Abstract

Radiation therapy (RT) is one of the cornerstones for the treatment of cancer. In most countries RT machines are handled by professionals benefitting from an ad hoc training in theoretical knowledge as well as technical and non-technical skills. In Belgium, RT departments are hiring in nurses for this activity. In countries where there is a specified core curriculum for basic training of radiation technologist, this basic training falls short once in practice and there is an obvious requirement for a continuous updating of skills in order to keep up with the accelerating evolution of technology. Therefore, the decision has been taken to implement a simulator in augmented reality in the RT department in Liège, to face the double challenge i.e. basic professional training as well as continuous education in technical and non-technical skills and Crew Resource Management. We describe a methodological approach for the implementation of a simulator in augmented reality in a radiation therapy department.
Keywords: Professional training  Technical and non-technical skills  Simulator in augmented reality  Crew resource management (CRM)

Disclaimer statements

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Further reading

Augmented reality, virtual reality and gaming: an integral part of nursing

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