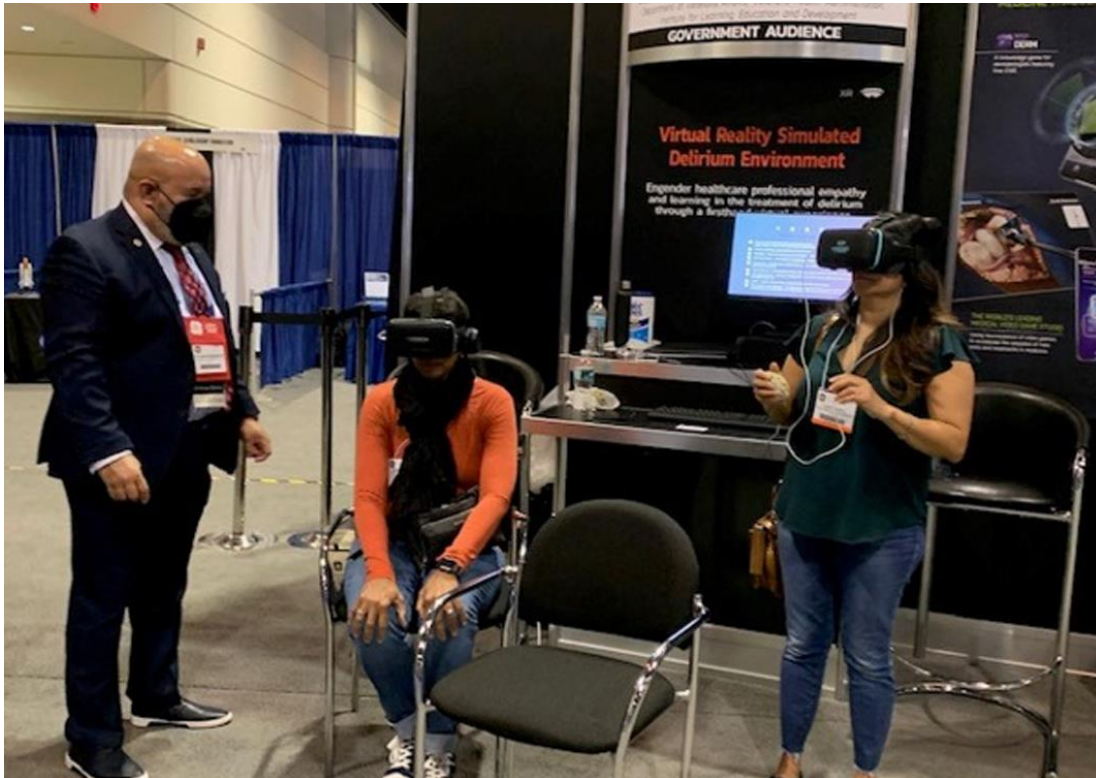


## ILEAD Game-Based Learning Module Wins Two Awards at International Conference

By Gerald Sonnenberg, VA Employee Education System Marketing and Communication



From left to right: ILEAD Project Manager Al Maldonado talks ILEAD staff Cathy Johnson (sitting) and Laura Gomez through the VR Delirium demonstration during the I/ITSEC conference. (VA courtesy photo)

In November, the Veteran Health Administration's (VHA) Institute for Learning, Education and Development (ILEAD) announced that two of its training modules would be featured at non-government training conferences and compete for international recognition. The Interservice/Industry Training, Simulation and Education Conference ([I/ITSEC](#)) was held between November 28 and December 2 in Orlando, Florida. ILEAD's game-based learning immersive product, Virtual Reality Simulated Delirium Environment (VRSDE) for Geriatrics and Extended Care, won both the Innovation and People's Choice Awards.

I/ITSEC is the world's largest modeling, simulation and training event. I/ITSEC consists of peer-reviewed paper presentations, tutorials, special events, professional workshops, commercial exhibit hall, serious games competition and science, technology, engineering and math (STEM) events for teachers and secondary students.

Delirium is a serious change in mental abilities, and it results in confused thinking and a lack of awareness of someone's surroundings. The [VRSDE iOS](#) application simulates the signs and symptoms of a patient with delirium. The training audience consists of physicians and allied health professionals who provide elder care and emergency care for Veterans experiencing delirium. This firsthand virtual (visual,

audial and haptic) delirium experience is designed to generate empathy in health care professionals and provide experiential learning in delirium treatment.

Al Maldonado, project manager and representative on ILEAD's I/ITSEC team, said, "We had several attendees come by during the week-long conference, including the spouse of a Veteran who is also his caregiver. She outlined, clearly, during her experience with the VR Delirium environment, that she can see this training experience helping caregivers who have spouses with this condition. She also stated how other medical conditions should be considered for this type of training modality."

In January, the [VRSDE](#) training module and [STROKE-Keep the Brain Alive in 45](#), the Neurology and National Telestroke Program's (NTSP) immersive learning product, were featured and competed for recognition at the International Meeting on Simulation in Healthcare ([IMSH 2023](#)). For both training modules, learners experienced real-world clinical environments in real time on their PC, iPad or iPhone applications and received continuing medical education credits in a variety of accreditations.