

CHLA CCM + CHLA LAS MADRINAS SIMULATION CENTER

CHLA VR ECMO 1.0 MEETING

AGENDA

N/A

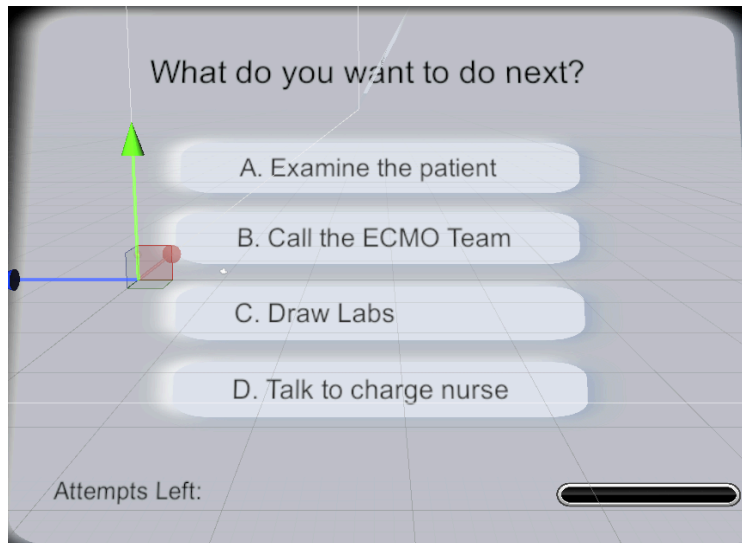
MINUTES:

TARGET DELIVER DATE: August 1

MAJOR MILESTONE: Will complete VR Simulation 1 by the above date

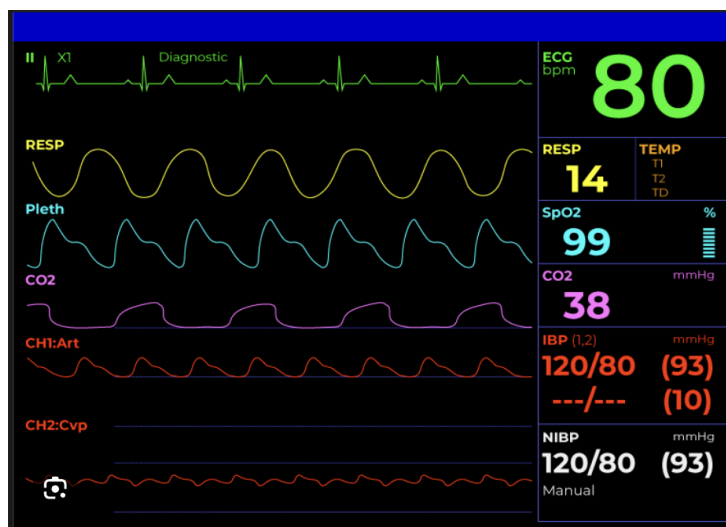
Questions

- Update questions stems/create transparent text bubbles
- Specify text bubble duration
- Design text panels: font, spacing, outer glow, duration
- Design visual reward & audio reward for correct answers
- Program headset vibration feedback when a question is answered incorrectly



Vital Sign Pop-ups

- Display monitor in top left corner





- Specify duration
- Adjust timing of appearance if needed

Notification Bubble

- Guides user where to look when a question or pop-up appears
- Place in bottom right corner
 - Add smooth graphing animation

Physical Exam Pop-up

- Stop video playback for physical exam
 - This can be deferred until later time frame, perhaps after august 1 deliverable

- Add clickable body parts revealing exam findings
-

Narrative Pop-ups

- Specify duration
 - Adjust timing of appearance
-

Laboratory Finding Pop-up

- Specify duration
 - Adjust timing of appearance
-

Sim Video Edits

- Trim excess time from simulation video
 - Perform after all pop ups have been properly constructed
-

Brainstorming Phase (defer these until after pop ups have been fully designed)

Start-Up Screen Video

- Duration: 15–20 seconds
- Goal: Engage user and introduce ECMO learning content

Blue Screen Section

- Consider adding a talking bust in 3D space for narration
- Option: “Talking head” style (similar to Skylanders)

Action Items & Deadlines

Owner	Task	Due Date
Anthony	Sim 1 Script for vital signs, pop-ups, notification timing	Monday, 8am (July 28)
Cole	Question design, reward animation, vitals monitor, notification bubble program/design	Friday, July 25

Addendum

- Reintroduce room and medical monitor sounds during video pauses
- Capture all user responses across the game to enable performance analytics (e.g., create a bell curve of average performance and standard deviation)

