

# DentALS-VR

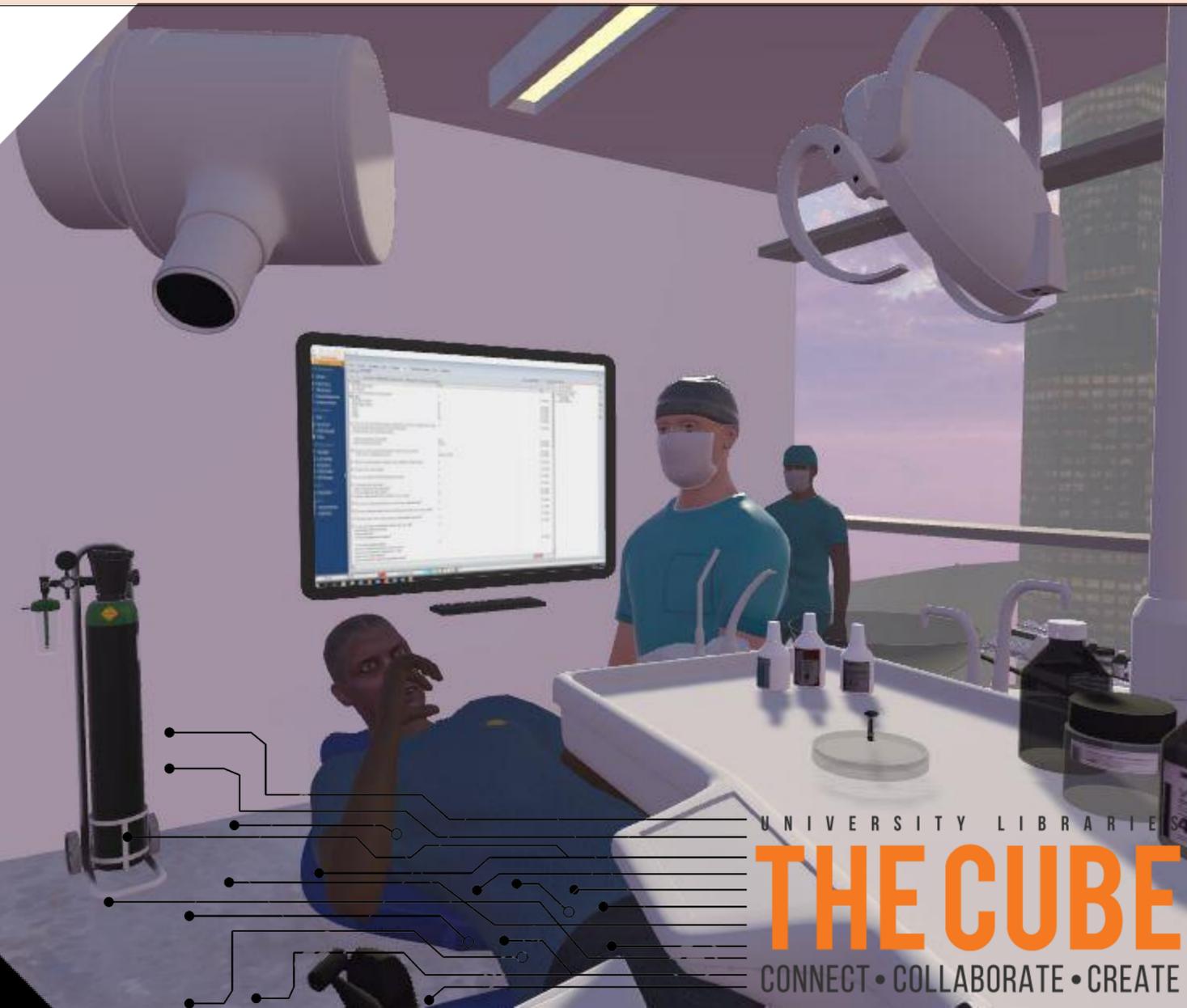
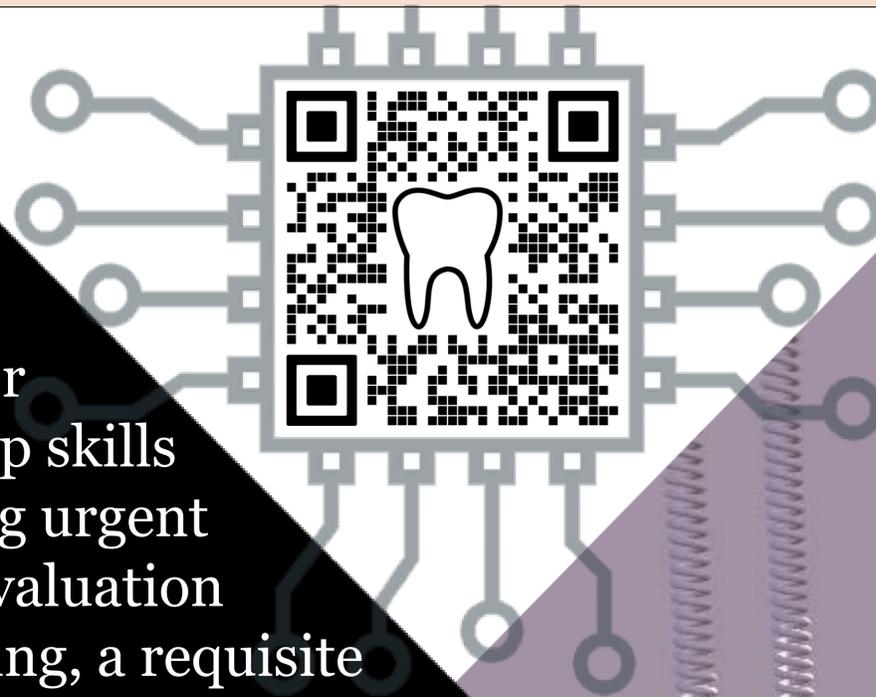
*Dentistry's Advanced Life Support:  
The Future's Virtual Reality Serious Gaming Solution*

**Jesse West Manton, DDS, MS, CHSE ; Keely Canniff, MS, BS ; Ian Higa**

UNIVERSITY OF THE  
**PACIFIC**  
Arthur A. Dugoni  
School of Dentistry

## THE GOAL...

To develop a novel virtual reality (VR), interactive dental clinical environment wherein learners can engage with various clinical scenarios involving patient avatars, dental personnel and medical equipment consistent with a real-world dental office.



## THE PURPOSE...

To utilize this VR environment for training dental learners to develop skills for recognizing a patient requiring urgent or emergent care and initiating evaluation and management in a dental setting, a requisite skill for all dentists in clinical practice.

## THE POTENTIAL...

A VR based learning environment allows learners to access these resources from remote locations, providing a cost effective and easily distributed simulation training solution. We intend to research this further and scientifically validate its effectivity.

UNIVERSITY LIBRARIES  
**THE CUBE**  
CONNECT • COLLABORATE • CREATE