Integrating Virtual Reality in an Institutional Healthcare Education Research Online Conference

**Design**
- 3D avatar-based VR software
- 20 participants in VR
- Four-item survey on 7-pt scale

**Outcomes**
- Engaging
- Effective
- Reduced fatigue

**Conclusions**
- Outcomes strongly correlated to Satisfaction

Satisfaction

\[ r > 0.5 \]