

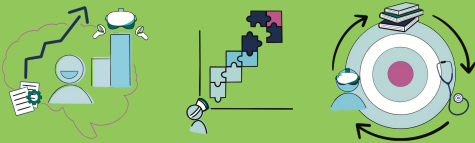


# VRNA CNA CASE STUDY

Exploring the effectiveness of using VRNA to enhance patient care training for Certified Nursing Assistants

## USE CASES

- Initial Career Exposure
- New Skills Practice
- Cumulative Skills Practice
- Skills Homework
- “Reward/Fun Time”
- Certification Exam Prep
- Program Recruitment



## PRIMARY OBJECTIVE

To assess the impact of using VRNA in an educational setting. Observations include evaluating its effectiveness in improving skill acquisition and learning outcomes, sharing educational best practices, and identifying viable use cases.

## SURVEY FINDINGS

### Highly Engaged Students

Instructors said that VRNA helped their students to better understand the patient care skills and did so in a “fun and engaging way”. One instructor reported, “I recently had a student ask for VRNA rather than working with a sim manikin. I believe student approaches to real residents will be much less scary after working with VR.”

### Increased Confidence in Skills

Instructors reported that their students appeared to be more confident in their patient care skills after practicing with VRNA. One instructor responded, “It seems to be a less intimidating learning environment for them, and they see it as a fun activity.”

### Independent Practice

Instructors noted that using VRNA enabled students to work independently while remaining engaged in relevant learning activities. This allowed instructors to focus on other individual or groups of students as needed.

### Real World Preparation

Instructors considered VRNA to be valuable in preparation for adapting to the variabilities of real-world healthcare settings, such as variations in care procedures, independent decision making, and “summative practice” of skills.



**“Students look at getting to work with VRNA as a sort of reward, not realizing that I am using it as a ‘summative practice’. They WANT to learn each individual skill well enough to advance to VRNA practice.”**

**VICTORIA HUBER**  
Nurse Aide Instructor

