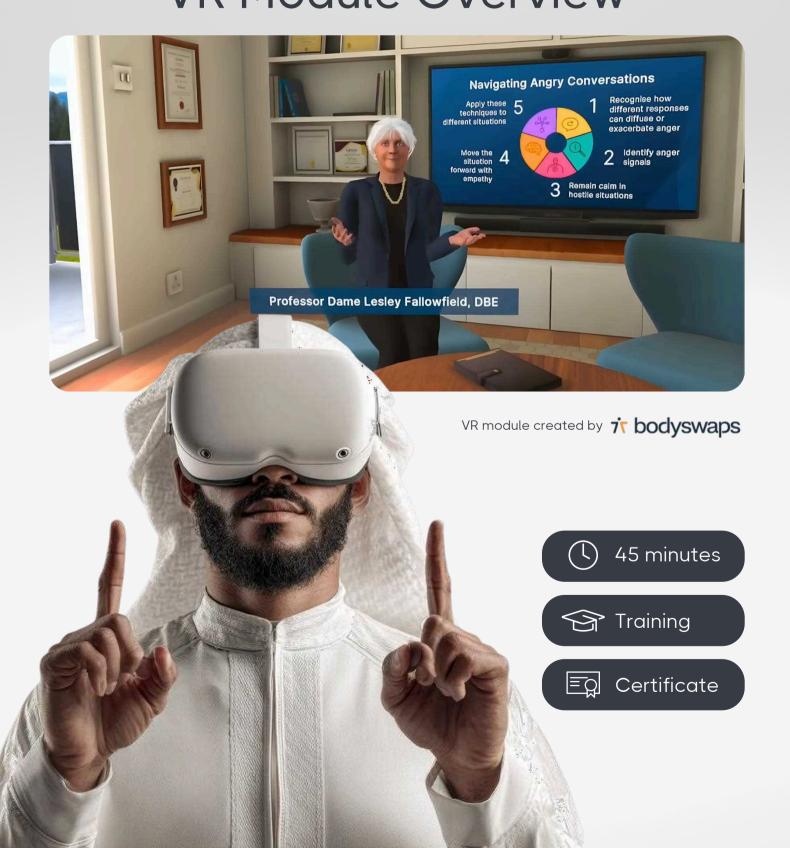
# NEXT WORLD Navigating Angry Conversations VR Module Overview



# **Navigating Angry Conversations**

This module is part of our Healthcare Module Series



A series of VR training simulations to help newly qualified doctors and medical students to improve patient communications. Developed with The Royal Society of Medicine (RSM).



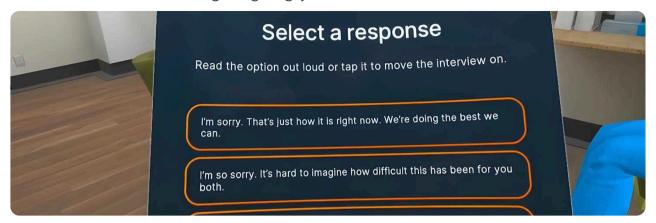
#### Who is it for?

This comprehensive module is designed for a diverse range of learners and a broad range of competency levels. It's particularly beneficial for:

- Medical Schools and Health & Social Care programmes: Supports the development of foundational interpersonal and communication skills. This module was built with subject matter expertise from the Royal Society of Medicine.
- Medical Schools and Health & Social Care programmes: Supports the development of key staff-patient communication skills in a variety of situations.
- **Healthcare institutions:** Equips practitioners and students with vital interpersonal communication skills to enhance staff-patient interactions.
- Nursing Programmes: This module's learning objectives are aligned with The Essentials:
   Core Competencies for Professional Nursing Education ("The Essentials") a publication owned by the American Association of Colleges of Nursing, which may be accessed <a href="here.">here.</a>

### **Module Structure**

What's included in VR Navigating Angry Conversations



In addition to content-based topics, the entire learner journey also incorporates ancillary activities - such as onboarding, self-reflection and the exit survey.

Ancillary activities take 3-4 minutes to complete and follow a standard format.

It is estimated that each topic will take the learner approximately 5 minutes to complete, although completion times vary depending on whether the learner chooses to repeat topics to explore different options (encouraged) or to fine-tune their freeform responses.

# **Learning goals**

By the end of this series, healthcare professionals will gain the following learning objectives:

- Understanding how different responses can defuse or exacerbate anger
- Identifying anger signals
- Remaining calm in hostile situations
- Responding with empathy to move the situation forward
- Applying these techniques to different situations

Learning these techniques in 'the heat of the moment' can be difficult - and potentially dangerous. Our simulations provide a safe space in which to put the theory into practice and become more comfortable with the methods before using them in real-life interactions with real people.



## **VR Trainee Certificate**

Employees will receive a VR Trainee Certificate upon successfully completing a training module.



**Certificate of Completion:** 

Finished the module, underperformed the pass threshold



www.nextworldxr.com enquiry@nextworldxr.com