



# Impact of Artificial Intelligence Generated Immersive Virtual Reality Simulation for Skill Mastery

Hesse, J., Johnson, A., Dunsmore, S, Streff, C. O University of Nebraska College of Nursing, Northern Division, Norfolk, Ne 68701 O Nebraska Methodist College, Omaha, Ne 68114

# Introduction/Background

- Nursing education faces a critical shortage of clinical site availability due to healthcare staffing issues and faculty deficits.
- Limited access to clinical sites negatively impacts student development in:
  - Critical thinking
  - Clinical decision-making
  - Nursing skill proficiency levels
- Artificial Intelligence (AI)- generated Immersive Virtual Reality (IVR) simulation offers a forwardthinking solution to these challenges.
- Al IVR provides:
  - Safe and diverse clinical practice opportunities.
  - Larger faculty to student ratios.
  - · Individually adaptive to learner performance.
  - Real-time Al driven feedback.
- This project evaluated how Al IVR simulation impacted nursing students' learning outcomes.
- Results demonstrated statistically significant improvements and high student satisfaction.

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## Methods

42 junior-level nursing students completed two Al-generated IVR simulations: **IV insertion** and **medication administration**.

Outcomes were measured across three checkpoints:

- •Checkpoint 1: Physical Skill simulation (C-CEI evaluation)
- Checkpoint 2: First Al IVR attempt (C-CEI and Al analytics)
- •Checkpoint 3: Second Al IVR attempt (C-CEI, Al analytics, and SET-M)

### Assessments included:

- Creighton Competency Evaluation Instrument (C-CEI)
- Al-generated performance scores
- •Simulation Effectiveness Tool-Modified (SET-M)

## Results

#### **C-CEI Scores**

Repeated Measures ANOVA:

- •*Medication Administration:* F(2, 123) = 329.78, p < .001
- IV Insertion: F(2, 123) = 2408.40, p < .001
- •Avg. increase: **33.62**% (meds), **48.12**% (IV)

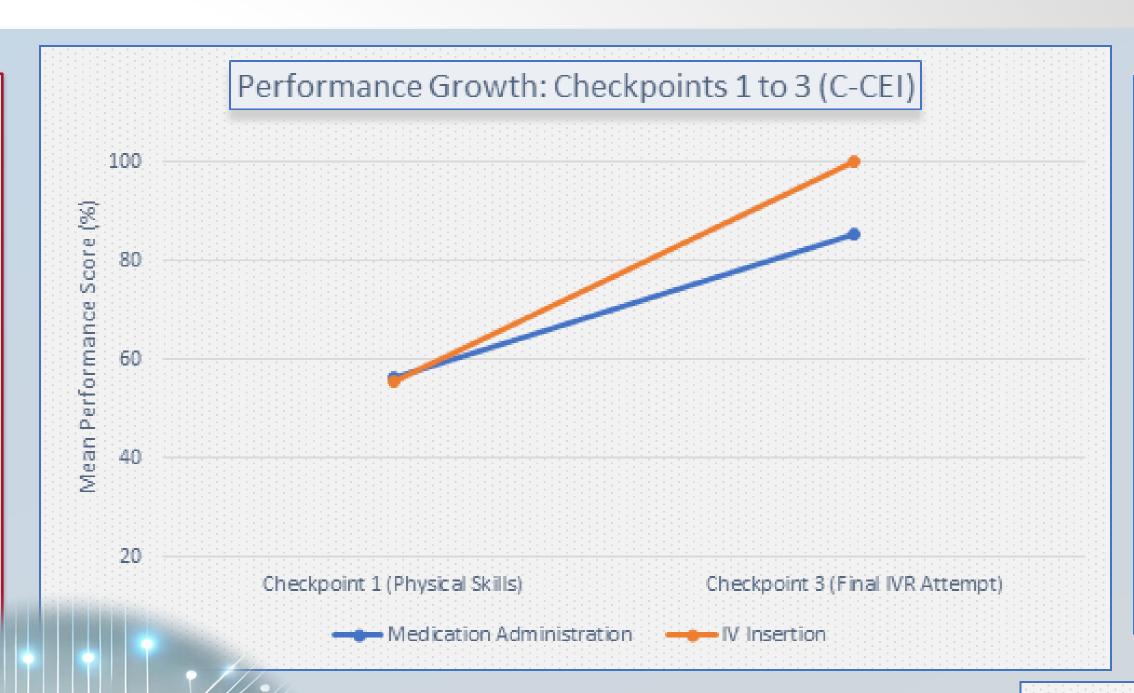
### **Al-Generated Scores**

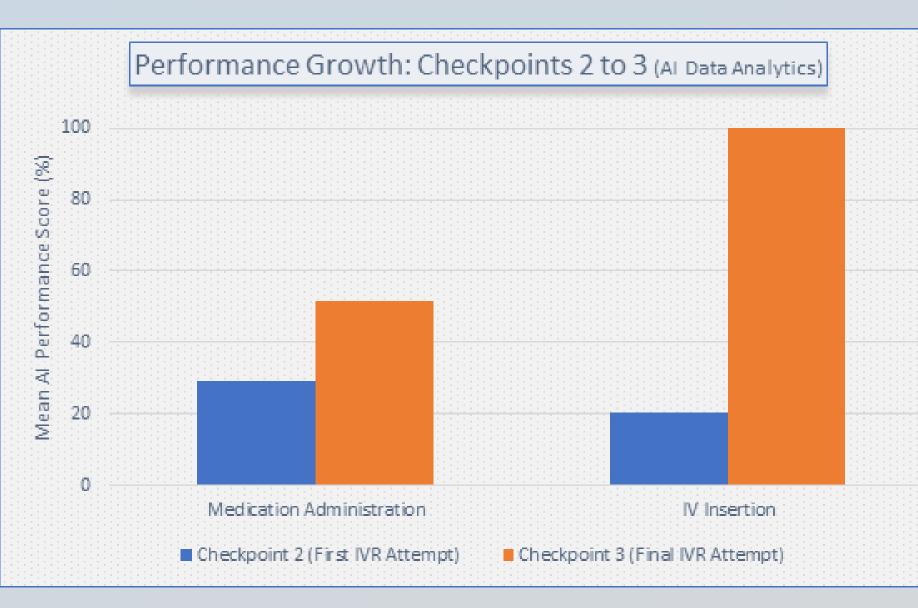
Paired t-tests:

- Medication Administration: t(41) = -12.55, p < .001
  - •Avg. increase: **33.62 percentage points** (from 18.45% to 52.07%)
- IV Insertion: t(41) = -63.86, p < .001
- •Avg. increase: **48.76 percentage points** (from 14.12% to 62.88%)

## **SET-M Satisfaction Survey**

- •Overall mean: 2.79 / 3.00
- •Highest agreement: confidence, prioritization, safety
- •Standard deviations indicated strong consensus among students

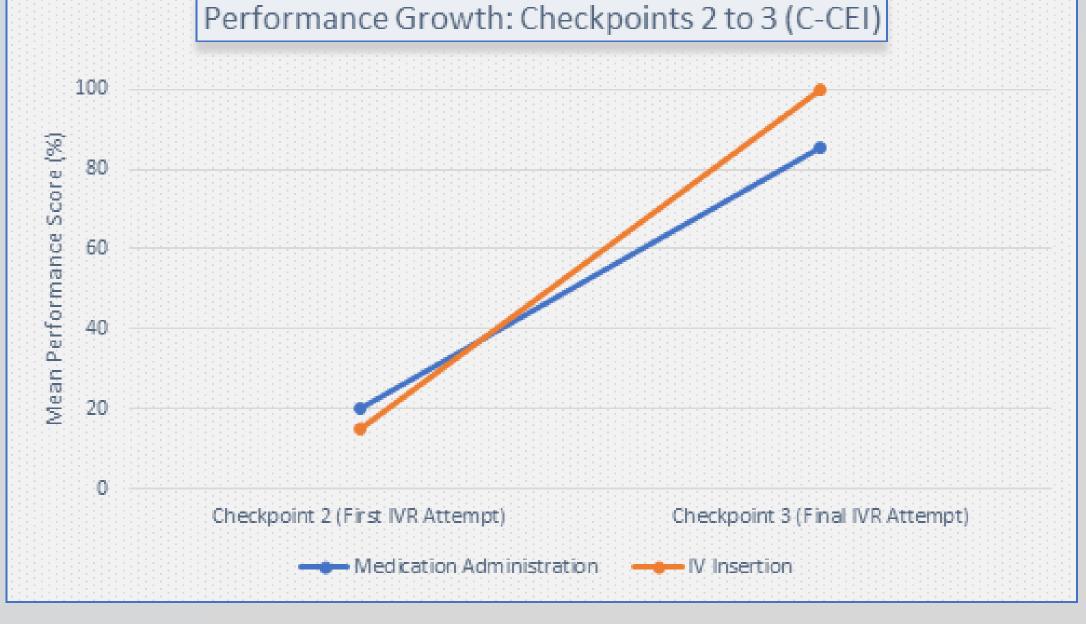




## **Key Outcomes**

Significantly Improved:

- 1. Critical Thinking
- 2. Clinical Decision-Making
- 3. Nursing Skill Proficiency
- 4. High Student Satisfaction



## Conclusions

Al-generated IVR simulation significantly improved nursing students' clinical decision-making, critical thinking, and nursing skill proficiency. Students reported high satisfaction with the experience. These results support the use of Al IVR simulation as a scalable, high-quality tool to enhance learning outcomes, supplement traditional clinical training, and prepare students for professional practice.

