

Vacancy number:

24295

Organisation name:

iMayflower

Vacancy title:

"Augmented navigation tool for anxiety reduction and environment familiarisation for visitors"
Masters R&D Studentship

Vacancy summary:

Are you considering applying for the MRes Digital Art & Technology with the University of Plymouth in 2021?

Do you have an interest in exploring how digital technologies can help organisations to innovate, grow or increase productivity?

Are you keen to work collaboratively with an established industry partner to apply your knowledge and further your own research, in a work context, contributing to the development of a new product, service or experiential offering, and enhancing your future career prospects?

Torbay and South Devon NHS Foundation Trust: "Augmented navigation tool for anxiety reduction and environment familiarisation for visitors" Masters R&D Studentship

About Torbay and South Devon NHS Foundation Trust:

TSDT is an active and innovative NHS organisation in digital health, with a particular reputation in developing and implementing appropriate use of XR technologies in its education and carebased pathways. The VR Lab at Torbay Hospital has delivered an active programme of research and innovation since 2017. The Lab was set up to bring together healthcare professionals (from a range of roles), patients, academia and industry and facilitate the co-design, development and early adoption of immersive technologies. The insights gained are now informing national strategy and policy in healthcare education.

The work of the VR Lab in digital healthcare is expanding. This is partly in response to the pandemic, but also as integral part of the Trusts ambitious programme of digital transformation that maps into NHS 10-year plan - and our aspirations for realising the service of tomorrow begins today.

About the project: Augmented navigation tool for anxiety reduction and environment familiarisation for visitors

This project is aimed at creating an interactive tool and/or experience from which to aid a patients/visitors understanding and navigation through a pathway of care into the hospital setting. Although potentially useful for a wide range of visitors, this project is particularly interested in supporting our younger visitors who will be coming into the unfamiliar hospital environment.

N.B. A suitable pathway of care will be identified for this project, which will entail the journey a visitor makes from arriving at the hospital to their location of treatment / intervention.

Through past work, we recognise that material that supports familiarisation and prior-orientation of environments in a “what to expect” context has proven to be useful for hospital visitors in general (such as a film walkthrough). Particularly for parents and guardians to use in helping explain and communicating with a child before actually stepping foot in the hospital. Our early work in utilising such technologies as VR and 360 videos for showing and explaining clinical settings in a virtual tour style approach has also indicated how important being able to orientate, deconstruct and interact these settings are for anxiety reduction and general familiarisation of the unknown.

This project would like to explore the next level of a navigation/orientation aid by creating a more interactive way for our young visitors to have an awareness of the hospital environment, but in an enjoyable and engaging method. For this reason, we believe an AR approach with appropriateness and accessibility of the content may benefit from incorporating gamified characters or light task interactions, particularly where this experience can be utilised both prior and during the hospital visit for distraction and comfort. Additionally, exploring the use of a virtual avatar / narrator guide in the context of this younger audience may aid a wider understanding towards what is most suitable (e.g. character / animal / mascot) to supporting interaction.

This project therefore desires to combine the ability to act as a pre-plan resource, but also as a tool for the young visitor to use on the day of a visit. We hope the output of this project would be technologically accessible experience for users, that has potential to be used on smartphones / tablet and combines both digital assets and captured / AV to support deconstructing the clinical environment.

We are seeking a postgraduate student who will be involved in the design and creation of a tool/ experience to aid the patient & visitor journey at TSDFT, working with clinical teams, the digital innovation team and patient representation to ensure a truly co-designed and contextually relevant output is achieved.

The student will have a unique opportunity to be positioned in a function that junctions digital technologies, academia and healthcare. For this position it will be crucial that the student can undertake activities that are both creative/design focused and have knowledge and proficiency in XR experience development.

This opportunity will see the design and production of a digital experience being considered and potentially utilised as a beneficial aid in a real-world setting. For this position, it will be expected that the student spends some time on site at the hospital and crucial that the student can undertake activities that are both creative/design focused, having a knowledge and proficiency with tools suitable for XR experience development.

This would ideally be complimented with an ability and desire to engage with our clinical teams and staff as well as an appreciation and interest for human interface design and human factors for the hospital environment.

Activities will include taking part in design workshops & discussions, further researching the opportunities (such as what is practical to deliver in this setting), Focus group prototyping ideas and early concepts and contributing to the Digital Futures programme (a TSDFT digital innovation workstream). In addition to the supervision of the Plymouth University team, the student will have the benefit of receiving guidance and support from the TSDFT project steering group whose membership covers clinical, digital and human centered design experience (biographies attached). A clinical fellow will be allocated to work alongside the student on the project and act as a key point of contact. There will be opportunity of presenting this work to regional networks and at our yearly research conference.

Undertaking the role will require occasional visits to the hospital and interaction with our healthcare teams. We therefore ask for individuals with an appreciation and sensitivity to the hospital environment. They will be subject to required checks in order to satisfy honorary contract status.

Applicant profile:

We are looking for candidates that have a strong design thinking and creative development skillset, that as an example may cover the use and understanding of technologies such as unity or photogrammetry and/or interest in game design when applied to the context of healthcare.

The theme of this project revolves around augmenting navigation, therefore we are really keen to have a student that can explore the use of AR with us, where digital assets/interaction can be overlaid with the clinical environment.

We are also keen to attract a student who will have interest and some understanding around the target audience for this project and an appreciation for the cognitive and emotional elements that a digital intervention in this space may entail.

Although this is a digital project, just as importantly is the way this project engages with the identified need and the service around it, particularly when considering how a digital intervention / tool is implemented.

We are particularly interested in individuals who are passionate to explore, understand and create positive impact where the intersection between digital technology, creativity and healthcare provides. An understanding of evaluation tools and strategies may also be of benefit, particularly for supporting impact and feedback of any tool/experience created.

Salary details:

Competitive

Successful applicants will receive a scholarship of £3000 towards their course fees. The business (Sponsor) will also receive a stipend of up to £2000 towards agreed costs of materials, travel and accommodation directly associated with the project. Students will receive joint supervision from the business and University staff throughout the duration of the project, impacting positively on your practice and future prospects.

Closing date:

04-Jun-2021

How to apply:

This project is expected to be delivered through the [MRes Digital Art and Technology](#), applicants should therefore have secured or be in the process of applying for a place on one of these programmes.

To be considered for this Masters R&D Studentship, please contact us with a covering letter, detailing the skills you would bring to this role and areas you would like to develop through the experience. Please also include a completed Expression of Interest form (see attached documentation, if you haven't already returned one), your CV and links to your portfolio, if you have one.

Email

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